### Vocabulary: Introductions to Disadvantages (1/2) Handout #1

**Defensive arguments**- arguments that deny that there is an impact to your opponent’s argument or that your opponents argument cannot achieve its desired results. It’s a reason not to do

**Disadvantage**- an argument advanced by the negative that isolates an undesirable consequence of adopting the affirmative plan. The word “disadvantage” is often abbreviated as “Disad” or “DA”.

**Double turn**- when two types of turns are made together its called a double turn. This is like saying the plan doesn’t cause but prevents something bad from happening but that isn’t bad its good. So the plan prevents something good from happening. You never want to double turn.

**Extending an argument-** Extending an argument simply means re-explaining an argument made previously, in a current speech to carry it through in the debate. This concept comes from flowing where the judge literally moves the argument from one spot on the flow to another as if extending it. Teams do this so as to keep their arguments fresh in the judge’s minds when they are making a decision and to respond to their opponent’s arguments.

**Impact** – the bad thing that will result from the plan's adoption

**Impact calculus**- a comparison of two impacts where one side claims their impact is bigger, faster or more probable than their opponents. Used to convince the judge that their impact should be prioritized over their opponents.

**Impact turn**- argues that the impact to the disadvantage is actually good.

**Internal Link**- the steps that connect the action of the link to the impact

**Kicking an argument**- to kick an argument means to remove it from the debate by conceding a piece of your opponent’s defense. Doing this concedes the argument isn’t true and therefore disproves the whole argument. This is a strategic move so that the debate can focus on arguments that are more important. Both affirmative and negative teams can kick arguments. You can only kick an argument you brought up in the debate.

**Line by Line**- Attacking your opponent’s arguments going point by point in the order that they were presented.

**Link** – what the plan does that causes the impact to happen.

**Link turn**- argues that the plan prevents the DA impact (and that the DA impact would happen in the status quo if the plan is not enacted).

### Vocabulary: Introductions to Disadvantages (2/2) Handout #1

**Offensive arguments**- are arguments that claim the opposite of your opponent’s argument is true. If your opponent claims the action is good, an offensive argument would claim its actually bad. It speaks to the benefit or harm of an action.

**Overview**- a brief statement at the top of a position that explains the position and extends upon the impact. This is where the team extending the position would argue that their impact is bigger, faster or more probable than the other teams. (Impact calculus).

**Rule of 3 to 1-** a strategy where by the speaker attacks their opponent’s arguments with three responding arguments or pieces of evidence as to overwhelm their opponent with arguments.

**Status Quo**- description of what’s going on right now in the present day.

**Straight turn**- When the only arguments made are offensive. This could include Link turns (and non-uniqueness arguments) or impact turns. No other defense arguments can be made to qualify as a straight turn.

**Uniqueness** – description of the current system or “status quo.” Why the impact won't happen now absent the plan.