TUMCA Moot Court Association Judging Instructions & Guidelines

If there are any questions or concerns, please call a tournament organizer:

**Add Names & Phone numbers here!**

**Ensure you have enough judges! (Experience shows 20-25% cancel or are no-shows!):**

* **Day 1 (Preliminary rounds):** *at least* 2 judges per round required!
* **Day 2 (Medal/Elimination rounds):** must have 3+ judges per round required!
* **If you only have one judge you do not have enough! YOU MUST HAVE at least 2 judges in your room! Call a tournament organizer!**
* **IF YOU HAVE 4+ JUDGES please check in with a tournament organizer to be sure we have 3 judges in EVERY room. Call one of the tournament organizers listed above please!**
* Each panel should appoint a chief justice (if one was not already appointed) who moves the proceedings along.
* Team concerns about the proceedings, rules, judge conflicts, etc. should be directed to the Chief Justice.
* Bailiffs should contact an organizer if there are any issues

**Make sure there are no conflicts between judges & teams:**

* If there is a conflict because a judge knows a competitor please call a tournament organizer.
* Judges and advocates may recognize each other, but judges should not know what school the advocates represent. Do not ask teams their school before, during, or *after* the round. It is a rules violation.
* **Day 1:** Teams should not hit the same team twice (they may hit the same *school-different team*, but **not** the ***same team****).*
  + *Ideally* judges ***should not*** judge teams they have seen in a previous round.
  + Preliminary rounds – There are 3 rounds and teams must argue Petitioner or Respondent once in 2 preliminary rounds, and then teams flip a coin to determine what side they will argue in preliminary round 3. The first team to get to the preliminary round 3 room calls the coin toss.
* **Day 2:** Judges may see teams from Day 1 in Qualifying rounds or Round of 32, but they ***should not judge*** teams they have judged in an earlier round on Day 2.
  + All judges in Sweet 16, Quarterfinals, Semifinals or Finals should not have judged a team they have seen previously compete if at all possible.
* ***Teams should not be moved from rooms they are assigned! Call a tournament organizer to change judges!***

**Order & time for speakers:**

* Both Petitioners and Respondents have 20 minutes per team to divide according to time they have allocated on sheets provided to the bailiff and judges.
* It is within judge discretion to lower points regarding point evaluation for effective use of time.
* Advocates should conclude with a one-sentence request for relief and an "unamplified identification of the ground on which the relief would be based." A “prayer” is not a proper concluding request in the Supreme Court of the United States.

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| **SPEAKER** | **TIME ALLOTTED** | **NOTES** |
| Petitioner 1st speaker | 7-13 minutes | MUST reserve rebuttal time during opening |
| Petitioner 2nd speaker | 7-13 minutes | Total time per team plus rebuttal must = 20 minutes |
| Respondent 1st speaker | 7-13 minutes | No Rebuttal time |
| Respondent 2nd speaker | 7-13 minutes | No Rebuttal time |
| Petitioner Rebuttal | 2-3 minutes | Addresses both issues |

* Teams will give you/bailiffs sheets with their names and times allotted before each round.

**Mark ballots, score fairly and evenly, be consistent:**

* Write in Petitioner & Respondent names, judge name, room, time, and the round you are judging (Prelim round 1, Prelim round 2, Qualifying Round etc.).
* Give **all advocates** approximately the same number of questions with the same level of difficulty. One person should not receive all the questions, and the rest get a “dead bench”. Try to ask a question every 20-30 seconds.
* When a round is over, please ask the teams to leave the room while you complete the ballot.
* Do not discuss who you think won or lost with other judges, and ***do not disclose your decision to teams***.
* *When ballots are complete have the bailiff or tournament organizer take the ballot to the tab room.*
* Judges should give BRIEF feedback (**limited to 5 minutes total to keep things on time)**
* Excuse teams for the next round and give comments on the ballots if possible.
* Give more points to the team you believe “won” the round **(you do *not* mark a winner on the ballot).**
  + “Winners” are the team who received the most points.
  + Do not give someone below a 60 unless they are absolutely horrific. This crushes students. Please remember these are undergraduates, and some students who have received 0s go on to decide they now longer want to be an advocate.
  + The scores follow a college grading scheme [A (90-100); B (80-80); C (70-79); D (69 below)].
* Speaking skill is one of four categories on the ballot, and the team with the lesser forensic skills can prevail in the other categories. Be consistent!
* This is a *closed case* (only cases, authorities, statutes, and regulations cited in primary cases listed at the back of the problem) should be cited.
  + Secondary cases (cases cited within primary cases) should receive limited usage and only as cited and used through the primary case
  + Detailed discussion of secondary cases is not allowed if the primary case does not discuss the secondary case in-depth.
  + Judges may ask teams and tournament organizers for proof of the secondary case in the primary case.
* **It is within the judge’s discretion to dock points accordingly for failing to follow rules regarding time, case citations, etc.**

**Bailiffs**:

* Check with tournament organizers about whether there are bailiffs (they keep time & run ballots to the tab room). There may not be enough bailiffs for every round or room.
* There are bailiff packets in each room with a timer and time cards.
  + If there is no bailiff and no other person (visitor) in the courtroom whom the Chief Justice can appoint as timekeeper, each team shall keep time for the *opposing* team.
* Judges should be sure one team does not receive an advantage by having more time to speak than their opponent. Consistency is most important!

**Return all materials & check out:**

* When you are done, you should check out at the same Registration Desk where you received your materials. Please return all materials and nametags as you leave to help us save resources.
* **If you are available for more rounds, please tell us!**  We are ALWAYS short on judges!

***THANK YOU FOR HELPING TRAIN THE NEXT GENERATION OF ADVOCATES!***