

# 4-H DAY GUIDELINES

## PUBLIC PRESENTATIONS

The primary purpose of the 4-H program is to help each boy and girl reach his or her maximum growth and development, and it is this area that public presentations makes its greatest contributions.

Public presentations help strengthen the 4-H program by giving members the opportunity to participate. The more often members are involved in demonstrations, project talks and public speaking, the more interested they become in meetings and in project work; consequently, the longer they remain in 4-H work.

Public presentations contribute to helping youth achieve the basic life skills of developing self-confidence, making decisions, communicating and relating to others, encouraging and stimulating their desire to learn. 4-H Day has long sponsored demonstration and public speaking. All are under the umbrella of "Public Presentations."

Please note that the judge's decision is final when the paperwork has been turned in on the day of the event. The judge will decide which entries move on to Regional Club Days based upon the most qualified entries.

**No weapon of any kind will be allowed in the school building for 4-H Club Day.**

The following is a list of public presentations and guidelines to be followed for 4-H Day:

### **PROJECT TALKS:**

**TIME LIMIT: 2 - 7 minutes**

Project talks are intended for junior 4-H'ers from 7 through 13 years of age to help them gain confidence in expressing themselves before an audience. They tell of their actual project experiences and can promote a project. The project talk must be on a project in which the 4-H'er is enrolled. Visuals may be used, but are not required. There are no team project talks.

### **PUBLIC SPEAKING:**

**TIME LIMIT: 15 minutes**

Public speaking is intended to assist senior 4-H members 14 to 19 years of age to develop more confidence and skill in speaking before an audience. Presentations should be original. Visuals may be used. One or two note cards are suggested. Outlines must be provided for each judge.

### **READING:**

**TIME LIMIT: 5 minutes**

This may be musical, dramatic, interpretive, humorous or other type of reading. Maximum time for readings for both junior and senior levels is 5 minutes. Use of a script is required. A copy of the script must be given to the judge. There are no team readings.

### **DEMONSTRATIONS & ILLUSTRATED TALKS:**

**TIME LIMIT: 10 minutes**

Demonstrations are defined as a "show how" process involving doing or making something while giving an explanation. The demonstrator uses actual items, supplies, equipment, people or animals while going through a process. There is usually a finished product to show, but it is not required. The demonstration is a teaching method designed to teach specifically. Contestants provide their own equipment and material. Demonstrations may be presented as an individual or as a team of two 4-H members. Demonstrations must highlight a project in which the 4-H'er is enrolled.

**SHOW & SHARE:****TIME LIMIT: 2 minutes**

This division is for first time 4-H'ers to give a talk about any 4-H related project or item. Props or poster may be used. This is a noncompetitive event and every 4-H'er will receive a ribbon. An evaluator will be in the room to give 4-H'er's positive comments about their talk.

**TALENT**

Development of the individual talents of young people have always been an objective of Kansas 4-H programs. In the performing arts, skills are only refined by repeated experience in performing them. 4-H Day provides an ideal structure to allow 4-H'ers to perform in a wide variety of areas.

It is hoped that this experience will be so rewarding that members will choose to repeat their performances at the State Fair Showcase, as well as for multi-county and other state wide events.

There is no better learning experience in the performing arts than the "learning-by-doing" experience with caring feedback offered at 4-H Day.

**MUSIC:** Taped music is an option for accompaniment for vocals and instrumentals. If there are deviations between the presentation and the printed music, you need to note those to the judge.

**Note:** All music entries must bring the original sheet music for the judge and the measures need to be numbered. Vocal music participants must have their entry memorized. Instrumental music participants are not required to have their music memorized.

**CHORUS:**

1. A chorus is composed of 11 or more 4-H'ers from one club or it may be a composite group from two or more clubs.
2. Each group will sing two numbers of their own choosing. Must be memorized.
3. Original copy of selections will be given to judge before performing. The measures need to be numbered.
4. Singing may be with or without accompaniment.
5. The director and accompanist need not be 4-H'ers, but they cannot sing with the group unless they are 4-H'ers.

**VOCAL ENSEMBLE:**

1. The group will be composed of 2 or more 4-H'ers, not including the accompanist.
2. Each group will sing two numbers of their own choosing. Must be memorized.
3. Original copy of selections is to be given to judge before performing. The measures need to be numbered.
4. Accompanist need not be a 4-H'er.

**VOCAL SOLO:**

1. Participant will sing one number. Must be memorized.
2. Original copy of selection is to be given to judge before performing. The measures need to be numbered.
3. Accompanist need not be a 4-H'er.
4. Selection must be memorized.

**INSTRUMENTAL ENSEMBLE:**

1. The group will be composed of 2 to 10 4-H'ers, not including the accompanist.
2. Each group will play two selections of their own choosing. Not required to be memorized.

3. Original copy of selections is to be given to judge before performing. The measures need to be numbered.
4. The instrumentation should include only recognized instruments of the band or orchestra.
5. The accompanist need not be a 4-H'er where the piano is accompaniment only, as for a trumpet trio. The pianist must be a 4-H'er when the piano is one of the instruments, as in a string trio or similar group.

**INSTRUMENTAL SOLO:**

1. 4-H'er will play only one number.
2. Original copy of selection is to be given to judge before performing. The measures need to be numbered.
3. Accompanist, if needed, does not need to be a 4-H'er.
4. Selection is not required to be memorized.

**DANCE ROUTINES:**

**TIME LIMIT: 5 minutes**

1. Group composed of 1 or more 4-H'ers, any age, 1 number.

**ONE ACT PLAY/SKIT:**

**TIME LIMIT: 10 minutes**

1. Entries are limited strictly to one act plays. Only one setting is allowed.
2. May be rehearsed or extemporaneous. If extemporaneous, the group should be given a basic situation for the theme.
3. No size or age limit. Regional 4-H Day Guidelines require an original script must be presented to the judge.

**NOVELTY:**

**TIME LIMIT: 5 minutes**

1. No age or size limit.

**EXTEMPORANEOUS**

**GUIDELINES:**

**TIME LIMIT: Jr - 2-5 minutes;  
Sr. - 3-7 minutes.**

Participants will draw two of the 5 questions provided in the February/March Newsletter and he or she will pick which question he or she wants to answer. The participant will inform the judge of his or her question and will then provide an answer. The judge is permitted to ask questions. No regional entry.

## GAVEL GAMES

The 4-H Gavel Game is an activity designed to encourage youth to become more efficient in their ability to use parliamentary procedure effectively in the formal part of their 4-H club meetings.

### GUIDELINES:

**TIME LIMIT: 10 - 15 minutes**

1. This contest will consist of teams of four 4-H'ers: President, Vice President, Secretary, and Treasurer.
2. Each team member will take a written test worth 30 points.
3. The division levels will be divided as Junior (7 to 13 years) and Senior (14 to 19 years). Each division will be judged on their parliamentary skills. If one or more 4-H'er is in the Senior division, the team must enter as a Senior team.
4. Junior and Senior levels may **not** use an order of business or notes.
5. Senior level **will** draw for Officer assignments. Junior level **will not** draw for Officer assignments.

## MODEL MEETING

The 4-H Model Meetings has been used as a device for teaching 4-H'ers proper meeting techniques. Clubs are encouraged to plan a Model Meeting that depicts a typical monthly meeting of their 4-H club. The meeting may be designed to suit the needs and interests of 4-H club members.

### MODEL MEETING GUIDELINES:

1. The group may be composed of up to the number of 4-H members and leaders the room will hold.
2. An agenda of the Model Meeting must be presented to the judge before the meeting is called to order.
3. A maximum of thirty-five (35) minutes is allowed for a Model Meeting.
4. During the Model Meeting, the secretary should take notes. After the meeting, the secretary must turn in the Model Meeting notes and the up-to-date secretary's book.
5. Recreation may be at any time during the meeting. Some clubs prefer to have their recreation at the start of the meeting, rather than at the end.
6. Clubs are required to make at least one (1) motion from each of the five (5) categories of motions. The categories are: Main Motion, Subsidiary Motion, Incidental Motion, Privileged Motion, and Unclassified Motion. Motions can be found in the *A Guide to Parliamentary Practice for your club* on pages 2-3.
7. In addition to your club's usual meeting practices, references that may be used in planning a Model Meeting are:

*The Meeting Will Come to Order* - County Extension Office  
*Steps in 4-H Program Planning* - County Extension Office  
*Out of Ideas? A Leaders Handbook* - County Extension Office  
*A Guide to Parliamentary Practice for your club* - County Extension Office  
Robert's Rules of Order Newly Revised, 10<sup>th</sup> Ed.