MDT.

Judge's Guide

Three steps on your laptop: set up, judge the round, decide. When you're ready, add a big display facing the debaters, and debaters following along on their own phones.

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THE 30-SECOND VERSION

1. Go to **debatetimer.app** on your laptop and click **Open the judge timer**.
2. **Step 1 · Set up:** click the event on your ballot. Add team codes and names if you like, or click **Skip setup, start timing now**.
3. **Step 2 · Judge the round:** click **Start** as each speech begins. Press `Space` to pause and resume. When a team takes prep, click their prep button.
4. **Step 3 · Decide:** copy your notes, then fill in the tournament's ballot (SpeechWire, Tabroom or paper).
5. Click **Start the next round** when you're done.

An independent student project. MDT is not affiliated with or endorsed by Solon City Schools, OSDA or NSDA. Use it at your own risk; your tournament's rules always come first. See section 10.

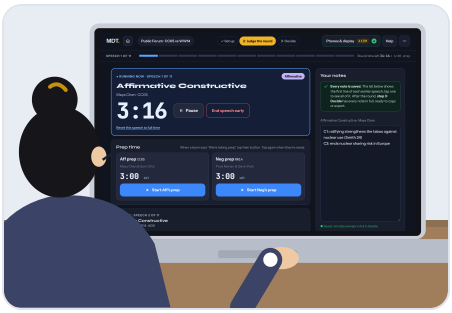
MDT Debate Timer · Written by Lucas & Max Mueller

Free for the Speech & Debate community

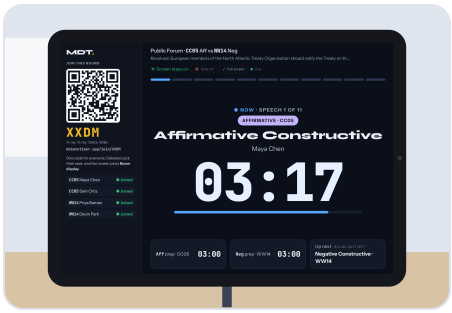
A round with MDT

The judge times the round on a laptop. That's all you need. A room opens by itself in the background, so whenever you like, a big display facing the debaters and the debaters' own phones can show the same clock.





The judge's laptop. Three steps: set up, time the round and take notes, then decide. **Part 1**



The display (optional). A spare iPad shows the big clock to the room. **Section 6**



Debaters' phones (optional). They scan one code, follow along, run their own clock and share evidence. **Section 7**

Use as much as you need

1 Just the timer
One laptop. Speech and prep timers, notes, and help with your ballot.
Part 1 · Sections 1 to 4

2 + a display
Scan the room's QR code with a spare iPad and stand it facing the debaters.
Sections 5 and 6

3 + debaters' phones
Debaters scan the same code, run their own clocks and share evidence.
Sections 5 and 7

PART 1 · JUDGING A ROUND ON YOUR OWN

QS Quick start

OPEN MDT

https://debatetimer.app

Scan the code or type the address. **Judges are best served using a web browser on a computer** (laptop or desktop, in Chrome, Edge or Safari). Tablets and phones work too.

1. **Open the judge timer**
   Click **Open the judge timer** on the start page. If it takes up to a minute the first time, the server is just waking up. (Section 1)

2. **Step 1 · Set up: pick the event**
   Click the card for the event on your ballot: Public Forum, Lincoln-Douglas, Policy, Big Questions, Congress or Extemp Debate (Policy, Big Questions and Congress are marked **Beta**: they work, but have seen fewer real rounds). The speeches and times load by themselves. Keep the rules on **OSDA (Ohio)** unless your tournament says NSDA. In a hurry? Click **Skip setup, start timing now**. (Section 2)

3. **Who's debating (optional, but worth it)**
   Click **Next: who's debating**. Type the team codes and names in speaking order, or click **Paste from SpeechWire**. In Public Forum, click **Flip the coin**, then tap the teams' choices. Then click **Start the round**. (Section 2)

4. **Step 2 · Judge the round**
   Read the line under **Say this to start**, then click the blue Start button. Press `Space` to pause and resume. When a team takes prep, click **Start Aff's prep** or **Start Neg's prep**, and click again when they're ready. (Section 3)

5. **Take notes**
   Type in **Your notes** on the right. Notes go with the speech that's up, and every note is saved. (Section 3)

6. **Step 3 · Decide**
   After the last speech, click **Go to step 3 · Decide**. Your notes are grouped by team. Click **Copy all notes**, paste them where you write your ballot, and follow the ballot steps. MDT never sends your decision anywhere. (Section 4)

7. **Next round**
   Click **Start the next round**. It asks first, then clears the round. (Section 4)

Ready for more? Part 2 adds a big timer on a spare iPad and the debaters' own phones. A room is already open: it's the code next to **Phones & display** at the top of the screen.

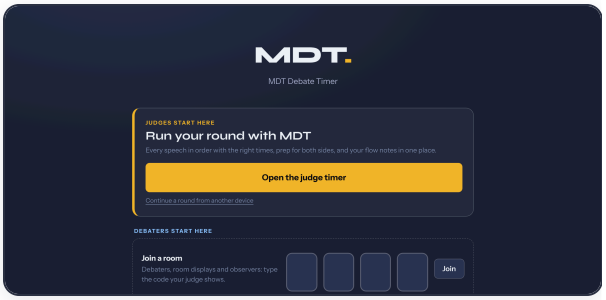
1 Opening MDT

MDT runs in a web browser. There's nothing to install, and it works on a laptop, tablet or phone.

The start page

Go to **`https://debatetimer.app`** and click the gold **Open the judge timer** in the **Judges start here** box. That's where you run the round.

- **Room display** and **Debaters** are for other devices in your room (Part 2). Ignore them for now.
- **Continue a round from another device** is for moving a round to this device (Section 5).
- Coming back later? The start page offers **Resume round** to pick up where you left off.



The start page.

The judge screen at a glance

The same bar sits across the top of the judge screen the whole time:

AT THE TOP	WHAT IT DOES
MDT. and the house	Back to the start page. Your round and room are kept.
Event pill	The event and the two team codes, for example "Public Forum · CC05 vs WW14".
1 · Set up 2 · Judge the round 3 · Decide	The three steps. The gold one is where you are; a ✓ means done. Click any step to move between them. Going back changes nothing on the clocks.
Phones & display	The room code (like 9FJZ) and how many debaters have joined. Optional (Part 2).
Help	A short guide, plus the 1-minute tour.
···	Bells, count up or down, sound, analytics, New Round (Quick reference).

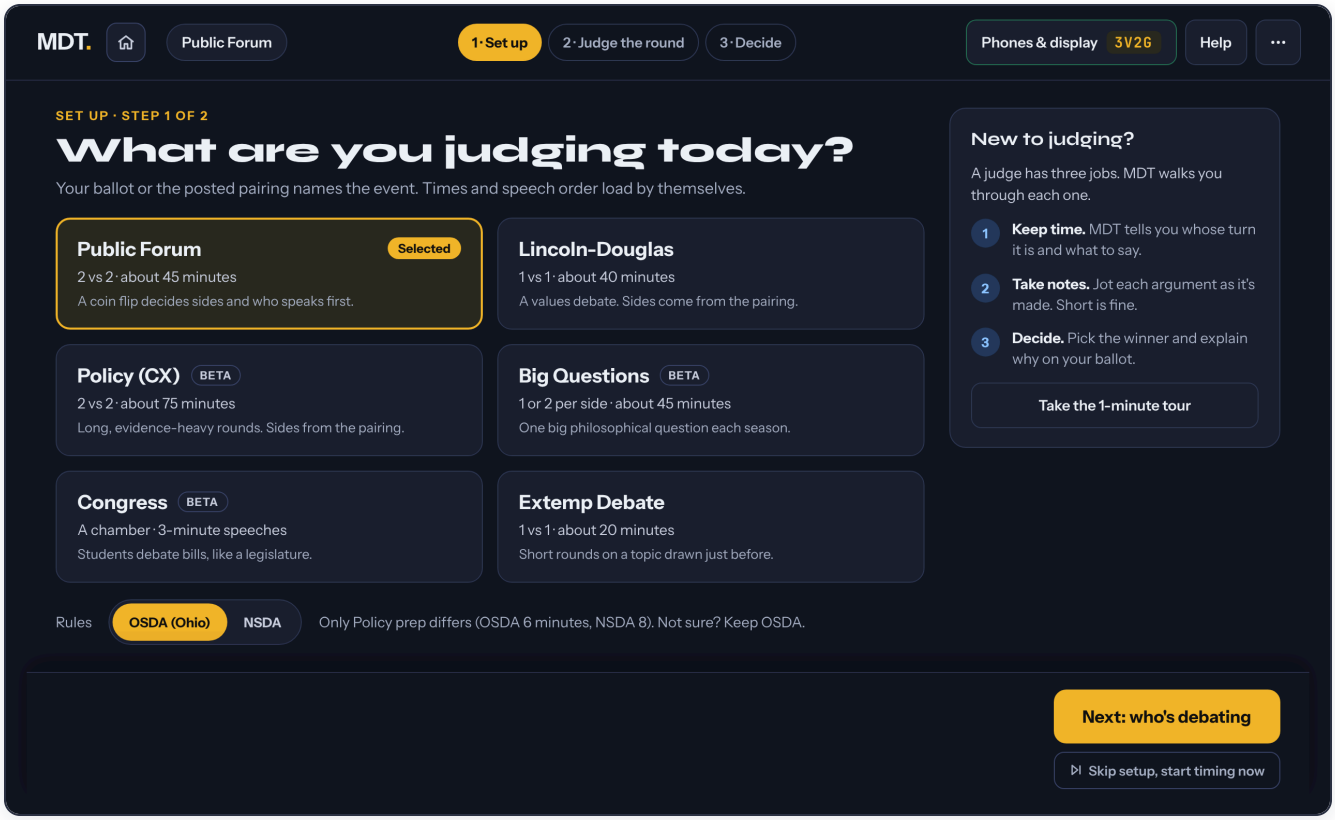
A room opens by itself. When the judge screen opens and you're online, MDT quietly opens a room for this round. Its 4-character code shows next to **Phones & display**. You don't have to use it: the timer works the same either way.

Your round is saved as you go. If you close or reload the page by accident, MDT brings back the times, names and notes, and a running speech keeps running. **After your first visit the timer also works with no internet**, so bad tournament Wi-Fi is no problem. To install it like an app, use **Install MDT on this device** in the ··· menu (when your browser offers it), or in Safari: Share, then **Add to Home Screen** (iPad) or File, then **Add to Dock** (Mac).

2 Step 1 · Set up

Two short pages: which event you're judging, then who's debating. Only the event is needed; everything else is optional and can be filled in later.

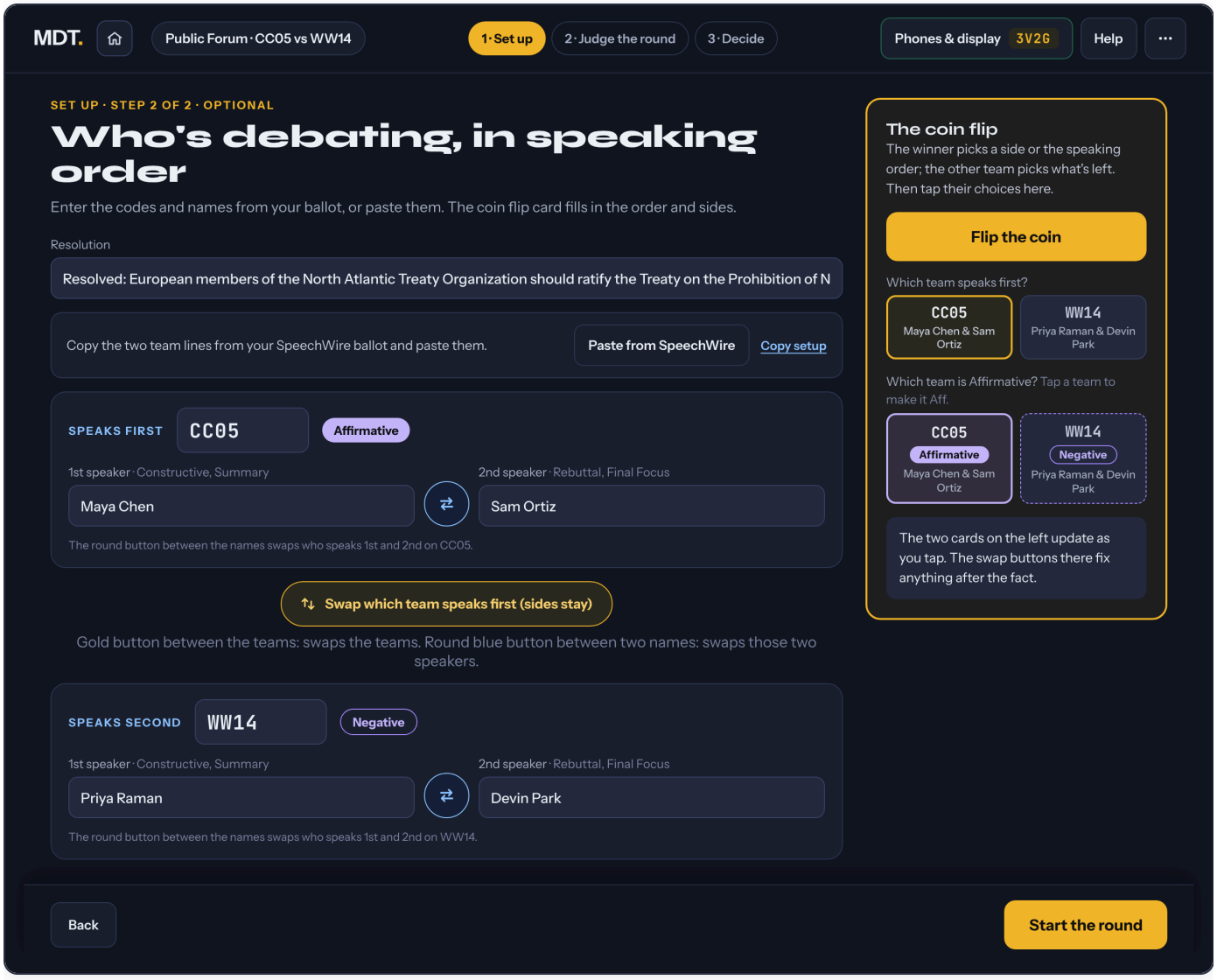
What are you judging today?



Set up, step 1 of 2: one card per event. Here Public Forum is selected.

- **Click the card for your event.** Your ballot or the posted pairing names it. The speeches, their order and the times load by themselves (see Section 8).
- **Rules:** keep **OSDA (Ohio)** unless your tournament says NSDA. Only Policy prep differs (6 minutes under OSDA, 8 under NSDA).
- The event locks once a timer has run, so it can't change by accident mid-round. New Round unlocks it.
- **Skip setup, start timing now** (under **Next**) goes straight to step 2 with this event. Names and team codes can be added any time. In Public Forum the first speech card then asks **Who speaks first?**: tap **Affirmative** or **Negative** (there's a **Flip the coin** link next to it). It locks once a timer starts; the **…** menu's **Swap speaking order** does the same before then.
- Otherwise click **Next: who's debating**.

Who's debating, in speaking order (Public Forum)



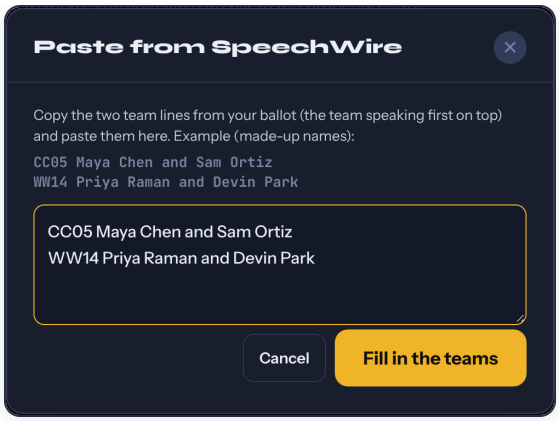
Set up, step 2 of 2 in Public Forum: the resolution, both teams in speaking order, and the coin flip card on the right.

- **Resolution** (optional): it's kept for the next round, since it usually stays the same all tournament.
- **Team cards**, top to bottom in speaking order: the team code from your ballot (for example `CC05`), its side, and the 1st and 2nd speaker. The small grey words show which speeches each speaker gives.
- The **round blue button** between two names swaps those two speakers.
- The gold **Swap which team speaks first (sides stay)** button between the teams moves the second team to the top.
- **Copy setup** copies the resolution, codes, sides and names as text.

Paste from SpeechWire

Instead of typing, copy the two team lines from your SpeechWire ballot. Click **Paste from SpeechWire**, paste, and click **Fill in the teams**.

- One team per line: **the team code, then the two names joined by "and"**.
- The first line becomes the team speaking first. Check the order and sides afterwards.

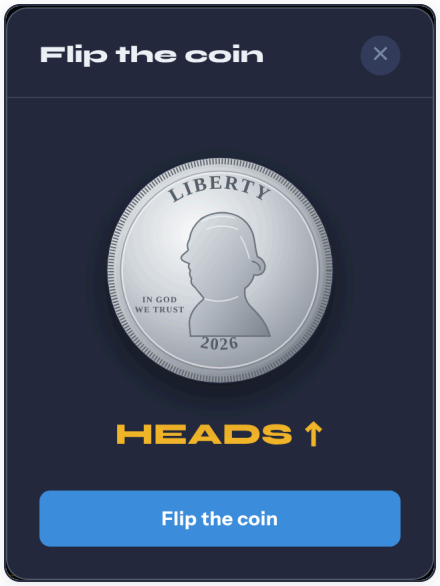


The paste window.

The coin flip (Public Forum)

A coin toss decides who chooses first: the winner picks either the side or the speaking order, and the other team picks what's left. Check your tournament's rules for the exact procedure.

1. Have one team call heads or tails, then click **Flip the coin**. A US quarter spins and lands on **HEADS** or **TAILS**. (The room display and phones show the same toss.)
2. Under **Which team speaks first?** and **Which team is Affirmative?**, click their choices. Each button shows the team code with the debaters' names underneath, so you don't have to remember who `CC05` is. Each side shows in color; tap a team to make it Aff. (Locked once a timer runs.)
3. The team cards on the left update as you click.



The coin toss.

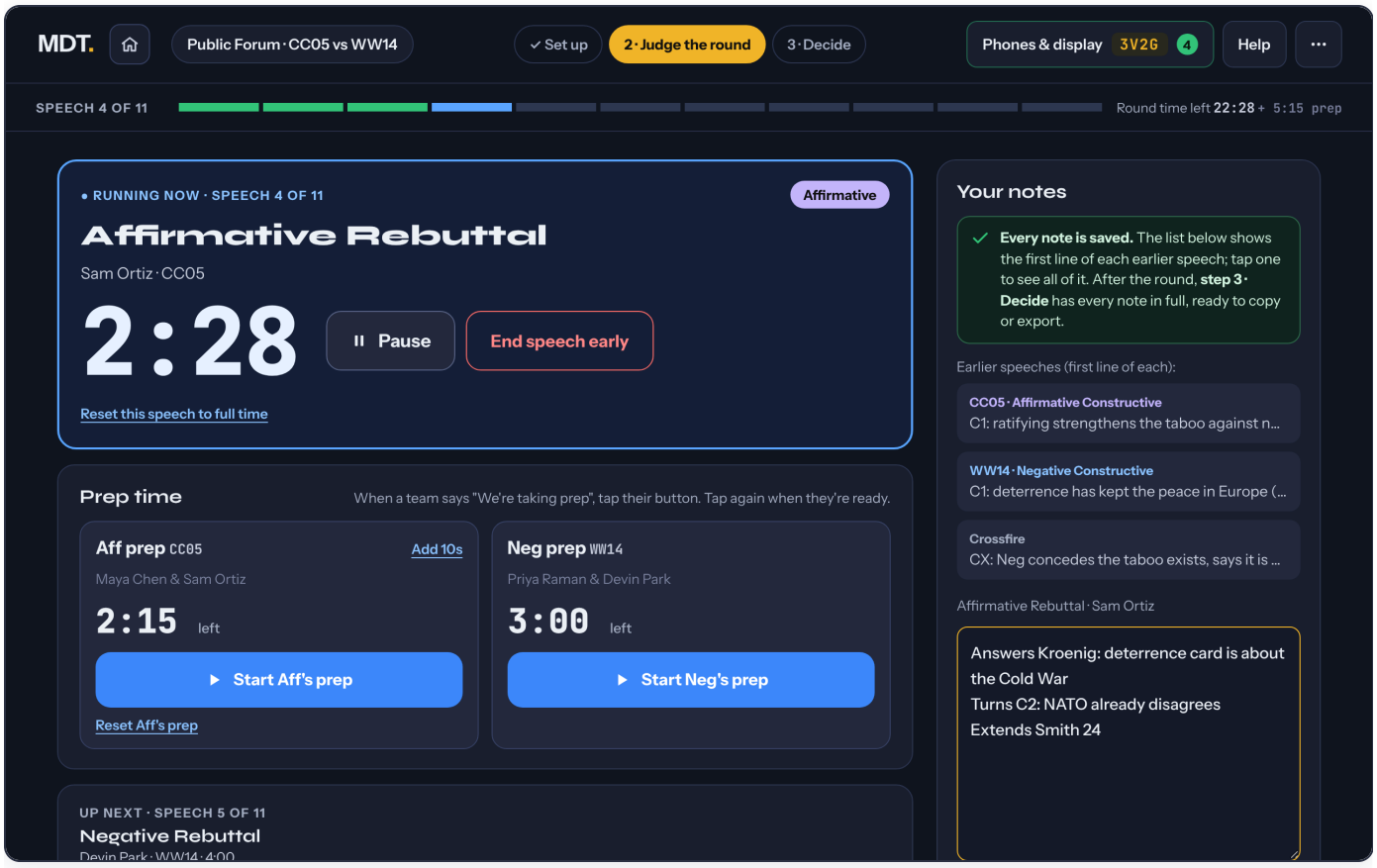
Other events

- **Policy:** an Affirmative and a Negative team, each with a code and two speakers (1A/2A, 1N/2N). The Affirmative speaks first.
- **Lincoln-Douglas, Big Questions and Extemp Debate:** a name and code for each side. In Big Questions, choose 1 or 2 **debaters per side**.
- In these events the pairing gives the sides, and the Affirmative always speaks first. **Swap sides** switches them. For an **elimination round** where the debaters flip for sides, use the **Flip the coin** card, then Swap sides if needed. Debaters who join on their phones fill in their own names, marked "from their phone"; you can still change them.
- **Congress:** just the legislation. There are no teams to set up.

Click **Start the round** when you're ready.

3 Step 2 · Judge the round

One screen for the whole round: the speech that's up, prep time, what comes next, and your notes.

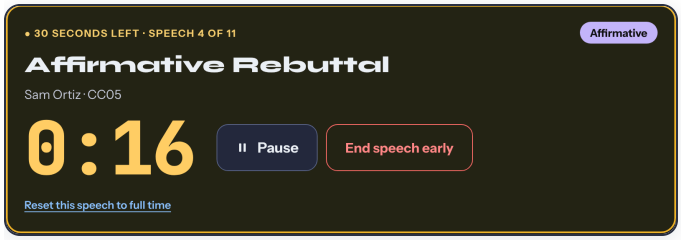


Judge the round, during the fourth speech. Left: the big timer card and prep. Right: your notes. Under the header: one piece per speech.

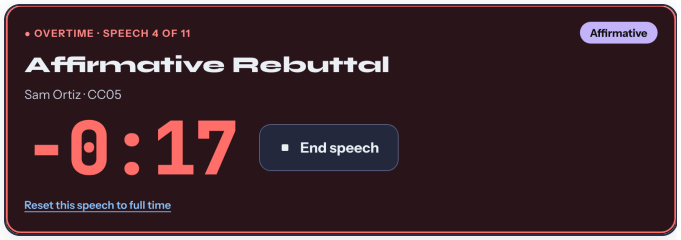
The big timer card

- It shows the speech that's up: its name, side, the speaker and team code, and the clock.
- Before a speech starts, read the line under **Say this to start** aloud (for example "Negative (Devin Park), you have 4 minutes for your Rebuttal."), then click the blue **Start** button.
- Press `Space` to pause and resume (or click **Pause** and **Resume**). Space does nothing while you're typing a note, and never starts a new speech or restarts prep.
- In overtime the button says **End speech**: stopping past 0:00 ends the speech. Ended by mistake? **Reopen this speech** (it keeps counting the overtime).
- **End speech early** finishes a speech that ends before time. Starting the next speech also ends the one before.
- Speeches go in order: later speeches wait until the earlier ones are done.

Colors



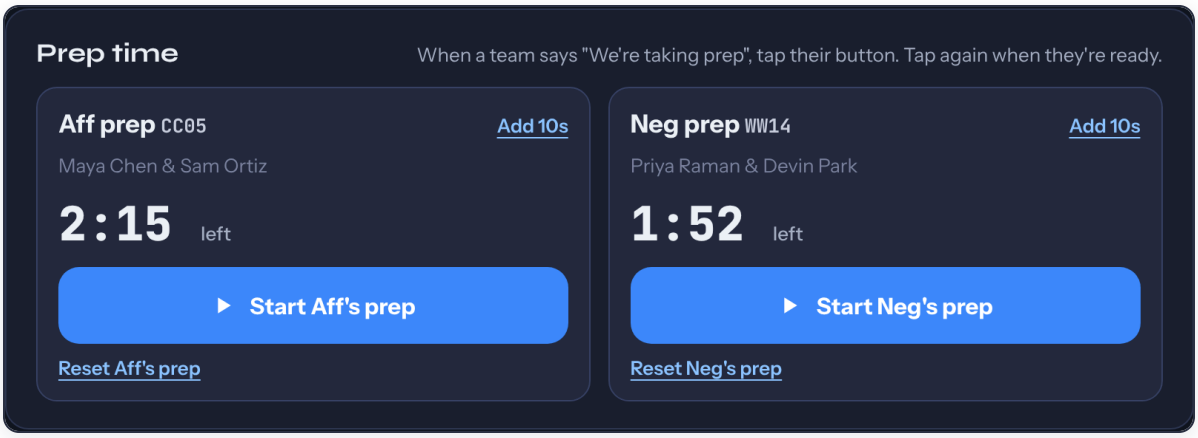
Gold: the last 30 seconds.



Red: time's up, counting the overtime.

Each color means one thing, on your screen, the phones and the display: **blue** while a clock runs, **gold** in the last 30 seconds, **red** from time's up (the clock keeps counting the overtime, like −0:18), **green** when a speech is done. Bells are **off** until you switch them on in the ⋯ menu: then one bell at 30 seconds left and two at time.

Prep time



Prep after both teams used some: Add 10s (top right) and Reset appear on a stopped prep card.

- When a team says "We're taking prep", click **Start Aff's prep** or **Start Neg's prep**. Click **Stop** when they're ready. What's left carries over to their next prep.
- **Aff is always on the left, Neg on the right**, with the team code and names on each tile.
- Prep stops at 0:00 ("No prep left") and never goes into overtime. Starting a speech stops any prep that's running.
- **Forgot to stop it? Add 10s**, small text in the top right of a stopped prep card, gives that team 10 seconds back. Click it as often as needed; it never goes past the event's full prep time, and it works even after prep ran out.
- **Reset Aff's prep** (or Neg's) puts it back to full time.

Up next and the speech bar

- Under prep, **Up next** shows the next speech and who gives it, so you can see it coming. Its Start button and the line to read aloud appear on the big card as soon as the current speech ends.
- The bar under the header has **one piece per speech**: green when done, blue for the current one. **Round time left** at its right end adds up the speech time still to go, plus the prep left.
- **Click a piece** to look at that speech. Every finished speech has **Reopen this speech**, in case it was ended by mistake. While you look at another speech, a strip at the top shows the clock that's running, with **Pause** and **Back to it**. **Back to the current speech** returns. **Reset this speech to full time** starts a speech over (it asks first; notes stay).
- After the last speech the card says **Time to decide who won**, with **Go to step 3 · Decide**.

Your notes

- The notes box on the right belongs to the speech on the big card. Type while it happens; short is fine.
- **Every note is saved** as you type ("● Saved").
- **Earlier speeches** lists the first line of each earlier speech's notes. Click one to see all of it.
- Step 3 · Decide has every note in full, ready to copy.

On a phone or a small tablet

The judge screen fits a phone too: one column, with **Timer**, **Notes** and **Round** tabs at the bottom. The Aff and Neg prep buttons sit just above the tabs and never move, and the speech card keeps one size, so nothing jumps when a timer starts or stops. Round lists every speech; tap one to see it on the Timer tab.

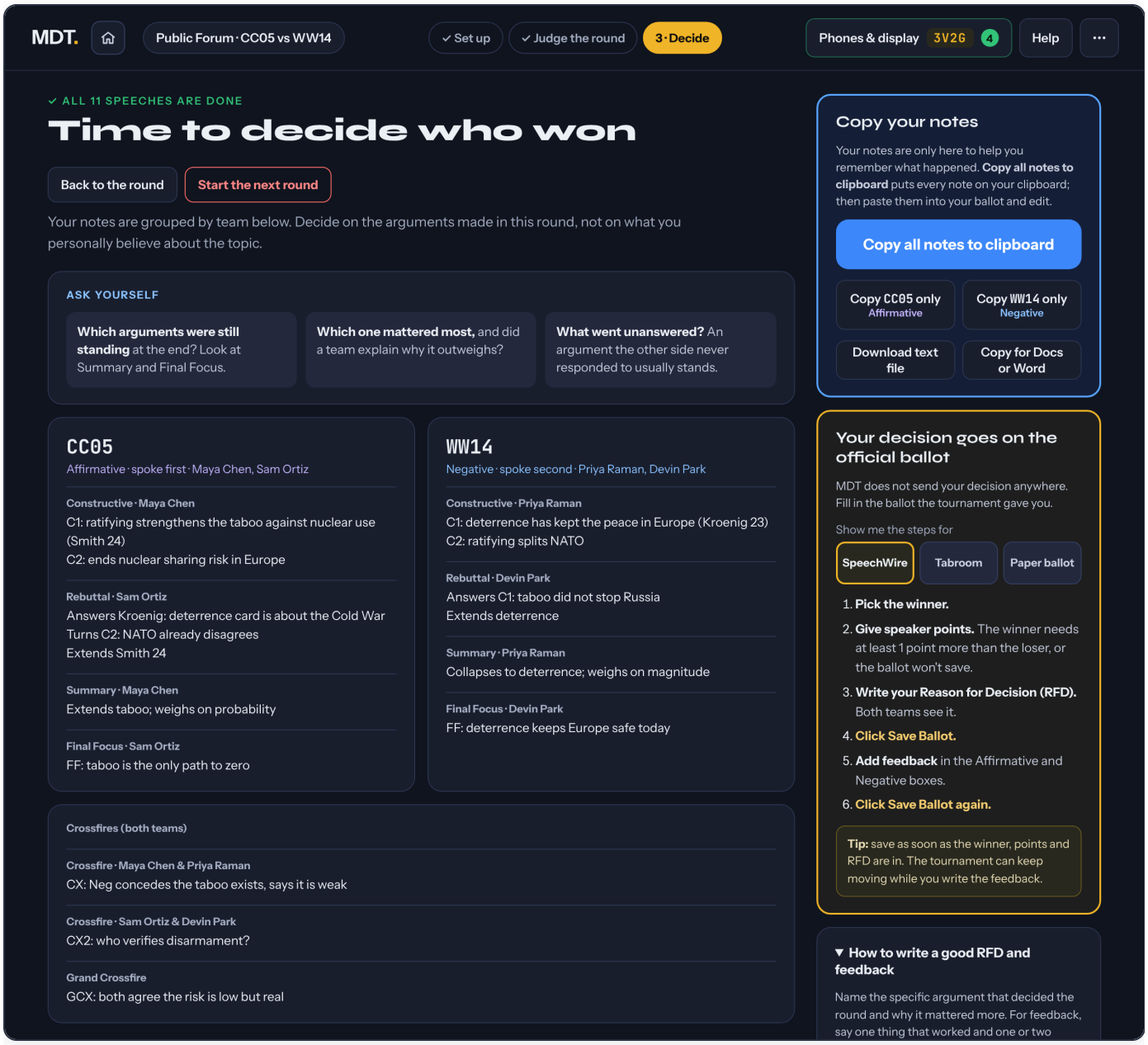
> **Your screen stays awake** during the round, and if your laptop sleeps with a room open, the room keeps the clocks going and your screen catches up when it wakes.



The judge screen on a phone.

4 Step 3 · Decide

After the last speech, click **Go to step 3 · Decide** (or the step at the top). Your notes are waiting, grouped by team, next to the steps for your ballot.



Decide: your notes per team on the left (crossfires below), copy buttons and ballot steps on the right.

Your notes, ready to copy

- Each team has its own card: code, side, whether it spoke first, its debaters, then your notes for each of its speeches. Crossfires (or cross-examinations) are listed below, for both teams.
- **Ask yourself** at the top gives three questions to help you decide. Decide on the arguments made in the round, not on what you personally believe about the topic.

BUTTON	WHAT IT DOES
Copy all notes to clipboard	Puts every note, grouped by team, on your clipboard as plain text. Paste it where you write your ballot, then edit.
Copy CC05 only / **Copy WW14 only**	Just one team's speeches (handy for the feedback box for each team).
Download text file	Saves the whole round as a text file in your Downloads folder: teams, times used, overtime and every note.
Copy for Docs or Word	Copies a nicely formatted version for Google Docs or Word (and saves the text file too).

Your decision goes on the official ballot

MDT does not send your decision anywhere. Fill in the ballot the tournament gave you. Under **Show me the steps for**, pick **SpeechWire**, **Tabroom** or **Paper ballot** to see what to do, in order. For SpeechWire, for example: pick the winner, give speaker points (the winner needs at least 1 point more than the loser), write your Reason for Decision (RFD), click **Save Ballot**, add feedback, and click **Save Ballot** again.

A good RFD names the specific argument that decided the round and why it mattered more. "I voted Negative on deterrence: the Affirmative never answered the Kroenig evidence" is much more useful than "Negative's arguments were better". For feedback, say one thing that worked and one or two concrete things to improve. **How to write a good RFD and feedback** on the Decide page has two examples.

Start the next round

Start the next round (top of the Decide page, next to the title; or **New Round…** in the ⋯ menu) asks first, then clears the times, names, team codes and notes. The event and the resolution stay. **Back to the round** returns to step 2 if you need a speech again; starting a timer reopens the round.

Before the next round: copy or download your notes if you want to keep them. Clearing can't be undone.

That's everything for judging a round on your own. The rest of this guide is optional. Part 2 shows how a display and the debaters' own phones follow your round live.

PART 2 · PHONES AND A DISPLAY (OPTIONAL)

5 Phones & display

Your round already has a room. Click **Phones & display** at the top to open this panel. You run the round exactly as in Part 1; the other screens follow along.

Room code and who's joined

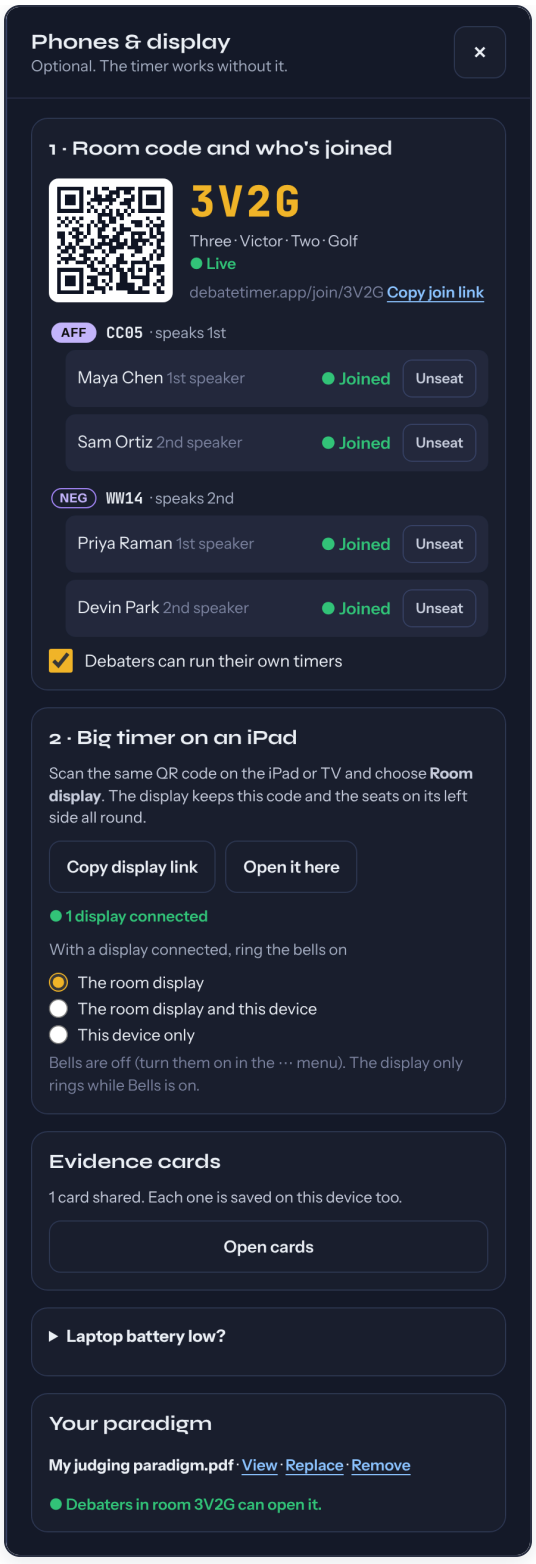
- The panel shows the room's **QR code** and its **4-character code** with its spelling for reading aloud ("Nine · Foxtrot · Juliett · Zulu"). Codes have no look-alike characters (no 0/O or 1/I).
- Debaters and displays all scan the **same QR code** (or go to **debatetimer.app** and type the code in **Join a room**, under **Debaters start here**). Each device then picks what it is. **Copy join link** copies the link for a group chat.
- ● **Live** means the room is connected.

Seats

- One row per debater: ● **Joined**, **Away** (their phone slept or lost signal) or **Not yet**. An **AFF** or **NEG** tag shows the side; with two debaters a side, each team's seats sit under its code (and, in Public Forum, whether it speaks 1st or 2nd).
- Enter the names in Set up first: then each debater just taps their name.
- **Unseat** frees a seat if someone took the wrong one. Debaters can change seats themselves only until a timer runs.
- A debater who linked a second device shows it, for example "phone + Chromebook".

Debaters can run their own timers

On by default. The speaker can start, pause and end their own speech, crossfire participants can run crossfire, and either partner can run their own team's prep. Nobody can run someone else's clock, and your clicks always win. Switch it off to run every timer yourself; debaters still see everything.



The Phones & display panel, with four debaters joined, one display, a shared card and a paradigm.

Big timer on an iPad

Scan the same QR code on the iPad (or a TV or second laptop) and choose **Room display** (Section 6). Or click **Copy display link** or **Open it here**. The panel says how many displays are connected.

- **Bells:** with a display connected, the bells ring on **the room display** (the default), **the room display and this device**, or **this device only**. Bells stay off until you switch them on in the ⋯ menu.
- Only one display rings them: the first one that joined. With more than one, pick it under **Bells ring on**.

Evidence cards

In Public Forum, Lincoln-Douglas, Policy and Big Questions, debaters can share evidence with everyone in the round from their phones (Section 7). Each card is **saved on your device** as it arrives. **Open cards** (also **Evidence cards** in the ⋯ menu) lists them: preview any card full screen, remove one, share your own, or download them all as one ZIP file.

Your paradigm

A paradigm tells debaters how you like to judge. Click **Add your paradigm (debaters can open it)** and choose the file (PDF, Word, text or an image, up to 15 MB). You only do this once: it **stays on this device** until you remove or replace it, and goes into every room you open. Debaters see a small **Judge's paradigm** link on their phones. **View**, **Replace** and **Remove** are next to the file name.

Laptop battery low?

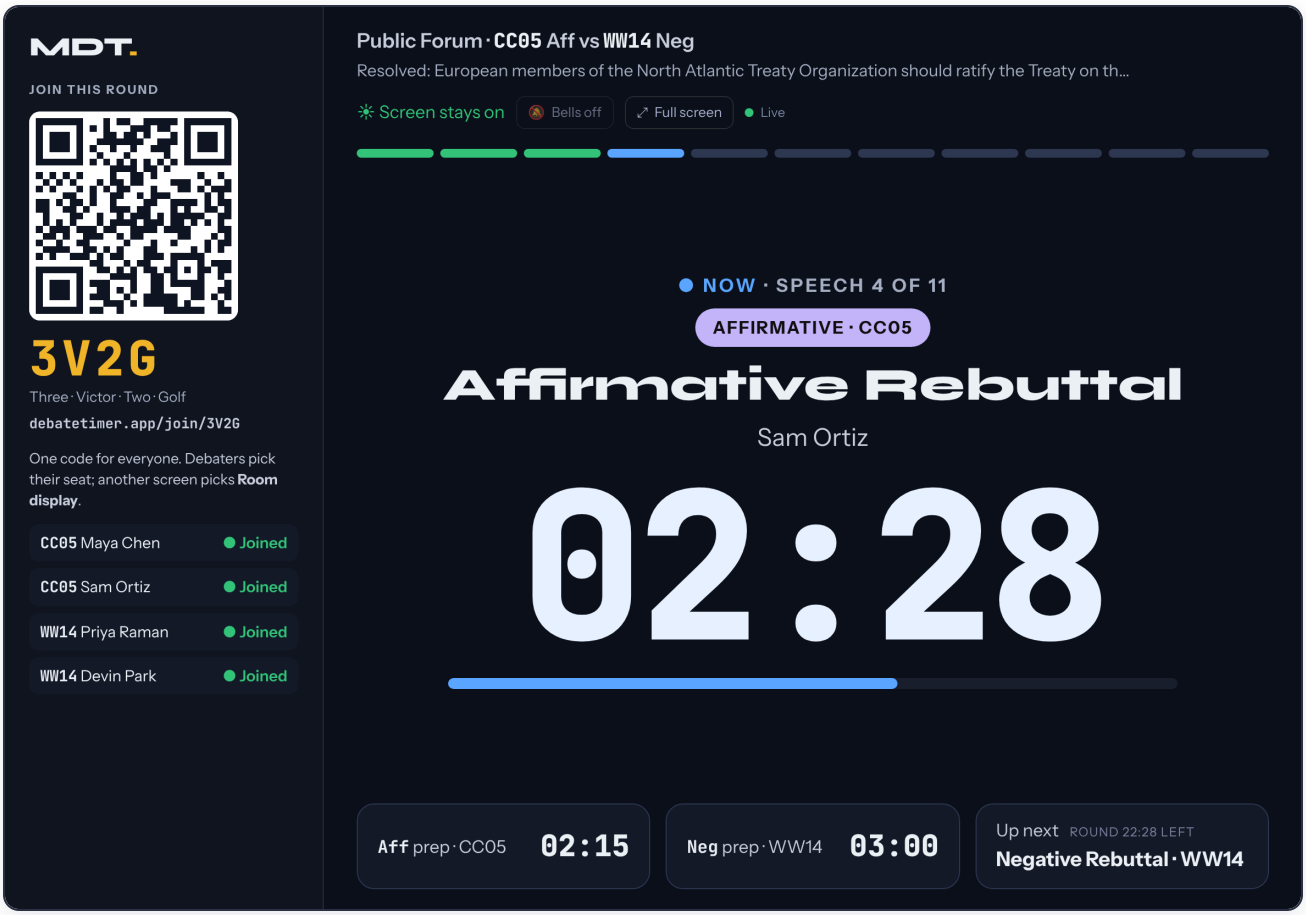
Open **Laptop battery low?** in the panel. **Move to another device** moves the round to your phone or another computer (timers, seats, codes and notes go with it): scan the code it shows with the other device. **Back up to my phone** keeps a copy on your phone; if the laptop dies, open MDT on the phone and tap **Take over**.

Closing the room

- **Close the room** at the bottom of the panel when you're completely done. Every shared card is saved on your device first. Debaters can't join it any more, and phones and displays show that the round has ended.
- **Open a new room** appears after that. **Start the next round** also gives the next round a fresh room.

6 The room display

Stand a spare iPad, tablet or laptop facing the debaters and it becomes a large timer anyone can read. It has no buttons, so nobody can change anything from it. Observers can open it on their own device too.



The display during a speech: join details and seats on the left, the clock, both teams' prep and what's next on the right.

- **Setting it up:** on the iPad, scan the room's QR code and choose **Room display or observer**. Or go to **debatetimer.app**, type the code in **Join a room** and choose **Room display or observer**.
- **Tap the screen once** when it asks. That lets it keep the screen on and play the bells. **Full screen** at the top hides the browser bars.
- The **sidebar** keeps the QR code, the room code with its spelling, the join link and the seats all round, so latecomers can still join. On a portrait iPad it's a strip at the bottom.
- The clock uses the same colors as your screen. **Aff prep** is on the left, **Neg prep** on the right. A strip along the top shows where the round is.
- When you go to Decide, the display shows **The judge is deciding**, without any of your notes. The **MDT** logo goes back to the start page.

iPad tips. Use Share, then **Add to Home Screen**, so the display opens full screen. On tournament days set Settings → Display & Brightness → **Auto-Lock → Never** and keep it plugged in. **Guided Access** (Settings → Accessibility) can lock the iPad to this one screen.

7 For debaters

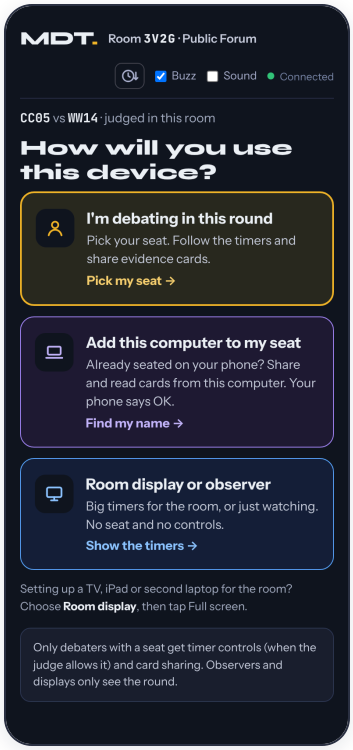
This section is written for debaters; judges can share or print it. All you need is a phone, tablet or laptop with a web browser.

Join the round

1. **Scan the QR code**
   It's on the room display or the judge's screen. Or go to **debatetimer.app** and type the 4-character code under **Debaters**.

2. **Choose how you'll use this device**
   I'm debating in this round if you have a seat. **Room display or observer** for a big screen or just watching. On your laptop, once you're seated on your phone, choose **Add this computer to my seat** (see the next page).

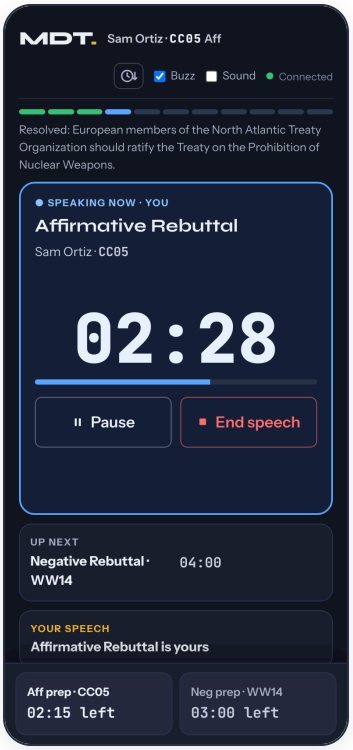
3. **Tap your name**
   Then tap **Join as** your name. Not listed? Tap **My name isn't listed**, or tap an open seat and type it. Your seat is remembered: if the page closes, just scan again.



How will you use this device?



Which seat is yours?



Your speech, running.

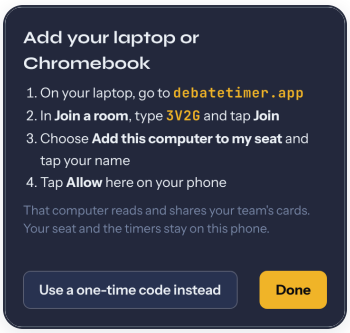
Use your real name. Joke or offensive names are refused, and the judge can change any name.

During the round

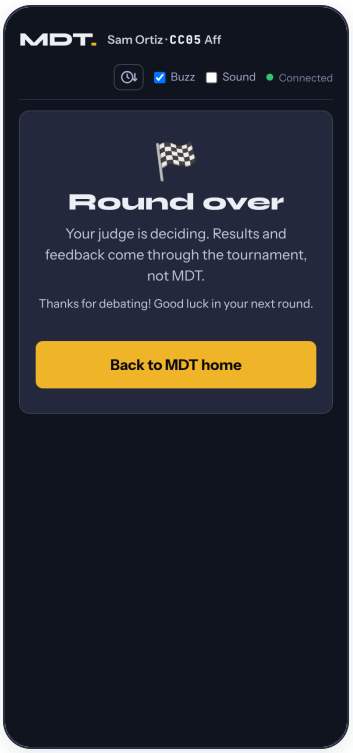
- Your phone shows the speech that's up and its live clock, the same as the judge and the display.
- **You speak in** tells you how many speeches until yours. When you're up, tap **Start my speech**; then **Pause**, and **End speech** if you finish early. (Only if your judge lets debaters run their own timers.)
- **Prep time:** you see both teams' prep, but you can start only your own team's (**Start our prep**). The judge can always override. On a phone, both prep boxes stay at the bottom of the screen.
- **Buzz** vibrates and **Sound** plays bells on your phone; the clock icon counts up instead of down.
- **Judge's paradigm** (when your judge added one) opens it on your phone.
- When the judge moves to Decide, you see **Round over**. Results and feedback come through the tournament, not MDT.



Between speeches: your team's prep button and when you speak.



Add another device: the steps for your laptop.



Round over.

Evidence cards

Take a photo of a printed card, **Choose files** (PDF, Word, text or images, up to 15 MB), **Paste text** or **Add a link**. Everyone in the round sees your card right away, named with your team code. Tap a card to preview it full screen.

A second device (Chromebook or laptop)

On the laptop, go to **debatetimer.app**, type the room code under **Debaters**, choose **Add this computer to my seat** and tap your name. Your phone asks; tap **Allow**. No second code to type. (Phone not handy? **Add another device**, then **Use a one-time code instead**.) The laptop can read and share your team's cards; your seat and the timer buttons stay on your phone.

PART 3 · REFERENCE

QR Quick reference

Keep this page handy at the table.

Step 1 · Set up

Event cards	Speeches and times load by themselves. Locked mid-round.
OSDA (Ohio) / NSDA	Only Policy prep differs. Not sure? Keep OSDA.
Skip setup, start timing now	Straight to the timer. Names can come later. PF: tap who speaks first on the first speech card.
Paste from SpeechWire	Two lines: code, then "name and name".
Flip the coin	Then tap who speaks first and who is Affirmative.
Gold swap button	Swaps which team speaks first (sides stay).
Round blue button	Swaps the two speakers on a team.
Swap sides	Other events: Aff and Neg trade places.

Step 2 · Judge the round

Start	Starts the speech on the big card.
Space	Pause or resume (not while typing).
End speech early	Finishes it now, even with time left.
Start Aff's prep	Aff on the left, Neg on the right. Click again to stop.
Add 10s	On a stopped prep clock: 10 seconds back, never past full prep.
Speech bar	Click a piece to look at a speech, or **Reopen** it.
Your notes	Go with the speech that's up. Every note is saved.

Step 3 · Decide

Copy all notes	All notes, grouped by team.
Copy CC05 only	One team's speeches.
Download text file	The whole round in your Downloads.
Copy for Docs or Word	Formatted version.
Ballot steps	SpeechWire, Tabroom or paper. MDT sends nothing.
Start the next round	Asks, then clears times, names and notes.

Colors and sounds

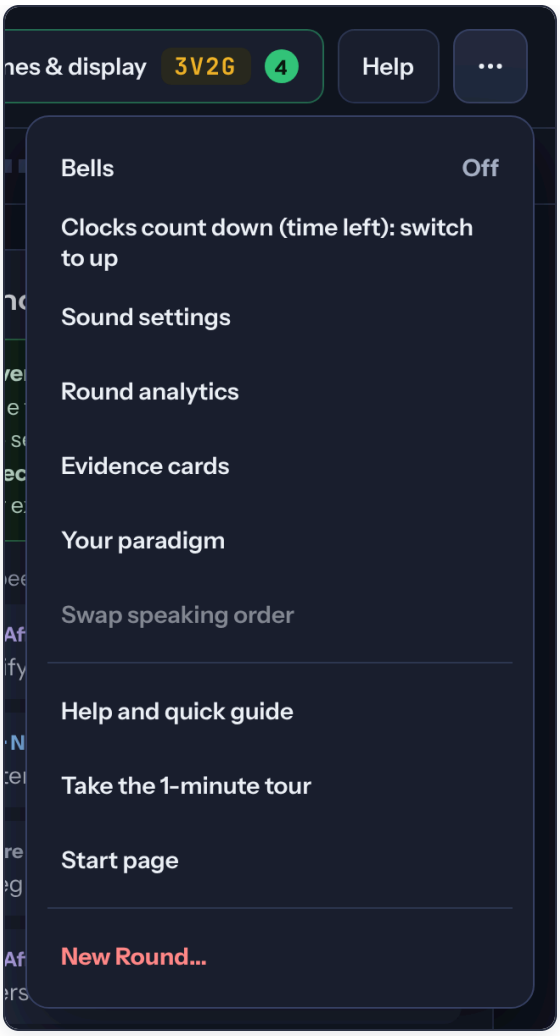
- **Blue**: a clock is running.
- **Gold**: the last 30 seconds of a speech.
- **Red**: time's up; the clock counts the overtime (−0:12).
- **Green** ✓: the speech is done.
- Prep stops at 0:00 and never goes into overtime.
- Bells are **off** until you turn them on: then 1 bell at 30 seconds left, 2 bells at time.

Optional: phones and a display in 4 steps

1. Click **Phones & display**	The QR code and 4-character code (like 9FJZ). Read the code with its spelling. (Section 5)
2. iPad: scan, **Room display**	Stand it facing the debaters; tap once when it asks. (Section 6)
3. Debaters: scan, **I'm debating**	They tap their name, follow the clock, run their own speeches and prep, share cards. (Section 7)
4. After the round	**Close the room** in the panel, or **Start the next round** for a fresh room.

The ⋯ menu

Bells	Off until you turn them on. One bell at 30 seconds left, two at time.
Clocks count down / up	Time left (the default) or time used. The display follows.
Sound settings	Which speaker plays the bells, and where they ring with a display connected.
Round analytics	Speech and prep time each team and speaker used and left, with overtime.
Evidence cards	Cards shared in the room (when there are any).
Your paradigm	Opens the paradigm part of Phones & display.
Help and quick guide	A short guide to each step.
Take the 1-minute tour	Points out each part of the screen. Only when you ask for it; it changes nothing.
Start page	Same as the house button. Round and room are kept.
Install MDT	When your browser offers it: MDT like an app.
New Round…	Asks, then clears the round.



The ⋯ menu at the top right.

8 Formats and times

Speech times follow the OSDA and NSDA rules. Choose the event in Set up.

OSDA or NSDA? The two rule books agree on every time below except Policy prep. Set up has an **OSDA (Ohio)** / **NSDA** switch under the event cards. MDT starts with OSDA and remembers your choice on that device. Big Questions and Extemp Debate aren't in the OSDA manual, so they use the NSDA times.

FORMAT	SPEECHES (MINUTES)	PREP	CARDS
Public Forum	Constructives 4 · 4, Crossfire 3, Rebuttals 4 · 4, Crossfire 3, Summaries 3 · 3, Grand Crossfire 3, Final Focus 2 · 2	3 per team	Yes
Lincoln-Douglas	AC 6, CX 3, NC 7, CX 3, 1AR 4, NR 6, 2AR 3	4 per debater	Yes
Policy	Constructives 8 with 3-minute cross-examinations, Rebuttals 5 (1NR, 1AR, 2NR, 2AR)	6 per team (OSDA) or 8 (NSDA)	Yes
Big Questions	Constructives 5 · 5, Question Segment 3, Rebuttals 4 · 4, Question Segment 3, Consolidations 3 · 3, Rationales 3 · 3	3 per side	Yes
Congress	Speeches 3; questioning 2 after the authorship and first negative speeches, then 1	None	No
Extemp Debate	Affirmative/Negative: Constructives 2 with 1-minute cross-examinations, 1 mandatory prep, Rebuttals 2 · 2, 1 mandatory prep, Final Rebuttals 2 · 2	Built into the sequence	No

Format notes

- **Lincoln-Douglas, Big Questions and Extemp Debate:** debaters joining from their phones enter their name, code and side, which fills in Set up for you.
- **Congress:** each card is one speech or questioning block. Reset a finished card to reuse it for the next speaker. Only the judge (or presiding officer) runs the timers.
- **Extemp Debate:** the mandatory prep minutes are part of the speech order, so there are no prep buttons.
- In every format, speeches go in order: later speeches wait until earlier ones are done.

9 Troubleshooting

PROBLEM	WHAT TO DO
JUDGING ON YOUR OWN	
No internet, or the Wi-Fi keeps dropping.	The judge timer keeps working on its own (once you've opened MDT before). The room opens by itself when you're back online.
"MDT is restarting, back in a few seconds"	Nothing to do. The server is being updated. Your timers keep running, rooms, seats and cards survive the restart, and every screen reconnects by itself.
Is it safe to reload the page?	Yes. Your round is saved as you go, and a running speech keeps running.
No bells.	Bells start off: switch them on in the ⋯ menu. Click once anywhere on the page (browsers need a click before sound). Check your volume and **Sound settings**. With a display connected, the bells ring there by default.
I can't change the event.	It's locked once a timer has run. Use **Start the next round** (or New Round... in the ⋯ menu), then pick the event.
A speech was ended by mistake.	Click it on the speech bar, then **Reopen this speech**.
A team forgot to stop their prep.	Click **Add 10s** on their stopped prep card as often as needed.
Wrong side or speaking order.	Click **1 · Set up** at the top and fix it: the coin flip buttons, the gold swap button, the round blue button or **Swap sides**. The clocks don't change.
Space doesn't pause.	You're typing in a box. Click outside it first, or click **Pause**.
I need my notes after the next round started.	Starting the next round clears them. If you clicked **Download text file** first, the round is in your Downloads folder.
PHONES AND THE DISPLAY	
Battery low, or I want to finish on my phone.	Phones & display, **Laptop battery low?**, **Move to another device**. Timers, seats and notes move over.
My laptop died mid-round.	With a backup on your phone (**Back up to my phone**), open MDT on the phone and tap **Take over**. Without one, open MDT on another device and start a new round.
My laptop slept or lost Wi-Fi mid-round.	Nothing is lost. The room kept the round going (debaters can still run their own timers) and your screen catches up when it wakes.
"No room with that code."	Check the code against the spelling in Phones & display. After three wrong codes in a row, the phone waits 30 seconds.
A debater is in the wrong seat.	Click **Unseat** next to them in Phones & display; they choose again. Fix a team code or name in Set up.
A debater can't start their speech.	The speech before it is probably still running or paused: end it. Also check **Debaters can run their own timers**.
Two displays, both ringing or neither.	Only one display rings. Pick it under **Bells ring on** in Phones & display.
A phone or the display slept.	Nothing to do: it catches up within a second or two of waking. For the display, set Auto-Lock to Never.
THE PREVIOUS LOOK	
I'd rather use the previous judge screen.	Go to **debatetimer.app/judge?ui=classic**. That device remembers it; **debatetimer.app/judge?ui=new** switches back.

10 About MDT and disclaimer

MDT Debate Timer is a free tool written by Lucas and Max Mueller, two student debaters from Solon, Ohio, for the speech and debate community.

> **In short:** MDT is an independent student project. It is not affiliated with or endorsed by Solon City Schools, OSDA or NSDA. Use it at your own risk.

An independent project

MDT is not affiliated with, endorsed, sponsored or distributed by Solon City Schools, the Ohio Speech and Debate Association (OSDA), the National Speech & Debate Association (NSDA), SpeechWire, Tabroom, or any tournament. We name these organizations only to describe which published rules the timer follows and which ballots judges use. Their names and marks belong to them.

Use at your own risk

- **Provided as is.** MDT is free and comes without warranties of any kind. We test it carefully, but it may have mistakes and may not always be available.
- **Your tournament comes first.** MDT's speech and prep times follow the published OSDA and NSDA rules as we understand them. If your tournament's rules or instructions say something different, follow the tournament.
- **Judges make the decisions.** MDT keeps time and holds your notes. It doesn't judge the round, and it never sends your decision anywhere.
- **Keep a backup.** A phone stopwatch works if a device, a browser or the Wi-Fi lets you down.
- **No liability.** To the fullest extent the law allows, the authors are not responsible for any loss or harm that comes from using MDT.

The debate counter

The "MDT in the debate community" section on the start page counts finished debates. Your page sends only the format (for Congress, also the number of speeches; for Big Questions, 1 or 2 per side) and a random number for the round. A round counts once its final speech is paused or ended and at least 5 minutes were timed, and only once.

While a room is open, the server keeps a copy of the round (timers, seats, names, team codes and notes), shared cards and your paradigm, so the room survives a restart and can move to another device. It is removed after the room closes. Your paradigm also stays on your own device until you remove it.

This text is also in the app: tap **Disclaimer** at the bottom of any MDT page, or go to **debatetimer.app/disclaimer**.