

LEADERS 4 LIFE



Leaders 4 Life Skill-a-thon is a competition to challenge county teams in their leadership skills, knowledge of parliamentary procedure, and service-learning activities.

Entry

- Enter as a team of 4 to 6 members.
- Teams are made up of individuals in the same age division (Junior, Intermediate or Senior).
- A minimum of two teams must be registered for this contest in order for the event to be conducted. If the contest is canceled due to no opposing team, a gift card in the amount of \$15 will be issued each team member who registered.

County Entries

- **Leaders 4 Life:** Each county may enter three teams per age division.

Contest

- Each team will consist of four to six 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 **Senior** Team Leaders 4 Life Skill-A-Thon has three components:
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six county 4-H council members will have 20 minutes to conduct the meeting before a panel of judges. The maximum number of points for this part of the contest is 100. The problems may incorporate any of these motions:

• Put a motion before the assembly	• Rise to a point of order
• Lay on the table	• Appeal the decision of the chair
• Amend a motion	• Previous question
• Division of the assembly	• Rescind a motion
• Take from the table	• Reconsider a motion
• Withdraw a motion	• Postpone a motion definitely
• Division of a question	• Postpone a motion indefinitely
• Refer a motion to a committee	• Object to the consideration of the question
 - 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.
- **Question-and-Answer Session**—Each team will be asked 10 questions on parliamentary procedure. Every team member must answer at least one question but no more than three questions. The remaining questions may be answered by any team member, and the team members will choose who will answer the extra questions before they are read. Each contestant must begin a response within 10 seconds and complete the answer within 1 minute. Each question is worth up to 10 points, for a maximum score of 100 points.
 - **Service Learning Interview**—Each team will submit a simple document (not judged) that includes the name of a project that was conducted during the year. The document will include the project name and three or four sentences describing it. The judges will ask the team about the project and its use of the eight steps of service learning (outlined on page 6 of the [Use Your Hands ... For Service](#) document). The maximum score is 70 points.
- The teams will present a simulated 4-H meeting no longer than 20 minutes. Five points will be deducted from the average score for every minute over the 20-minute limit. That is, meetings over 20 minutes will get a five-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.
 - The teams will be given three problems to incorporate into the demonstration. A skeleton agenda will also be provided. The teams must demonstrate all actions on the score sheet. They must incorporate six motions into their demonstration: main motion, amend a motion, division of the assembly, lay on the table, take from the table, and withdraw a motion.
- Contest Components for **Intermediate** Teams: The following modifications will be made for intermediate teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—Each team will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six intermediate members will have 15 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the intermediate division (100 points):
 - Only two types of motions must be demonstrated: main motion and amend a motion.
 - Teams will be given one problem to incorporate into its presentation. The problem will be based on one of these motions: Division of the assembly, lay on the table, take from the table, withdraw a motion.
 - **Question-and-Answer Session**—Each intermediate team will be asked seven questions. Every team member must answer at least one question but no more than two questions. The team members will answer in this order: president, vice president, secretary, treasurer, member, and member. The remaining questions may be answered by any team member, and the team will choose who will answer each question before it is read. Each question is worth up to 10 points, for a maximum score of 70 points.
 - Questions will be based on these documents: *Dunbar's Meeting Procedure Guide*, *Dunbar's Guide For Making Motions*, and *Dunbar's Parliamentary Procedure Glossary*.
 - **Promote 4-H Showcase Piece**—Each team will develop a tool to promote 4-H. The 4-H clover must be used on the showcase piece according to the guidelines in *Use of the 4-H Name and Emblem*. These items can be used for the Promote 4-H Showcase Piece:
 - Banner
 - Tabletop or tri-fold exhibit
 - PowerPoint presentation
 - Scrapbook
 - Brochure

- o Website
- The team must also complete and turn in (see the *Leaders 4 Life Score Sheets and Forms Packet*) a Promote 4-H Showcase Piece and Form to explain when and how the showcase piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).
- Contest Components for **Junior** Teams: The following modifications will be made for junior teams for the Leaders 4 Life Skill-A-Thon. All other contest rules above will be followed.
 - **Parliamentary Procedure Contest**—The teams will demonstrate a simulated 4-H meeting using a standard agenda that is provided at the event. Teams of four to six junior members will have 10 minutes to conduct the meeting before a panel of judges. All other contest rules will remain, except for these changes for the junior division (100 points):
 - o Only two types of motions must be demonstrated: main motion and amend a motion.
 - No problems will be given to the team to incorporate into its presentation.
 - **Promote 4-H Showcase Piece**—Each team will develop a tool to promote 4-H. The 4-H clover must be used on the showcase piece according to the guidelines in Use of the 4-H Name and Emblem. The Promote 4-H Showcase Piece may use any of these items:
 - o Banner
 - o Tabletop or tri-fold exhibit
 - o PowerPoint presentation
 - o Scrapbook
 - o Brochure
 - o Website
- The team must also complete and turn in the Promote 4-H Showcase Piece and a Promote 4-H Showcase Form (Forms and Scoresheets Packet) to explain when and how the piece was used to promote 4-H, the number of people reached, and the number of new 4-H members enrolled as a result of the 4-H promotion (50 points).

Study Guide and Resources

- You will find a list of resources and study guide to download on the 4-H website at <https://texas4-h.tamu.edu/projects/leadership/>