SCORE CARD FOR MODEL MEETING

COUNTY	TIME: START FINISH TOTAL (Roll excluded from time of meeting
I. GROUP BUILDING A. Opening Exercises: Such as roll call, pledge, flag salute, motto, creed, etc. Should be timely and include club member interaction. B. Celebration: Closing: Small celebrations of meeting accomplishments, including small group exchange of ideas, group song or cheer, etc. C. Ceremonies: Celebration for long term accomplishments, such as leaders recognition, installation ceremony, completion of community service project ceremony, recognition of new members.	JUDGES COMMENTS
 II. DECISION MAKING A. PARLIAMENTARY SKILLS Order of business, making and carrying through motions, reports of committees, parliamentary problems. B. GROUP INVOLVEMENT Activity to allow all members to have input into a decision. C. OFFICERS REPORTS Oral reports made by Secretary, Treasurer, Reporter, 4-H Council Representative, and other Officers. 	
III. PROGRAM Program designed to best meet the needs and interest of this club. It may include group singing, project activities, skillathons, talent, talks, demonstrations, etc. Clues to effective program selection are the attentiveness or involvement of the group. IV. ATTITUDE Naturalness of the meeting, the avoidance of a staged production.	RATINGS: PURPLE: BLUE: RED: WHITE:
p.outenom	Judge's Initials

EXPLANATION OF MODEL MEETING SCORE CARD

Note the four main divisions of the model meeting score card and the relative importance given to each division.

- 1. Business. Follow the order of business as given in *So You Are President Of Your Group*, 4-H 471. Plan the business meeting to display 4-H'ers skill in conducting a meeting and their ability to use correct parliamentary procedure. There will not be time for lengthy discussion of motions. The parliamentary procedure used should expedite, not obstruct business. Naturalness and alertness are as important in the business meeting as in the program.
- 2. Reports should give interesting, valuable information. They should be complete, but concise.
- 3. Ceremonies. There should be one major ceremony such as initiation, installation, placing a seal on the charter, older 4-H'er "graduation", leadership recognition, citizenship, or other ceremony in addition to routine opening and closing ceremonies. Ceremonies should be well done and impressive. Originality is desirable, but it is more important to have a ceremony be meaningful and impressive. Ceremonies may be used where appropriate in the meeting.
- 4. Program. Arrangement of the program may be worked out to please the club. "Balance" of program refers to approximately equal participation by boys and girls. The time division between parts of the program should approximate that of a good local 4-H meeting. Time divisions for a model meeting will usually fall within these limits: opening ceremony and business, 12 to 14 minutes; program, 14 to 16 minutes; recreation, 4 to 5 minutes; and closing ceremony and announcements, 2 minutes.
 - Songs should show appreciation of good singing. Games, stunts, and skits should be adapted to the age of the group and should teach teamwork. One game involving rhythm and coordination is desirable. Quality of program means accuracy, timeliness, and value of the information presented or entertainment given and excellence of delivery.
- 5. Attitude. Naturalness, alertness, enthusiasm, and teamwork are desired. The presentation should give the impression of an actual 4-H meeting. Look at and talk to 4-H'ers, not to the audience. Each 4-H'ers contribution to the program should be heard by the audience, but not directed to them. The seating arrangement may be as desired for the best hearing, seeing, participating, and effective use of space.
- 6. Leaders should participate in the meeting as leaders normally do. They need not answer roll call. Advice and counsel will be in order and may include announcements and reports.
- 7. The secretary shall give the judges the notes recorded during the meeting. Notes or minutes prepared beforehand are not acceptable.
- 8. When sitting at the table, the president should always be to the right of the secretary and the American Flag should be to the president's right, so that the American Flag is always farthest right of anything on the table. This puts the 4-H flag on the president's left, in front of the secretary.