

## 4-H Club Day Guidelines

Junior Division - Age 7-9

Intermediate Division – Age 10-13

Senior

Division - Age 14 +

*Revised January 2024*

Events	Participants	Time	# of Entries to Regionals
<b>Job Interview</b>	Individual, Sr only Age 14+	20 minute interview followed by questions	1
<b>TALENT</b>			
<b>Novelty</b>	No age or size limit	1 number, not to exceed 5 minutes.	1
<b>Reading</b>	Individual activity Juniors, age 7-9 Intermediate, age 10-13 Seniors, age 14+	1 number, not to exceed 5 minutes, <b>script required.</b>	1 Jr, 1 Int, 1 Sr
<b>Skit/1 Act Play</b>	No size or age limit, original script must be presented to the judge	1 number, not to exceed 10 minutes.	1
<b>Dance Routines</b>	1 or more, any age	1 number, not to exceed 5 minutes	1
<b>MUSIC</b>			
<i>(All music entries must bring the original sheet music for the judge and have measures numbered. Pre-recorded music accompaniment is allowed.)</i>			
<b>Chorus</b>	11 or more 4-H'ers, any age	2 numbers, <b>must be memorized</b>	1
<b>Vocal Ensemble</b>	2-10 4-H'ers, any age	2 numbers, <b>must be memorized</b>	2
<b>Instrumental Ensemble</b>	2 or more 4-H'ers, any age	2 numbers	2
<b>Vocal Solo</b>	Individual, 2 age groups Junior, age 7-13 Senior, age 14+	1 number, <b>must be memorized</b>	1 Jr, 1 Sr
<b>Instrumental Solo</b>	Individual, 2 age groups Junior, age 7-13 Senior, age 14+	1 number	1 Jr, 1 Sr
<b>Public Presentation</b>			
<b>Project Talks</b> (tells about project)	Individual: Juniors, age 7-9, Intermediate, age 10-13. Must be enrolled in project	2-7 minutes, visuals optional	2 Jr, 2 Int
<b>Public Speaking</b> (original presentation)	Individual, Sr only Age, 14+	Maximum 15 minutes, provide outline, 1-2 notecards suggested	2
<b>Demonstrations &amp; Illustrated Talks</b> (shows how or tells how)	Individual or team of 2, must be enrolled in project. Juniors, age 7-9 Intermediate, age 10-13 Seniors, age 14+	Maximum 15 minutes includes setup and presentation	2 Jr, 2 Int, 2 Sr

## Parliamentary Procedure

*(For Gavel Games: see Gavel Games manual for requirements)*

<b>Sr Gavel Games</b>	Teams of 4, all participants take written test, may not use notes, <b>will draw for positions.</b> Age 14+	10-15 minute parliamentary presentation	1
<b>Jr Gavel Games</b>	Teams of 4, all participants take written test, may not use notes, <b>will NOT draw for positions.</b> Age 7-13	10-15 minute parliamentary presentation	1
<b>Model Meetings</b>	All club participation. (Find motions in: "A Guide to Parliamentary Practice For Your Club" -- page 2-3).	35 minute meeting (includes roll call and recreation). Provide agenda, Secretary's book & notes after meeting. <b>Must do all 5 types of motions.</b>	1