MEMORANDUM

TO: Bexar County 4-H’ers

FROM: Natalie Cervantes
County Extension Agent – 4-H

SUBJECT: 2015 DISTRICT 10 4-H LEADERS 4 LIFE SKILLATHON CONTEST

Enclosed you will find the information for the 2015 District 10 4-H Leaders 4 Life Skillathon Contest.

Date: Thursday, April 23, 2015
4:00 pm Contestant Check-in
4:15 pm Orientation and Contest Begins

Please note. A specific contest schedule depends upon the number of teams entered and will be released after entries are due.

Location: Guadalupe County Extension Office
210 East Live Oak Street
Seguin, TX 78155

Deadlines: Entry form is due to our office by Monday, April 6, 2015. Entry form and guidelines are attached. Team Cost: $40.00. Team consists of 4-6 members.

– Entry Form and Entry Fee
– Service Learning Interpretation Piece for the Senior Age Division!!
Location: Guadalupe County Extension Office
210 East Live Oak Street
Seguin, TX 78155

Map:
DISTRICT 10 4-H LEADERS FOR LIFE SKILLATHON

General Rules

PLEASE READ ALL RULES CLOSELY!

OVERVIEW
The Leaders 4 Life Skillathon contest focuses on leadership, parliamentary procedure, and service learning and/or 4-H promotion. Local 4-H clubs are encouraged to begin the process by creating a leadership project group or developing their officers into a team to learn basic leadership skills, parliamentary procedure, service learning, and the importance of promoting 4-H to recruit new members. Counties may also use their County 4-H Council members to create a team.

GENERAL RULES & GUIDELINES
1. **Membership.** Participants must be 4-H members currently enrolled in a Texas 4-H & Youth Development county program and actively participating in a leadership project.

2. **Age Divisions.** There will be two (2) age divisions in this contest: Junior/Intermediate and Senior.

   Age divisions will follow Texas 4-H Guidelines and are as follows:

   *(Age as of August 31, 2014)*

<table>
<thead>
<tr>
<th>Division</th>
<th>Ages</th>
<th>Birth date between:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Junior/Intermediate</td>
<td>8 years old and in 3rd grade or 9 to 13 years of age</td>
<td>Sept 1, 2000 – Aug 31, 2006</td>
</tr>
<tr>
<td>Senior</td>
<td>14 - 18 years of age</td>
<td>Sept 1, 1995 – Aug 31, 2000</td>
</tr>
</tbody>
</table>

3. **Contest Resources.** There are numerous resources for this contest. The Texas 4-H website has a Leaders 4 Life page with additional materials at the following link:

   [http://texas4-h.tamu.edu/project_leadership/leaders](http://texas4-h.tamu.edu/project_leadership/leaders)

   The website has teaching materials for and study materials for 4-H members. Most of the study materials are available for download for free on the L4L website, but there are at additional materials that are not available online, as listed below.

   - Dunbar’s Parliamentary Procedure Made Easy
   - Dunbar’s Meeting Procedure Guide
   - Dunbar’s Guide For Making Motions
   - Dunbar’s Parliamentary Procedure Glossary

   The 4-H office has one copy of the *Robert’s Rules of Order, 10th edition* resource:
Contest Procedures

CONTEST COMPONENTS
There are two (2) components to the Leaders 4 Life Skillathon Contest for the Junior/Intermediate Age Division. There are three (3) components to the Leaders 4 Life Skillathon for the Senior Age Division. The contest components are listed below.

<table>
<thead>
<tr>
<th>Age Division</th>
<th>Contest Components</th>
<th>Question &amp; Answer Session</th>
<th>Service Learning Interpretation Piece</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior</td>
<td>Parliamentary Procedure Demonstration</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Junior/Intermediate</td>
<td>Parliamentary Procedure Demonstration</td>
<td>Question &amp; Answer Session</td>
<td></td>
</tr>
</tbody>
</table>

PARLIAMENTARY PROCEDURE DEMONSTRATION PROCEDURES
- Each team will consist of four (4) to six (6) members, including at a minimum the president, vice president, secretary, and treasurer. Up to two additional team members can be in any position—such as reporter or recreation leader—or just as members of the club. Officer positions are determined by the team in advance.

- The teams will present a simulated 4-H meeting no longer than the specified time for their age division. Five points will be deducted from the average score for every minute over the time limit. That is, if a senior age division meeting goes over 20 minutes, the team will receive a 5-point deduction; over 21 minutes a 10-point deduction, over 22 minutes a 15-point deduction, and so on. The deductions will be handled in tabulation. The timekeeper will keep track of the length of presentations and provide the information for tabulation.

<table>
<thead>
<tr>
<th>Age Division</th>
<th>Parliamentary Procedure Demonstration Time Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior</td>
<td>20 minutes</td>
</tr>
<tr>
<td>Junior/Intermediate</td>
<td>15 minutes</td>
</tr>
</tbody>
</table>

- Two examples of problems are provided to help teams prepare.

- The teams will be given problems to incorporate into the demonstration (see samples include in this letter). A skeleton agenda will also be provided at the event. The teams must demonstrate all actions on the score sheet (required motions). They must incorporate the required motions into their demonstration, even if they are not listed in the contest problem. The additional problems may incorporate any of the motions listed below for the respective age division.
<table>
<thead>
<tr>
<th>Age Division</th>
<th>Number Of Problems To Incorporate Into Demonstration</th>
<th>Required Motions To Incorporate Into Demonstration</th>
<th>The Problems May Incorporate Any Of These Motions:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senior</td>
<td>3 problems</td>
<td>Main motion</td>
<td>Put a motion before the assembly (main motion)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Amend a motion</td>
<td>Lay on the table</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Division of the assembly</td>
<td>Amend a motion</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lay on the table</td>
<td>Take from the table</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Take from the table</td>
<td>Withdraw a motion</td>
</tr>
<tr>
<td>Junior/Intermediate</td>
<td>1 problem</td>
<td>Main motion</td>
<td>Division of the assembly</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Amend a motion</td>
<td>Lay on the table</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Take from the table</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Withdraw a motion</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Division of a question</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Refer a motion to a committee</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Rise to a point of order</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Appeal the decision of the chair</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Previous question</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Rescind a motion</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Reconsider a motion</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Postpone a motion definitely</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Postpone a motion indefinitely</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Object to the consideration of the question</td>
</tr>
</tbody>
</table>

- Each team must provide its own minutes, treasurer’s report, letter of communication, and committee report. Prepared scripts are not allowed. Contest officials will check these materials before the team enters the planning room and collect them at the end of its presentation.

- Before the demonstration, each team will have 15 minutes to discuss the order of business and the problems of new business with fellow teammates in the planning room. No coaches, parents, agents, or other 4-H members not part of the team will be allowed in the planning room. Contestants may make notes on their agendas during the planning time.

- Use of the gavel: The gavel is a symbol of authority. It is used by the president to maintain order and keep the meeting running smoothly. To use the gavel properly, the president should stand squarely and firmly on both feet, grasp the handle of the gavel firmly, and rap the table or gavel block authoritatively, with well-spaced taps. The gavel is used to:
  - Call the meeting to order—two taps
  - Tell members to be seated—one tap
  - Ask all members to rise—three taps
  - Maintain order—several taps
  - Follow the announcement of the result of a vote—one tap (this is a special rule for 4-H and supersedes the rules in Robert’s Rules of Order)
  - Adjourn or recess the meeting—one tap (if desired)

- The maximum of number of points for this section of the contest is 100 points.
**QUESTION & ANSWER SESSION ON PARLIAMENTARY PROCEDURE CONTEST PROCEDURES**

- Each Intermediate and Senior team will be asked seven (7) questions. Junior teams will not be asked questions.

- Each member of the team must answer at least one (1) question and no more than two (2) questions.

- Team members will answer questions in this order: president, vice president, secretary, treasurer, member, and member.

- The team will choose who will answer the remaining questions before they are read.

- Each contestant must begin response within 10 seconds and complete the answer within 1 minute.

- Each question is worth up to 10 points, for a maximum score of 70 points for this section.

<table>
<thead>
<tr>
<th>Age Division</th>
<th>Questions Will Be Based On The Following Resources:</th>
</tr>
</thead>
</table>

**SERVICE LEARNING INTERPRETATION PIECE CONTEST PROCEDURES**

- This section of the contest is for Seniors only.

- Teams will create a one-page (front and back) report that explains a community service project that was coordinated and conducted by the team and/or County 4-H Council during the current 4-H year.

- The report must address the relevance of the issue (the need and importance of the project); response to the issue (the actions taken); and the results of the project (such as the number of people helped, dollar value of goods or services contributed, funds raised, and number of hours of community service provided).

- The report may include pictures with captions that help the reader learn more about the project.

- The 4-H clover must be used on the report according to the guidelines in Use of the 4-H Name and Emblem.

- This document will be turned in before the Leaders 4 Life Skillathon for judging. It will be due at the time of entries on **Monday, April 6, 2015**.

- The maximum score for this section of the contest is 100 points. A score sheet is provided.
Unfinished Business

1. Take a motion from the table from the last business meeting.

New Business

Problem I

1. During this problem, accuracy of a vote is determined.
2. A member disagrees with a decision of the President.
3. The amended motion that the council secretary creates and maintains a Facebook Page passes.

Problem II

1. During this problem, a member points out a parliamentary mistake.
2. The council decides to host a dance following the County 4-H Banquet.
3. An amendment is offered.
4. The motion and its amendment are laid on the table.

Problem III

1. The council decides to provide blankets to the nursing home residents for a community service project.
2. A division of the question is moved.
3. The motion to plant a tree is referred to a special committee.
DISTRICT 10 4-H LEADERS FOR LIFE SKILLATHON

Senior Practice Problem #2

Unfinished Business

New Business

Problem I
1. A member moves to send 2 delegates to the District 8 Leadership Lab.
2. The expense amount to cover is debated.
3. A second rank amendment is passed.
4. The motion to send 2 delegates to the District 8 Leadership Lab with expenses covered up to $100 is tabled.

Problem II
1. During this problem a member calls for accuracy of a vote.
2. A motion is presented to host a donkey basketball game and all proceeds will go to the local food pantry.
3. The motion is passed.

Problem III
1. The motion tabled in problem 1 is taken from the table.
2. The motion passes.
3. A member moves to buy the County Extension Agents a gift card to be presented at the County 4-H Banquet.
4. The motion is withdrawn.
DISTRICT 10 4-H LEADERS FOR LIFE SKILLATHON

Agenda
This is the agenda that will be used during the contest.

I. Call to Order

II. Opening Exercise: Pledges—American Flag, Texas Flag, 4-H Motto & Pledge

III. Roll Call

IV. Reading and Approval of Minutes

V. Reports of Officers, Boards, and Standing Committees

VI. Reports of Special Committees

VII. Unfinished Business

VIII. New Business

IX. Program

X. Announcements

XI. Adjourn