

DEBATE RUBRIC GUIDE

Score	Matter	Manner	Method
Under 20	Points should never drop below 20 even if a debater was particularly bad. Lower points often exclude a team from elimination rounds so if you give points below 20, you are in effect saying that a debater has no chance of recovery.		
20- 23	Scores of 23 and below should be reserved for people who are unsuccessful as debaters as well as obnoxious, disruptive, or mean-spirited.		
23-24	Offers assertions with little reasoning or evidence. Demonstrates fallacious reasoning. Repeats previous arguments instead of adequately responding to opponents' points.	Mumbles and rarely makes eye contact. Is clearly distracted by opponents' interjections. Is clearly nervous while speaking. Rarely if ever makes interjections, and disengages from debate after their speech.	Speech is poorly structured and difficult to follow. Does not tie in with previous speeches. Does not fully make use of allotted time, or uses full time but does so ineffectively (with lots of "fluff").
25	Consistently delivers complete arguments, though reasoning and evidence may be weak or insufficient at times. Identifies obvious issues, but misses complexities and nuances. Refutes opponent arguments but does so inconsistently at times.	Speaks clearly and understandably, with little or poor body language (shifting, avoiding eye contact, etc.). Clearly makes speech errors, but none serious enough to undermine argument. Makes interjections, but does not actively and consistently interact with teammates.	Speech is somewhat structured, but this structure is not adhered to throughout the speech. Attempts to reference previous speeches. Loses some clarity integrating opposing arguments into speech. Makes good use of allotted time.
26-27	Effective delivery of arguments, using convincing reasoning and evidence throughout. Demonstrates a solid knowledge base. Demonstrates ability to evaluate and find weaknesses in opposing arguments.	Speaks animatedly and remains engaged throughout debate. Demonstrates a degree of confidence and gives general impression of credibility. Effectively interjects and responds to opponents' interjections.	Presents a structured, organized speech. Points are coherent and easy to follow. Ties in speech with previous speeches, advancing teammates' arguments and responding to opponents' arguments.
28-29	Demonstrates thorough grounding in subject and has a clear grasp of the complexities and nuances involved. Delivers arguments backed with solid reasoning and thorough evidence. Critiques underlying assumptions and strategies in opposing arguments. Demonstrates ability to improvise effective arguments in response to opponents.	Clear mastery of rhetorical devices like humor, pausing for emphasis, and vocal inflection to add depth and character to speech. Speaks passionately and convincingly. Actively engages the audience, maintaining interest throughout the speech. Interjects when necessary, and responds to opponents' interjections thoroughly.	Uses a stable structure, organized in a clear, logical, and easy to follow manner. Effectively integrates teammates' and opponents' arguments into speech.
30	A score of 30 is considered flawless and perfect. This score should only be given to one who has demonstrated true and complete mastery, exceeding all expectations. Giving a score of thirty is essentially saying that you have no suggestions for improvement. Perfect scores should be given out very rarely, for only the most exceptional of speeches.		