

DISADVANTAGE LECTURE

A. Parts of a DA

1. Uniqueness - SQUO is fine or predictive of future SQUO (X will pass bc Y)
2. Link - Plan triggers something BAD
3. Internal Link - X event that plan triggers
4. Impact

* Uniqueness is important, because if it is proven wrong, the impact is proven to be unlikely in the SQUO. Predictive evidence is much better here.

B. Uniqueness Tricks

1. Use predictive ev over descriptive ev, bc even if conditions aren't your view now, you can argue it will be soon.
2. Inevitability - you can lose descriptive ev about the SQUO bc your ev indicates that your view will happen eventually.
3. Goldilocks - currently, everything is okay, but the plan pushes it too far. (SQUO is "just right," plan is "too hot.") SQUO promotes slow change, plan changes too fast.

C. Link

1. Read several links in the block that lead to the same
2. Remember, they can only say no link or link turn

D. Internal Link

1. Question the I/L. It'll undermine the DA. (If they're pushing to pass another policy that the plan prevents, question if the policy being prevented is even good.)

E. Impact

1. Don't read new impacts in the block bc the IAR can turn them right before the last neg speech.
2. Read impacts that don't align w/ their aff. If they have an econ adv & you read an econ DA, aff can win on other impacts.
3. Read impacts that turn the case. (say this in every 2NC.)
4. Impacts need UQ too.
5. Calc - Magnitude, Timeframe, Probability. (choose 1 & explain why you win this one & why it's the only thing that matters).

I. KICKING DAS

1. When the aff has read offense, if you kick the DA wrong, they get a new adv. Concede a defensive arg.
2. If the aff straight turns, you have to win U & link.

J. Aff Strat

1. Either link turn or impact turn, not both.
2. Always read impact defense.
3. Reasons why the case O/W (Fine, we trigger your impact, but our impacts are bigger.)
4. I/L take-outs
5. You need a variety of args.
6. IAR should always read cards. It's a constructive, bc it comes after the block's new args.
7. Use CX to point out how bad their cards are.
8. Read add-ons that answer the DA. They're basically 2 card advs. If they read an econ ~~adv~~^{DA}, and you read an add-on that says the plan solves econ, then the case turns the DA because the DA is trying to prevent the plan from happening.