

## NATIONAL FEDERATION OF YOUNG FARMERS' CLUBS

### "How to" Guide – Just a Minute

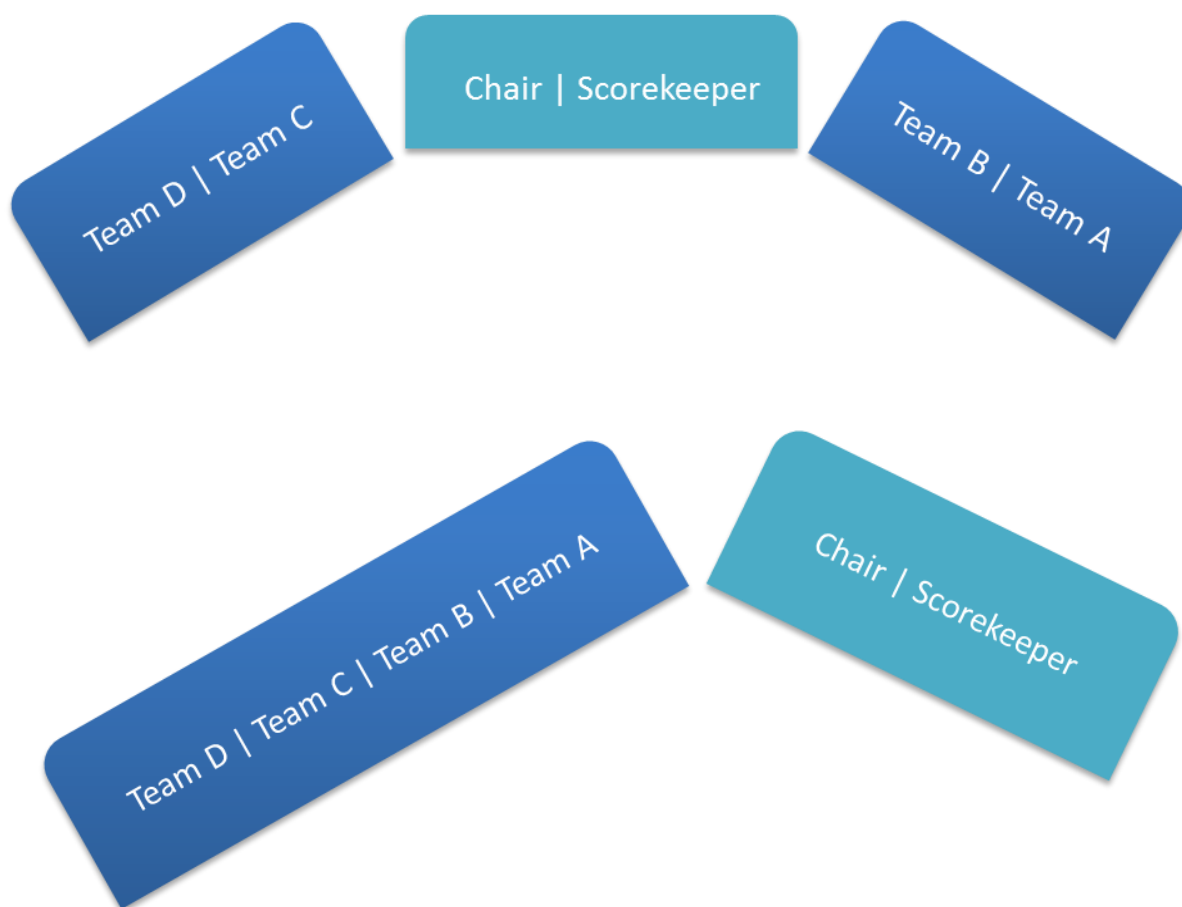
Status FINAL

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CW

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- 1.1. **Panel** made up of 4 different members from 4 different teams – Also a Chair (Judge) and a Scorekeeper  
See two effective ways of setting out the tables:



## 1.2. Format

| Timing                       | Chair (Judge)   | Scorekeeper  | Team A Member  | Team B Member   | Team C Member | Team D Member |
|------------------------------|---|--|--|---|---------------|---------------|
| Start                        | Welcome to panellists & audience.<br>Get the members to briefly introduce themselves by name and test buzzer/sound maker (approx. 1 minute)   |  | *Introduce self to Chair & Scorekeeper giving name & test buzzer/sound maker   |   |               |               |
| Topic 1                      | Introduce First Topic to the panel, repeat the topic & invite Team Member A to Start speaking on the topic  |  |  |   |               |               |
|                              |   | Starts the timer count down from 60secs when the member starts speaking                    | Starts speaking on the topic when asked to without any repetition, deviation or hesitation   |   |               |               |
|                              |   | Stops time at the sound of a noise   |  | Team members may interject at any point if they feel that the member speaking displays any repetition, deviation or hesitation – if the member wants to interject they make a noise with Buzzer/Sound Maker |               |               |
|                              | Chair acknowledges Member that made the noise first and asks them for their Challenge   |  |  | Member confirms if the challenge was Repetition, Deviation or Hesitation and justifies their answer   |               |               |
|                              | Chair either accepts the challenge and awards the challenging member a point and invites them to continue speaking on the topic <b>OR</b> disregards the challenge as incorrect <del>so the challenging member loses a point</del> and the member who was speaking gets awarded the point and invited to continue speaking. | Keeps the score and ensures Chair knows time remaining for the topic when time has stopped |  |   |               |               |
|                              |   |  | * Whichever member was invited to speak continues to speak on the topic when asked to without any repetition, deviation or hesitation<br>*Non Speaking Team members may interject at any point if they feel that the member speaking displays any repetition, deviation or hesitation – if the member wants to interject they make a noise with Buzzer/Sound Maker<br>*If a member interjects the above process happens – until TIME (60 sec) has been reached |   |               |               |
|                              | Chair calls time at 60 seconds and the Team Member speaking when time is called gets a bonus point  | Must ensure time is called correctly   | *Team Members to continue speaking until time is called. Can challenge up to call for time. If challenge on the call for time it's at the Chair's discretion as to whether it was on or just before time – on time they keep the point just before the challenge will be accepted  |   |               |               |
| Topic 2                      | Chair introduces Second Topic to the panel, repeat the topic & invite Team Member B to Start speaking on the topic – repeat the process from topic one  |  |  |   |               |               |
| Topic 3                      | Chair introduces Third Topic to the panel, repeat the topic & invite Team Member C to Start speaking on the topic – repeat the process  |  |  |   |               |               |
| Topic 4                      | Chair introduces Forth Topic to the panel, repeat the topic & invite Team Member D to Start speaking on the topic – repeat the process  |  |  |   |               |               |
| 15:00<br>(Roughly per Topic) | End – Chair thanks Members for their contribution. Next table is invited up to compete  |  |  | • Process is repeated until all members of all teams have competed  |               |               |



### 1.3. **Role descriptions**

#### **Chair:**

Is the Judge of the Competition and ensures that it flows and works with the timekeeper to ensure the Competition is kept in time

(No time penalties – all based around the 60 seconds maximum per topic)

#### **The Team Members:**

(Four Team Members in each team - all members compete on different tables and have different topics, scores from each team member are combined to make the team total)

**Prior to Competition** – Practice speaking on different random topics – have a look at the selection of potential topics that are listed on the rules (NFYFC Finals will list topics) Do some research if you don't know anything on a topic that might come up

#### **The Competition**

- You are a member of a team for the evening to take part in speaking on four topics each
- It is important to have done some research prior to the competition and practice speaking on a topic at length without repetition or hesitation
- Allow as much of your personality to show through as possible – there are bonus points for a witty interjection or witty challenge
- When you challenge during the Competition ensure that you make a loud noise and then wait for the Chair to ask you for your challenge. (If you don't wait to be asked and give a challenge – the chair might not agree that you were the first to challenge and you might give someone else the correct challenge)
- Ensure when you give your challenge – even if you aren't sure you are correct be firm and confident and where you can give an example. This may be enough to then prove to the Chair that your challenge was correct if the Chair is unsure
- Ensure you speak clearly and not too slowly but also not too fast – as nice steady pace
- You only score if you are either speaking at the end of the minute or if you challenge correctly or make a witty interjection, so it's important that you Challenge and not let topics pass you by

*Note: Listen to Radio 4 'Just a Minute' for the competition to get a good idea of the format*

