



Introductions

Tip #1: State your hypotheticals as likely possibilities.

Tip #2: Circle back to your stance.

Tip #3: Always justify your own words.

In order to do a successful introduction:

- Address the other team
 - If the contender team makes a mistake then address such mistake.
 - Explain why the contender's mistakes are important, but NEVER directly address a speaker, rather the team as a whole.
 - You should also address contradictions or logical fallacies
 - State the points of clash
 - Address what you agree on and what you disagree on.
 - Always always start with your similarities.
- Begin with rhetoric!
 - Be quick!
 - Be smart!
 - Be witty, not funny!
 - Use quick and inventive verbal humor.
 - Do not begin with a rhetoric without proper justification.
 - i.e. Society is a boat.
 - The rich live in the higher rooms, and the poor live at the very bottom of the boat.
 - If you hit any part of the boat, everyone will die, not just the poor at the bottom.
- Address values, principles or frames.
- Begin with a quaint narrative that involves both the motion and the stance.
- Duration:
 - Your introduction should not be longer than 30 seconds.

Outros

An outro is meant to conclude your speech in an effective manner.

- Always connect your outro to your intro.
 - Always go back to your stance, to the motion, to your own central argument.
 - Speak cyclically.
- Restate your central arguments if needed and/or develop points of clash.
- Be emotional by going small.
 - A murmur, a sigh, a pause, a silence is much more important than a loud voice.
 - Silence is your friend because it encourages reflection.
 - Every pause is evaluation.
 - Register what you say and move forward.
- Being concerned is more important than being angry.
- Do not beg!