



## DISTRICT 10 SPRING ROUNDUP

# LEADERS 4 LIFE

Tuesday, April 18, 2023



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Fredericksburg, TX

# Leaders 4 Life

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**DATE:** Tuesday, April 18, 2023

**LOCATION:** Gillespie Extension Office ([38 Business Ct, Fredericksburg, TX 78624](#))

## SCHEDULE

- 8:30a.m. L4L Check-in Opens
- 9:00 a.m. Live & Virtual Orientation (via ZOOM – Meeting link will be sent after registration closes)
- 9:30 a.m. Contest Begins (first team enters prep room)  
Awards (*immediately following conclusion of the contest*)

## ABOUT THIS CONTEST

The Leaders 4 Life Skillathon contest focuses on leadership, parliamentary procedure, 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.

## CONTEST TYPE

### District Invitational:

1. Counties do not have a limit on the number of teams that can advance to District.
2. The top 1<sup>st</sup> – 3<sup>rd</sup> place District 10 Senior teams will advance to Texas 4-H State Roundup in June.
  - a. Seniors must compete at District to qualify for State.

## CONTEST STRUCTURE

**Team ONLY:** Each team can consist of four (4) to six (6) members in the same age division. There are no individual categories for Leaders 4 Life, this is a team contest only.

## ADDITIONAL PAPERWORK DEADLINES: DUE - APRIL 3, 2023

- **Junior/Intermediate Age Divisions** – Promote 4-H Showcase Form for team's Promotional Piece ([DOWNLOAD HERE](#))
- **Senior Age Division** - Service Learning Information Page: Please provide a short paragraph (3-4 sentences) explaining your project. ([DOWNLOAD HERE](#))

## CONTEST ORIENTATION & CONTEST SCHEDULE:

- A live & virtual orientation will be held via Zoom at 9:00 AM the morning of the contest. ZOOM meeting link and reminders will be sent out after registration closes, please watch your email for information.
- Time slots will be assigned randomly and announced after contest registrations are completed and confirmed; the first time slot will be 9:30 AM
- Teams are encouraged to bring their own writing utensils & gavels to the contest.

## CONTEST RULES

1. **General Rules:** District 10 Leaders 4 Life Contest will follow the State 4-H Leaders 4 Life Rules & Guidelines unless otherwise stated in these rules \*Please pay special attention to modifications in this document. Click link below for PDF document:

- a. [Leaders 4 Life Skillathon State Rules & Guidelines](#)
- b. Additional Resources: <https://texas4-h.tamu.edu/projects/leadership/>
- c. Recommended Resources (can be download below or purchased at <http://parlipro.northwest.net/>):
  - [\*Dunbar's Parliamentary Procedure Made Easy\*](#)
  - [\*Dunbar's Meeting Procedure Guide\*](#)
  - [\*Dunbar's Guide for Making Motions\*](#)
  - [\*Dunbar's Parliamentary Procedure Glossary\*](#)
  - *Robert's Rules of Order, 10<sup>th</sup> edition*

2. **Contest Components:** There are three (3) components to the Leaders 4 Life Skillathon. The contest components for each age division are summarized below:

Age Division	Contest Components		
JUNIOR	Parliamentary Procedure Demonstration	NA – No Q&A	Promotional Piece
INTERMEDIATE	Parliamentary Procedure Demonstration	Question & Answer Session	Promotional Piece & Interview
SENIOR	Parliamentary Procedure Demonstration	Question & Answer Session	Service Learning Interpretation Portion - Includes interview questions

## PARLIAMENTARY PROCEDURE DEMONSTRATION (ALL AGE DIVISIONS)

- **Team Roles:** 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 (2) additional team members can be in any position—ex: reporter, recreation leader or just as members of the club. Officer positions are determined by the team in advance.
- **Time Limits:** The teams will present a simulated 4-H meeting no longer than the specified time for their age division (see chart below). Five (5) points will be deducted from the average score for every minute over the time limit. Ex: If a senior age division meeting goes over 20 minutes, the team will receive a -5 point deduction. If over 21 minutes a -10 point deduction; if over 22 minutes a -15 point deduction, and so on. The designated timekeeper will keep track of the length of presentations and provide the information for tabulation. The deductions will be handled in tabulation.

Age Division	Parliamentary Procedure Demonstration Time Limit
Junior	10 minutes
Intermediate	15 minutes
Senior	20 minutes

- **Problems:** Teams will be given problems to incorporate into the demonstration (**\*Juniors will not have any problems to incorporate**). A skeleton agenda will 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. Additional problems may incorporate any of the motions listed below for the respective age division.

Age Division	Number of problems to incorporate in Demonstration	Required Motions to incorporate into Demonstration	The Problems may incorporate any of these Motions:
JUNIOR	0 problems	<ul style="list-style-type: none"> <li>• Main motion</li> <li>• Amend a motion</li> </ul>	<ul style="list-style-type: none"> <li>• None</li> </ul>
INTERMEDIATE	1 problem	<ul style="list-style-type: none"> <li>• Main motion</li> <li>• Amend a motion</li> </ul>	<ul style="list-style-type: none"> <li>• Division of the assembly</li> <li>• Lay on the table</li> <li>• Take from the table</li> <li>• Withdraw a motion</li> </ul>
SENIOR	3 problems	<ul style="list-style-type: none"> <li>• Main motion</li> <li>• Amend a motion</li> <li>• Division of the assembly</li> <li>• Lay on the table</li> <li>• Take from the table</li> <li>• Withdraw a motion</li> </ul>	<ul style="list-style-type: none"> <li>• Put a motion before the assembly (main motion)</li> <li>• Lay on the table</li> <li>• Amend a motion</li> <li>• Division of the assembly</li> <li>• Take from the table</li> <li>• Withdraw a motion</li> <li>• Division of a question</li> <li>• Refer a motion to a committee</li> <li>• Rise to a point of order</li> <li>• Appeal the decision of the chair</li> <li>• Previous question</li> <li>• Rescind a motion</li> <li>• Reconsider a motion</li> <li>• Postpone a motion definitely</li> <li>• Postpone a motion indefinitely</li> <li>• Object to the consideration of the question</li> </ul>

- **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 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 (2) taps
- Tell members to be seated—one (1) tap
- Ask all members to rise—three (3) taps
- Maintain order—several taps
- Follow the announcement of the result of a vote—one (1) 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 (1) tap (if desired)

- Prep Room Rules & Guidelines: Before the demonstration, each team will have time 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. Allotted prep time allowed in the prep room are as follows:

Age Division	Time in Prep Room
Junior	5 minutes
Intermediate	10 minutes
Senior	15 minutes

- Meeting Materials: Each team must provide the following items of their own:
  - Minutes
  - Treasurer's Report
  - Letter of Communication
  - Committee Report
- Scripts: Please note that **prepared scripts are not allowed during the Demonstration component.** Contest officials will check all materials before the team enters the prep room and collect them at the end of the presentation.

## QUESTION & ANSWER SESSION (INTERMEDIATES & SENIORS ONLY)

- Each Intermediate and Senior team will be asked **ten (10) questions.**
- Each member of the team must answer at least one (1) question and no more than three (3) questions.
- Team members will answer questions in this order: president, vice president, secretary, treasurer, member, and member.
- Once all members on the team have answered (1) questions, the team will choose who will answer the remaining questions before the questions are read.
- Each contestant must begin a response within 10 seconds & complete the answer within 1 min.
- Each question is worth up to 10 points, for a maximum score of 100 points for this section.

Age Division	Questions will be based on the following resources:
INTERMEDIATE	<i>Dunbar's Meeting Procedure Guide</i> <i>Dunbar's Guide for Making Motions</i> <i>Dunbar's Parliamentary Procedure Glossary</i>
SENIOR	<i>Robert's Rules of Order, 10<sup>th</sup> edition</i> <i>Dunbar's Parliamentary Procedure Made Easy</i> <i>Dunbar's Meeting Procedure Guide</i> <i>Dunbar's Guide for Making Motions</i> <i>Dunbar's Parliamentary Procedure Glossary</i>

## PROMOTIONAL PIECE (JUNIORS & INTERMEDIATES ONLY)

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**JUNIOR & INTERMEDIATE PROMOTIONAL PIECE PROCEDURES:** Teams 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:

- Tabletop or tri-fold exhibit (*please provide a picture of exhibit that is legible*)
- Brochure (*please provide a color copy*)

The team must also complete and turn in the Promote 4-H Showcase Piece and a Promote 4-H Showcase Form ([DOWNLOAD HERE](#)) to explain how and when 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 promotion.

**PROMOTE 4-H INTERVIEW (INTERMEDIATE TEAMS ONLY)** – The Judging Panel will have 5 minutes to ask questions about the intermediate promotional piece. Sample Questions for practice are listed below, please note that judges are permitted to ask relevant questions that are not listed in the sample list below:

- What role did each team member play?
- How many people were reached?
- Has this promotional piece been effective? How has it helped you? Was it able to help you recruit new 4-H members?
- How many events did you use this promotional piece at?
- What was your favorite event and why?
- What made you decide to develop this piece? What was your inspiration?

**DEADLINE REMINDER:** The Promote 4-H Showcase Form **MUST** be turned in before the Leaders 4 Life Skillathon for judging. **It will be due to the District Superintendent on [April 3, 2023](#).** Email team forms to [MLMickelson@ag.tamu.edu](mailto:MLMickelson@ag.tamu.edu)

## SERVICE LEARNING INTERPRETATION (SENIORS ONLY)

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**SERVICE LEARNING INTERPRETATION PIECE CONTEST PROCEDURES:** Teams must submit a Service Learning Information Page ([DOWNLOAD HERE](#)) that details the name of the project they are interpreting with a short paragraph (3 to 4 sentences max.) that describes the project.

- This document itself is not judged. The document will prepare the judging panel for an interview with the team.
- The Judging Panel will ask interview questions of the team including, but not limited to, the project and how the 8 Steps of Service Learning (outlined on page 6 of "[Use Your Hands... For Service](#)" document) were utilized in their project.
- Interviews will last approximately 10 min. and be scored by a panel of judges (max 70 points)

**DEADLINE REMINDER:** The Service Learning Information Page Form **MUST** be turned in before the Leaders 4 Life Skillathon for judging. **It will be due to the District Superintendent on [April 3, 2023](#).** Email team forms to [MLMickelson@ag.tamu.edu](mailto:MLMickelson@ag.tamu.edu)