






Qualifications

- Paid member for at least 6 months
- Completed at least 6 speeches from the *Competent Communicator* or a 2 levels in *Pathways*
- Be physically present
- Not a contestant beyond the club level
- At Division & District level
 - Not a member of the same club as a contestant
- *Preference given to judges who have attended training



Assigned to a Contest

- Watch for invitations on District 50 website & Facebook group
 - Use Signup Genius to confirm interest
- Contest Chief Judge will contact
 - Prospective judges
 - Judges signed up through Signup Genius
- Contest information provided
- Verify qualification
- Confirm yes or no
 - YES – show up by briefing time




Judging vs. Evaluating

<ul style="list-style-type: none">▶ Judging<ul style="list-style-type: none">▪ Do NOT evaluate▪ Decision is confidential▪ *Do NOT suggest improvements▪ Do NOT discuss results	<ul style="list-style-type: none">▶ Evaluating<ul style="list-style-type: none">▪ Appraise speeches▪ Measure speech against manual objectives▪ Offer suggestions for improvement
--	---



Good Judge Qualities


- Consciously avoid bias
- Knowledgeable of & supports
 - Contest rules
 - Judging standards
- Good Listener



Objectivity Barriers

- ▶ Race, age, gender, height, weight, etc.
- ▶ Speaker position
- ▶ Underdog
- ▶ Halo effect
 - ▶ Ex: Well known / liked
 - ▶ Ex: Dynamic delivery
- ▶ Reverse halo effect
 - ▶ Ex: Soft spoken
 - ▶ Ex: Don't like personally

2



Objectivity Barriers – cont.

- ▶ Subject
- ▶ Won before
 - ▶ Must be best
 - ▶ Give someone else a chance
- ▶ Different / not the norm
- ▶ No props or music



Disqualifications - Contestant Eligibility


- Member in good standing of a club in good standing
 - Maintain eligibility
- Meets contest requirements
 - International Speech
 - Completed at least 6 speeches in the *Competent Communication* manual OR 2 levels in *Pathways*
 - Before **club** contest
 - **Exception:** Charter member of a club chartered less than one year before the club contest

- **Responsibility of Contest Chair and Chief Judge**



Disqualifications – Speech Timing

- Humorous and International Speech
 - 5:00 to 7:00 minutes
 - Qualifies: 4:30 to 7:30
- Evaluation
 - 2:00 to 3:00 minutes
 - Qualifies: 1:30 to 3:30
- Tall Tales
 - 3:00 to 5:00 minutes
 - Qualifies: 2:30 to 5:30
- Table Topics
 - 1:00 to 2:00 minutes
 - Qualifies: **1:00 minimum** to 2:30
- **Responsibility of Timers and Chief Judge**




Disqualifications – Speech Originality

- ▶ Contestants must prepare speech
- ▶ **Must be substantially original**
 - ▶ “Twenty-five percent or less of the speech may be devoted to quoting, paraphrasing, or referencing another person’s content.”
 - ▶ Should be properly cited
- ▶ No plagiarism
- ▶ Originality Protests
 - ▶ Write “PROTEST” on ballot
 - ▶ Follow the Chief Judge out (quietly)




Disqualifications - Protests

- ▶ Only contestants and judges can protest
- ▶ Protests are lodged with the Chief Judge or Contest Chair
 - ▶ Must be lodged prior to announcement of winners
- ▶ Judges write "PROTEST" on ballot
- ▶ Originality Protests
 - ▶ All judges are involved
 - ▶ The contestant has opportunity to respond
 - ▶ Majority of voting judges required to disqualify
- ▶ All decisions are final




Contest Briefing

- ▶ Check in with Chief Judge
- ▶ Attend Judges' Briefing
 - ▶ Sign Judge's Certificate of Eligibility
 - ▶ Receive your ballots
 - ▶ Sign ballots before leaving briefing
- ▶ Ask questions!
- ▶ Tiebreaking Judge will be briefed separately




Contest Briefing – Additional Info

- ▶ Do not fill another role at the contest
- ▶ Preferred not to sit next to a contestant
- ▶ Preferred not to talk with a contestant before contest
 - ▶ Can appear biased
- ▶ Sit with good view of the stage
- ▶ Come prepared: pens and a writing surface (clipboard)



Contest Briefing – Additional Info cont.

- ▶ Listen to speech
- ▶ Use minute of silence to finish ballot
- ▶ Use indefinite silence to add scores & complete ballot
- ▶ List 1st - 2nd - 3rd place contestants
 - ▶ List first AND last name – consult program
 - ▶ No ties
- ▶ Sign, tear off, fold and hold up for ballot counter
- ▶ Repeat for 2nd contest
- ▶ Do NOT dispose of score sheets at contest location



Contest Briefing - Tiebreaker

- ▶ Rank and list ALL contestants
- ▶ No ties
- ▶ List first AND last name - consult program
- ▶ Sign it, tear off, fold and hand to CHIEF JUDGE!


(Print and mail to contest judge)

Tiebreaking Judge's Official Ballot - Evaluation Contest

Name of Contestant _____

1 st Place _____	4 th Place _____	7 th Place _____
2 nd Place _____	5 th Place _____	8 th Place _____
3 rd Place _____	6 th Place _____	9 th Place _____

(Signature of Judge) _____ (Judge's Name/Club Name) _____



Ballots

- ▶ Humorous Speech Ballot
- ▶ Tall Tales Speech Ballot

How to use the Judges Ballot

- Contestants' names on top
- Rank based on each scoring criteria
- Select method
 - Midpoint with + or – for points in speech
 - Counts
 - Notes
- Tally results

JUDGING ITEMS	SUGGESTED POINT VALUES													
	EXCELLENCE	VERY GOOD	GOOD	FAIR	1	2	3	4	5	6	7	8	9	10
Speech Development	15	12	10	8										

How to use the Judges Ballot – cont.

- Rank contestants
- No ties
 - Resolve your own ties
- Contestant first AND last name
 - Consult program
- Sign, tear off, fold and hold up

Judge's Official Ballot – Tall Tales Contest

Name of Contestant: _____

First Place: _____

Second Place: _____

Third Place: _____

Signature of Judge: _____

NOTE: Votes must be cast for first, second and third place on the ballot will be voided.


PLACE	RANKING POINTS (to be used for tally)
First Place	3 points
Second Place	2 points
Third Place	1 point

Ballots - Humorous Speech

HUMOROUS SPEECH CONTEST JUDGE'S GUIDE AND BALLOT

JUDGING ITEMS	SUGGESTED POINT VALUES													
	EXCELLENCE	VERY GOOD	GOOD	FAIR	1	2	3	4	5	6	7	8	9	10
Speech Development	15	12	10	8										
Speech Value	15	12	10	8										
Audience Response	15	12	10	8										
Physical	15	12	10	8										
Manner	15	12	10	8										
Language	15	12	10	8										
Appropriateness	15	12	10	8										
Correctness	15	12	10	8										
TOTAL SCORE (100 Points Possible)														

- Content – 55%
 - Development
 - Effectiveness
 - Speech Value
 - Audience Response
- Delivery – 30%
 - Physical
 - Voice
 - Manner
- Language – 15%
 - Appropriateness
 - Correctness



Ballots – Humorous Speech cont.

JUDGING CRITERIA

Content (55%)

Speech Development is the way the speaker puts ideas together so the audience can understand them. The speech is well organized, logical, and the structure must include an opening, body and conclusion. A good speech immediately engages the audience's attention and then moves forward toward a significant conclusion. The development of the speech structure is supported by relevant examples and illustrations, facts and figures, delivered with such smoothness that they blend into the framework of the speech to present the audience with a unified whole.

Effectiveness is measured in part by the audience's reception of the speech, but a large part is your subjective judgement of how the speech came across. You should ask yourself such questions as "Was I able to determine the speaker's purpose?" "Did the speech relate directly to that purpose?" "Was the audience's interest held by the speaker?" "Was this speech subject appropriate for this particular audience?"

Speech Value justifies the act of speaking. The speaker has a responsibility to say something meaningful and original to the audience. The listeners should feel the speaker has made a contribution to their thinking. The ideas should be important ones, although this does not preclude a humorous presentation of them.

Audience Response reflects the audience's reaction to the speech. Did the speech hold the audience's interest? Did people understand and laugh at the humor?

Delivery (30%)

Physical presentation of a speech carries part of the responsibility for effective communication. The speaker's appearance should reinforce the speech, whether profound, sat, humorous or instructional. Body language should support points through gestures, expressions and body positioning. The speaker makes effective use of and stays within the designated speaking area.


Voice is the sound that carries the message. It should be flexible, moving from one pitch level to another for emphasis, and should have a variety of rate and volume. A good voice can be clearly heard and the words easily understood.

Manner is the indirect revelation of the speaker's real self as the speech is delivered. The speaker should speak with enthusiasm and assurance, showing interest in the audience and confidence in their reactions.

Language (15%)

Appropriateness of language refers to the choice of words that relate to the speech purpose and to the particular audience hearing the speech. Language should promote clear understanding of thoughts and should fit the occasion precisely.

Correctness of language ensures that attention will be directed toward what the speaker says, not how it is said. Proper use of grammar and correct pronunciation will show that the speaker is the master of the words being used.




Ballots – Tall Tales

- Content – 30%
 - Development
- Delivery – 55%
 - Techniques
 - Physical
 - Voice
- Language – 15%
 - Appropriateness

TALL TALES CONTEST
JUDGE'S GUIDE AND BALLOT

JUDGING ITEMS	SUGGESTED POINT VALUES	RATING																		
		1	2	3	4	5	6	7	8	9	10									
Speech Development (Opening, Body, Conclusion, Organization, Smoothness)	30																			
Speech Techniques (Exaggeration, Irony, Pun, Humor, Surprise Twist, Exaggeration, Irony, Pun, Humor, Surprise Twist)	30																			
Physical Presentation (Appearance, Body Language, Positioning)	30																			
Voice (Pitch, Rate, Volume)	30																			
Appropriateness (Content, Purpose, Audience, Occasion, Language, Manner, Style)	30																			
TOTAL SCORE (150 Points Possible)																				



Ballots – Tall Tales cont.

JUDGING CRITERIA

Content (30%)

Speech Development is the way the speaker puts ideas together so the audience can understand them. A good tall tales speech immediately engages the audience's attention, then smoothly builds up to a climax and conclusion.

Delivery (55%)

Speech Techniques refers to the use of various tall tales skills, such as exaggeration, irony, pun, humor and surprise twist. These techniques are the essence of the tall tale, and they must be skillfully incorporated into the tale.

Physical presentation of the speech carries part of the responsibility for effective communication. The speaker's appearance should reinforce the story. Body language should support the story through gestures, expressions and body positions.

Voice is the sound that carries the message. It should be flexible, moving from one pitch level to another for emphasis, and should have a variety of rate and volume. A good voice can be clearly heard and the words be easily understood.

Language (15%)

Appropriateness of language refers to the choice of words that relate to the speech purpose and to the particular audience hearing the speech. Language should promote clear understanding of thoughts and should fit the occasion precisely. Proper use of grammar and correct pronunciation will show that the speaker is the master of the words being used.



Conclusion

- Consciously avoid bias
- Knowledgeable of & supports
 - Contest rules
 - Judging standards
- Good Listener



References

- ▶ Toastmasters Resources – Speech Contests
<https://www.toastmasters.org/Resources/Contests/Speech-Contests>
- ▶ Speech Contest Rulebook
- ▶ Speech Contest Tutorials
 - ▶ Overview and Roles
 - ▶ When You're the Judge
 - ▶ Judge's Guide and Ballot
- ▶ District 50 Toastmasters Website
<http://d50toastmasters.org/>
- ▶ Contest dates and locations



Hugh Dawson, DTM
District 50 Chief Judge

Email: chiefjudge@d50toastmasters.org
Phone: 214-929-9304

Session Evaluation Link:
<http://bit.ly/tlifedback>
(Facilitator has Session Number)
