COLBY HIGH SCHOOL1890 South Franklin Colby, Kansas 67701 phone: (785) 460-5300 fax: (785) 460-5350



Colby High School Forensics Invitational Saturday, April 8, 2017

Coaches,

The Colby High School Forensics team is happy to invite you to our forensics tournament. It will consist of three preliminary rounds and one finals round. Registration will begin at 7:30 a.m., and the first draws will begin at 8:00 a.m., making the first round begin at 8:30 a.m. Finals will begin as soon as possible after Round 2. Medals will be awarded to the top six places as well as sweeps for the top three teams based off of your selected 16 entries.

We will be having **all 10 events**. There will be a \$5.00 fee assessed per student per event. You must also provide at least one judge. Time keepers will be provided in all finals rooms as well as some other rooms during Rounds 1,2, and 3 depending on availability.

A school may enter a total of <u>20 entries</u>, with a maximum of <u>4 per event</u>. A student may double enter, though a student cannot enter both Extemporaneous Speech and Improvised Duet Acting due to scheduling concerns. KSHSAA rules will be followed unless otherwise stated. We may have judges that graduated high school last year.

A concession stand will be available to everyone in the commons. A hospitality room will be available for coaches, drivers, and judges in room 409. The tab room will be open to all coaches.

Please have your preliminary number to us by March 27th and final numbers by March 31st via the attached Google Form. Any drops made after that date will still be charged an entry fee. Please send payment or bring your check for all fees to the tournament. Make checks payable to CHS.

Thank you! We hope to see you on April 8.

Paige Gawith and Nancy Rundel

pgawith@colbyeagles.org School: 785.460.5300 ext. 3504 Cell: 785.443.0949 Schedule 7:30- Registration 8:00- Draws Begin 8:30- 10:00- Round One 10:00-11:30- Round Two 11:30-1:00- Round Three Finals begin ASAP Awards following in the auditorium