



DISTRICT 10
SPRING ROUNDUP

LEADERS 4 LIFE

Tuesday, April 9, 2024



Seguin, TX

Leaders 4 Life

DATE: Tuesday, April 9, 2024

LOCATION: Guadalupe Extension Office ([210 E. Live Oak Seguin, TX 78155](https://www.texas4-h.org/locations/guadalupe-extension-office))

SCHEDULE

- 8:30a.m. L4L Check-in Opens
9:00 a.m. In-Person Orientation
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 & State Qualifying:

1. Counties may enter an unlimited number of teams in the District 10 Leaders 4 Life Contest.
2. The top 1st – 3rd place District 10 Senior teams will advance to Texas 4-H State Roundup in June. 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. Junior contestants may move up to participate on Intermediate Teams.

CONTEST RULES

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



- a. [Leaders 4 Life Skillathon State Rules & Guidelines](#) (Updated August 2023)
- b. [Leaders 4 Life Skillathon Contest Changes](#) (Updated August 2023)
- c. Additional Resources: <https://texas4-h.tamu.edu/projects/leadership/>
- d. Recommended Resources (can be download below or purchased at <https://www.dunbarparlipro.com/>):
 - [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, 10th 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	Summary of Contest Components	
JUNIOR	Parliamentary Procedure Demonstration: <ul style="list-style-type: none"> • Time in Prep room: 5 minutes • Demo Time limit: 10 minutes • 1 problem to incorporate 	N/A – No Q&A
INTERMEDIATE	Parliamentary Procedure Demonstration: <ul style="list-style-type: none"> • Time in Prep room: 10 minutes • Demo Time limit: 15 minutes • 2 problems to incorporate 	Question & Answer Session (6 Questions)
SENIOR	Parliamentary Procedure Demonstration: <ul style="list-style-type: none"> • Time in Prep room: 15 minutes • Demo Time limit: 20 minutes • 3 problems to incorporate 	Question & Answer Session (12 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.
- **Problems:** Teams will be given a list of problems that they must incorporate into their demonstration once inside of the preparation room. A skeleton agenda and writing utensils will be provided at the event.

Age Division	Number of problems:	The Problems may incorporate any of these Motions:	
JUNIOR	1 problem	<ul style="list-style-type: none"> • Main motion 	<ul style="list-style-type: none"> • Amend a motion
INTERMEDIATE	2 problems	<ul style="list-style-type: none"> • Main motion • Amend a motion • Division of the assembly 	<ul style="list-style-type: none"> • Lay on the table • Take from the table • Withdraw a motion
SENIOR	3 problems	<ul style="list-style-type: none"> • Main motion • Lay on the table • Take from the table • Amend a motion • Division of the assembly • Withdraw a motion • Division of a question • Refer motion to a committee 	<ul style="list-style-type: none"> • Rise to a point of order • Appeal to decision of chair • Previous question • Rescind a motion • Reconsider a motion • Postpone a motion definitely • Postpone a motion indefinitely • Object to consideration of the question

- **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:
- **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)

- Intermediate teams will be asked **six (6) questions**; Senior teams will be asked **twelve (12) 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 5 points, for a maximum score of 60 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, 10th 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>