

Greenwood County 4-H Club Days

Club Days is an opportunity for youth to test their skills in presentation delivery and preparation, as well as their ability to effectively communicate a task. They are also testing their ability to receive critiquing and use those critiques to improve and “Make the Best Better”. Youth will have a chance to work as a group or in an individual setting to clearly communicate a topic and test their organizational skills.

Competitions with three age divisions are:

- Senior Division: Age 14 & Older
- Intermediate Division: Age 10 – 13
- Junior Division: Age 7 – 9

Competitions with two age divisions are:

- Senior Division: Age 14 & Older
- Junior Division: Age 7 – 13

All entries will receive a Champion Purple (Top Blue), Reserve Champion Lavender (Alternate Top Blue), Blue, Red, or White Ribbon Rating. All judges’ decisions are final.

Age is determined by 4-H member’s age on January 1 of the current 4-H year.

Room Monitors: *Subject to change*

Model Meeting/Gavel Games: Racing Wranglers 4-H Club

Demonstrations & Illustrated Talks: Harmony Sunflowers 4-H Club

Music: Fancy Mustangs 4-H Club

Job Interviews: Willow Valley Go-Getter’s 4-H Club

Project Talks/Show & Share/Public Speaking: Harmony Sunflowers 4-H Club

Talent: Madison Pacesetters 4-H Club

Favorite Foods: Fall River 55er’s

Index

[Talent](#)

[Music](#)

[Video Presentation](#)

[Demonstrations & Illustrated Talks](#)

[Public Speaking](#)

[Project Talk](#)

[Show & Share](#)

[Job Interviews](#)

[Model Meetings](#)

[Gavel Games](#)

[Favorite Foods](#)

[List of All Scoresheets for 4-H Club Days](#)



Talent

- Reading
 - Individuals only
 - Three age divisions
 - Must submit script to judge
 - One number, not to exceed five minutes
- Dance Routines
 - No age divisions
 - One or more 4-Her's may participate
 - Perform one routine, not to exceed five minutes
- Skit/One Act Play
 - No age or group size limit
 - Must present original script to judge
 - Perform one number, not to exceed 10 minutes
- Novelty
 - No age or size limit
 - Perform one number, not to exceed 5 minutes

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

After selecting your desired time slot, you will comment in the blank line with the individual names and 4-H Age of the youth that will be participating. If your 4-H Club is doing a skit, then you may comment with the name of the 4-H Club only.

Next you will enter a phone number so that you may be contacted in case of schedule changes during the day. Then finally you will select what event your youth wish to participate in and hit the green "Sign Up Now" button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Music

All entries must bring the original sheet music for the judge and have the measurers numbered. Pre-recorded music accompaniment is allowed.

All **vocal** numbers must be memorized.

- Chorus
 - 11 or more 4-H'ers of any age
 - Perform two numbers that must be memorized
- Vocal Ensemble
 - 2 – 10 4-H'ers of any age
 - Perform two numbers that must be memorized

- Instrumental Ensemble
 - 2 or more 4-Her's of any age
 - Perform two number
- Vocal Solo
 - Individual performance
 - Two age groups – Junior (7-13) & Senior (14 & Older)
 - Perform one number that must be memorized
- Instrumental Solo
 - Individual performance
 - Two age groups – Junior (7-13) & Senior (14 & Older)
 - Perform one number

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

After selecting your desired time slot, you will comment in the blank line with the individual names and 4-H Age of the youth that will be participating. If your 4-H Club is doing a chorus, then you may comment with the name of the 4-H Club only.

Next you will enter a phone number so that you may be contacted in case of schedule changes during the day. Then finally you will select what event your youth wish to participate in and hit the green “Sign Up Now” button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Video Presentation

This section is for youth who cannot attend 4-H Club Days, but wish to record themselves performing any event and submit it for judging. Youth who wish to participate in this way will count towards the required club participation on Club Seal Applications. However, bare in mind that the youth will not be able to answer questions from our judge and all judges’ decisions are final. Also, these youth will not be able to compete at Regional Club Days.

There are no specific sign-up times and presentations will be judged when time allows for the judge. Please note in what event the youth is wishing to participate in the comment line.

Public Presentations

If it at any point you need help deciding what event your presentation classifies for, please feel free to reach out to the office for assistance.

Demonstrations & Illustrated Talks

There are three age divisions: Junior (7-9), Intermediate (10-13), and Senior (14 & Older).

A Demonstration shows how something is done. An Illustrated Talk tells how something is done.

[Is it a Demonstration, Illustrated, or Project Talk?](#) This video will help if you are having problems deciding what kind of talk you want to give or even what your talk would classify as.

Are you looking for an example of giving a talk? Check out this video of how to give a talk and what a [Demonstration vs. Illustrated Talk](#) is.

These may be presented as an individual or as a team of 2.

The maximum time is 15 minutes, which includes setup and presentation.

Youth may utilize PowerPoint slides if they wish. A projector, screen, and computer will be available. Youth will need to bring PowerPoint file with them.

When signing up for your talk, please make sure you fall under the proper age category and that you are signing up for the proper talk. Whatever you have signed up for and label your talk as at the start of your presentation, will be what it is judged as.

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

After selecting your desired time slot, you will comment in the blank line with the individual names of 4-H'ers participating, and whether it will be a Demonstration or Illustrated Talk.

Next you will enter a phone number so that you may be contacted in case of schedule changes during the day. Then finally you will select what age group your youth fall under and hit the green "Sign Up Now" button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Public Speaking

- Individual presentation
- Senior Age division only (14 & Older)
- Must be an original presentation
- Maximum time is 15 minutes
- Presenter must provide an outline for the judge
- Visuals may be used
- One or two notecards are allowed and suggested

Public Speaking is a presentation about a topic a youth may be passionate about or interested in that they have researched and wish to speak about. Properly formatted presentations will have a introduction, body, and conclusion.

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

When selecting your time slot, be sure it is during the correct time frame for a Public Speaking Presentation. They are labeled. After selecting your desired time slot, you will comment in the blank line with the individual names of 4-Her participating, their 4-H Age, and in what event they will be participating.

Then finally, you will enter a phone number so that you may be contacted in case of schedule changes during the day and hit the green “Sign Up Now” button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Project Talk

- Individual presentation
- This is for the Junior (7-9) and Intermediate (10-13) age divisions only
- The youth must be enrolled in the project in which their presentation subject is related
 - i.e. a Project Talk about different breeds of Beef cattle would mean the 4-Her is enrolled in the Beef project.
- The presentation will tell the judge and audience about their project.
- The maximum time limit is 7 minutes.
- Visuals may be used.

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

When selecting your time slot, be sure it is during the correct time frame for a Project Talk Presentation. They are labeled. After selecting your desired time slot, you will comment in the blank line with the individual name of 4-H'er participating, their 4-H Age, and in what event they will be participating.

Then finally, you will enter a phone number so that you may be contacted in case of schedule changes during the day and hit the green “Sign Up Now” button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Show & Share

- Individual or groups of 2
- For Cloverbuds and 1st and 2nd year members doing their first talk at Club Days
- Can be on any topic they want
- The 4-H'ers will talk with the judge after their presentation
- This event is not judged and is strictly participatory to serve as a chance for youth to become aquatinted with and more comfortable with presenting

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

When selecting your time slot, be sure it is during the correct time frame for a Show & Share Presentation. They are labeled. After selecting your desired time slot, you will comment in the blank line with the individual name of 4-H'er participating, their 4-H Age, and in what event they will be participating.

Then finally, you will enter a phone number so that you may be contacted in case of schedule changes during the day and hit the green "Sign Up Now" button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Guidelines for making good posters:

- Plan ahead. Make a pencil sketch of your idea on a sheet of paper before you draw anything on your poster board.
- Pick one point to emphasize, place one point on each poster, or put a check mark by the emphasized point. Simplicity is important.
- A poster needs a clear title and illustrations to catch attention.
- Illustrations should relate to the message.
- Mark off the margins on your poster board before you sketch in anything else. Make the top and sides of the poster the same and the bottom a little wider.
- Pencil your design on the poster board before you start to draw with the magic marker. If pasting the items on, lay out before gluing them.
- Leave plenty of white space (empty space) so the message does not look crowded.
- You do not need full sentences – just key words to tell the message.

Lettering:

- Make letters bold enough (thick enough) to be read easily.
- | <u>Lettering size</u> | <u>Viewing Distance</u> |
|-----------------------|-------------------------|
| 1.5 inch | 8 feet |
| 2 inch | 16 feet |
| 3 inch | 32 feet |
- If using more than 5 or 6 words, use both capitals and small letters rather than only capitals.
- Space area between letters adequately. Use 1.5 letter-widths between words; 3 letter-widths between sentences.
- Plain, simple letters are easier to read than fancy ones.
- Use horizontal lettering rather than vertical. Vertical is too hard to read.
- Avoid mixing styles of lettering in the same message, unless it is for emphasis.



- When using cardboard stencils, fill in the spaces between parts of each letter. That makes them easier to read.
- Avoid script, unless it is a word or two for emphasis.
- Avoid lettering with pencil. It is too light to read.
- Avoid lettering with crayons. They are too uneven and smear easily.
- Choose colors carefully. The more contrast between the lettering and the background, the easier the message will be to read.

Job Interviews

- This is a mock interview competition and individual event
- Senior age division (14 & Older)
- 20-minute interview followed by questions
- Participants will need to submit a cover letter and resume to the Extension Office by the Friday before Club Days at 4:30 pm.
 - This can be done by email to benjam63@ksu.edu, Postal Service, or dropping it off
 - Prepare by following the [Kansas 4-H Record Keeping Guide](#).
- 4-H'er will be interviewed by a potential employer/boss or panel of interviewers
- The interview will focus on one of three jobs that the 4-Her pre-selects to interview for
 - Three job choices are:
 - 4-H Project Leader
 - County Fair Superintendent
 - Teen Leader Coordinator
 - The same job will be used at both Greenwood County Club Days and at the Regional competition
 - There are no job descriptions
 - Questions will be asked related to a role as a 4-H Youth Leader

When signing up using SignUpGenius, you will select a time slot that you are available. Please be sure to make sure that it is not during the time that your 4-H Club is doing a group event like Model Meetings or Gavel Games that they will need you for.

After selecting your desired time slot, you will comment in the blank line with the individual name of the youth participating as well as for which job title they will be interviewing for.

Next you will enter a phone number so that you may be contacted in case of schedule changes during the day. Then finally you will hit the green "Sign Up Now" button. At this point you will receive an email from SignUpGenius with your sign-up information. If you did not receive an email, then you are not signed up.

Model Meeting

- All 4-H Club participation
- Must do all 5 types of motions (Main, Subsidiary, Incidental, Privileged, and Unclassified)
- Motions can be found in [“A Guide to Practicing Parliamentary Procedure” KSU Publication 4H521](#).
- Time limit is 35 minutes. This includes roll call and recreation.
- Provide agenda, Secretary’s book, and notes after the meeting to the judge.

When signing up using SignUpGenius, you will select a time slot that your 4-H Club is available. When selecting your time slot, be sure it is during the correct time slots designated for Model Meetings (first thing in the morning).

After selecting your desired time slot, please comment in the blank line with the name of your 4-H Club if you are doing a Model Meeting. If you are doing a Gavel Games, please comment with the name of all 4-H’ers competing and what age group they will be competing in (Basic, Junior, or Senior).

Gavel Games

- Basic Gavel Games
 - This is for youth ages (7-9)
 - Teams of 4
 - Designed to be an introduction to Gavels Games with only 3 problems and no written test
 - 10-15-minute parliamentary presentation
 - May use notes
 - Basic teams will not draw for officer positions
- Junior Gavel Games
 - This is for youth ages (7-13)
 - Teams of 4
 - A team may use a younger member to complete their team, but not one from an older age group
 - An alternate (5th member) may be used at the county level, but not at regional competition
 - 10 – 15-minute parliamentary presentation
 - All participants take a written test
 - May not use notes
 - Will not draw for officer positions
- Senior Gavel Games
 - This is for youth ages (14 & Older)
 - Teams of 4
 - A team may use a younger member to complete their team

- An alternate (5th member) may be used at the county level, but not at regional competition
- 10 – 15 minute parliamentary presentation
- All participants take a written test
- May not use notes
- Seniors will draw for officer positions

Tests will be taken by teams prior to their parliamentary presentation in a separate room. That room will be identified in the 4-H Club Day program shared the day of the competition. Contestants have 5 minutes to take the test. When all tests are completed they will move to another room for their presentation.

For assistance in preparing for Gavel Games reference:

[Guidelines for Regional 4-H Day](#)

When signing up using SignUpGenius, you will select a time slot that your 4-H Club is available. When selecting your time slot, be sure it is during the correct time slots designated for Gavel Games (all time slots after those labeled Model Meetings).

After selecting your desired time slot, please comment in the blank line with the name of your 4-H Club if you are doing a Model Meeting. If you are doing a Gavel Games, please comment with the name of all 4-H'ers competing and what age group they will be competing in (Basic, Junior, or Senior).

Favorite Foods

Favorite Food Show is an exhibit and contest to encourage 4-H'ers to learn about meal planning, food preparation, and presentation. This is a creative and fun event for 4-H'ers. A "Favorite Food" is chosen, and is recommended that it is one the 4-H'er likes and likes to prepare. A menu is planned with the food, and the table decor is coordinated. Foods chosen may be main courses, desserts, snacks, breads, casseroles or any other. A recipe card and a menu card should be displayed with the proper table setting. The 4-H'er will visit informally with the judge and tell how to prepare and serve the food, why they selected the table service and dishes, and why the centerpiece is appropriate. The 4-H'er should also know some of the nutritional value of the food and be able to discuss that with the judge.

- Three Age Divisions:
 - Beginner (7-8)
 - Junior (9-13)
 - Senior (14 & Older)
- 20-minute time slots – including set up and tear down
- No actual food is brought to the contest. Pictures are to be taken and displayed.
- Contestants may set their places up at the start of the day and during open time slots
- To find guidelines go [here](#)

- [Official Scoresheet](#)
- Here is [Educational Guide to Favorite Foods](#)

Brief Overview of Ribbon Placings and Meanings

4-H'ers participating in events at 4-H Day are judged against a standard rather than being compared to a fellow 4-H'er.

- Purple Champion Ribbon – indicates the Top Blue winner of a contest and age division
 - This individual or group are eligible to compete at Regional 4-H Club Days
- Lavender Reserve Champion Ribbon – indicates the Alternate Top Blue winner of a contest and age division
 - This individual or group are eligible to compete at Regional 4-H Club Days should the Purple Champion Ribbon award winner decide not to attend
- Blue Ribbon
 - This indicates excellent work, that is far above average
- Red Ribbon
 - This indicates above average work. Youth should feel proud to be awarded as such.
- White Ribbon
 - This indicates work is fully qualified, but of average quality
- Participatory Ribbon
 - This is for Cloverbuds that are participating in Club Days to gain experience and are being recognized for their efforts



4-H Regional Qualifying Entries and Guidelines

Event	Participants	Time	# of Entries to Regionals
Job Interview	Individual, Sr. Only	20-minute interview followed by questions; resume and cover letter required prior to contest	1
Talent			
Novelty	No age or size limit	1 number, not to exceed 5 minutes	1
Reading	Individual, Jr, Int, Sr Age Divisions	1 number, not to exceed 5 minutes; script for judge required	1 Jr, 1 Int, 1 Sr
Skit/1 Act Play	No age or size limit	1 number, not to exceed 10 minutes; original script must be presented to judge	1
Dance Routines	No age divisions, 1 or more 4-Her's	1 number, not to exceed 5 minutes	1
Music			
<i>All music entries must bring the original sheet music for the judge and have the measurers numbered. Pre-recorded music accompaniment is allowed.</i>			
Chorus	11 or more 4-Her's of any age.	2 numbers, must be memorized	1
Vocal Ensemble	2-10 4-Her's of any age	2 numbers, must be memorized	2
Instrumental Ensemble	2 or more 4-Her's of any age	2 numbers	2
Vocal Solo	Individual, Jr & Sr	1 number, must be memorized	1 Jr, 1 Sr
Instrumental Solo	Individual, Jr & Sr	1 number	1 Jr, 1 Sr
Public Presentation			
Project Talk	Individual, Jr & Int, must be enrolled in project related to topic	Not to exceed 7 minutes, visuals optional	2 Jr, 2 Int
Demonstrations & Illustrated Talks	Individual or team of 2: Jr, Int, Sr	Not to exceed 15 minutes including setup and presentation	2 Jr, 2 Int, 2 Sr
Public Speaking	Individual, Sr Only	Not to exceed 15 minutes, original presentation, must provide outline to judge, visuals optional	2
Favorite Foods	Individual, Jr & Sr		2 Jr, 2 Sr

Model Meetings & Gavel Games			
Sr. Gavel Games	Teams of 4, Age 14 & Older, all participants take written test & will draw for officer positions	10-15-minute parliamentary presentation, may not use notes	1
Jr. Gavel Games	Teams of 4, Age 13 & Under, all participants take test & will not draw for office positions	10-15-minute parliamentary procedure, may not use notes	1
Model Meetings	All Club participation	35-minute meeting (includes roll call & recreation). Provide agenda, Secretary's book & notes after meeting to judge. Must do all 5 types of motions	1

Revised December 2023

