



DRAMA-SPEECH-DEBATE
at **SKIATOOK HIGH SCHOOL**

*No Excuses, No Apologies, Just
Performance*

Welcome to Skiatook Drama-Speech-Debate. Participating in speech activities will be some of the most enjoyable and fun events of your academic career. The work is sometimes difficult but the rewards are fantastic.

Any successful team depends on combining the skills of stars under the seasoned direction of a professional coach. Just as in baseball there are positions to be played such as outfield, infield, batter—in speech and debate there are 13 playing positions called events. Just as there are basic skills to be learned in football such as running, carrying the ball, and blocking; there are basic skills in speech such as being able to determine what we should believe (LD), being able to decide what to do (CX) and organizing action (Extemp).

You will be asked to learn the basic skills and be able to audition for specific positions on the speech & debate team. Just as a coach determines a playing schedule and outlines a game plan; a schedule of contests and materials will be suggested to you.

By becoming involved you open up the opportunity for awards, recognition, scholarships and lots of fun. You will associate with top students at other schools.

Your education will be enhanced by your improved research skills, organizational ability, and critical thinking. You will learn to get along with all kinds of people and to work closely with a team.

Pride, discipline, and cooperation are expected from every team member.

The following guidelines are provided so there is no misunderstanding as to what is expected. They apply to every person on the team and help to ensure our success and the continuation of a valuable program. Good luck and LETS HAVE SOME FUN.

Team Standards

1. Each student is expected to attend *two* qualifying contests per *semester*
2. Performance in Regional One-Act can be counted as one contest
3. Each student is expected to prepare three events for contest.
4. Because attending contest is a privilege you must have academic eligibility and be contest ready
5. Contest ready means prepared in all events to a quality, which will best represent yourself, your team, and your school. Events must be prepared and presented in class or appointment before traveling to contest.
6. Each student will learn the core skills in class
7. Debate will emphasize presentation skills along with critical thinking ability.
8. **NO TRADING OR LOANING OF EVIDENCE IN STATE**
9. In Extemp, contestants must have contest quality practice before attending contest. This means no note cards and minimum minute speech. Team standard is not to use note cards.
10. Everyone must help the team with hosting duties for qualifying contest, one-acts, and debate clinics.
11. All qualified team members are expected to attend regional, district, and state contest.

The Big "D's"

I DRUGS—THE TEAM WILL BE A DRUG FREE ZONE. No one at any team event (contest, practice, demo, play, party, etc.) will use, possess, or distribute any drug. This includes alcoholic beverages as well as illegal substances.

Drug abuse is not limited to illegal drugs. Abuses of over the counter drugs such as diet pills, laxatives, sleeping pills, or caffeine pills are also not tolerated.

This rule does include tobacco use. The team will be considered a tobacco free zone so no smoking, dipping, or chewing. Please remember these are illegal substances for minors and you are representing your school.

Violation of the drug rule will mean:

1. a public apology to the student body
2. a call to your parents
3. expulsion from the team
4. failing grade for the class
5. referral for school discipline
6. **LEGAL ACTION**

If you have a substance abuse problem we will help you.

II DRESS You are representing your school, your team, and yourself so you should look as polished as possible at all times but especially at performances.

Women should wear dresses or skirts with blouses and dress shoes. Slacks may be worn if needed for blocking a duet or if it is extremely cold outside.

Men should wear dress slacks, dress shirts, dress shoes, and a moderate necktie. A suit coat or sports coat would be preferred but are optional. Long sleeved dress shirts for contest.

No running or tennis shoes may be worn in contest rounds. No denim of any type including acid washed. Nothing too short, too tight, or too low cut. Avoid mini skirts and blue jeans, and leather skirts/pants.

Blue jeans or shorts are okay for long distance travel and motel but no boxer shorts, short shorts, or ripped jeans allowed. No hats or any clothing advertising products illegal for minors.

No outrageous jewelry, pins, or buttons. No hanging or dangling earrings. No earrings on males.

Keep hair neatly groomed and clean. No outrageous haircuts or colors and no hair over your face and eyes. Should be clean-shaven—this means faces for men and legs for ladies.

You may take a change of clothes for when you finish competing. Please wait to change until after you have finished all rounds AND received your awards. Team shirts can be worn for awards assemblies.

III DECORUM

Skiatook competitors want to develop a reputation of outstanding conduct. Remember to respect others at all times.

Encourage and help your teammates enjoy the contests and trips. Teasing or picking on your teammates during the contest only hurts the entire team. On overnight trips avoid juvenile behavior like water fights, water guns, shaving cream, or anything else that could be considered a stupid kid trick.

Profanity is against state event rules and can result in the entire team being disqualified so use the dictionary and find some new expressive unobjectionable alternatives.

Equally important to how you treat your teammates is how you conduct yourself at the contest site and in contest rounds. Always use common courtesy, good manners, and respect for authority. Be polite, courteous, and positive.

If someone speaks badly of you or the team DO NOT LOWER YOURSELF TO THEIR LEVEL. Watch what you say about the team and never

make rude comments about another team or another competitor. Make up your mind that we would rather beat them in contest and show how good we are.

Please applaud and congratulate your opponent and they will return the respect when you win. Let people from other schools watch you perform so they can see how it is done.

Stay and watch rounds yourself unless you are entered in another event (called cross entered). Be careful when entering a room. Listen for clapping to enter a room or wait for someone to exit so you avoid entering or opening a door while someone is speaking.

NEVER LEAVE A ROOM WHILE SOMEONE IS PERFORMING.

Never interfere with another performance by anyone. Do not make distracting facial expressions, noises, and movements during another competitor's presentation. This can get the entire team disqualified from all competition. Don't talk or whisper during anyone's performance. Save all of your comments until you get on the bus to come home.

Please do not approach a judge to ask for comments. They have written ballots, which you will get to see. Many judges feel challenged or offended if students approach them about a round.

Above all be proud of what you are doing.

TEAM TRAVEL

1. Students will go to the activity on transportation provided by the school. This is to insure that we all arrive at the same time and work as a team. Please do not ask for an exception to this rule. Last person on the bus will clean up after the trip.
2. Music is great for rides to contest. Radios and cassette players are allowed but must have headphones.
3. With pre-dawn departures for long distance trips or late night returns, have the courtesy to let people sleep on the vehicle.
4. Please no screaming, yelling, or child's play of any type on the bus. It is distracting and could lead to a bus accident. Also yelling and creaming could hurt your voice and make competing uncomfortable.
5. While out of town **students will not ride in any car or bus other than ours**, no matter how nice the other people may be.
6. NO ONE SHOULD LEAVE THE CONTEST SITE WITHOUT PERMISSION
If a relative wants to visit with you, please encourage them to come watch you perform in the contest.

7. Parents may pick up a student at the contest site if prior arrangements have been made. However, no one should expect to leave before the awards assembly. Remember we are a team.
8. PDA (Public Display of Affection) Love birds and cuddle bugs please save the heavy stuff for when you get home.
9. Change your clothes before we leave or when we get there. NO CHANGING ON THE BUS. We do not need a show.
10. The floor of the bus is not a trashcan. It will still be the team that gets to clean up the bus if we leave it trashed after a contest.
11. Debaters will always be allowed to unload first at motels and contest sites, when they compete first.
12. Unload everything you are responsible for such as cases, extemp files, duet chairs.
13. Please do not use hairspray, perfume, or deodorant by spraying in a confined area.

AT THE CONTEST

1. Each student is responsible for finding out when and where his/her rounds of competition are located and being there on time.
2. Arrive at your round on time.
3. Know your school number (this changes each contest) and use the number not the school name.
4. Whoever takes chairs for blocking duet is responsible for them the entire trip.
5. Help carrying heavy files is appreciated, but always talk to the debaters and extempers before moving anything. Hold on to files they have been stolen in the past.
6. Hold on to scripts at all times
7. Encourage other people both in practice and competition.
8. Always check to be sure you are in the right room.

9. Check the schedule and section for your name as soon as we get to the tournament. If you cannot find me (I will sometimes be busy judging or tabbing) then contact another coach for help. Go to the tabulation room as a last resort.
10. If you have a conflict (are entered in two events at the same time) make sure you tell the judges in the room. Explain the conflict to the judge and tell them you will be there as soon as possible (ASAP). If there is no judge in the room, then write your name, school number, and conflict on the board. Compete in extemp and duets before other events.
11. Remember, you can learn by watching other people perform. You always have the opportunity to visit with your friends or to "goof off" But you can only watch students from other schools at the contest. Spend your spare time watching others perform.
12. NEVER LEAVE A ROOM DURING A PERFORMANCE
13. Write down titles, authors, and ideas you hear for later in class discussions.
14. If someone from our school asks you not to listen or watch them perform then do not go watch them perform.
15. NEVER bother an extemper while they are preparing a speech. They only have 30 minutes to prepare. Also you may get them disqualified if you talk with them. I will be especially upset if you help someone prepare.
16. If you are competing in extemp then always replace all of your files before you leave to go to rounds.
17. Wait until a judge is finished writing a ballot before standing up to perform. When you stand up, claim your space, and feel comfortable before beginning. Be sure everyone is watching you, especially the judge(s), before you begin.
18. Be nice and polite to the judges but do not try to make them your best friend. The contest host and other coaches will thank them for judging.
19. Award assemblies are very important parts of a contest. That is why everyone should be present and sit together in one group. Please clap and listen politely to all the awards. If a teammate has won something show support. If you were in a final round be a gracious winner.
20. NEVER MISS A ROUND FOR ANY REASON

21. ABOVE ALL, DO YOUR BEST, HAVE A GOOD TIME, AND MAKE A GOOD IMPRESSION.

DROPS & NO SHOWS

1. Drops and no shows hurt the team and you.
2. DO NOT MISS A ROUND FOR ANY REASON
3. Drops and no shows will effect your course grades
4. Any student not participating in an event when entered will receive no points for that contest and must pay the drop, entry, and no show fees.
5. Any student not showing up for a contest or round and not telling me first will receive no points for the trip and must pay the drop, entry, and penalty fee
6. Any student pulling out of a tournament for personal plans will receive no points for the contest, and if the entry has been made then they must pay the entry and drop fees.
7. No NFL points and demand time will result from drop/no shows.
8. If you become sick at a contest tell the coach immediately.

RESTAURANT AND EATING HABITS

1. Please NEVER BE RUDE
2. In eating establishments, remember others are there to enjoy their meal. Do not ruin a good meal with poor conduct. Do not make fun of the food that someone orders or is eating
3. Leave a tip if you have a waiter or waitress
4. Once you have made an order, stick to it. Please do not ask for special orders or multiple substitutions because it takes too much time. No happy meals or hats at fast food restaurants.
5. On some trips meals will be sponsored and you may have a dollar limit please stay within the limit.
6. Debaters will be allowed to eat first on Friday nights after competing.

SACK LUNCHES

At times sack lunches will be planned for a meal. Please pack a lunch for these times and do not plan on just picking up something. There will not be time.

PIZZA

Sometimes we will have pizza at contests. When this happens:

1. Selections (meat, toppings, crust type, etc) will be made in advance

2. Eat the type of pizza you ordered
3. Make sure everyone gets served—3 slices to begin
4. Keep the boxes shut to keep pizza warm
5. Never put crusts from eaten pieces back in the box
6. Throw away leftovers and trash

Enjoy your meals but please do not make the entire team wait on you to finish your meal.

AT THE MOTEL ON A TRIP

1. Room assignments will be made by Mr. Denslow and will not be changed except by him. Please do not complain about roommates. In most cases it is only for one night and will not kill anyone.
2. **AT ABSOLUTELY NO TIME WILL ONE BOY AND ONE GIRL BE ALONE IN ONE ROOM.** Girls are not allowed in the boys' rooms and no boys are allowed in the girls' rooms. This avoids any possible rumors plus it prevents all possible embarrassment or placing yourself in a compromising position. The only time a boy and girl should be in the same hotel room is during a team practice with a coach.
3. Treat rooms with respect because any damages that occur in the room will be the responsibility of the people assigned to that room. When you check in if there is something wrong with the room report it immediately.
4. One person will be assigned to be responsible for the key to a room and to return the key at check out time. Do not ask the motel for additional keys.
5. **CURFEWS** will be announced at each contest. After curfew:
 - A. **NO PHONE CALLS** except to parents or Mr. Denslow in dire emergencies. No phone calls between rooms or friends at home.
 - B. No running from room to room
 - C. Lock your door and open for sponsor only
 There will have plenty of time before curfew to get things off the bus, get your bucket of ice, soft drinks, candy, and be in your assigned room before the designated time.
6. **LIGHTS OUT** will be 30 minutes after curfew. This is the time everyone should be in bed and making an honest attempt to sleep. Do not leave your room between lights out and wake up for anything less than a medical emergency or a fire.
7. Noise level should be kept down. Most people rent motel rooms to get some sleep while traveling. It is very hard to sleep with people running up and down the walkways, yelling, and slamming doors. Make an extra effort to be extremely quiet at the motel. The motels give us special rates, and we do not want to disturb the regular customers or the manager. If the hotel is nice we may want to go back.
8. **NEVER HAVE ANYONE FROM ANYWHERE OTHER THAN OUR TEAM IN YOUR ROOM.** This goes both ways do not go to rooms of students from other schools.

9. No pay television watching
10. WAKE UP is the time when everyone should be awake and preparing for contest.
Be sure to set a wake up call and allow plenty of time to get dressed, packed, and loaded before the departure time. Remember it will take you longer than it does at home since there are more people in the room. NEVER BE LATE TO THE BUS It is a good idea to take along a portable travel alarm since motels sometimes miss wake up calls and also they are easy to sleep through.
11. Before you leave the motel:
- A. Put all trash in the trash can
 - B. Put all dirty towels in the tub
 - C. Put all furniture back in place
 - D. DO NOT TAKE ANYTHING FROM THE ROOM
 - E. Check your room for all belongings. We will not return for lost items.
12. DEPARTURE TIME is when everyone should be on the bus. This means that all luggage is stored on the bus. Debate and extemp files will be loaded last. Everyone should be in contest dress.
13. At most tournaments we will attend breakfast and then go directly to the contest site. If someone is late to departure time then the entire team may miss breakfast. Speaking warm ups and practice will take place between breakfast and reaching the contest before we get off the bus. You should not continue to practice after leaving the bus because it is time to compete.

COURSE CREDIT

Credit for the course is based on work done in three areas: laboratory work to support the team and your own performance, performance in plays and contests, class work.

Grades will be based on total points possible and the grading scale will be standard 90%=A, etc.

CLASSWORK

The purpose of the class grade is to help students see how they are progressing in theory and concepts needed for successful skill development. Class will have research assignments such as locating scripts or evidence. There will be writing assignments including debate cases, speeches, and introductions. Some assignments will be analytical, for example, outlining a frontline refutation or cutting a script for character development. A few assignments will involve physical work like sorting files or blocking a duet.

LABORTORY POINTS

1. Lab points refer to any activities outside the classroom which you do to help support the team including practice for your events.
2. Students generally should plan on spending extra time before major performances.
3. While lab projects can refer to fundraising, it may also include some or all of the following: work on a play, tech crew, attending productions, special programs or lectures, helping host the speech contest, bringing needed scripts or items for team use, getting sponsors or judges for contest, etc.
4. All students will have to meet minimum lab points each nine weeks.

CONTESTS

Performance is one of the three most important parts of this learning system. The more you perform the better you become. The team will have more academic success with everyone working toward high goals like outstanding presentations. Each team member is expected to attend and compete in contests. You do not have to win in contest to receive a good grade in the course, just do your best, have a good time, and make a good impression.

PAIRED ASSIGNMENTS

Most assignments will have point values announced when made. Major work will have written assignment sheets with point values paired in three areas—classroom, lab, and performance. Paired assignments must be completely finished to receive credit for the work.