

NATIONAL ASSOCIATION OF MOOT COURT

SCORING GUIDELINES

Content of Argument (0-20)

- Demonstrates thorough knowledge of the record
- Directs the Court to important points in the record
- Clearly identifies and focuses on the central legal issue
- Understands relevant constitutional doctrines and applies them clearly
- Demonstrates thorough knowledge of the cases in the Table of Authorities
- Provides case citations to support arguments

Extemporaneous Ability (0-20)

- Does not evade the Court's questions and answers questions clearly
- Ability to answer questions, to think on feet, and to resume argument after interruption
- Answers questions with authority, identifying relevant rules and/or case names
- Addresses questions posed by the Court to opposing counsel
- Uses questions to advance an argument by connecting responses to larger issues

Forensic Skill & Courtroom Demeanor (0-10)

- Demonstrates proper respect and courtesy toward the Court and opposing counsel
- Speaks in a conversational but formal style, with good inflection and clear voice
- Talks to the Court in a conversational manner rather than reading from notes
- Uses correct pronunciation and grammar, uses appropriate vocabulary, and avoids distracting filler words
- Begins presentation with "May it please the Court," stays within the time limits, and ends with a specific conclusion

Scoring ranges are presented on the next page.

NOTE: The performance of the rebuttal speaker should be reflected in the score of their main argument.

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SCORING RANGES

Content of Argument (0-20) and Extemporaneous Ability (0-20)

<i>20</i>	Perfect, can think of no real flaws. Very few participants will receive a 20 in any category
<i>18-19</i>	Excellent, very noticeably better than other teams and among the best in the tournament
<i>16-17</i>	Good, better than most in this category
<i>14-15</i>	Average, most common score, middle of the pack
<i>12-13</i>	Below average, worse than most teams
<i>10-11</i>	Bad, reserved for a few distinctly poor performances in a category
<i>1-9</i>	Anything that you don't think deserves even a 10, exceptionally rare and usually for special circumstances.

Forensic Skill & Courtroom Demeanor (0-10)

<i>10</i>	Perfect, can think of no real flaws. Very few participants will receive a 10 in any category
<i>9</i>	Excellent, very noticeably better than other teams and among the best in the tournament
<i>8</i>	Good, better than most in this category
<i>7</i>	Average, most common score, middle of the pack
<i>6</i>	Below average, worse than most teams
<i>5</i>	Bad, reserved for a few distinctly poor performances in a category
<i>1-4</i>	Anything that you don't think deserves even a 5, exceptionally rare and usually for special circumstances.