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DIPLMACY & DEBATE

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Welcome to the new Diplomatic Game League.

"Diplomat"

With this exercise system, our objective is to not only get Jedi more interested in diplomacy but also to encourage healthy debate on important topics, no matter how complex. Making decisions together in fair ways as a whole is the key to civilized worlds and the tie that binds us all. (Other than the Force)

RANKS

Junior Debater

*The rank given to **ALL** new members of the debate team. Not eligible for promotion without 4 (four) sanctioned clubs debate wins for single debate or group*

Senior Debater

Experienced in the process of debates. The process of the games. Not only partakes in debates but assists the department with planning and operation of games.

Diplomat

*Is vastly experienced in debate, is fair and considerate of the angles required to consider in fair debate. Knows the Rules of debates and can, under supervision of the department, host games. (Could be sent or **should** be competent to represent the order in a diplomatic arena.)*

Diplomat Judge

Master Diplomat. Speaks for itself. Must have unanimous vote from the HOD and Deputy. Can't be filled without meeting all previous rank requirements.

RULES

One point per time and one speaker per time will make cases to and for a fictionally created scenario.

The first side to either make the best argument undoubtedly proven OR the first team to achieve 5(Five) points wins

Know that debate rules are subject to change and all final decisions will be left to the diplomat presiding over the game. No exceptions. The Judge has the final call on "acceptable debate practice".

Any topic can be debated. So long as it is sensible.

When a rank in the league is achieved only then may it be displayed in your characters signature with their information.

Topics

Must be debated with the best possible knowledge and facts (meaning you don't just get to say random word). Players need to try and make sense with the scenarios they are a

part of.

Sides must make sensible decisions based on whatever side they represent. (It's important for the game and a test of RP skill)

Horse play

Name calling, sabotage speaking out of turn are all things that will lose points during the debate (if caught). Excessive horse play will be disciplined during the game by the judge as required. Civility is expected for any topic at all times.

Lastly,

the most important rule. This is meant to be for fun. Students caught taking debates personally, holding grudges because of a debate's outcome could be placed under review for not being fit to participate. Please understand it's a privilege. Thank you.

PROCEDURE

On the day of the game, in advance, there will be a scenario provided for you. (And all wishing to attend who sign up)

Once assembled, the diplomat will pick teams and check that the people have their correct information. Team A will be sent their info, as well as team B being sent seperate info. Both with key points to help the said teams either fail or succeed at their debate.

Teams will take turns discussing and arguing their points until either the debate is undoubtedly won, or, a team is awarded 5(Five) points.

HOW TO ARGUE TIPS

-Arguments don't have to be hurtful, but they can easily turn that way if you're not careful.

- Resist "button pushing". Most diplomats don't really associate with each other everyday. Remember we know what buttons to press being so close as we are. Don't push people's buttons.

- Play fair and respect the person you are debating against. No point is worth forgetting

to treat a peer or friend like a person rather than an obstacle. It's just a game.

- Be clear that you're attacking ideas, not the person. If it becomes known that your words have hurt another, apologise and see the third tip.*
- Be open to the possibility that you're wrong (because it's necessary. You won't always be defending a point you yourself believe in).*
- Make them feel smart, they will be more open to your ideas.*
- Paint your opponent as a hero or a villain if you wish, either draws lack of credibility.*

More tips will be added and removed as necessary.

Credits: Avrix Sando, creation Wiki how, tips, ::JEDI::