

JAM

The JAM (Just-A-Minute) event is a fun and fast-paced gathering where folks share their thoughts on a given topic in just one minute. It's all about quick thinking and clear communication. Participants showcase their ability to express ideas briefly and with flair. The JAM event is not only a great way to improve communication skills but also creates an exciting and lively atmosphere. It's a favorite among those who enjoy the challenge of speaking off-the-cuff. It's a quick and lively celebration of speaking skills, where every minute and every word matters.

Rules & Regulations

- There would be multiple groups of 3 to 5 panellists who would sit facing each other. ***Each panellist would have to speak for one minute on a given subject*** (which they are normally not informed of in advance), without **"hesitation, repetition or deviation"**. But the three basic rules have always applied.
 - **"Hesitation"** is watched very strictly: a momentary pause in speaking can give rise to a successful challenge, as can tripping over one's words. Even pausing during audience laughter or applause (known as "riding a laugh") can be challenged.
 - **"Repetition"** means the repetition of any word or phrase again and again, although challenges based upon very common words such as "and" are generally rejected except in extreme cases. Words contained in the given subject are exempt unless repeated many times in quick succession. Players can use synonyms to avoid repeating themselves.
 - **"Deviation"** originally meant deviating from the given subject, but gradually evolved to also include "deviating from the English language as we know it", "deviation from grammar as we understand it", deviating from the truth, and deviating from logic. Nevertheless, leaps into the surreal are usually allowed.

- A panellist scores one point [+1] for making a correct challenge against whoever is speaking, or the speaker gets a point if the challenge is deemed incorrect. If a witty interjection is not a correct challenge, at the judge's discretion the challenger can nevertheless be awarded an extra point. **A player who makes a correct challenge takes over the subject for the remainder of the minute, or until he or she is successfully challenged.** The person speaking at the end of 60 seconds also scores a point [+1]. An **extra point** is awarded if a panellist speaks for the entire minute without being challenged.[+1]
- It is rare for a panellist to speak within the three cardinal rules for any substantial length of time, at the same time, remaining both coherent and being amusing. Therefore, **to speak for the full minute without being challenged is a special achievement.** However, if a panellist is speaking fluently on a subject, staying reasonably within the three rules, and seems likely to speak for the whole minute, the other panellists often refrain from challenging. On occasion a similar courtesy has been extended by the timer, who will refrain from indicating the end of the minute so as to not interrupt a panellist in full and entertaining flow.
- On rare occasions, panellists will challenge themselves, usually by mistake or for laughs. The game **rewards those who make entertaining challenges**, even if they do not speak for very long. If successful, last-second challenges can be especially rewarding, as they allow one to speak for a short time but earn two points : one for the challenge & one for being the last speaker.
- The game is then scored for each panellist, then the score adds up in his/her group and a group is declared to be the winner, but the attraction of the show lies less in the contest than in the humour and banter among participants and the judges.