

Dear Friends of Forensics:

Greetings from Moraine Valley Community College, we would like to invite you to participate in the *Appel Quest* Forensics Tournament on Friday and Saturday, October 27th & 28th, 2023.

IPDA will be offered on **Friday** in an **online** format.

Individual Events will be offered on **Saturday LIVE ON CAMPUS**. (Palos Hills, Illinois)

We will be holding both a VARSITY **and** a NOVICE (any 4-year competitor in their first two years of competition may enter the novice division and any community college student may enter the novice division) Tournament. We are pleased to offer 13 different events. A novice division will be offered for all events with sufficient entries. For those events without sufficient entries for a separate division, a novice final will still be held based upon results from the open division. In the event there are not enough entries to hold a novice final, the top novice will be recognized. Competitors who place into the open final will not be eligible for novice division final.

Our Halloween themed tournament is an opportunity for students to experience competition in a friendly environment. The novice division at our tournament is a chance for beginning competitors to compete within their own experience level. A novice will be defined as any 4-year competitor with less than four full semesters of college competition experience or any community college competitor. Please note: coaches who wish to enter novice competitors into the open division may do so. Since this is one of the first tournaments of the year, we encourage coaches and judges to be helpful and understanding to these competitors who are just beginning this amazing activity.

We are offering a **unique event: Cross-Squad Improvisation (CSI)**. Please read the enclosed sheet for details and rules. As always, this is a great opportunity for students to discover some new levels of creativity and meet and work with students from other teams! (In this event, there will not be two divisions.)

On Saturday, we will be live on campus, but using electronic ballots. Judges are responsible for bringing a laptop or I-pad device for using electronic ballots. Information on rules, fees, registration, awards, tournament schedule and food are listed below. Please note that the Saturday tournament is being held on campus in the “A” Building.

We hope to see you in October. If you have any questions, please give me a call or send an email,

John Nash, Krista Appelquist, Jeff Rieck, Natalie Jurcik & Damian Samsonowicz

P.S. Entries are due Tuesday, October 24th by 5:00 p.m. Please use <https://forensicstournament.net/MoraineValley/23> to register.

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Experimental Event: *Cross-Squad Improvisation* (CSI)

Event description: Students will enter this event as an individual. Once at the tournament, they will be paired with a partner from another team. Thirty minutes before their performance, the pair will draw an improv scenario which includes a place & a relationship (I.E. siblings camping in a tent out in the woods). They can confer & brainstorm with each other for thirty minutes; no external information or computers may be used. The pair will then perform their scene for the judge. Although students will be performing as a pair, they will be ranked individually. For final rounds the top INDIVIDUALS will advance, not necessarily the top teams. For each round, NEW improv teams will be formed. A team will consist of at least 2 people. In the final round, students will be ranked as a team.

Important Rules:

- The time limit is 7:00; at 5 min, the judge will give a "two minutes left" hand signal, then "one minute left," and :30 if needed.
- Unlike duo, no "introduction" is needed; the performance should make it clear what the scene & relationship is
- No double entry with extemporaneous speaking.
- Students may enter another event but must go to improv first. Sign in to your other round so the judge knows. ISIS draw will be same time/place as extemp draw, TBA at the tournament.
- No manuscripts, props, notes or black binders may be used. Chairs may be used if needed.

Suggested Judging Criteria:

- Performers do NOT have to use "off stage focus" (but they may.) In improv, performers make eye contact with each other
- Focus on how well the pair created unique characters or "voices"
- Focus on how well the pair played off each other, their chemistry as a duo
- The performance does not have to be comedic but may include drama & comedy
- Confidence, delivery & polish
- Blocking is realistic and clear.... (I.E. students don't create a table and then walk through it)
- Any other creative or inventive aspects the pair demonstrated, however, the students should stay *in that scene* rather than invent extremely extraneous or superfluous plot-based events.

More Tips for Judges and Performers

For those of you NEW to improv, here are 5 basic hints or rules that will help the scene go well. These rules were taken from the *Improv Encyclopedia*. In addition to overall presentation, judges will be asked to base their decision on how well each member followed these rules.

1) Don't Deny

Denial is the number one reason most scenes go bad. Any time you refuse an offer made by your partner your scene will almost instantly come to a grinding halt. Example: Player A) "Hi, my name is Jim. Welcome to my store." Player B) "This isn't a store, it's an airplane. And you're not Jim, you're an antelope."

2) Don't ask open ended Questions

Open ended questions (like "Who are you?") are scene killers because they force your partner to stop whatever they are doing and come up with an answer. When you ask your partner an open-ended question, you put the burden of coming up with something "interesting" on your partner - so you are no longer doing a scene together but forcing one person to do more work than you are willing to do.

3) You don't have to be funny.

The hidden riddle of improv is that the harder you try not to be funny the funnier your scene is going to be. Why? Because it's the very best kind of improv scene you can do is an "interesting" scene, not necessarily a "funny" one. When you do an interesting scene, a very surprising thing happens; the funny comes out all by it's self. *The best ways to go are to stick to your character, stick to the story that is being told, and to stay within the reality of the scene you are playing.*

4) You can look good if you make your partner look good.

When you are in a scene, the better you make your partner look the better the scene is going to be and as a direct result, the better you are going to look. Players often enter a scene with some great idea about the character they are going to play or an idea they want to do but their partner probably has absolutely no idea what's cooking and so has no idea how to react.

5) Tell a story.

Storytelling is probably the easiest rule to remember but the hardest one to do. The real magic of improv is when we see the players take totally random suggestions (like a plumber and a cab driver selling shoes in a leper colony) and somehow "make it work". If all these unrelated elements are going to come together then it's going to happen in the course of an interesting tale. So that's just what the players are going to try and do, tell us all a story.

Moraine Valley Forensics Tournament General Information

Event groupings:

Debate- IPDA

IE-A -- Pers, DUO, Imp, CA, POI, DI

IE-B -- *Ext, Pro, STE/ADS, Info, Poe, *CSI *Students may not enter in both Extemporaneous Speaking and CSI.

Phi Rho Pi rules will be followed for all the events. Rules are posted on the Phi Rho Pi website www.phirhopi.org.

Entries & registration:

Entries are due Tuesday, October 24th by 5:00 p.m. Each school may enter eight competitors in each event. (8 entries total are allowed, not 8 in Open and 8 in Novice). A competitor may enter three events per group, so each student may be entered in a maximum of six events on Saturday and one event on Friday. Students may not double enter in Extemp and CSI since prep is at the same time.

<https://forensicstournament.net/MoraineValley/23> is the method to enter.

Friday registration will take place in the virtual registration room found on ForensicsTournament.net
Saturday registration will be located in the G building, room 290. The G building is connected to the A building on the second floor.

Please park in the A parking lot.

Fees:

Entry Fee: \$10 per slot. Uncovered judges fee is \$10 per slot.

Drops/Changes from entry deadline thru 5 PM Wednesday – No Charge

Drops after 5:00 PM *Wednesday*- **\$10.00 per slot**

Drops after 5:00 PM on *Thursday* - **\$15.00 per slot**

Day of Drops- **\$30 per slot & \$50 per dropped judge**

I would love to know as soon as possible of any LAST-MINUTE drops – call John (773-318-2460) from the speech van on the way to the tournament if you have a drop.

Checks should be made out to *John Nash*. If this is a concern for your school, you may make them out to Moraine Valley Forensics Team.

Judges

For IPDA on Friday, each judge will cover **2 IPDA entries**. Separately, for IEs on Saturday, each judge will cover **6 IE slots**. Note: Students from the same school may be scheduled in the same section to make best use of all judges. We will try to avoid this. Judges are required to bring with them either a laptop or I-pad device for judging. Please bring your own devices for charging.

Judging link for hired or volunteer judges only (not school judges): <https://forms.gle/dtc9XRTLMRGazioM6>

Ranks & Awards

The top six individuals in each individual event will advance to the final round. Ties will be broken in this order: speaker points, judges' preference (where applicable), and number of firsts. We will not break an event into a semi-round unless entries in the event allow us to do so.

The top five schools accumulating the most points will receive team sweepstakes awards. Final round points (Varsity & Novice) will be awarded as follows: (Please note: For those events without sufficient entries for a separate division, a two-year final will still be held based upon results from the open division. Those points will be halved.)

6th place = 2 points
5th place = 4 points
4th place = 6 points
3rd place = 8 points
2nd place = 10 points
1st place = 12 points

Competition Schedule:

Friday- IPDA Debate

10:15am – 10:45am – Registration – Go to the Registration Room to verify entry

Draw 11:00 am	11:30 Speak Round 1
Draw 12:30 pm	1:00 pm Speak Round 2
Draw 1:45 pm	2:15 pm Speak Round 3
Draw 3:00 pm	3:30 pm Speak Round 4
Draw 4:30 pm	5:00 pm Speak Semi-Final Round
Draw 6:00 pm	6:30 pm Speak Final Round

Saturday- Individual Events

8:15am – 8:45am	Registration – Building G 290
9:00am - 10:00am	Round 1A
10:15am - 11:15am	Round 2A
11:15am-12:00pm	Lunch
12:00pm	CSI / Extemp Draw
12:15pm - 1:15pm	Round1 B
1:30pm	CSI / Extemp Draw
1:45pm - 2:45pm	Round 2B
3:00pm - 4:00pm	Finals A
4:15pm	CSI / Extemp Draw
4:30pm	Finals B
4:45pm	CSI / Extemp Finals
ASAP	Awards

Hotel

For recommendations on hotels, please contact John Nash, nash@morainevalley.edu.

Hosting Platform

ForensicsTournament.net (with 8x8) will be utilized for registration, competition, and tabbing on Friday. Coach and student guides can be found [HERE](#). You will find that understanding how tournaments will be run will help put students and judges at ease.

Rules for IPDA Debate

Topic Strike: Topic strike will occur in a common draw room. Negative strikes first. Prep time begins as soon as the topics are announced/released to the opposing partners.

Debaters should strike on time. Should one debater not appear at the scheduled time, a five-minute grace period will be started. At the end of the five minutes, the topic list will be given to the debater in attendance who will choose the topic to be debate and the round will begin 30 minutes from the time of the topic selection. The absent debater will only have the prep time available that remains. If a debater fails to appear after the prep time has elapsed, they will automatically forfeit the round.

Debaters will NOT be allowed to consult any other person during prep time.

As per IPDA rules, debaters can consult paper and/or electronic research material during preparation, which may be quoted or paraphrased from notes during the round.

Safety Protocols for face to face tournament: In keeping with the college commitment to the safety of both students and staff, this project will adhere to the following safety protocols.

- Coaches, judges, and competitors are always encouraged to remain at least six feet apart.
- Judges and competitors must be at least a minimum of 10 feet from performers
- Face coverings may be worn but are not mandatory
- Actual competitions will be restricted to only competing students and judges per room
- Students and faculty will adhere to all required safety protocols of Moraine Valley
- CSI entries will be strongly encouraged to wear masks while prepping.

Best Practices for online competition:

The shift to online competition necessitates a change in norms. Here are suggested Best Practices to help as we establish new norms together:

FLEXIBILITY- Both judges and competitors are encouraged to be flexible, reasonable, and open-minded.

AUDIENCE CAMERA- Individual observers in each round are encouraged to turn on their camera so their feedback to the speaker can be seen. However, this is not a requirement.

EQUIPMENT CHECK- Before the tournament, have each of your team members test their equipment. Check the WiFi connection. Make sure computers are charged and ready to go. Test the audio and video connections. Closeout other tabs and applications on computers to assure the best connection available. Check your webcam or laptop camera.

ENVIRONMENT- Check the environment. Will you have a quiet, uninterrupted space? Do you have everything you need? Do you have good lighting?

FRAMING- This is new to the virtual environment. You want to make the choice whether you want to be framed on screen in full body and lose some facial expressions or be shot from the waist up and lose some movement and gestures. See “Flexibility” above.

IPDA- Go to The IPDA prep room for strike

AUDIO- Please set your mic to mute when not speaking so it does not pick up your speaker and create an echo.

DROPOUTS & GLITCHES- There may be connectivity challenges where folks with weaker signals may vanish momentarily. This is a challenge in any online environment and should not be counted against the participant. What do we do? The simple answer is to stop until the problem is fixed by the participant and resume once resolved. Judges should stop time if connectivity challenges arise. Give a reasonable moment for the participant to reconnect and resume. Contact the Help Room.

ETHICS- Any competitive event presents opportunities for those determined to cheat. Remember even in traditional tournaments competitors can text, chat and share documents with coaches or others who should not be assisting during a round. Certainly, online tournaments present a temptation. It is our expectation that participants make honorable and ethical choices. If you would not do it in a face-to-face tournament, do not do it in a virtual environment.

SCREEN RECORDING- Screen recording is not permitted.

SECURITY- This tournament only collects information needed for virtual communication (names, cell, email, and school information). Information will not be shared with outside parties beyond the reporting of results. Upholding copyright laws, no competition events will be publicly broadcast.