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 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 two 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:

        - Main motion
        - Rise to a point of order
        - Lay on table
        - Appeal to decision of chair
        - Amendment previous question
        - Division of 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 motion to a committee
        - Object to 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**—The Question and Answer part of the Parliamentary Procedure Demonstration will consist of 12 questions (worth up to 5 points each) for the team. These questions will be rotated through the team members in this order: President/Vice President/Secretary/Treasurer/member 1, etc. When all team members have been asked the first question, the rotation will start over until all 12 questions have been asked.

- 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.*
    - The team must also complete and turn in a Promote 4-H Showcase Piece 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):
        - 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.

- The team must also complete and turn in the Promote 4-H Showcase Piece form 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/wp-content/uploads/leaders_4_life_contest_guidelines.pdf