

I like to look at judging as the ability to ask the right questions while speeches are being delivered.

GOV : 'X' OPP : 'Y'

- Was there a need for X?
- is X true?
- If true, how true? How likely?
- Is X exclusively true for gov?-
- If it exists in both worlds, is the extent to which it happens greater on gov?
- Why should I care X?
- Should I care more about X than Y?

A. WHAT IS JUDGING?

1. Tracking (Flowing the debate)
2. Evaluation of arguments
3. Reaching a Verdict (Gov / Opp)
4. Explaining the Verdict (OA)
5. Proving feedback to Teams

C. HOW TO JUDGE?

- Multiple different schools of judging
- You do you (Whatever Clicks)

The biggest bottleneck with judging is that 'Persuasiveness' is highly subjective.

It's quite difficult to compare a 'heap of words' against another 'heap of words'

Enter Hadar Goldberg

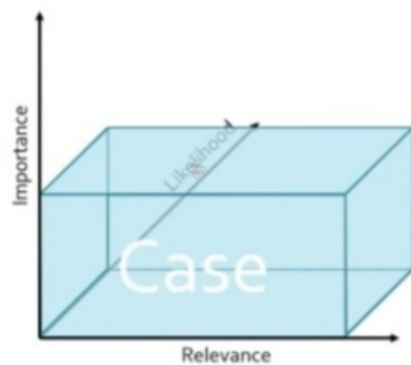
Debating = Math

- Judging is about making comparisons
- You can only 'Compare' what you can 'Measure'
- There is a WAY to measure the strength of words..

There are three measurable metrics in any team's case +

1. **Likelihood** (How true is something?)
2. **Importance** (How 'much' should we care about something?)
3. **Relevance** (Who are we talking about? Is this exclusive ?)

According to Hadar, a team's entire case can be measured by visualising it as a 3-D Cuboid.

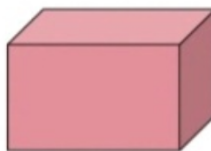


Basically, you decide who wins by evaluating which team has the bigger cuboid...



GOV CASE
(LxIxR)

VS



OPP CASE
(LxIxR)

