

Rostrum Speaking Competition Standard Adjudication Sheet

Guidelines for adjudication are on the reverse side

Speaker				
Topic				
Impact on the Emotions				
Total: 50				
Impact on the Intellect				
Total: 50				
Total marks				
Ranking No ties are permissable	_	 _	 	



Rostrum Speaking Competition Adjudication Guidelines

Adjudicators must be familiar with these guidelines and use them in their adjudication

Please make yourself familiar with these guidelines:

- A speech is both an art and a craft it is not unlike a tapestry;
- Speeches will generally need to be more than just a story.

Clear adherence to the topic is crucial.

- The link with the topic must be crystal clear throughout the speech. The tapestry metaphor is worth remembering the topic is not unlike the canvas on which a tapestry is woven;
- A speech where the topic is mentioned at the beginning, or at the end or once in the middle will not meet the criteria;
- Timing is crucial.
 - A speech must be between 30 seconds under and 30 seconds over.
 - Speeches which are 30-45 seconds out of the prescribed time will be penalised
 - Speeches which are more than 45 outside the prescribed time will be ranked last.
- Adjudicators must consider adherence to the topic as their first consideration and then use the standard Rostrum Adjudication model of Impact on the Intellect and Impact on the Emotions. For your guidance, further explanation of Intellect and Emotion is below.

Impact on the Emotions – 50 marks	Impact on the Intellect – 50 marks		
Judge the ability of the speaker to affect the audience with the presentation of the material	Judge the ability of the speaker to achieve a perceived purpose with logical and sequential theme/topic development.		
Visual impact - Appearance, stance, gesture, notes, eye contact, visual aids, movement Vocal Impact - Quality, clarity, variety, volume, pitch, pausing, pace, pronunciation	Material - Scope, accuracy, clarity, relevance to topic, logic, adequacy Arrangement/Design/Construction - Introduction, body, conclusion, general structure and overall design, use of segues, use of metaphor		
Empathy - Contact, understanding, acceptance, audience involvement Appeal - Audience engagement, imagination, originality, wit, appropriate humour, illustrations Mood - Feeling, emphasis, enthusiasm, sincerity, engagement	Progression/Flow - Cohesion, timing, logic, development, evidence of research & preparation. Language - Words, vocabulary, sentences, phrases, grammar, word pictures, figures of speech Appeal - Credibility, entertaining, memorable, motivating, convincing, engagement		