

## COUNTY CLUB DAY EVENTS

### **DEMONSTRATIONS**

Juniors 7-13 up to 10 minutes

Seniors 14-up to 15 minutes

A demonstration involves showing how to do something. You usually have a finished product to show. Team presentations are acceptable. Questions are asked. You want to have an introduction, important steps and points to the speech and a conclusion. They will be looking at how you present your speech, distinct words, the subject matter, the way you are dressed, your posture, and your volume of speech.

### **ILLUSTRATED TALKS**

Juniors 7-13 up to 10 minutes

Seniors 14-up to 15 minutes

Illustrated talks tell how to do something. You show pictures, charts, models, equipment and other types of visual aides. The purpose is to teach the audience. Questions are asked. Team presentations are allowed.

### **PIANO**

7-18 yrs of age

You will play one number. The judge gets the sheet of music and you may have one also but having the piece memorized contributes to your score. The judge will be looking for precision, interpretation of the music, technique in the use of the piano and pedal rhythm, and your appearance and posture.

### **MUSIC INSTRUMENTS**

7-18 yrs of age

Inst. solos should be 1 number and the judge needs the original sheet music.

Inst. ensembles are 2-5 members, are 2 numbers, and the judge needs the original sheet music

A band orchestra is a club or composite of 2 or more clubs with 16 or more members.

### **VOICE**

7-18 yrs of age

vocal solos should be 1 number and the judge needs the original sheet music.

vocal ensembles are 2-15 club or composite members, are 2 numbers, and the judge needs the original sheet music.

A chorus is composed of 16 or more from one club or from 2 or more clubs.

12 is accepted if a club has fewer than 16 in it.

### **DANCE**

7-18 yrs of age

Individual Dance = 1 member

Small group dance = 2-4 members

Medium group dance = 5-12 members

Large group dance = 13 + members

The piece can be up to 5 minutes in length.

The judge will be looking at rhythm, timing, costuming and the fundamentals of dance.

### **SHARE AND TELL**

Share & Tell is for 7-9 yrs old or cloverbuds. It's up to 3 min.

This is for new members and Cloverbuds to have a speaking experience. It does not have to be related to a 4-H project experience.

All participants will receive a participation ribbon.

### **PROJECT TALK**

Project talks are for 7-13 yrs of age and are up to 7 minutes long

The judge will be looking at posture, natural voice, if words are distinct, visual aids (if used), words chosen, (not memorized).

### **PUBLIC SPEAKING**

Public speaking is for 14 & up and is up to 15 minutes long. It also requires an outline.

The judge will be looking at organization of speech, fluency, tone, pronunciation, eye contact, appearance.

### **READING**

7-18 yrs of age, 1 member, up to 5 minutes long.

The judge will be looking at how you interpret the reading, your pronunciation, diction, eye contact and your appearance.

### **CREATIVE DRAMA**

7-18 yrs of age 5-15 minutes long

Can use costumes, props, and theatrics. Outline or script should be provided for judge.

Judge will look at choice of material, the talent demonstrated, costume, and showmanship

### **SKIT**

7-18 yrs of age up to 5 minutes long

Outline or script should be provided for judge.

Judge will look at choice of material, the talent demonstrated, costume, and showmanship

### **MODEL MEETING**

This is a club activity where any number of members of the club can participate. The club Secretary will turn in an up to date secretary notebook and model meeting notes. You will be given a parliamentary problem 10 minutes early. You gather your club members and decide how to run the meeting. You have 35 minutes to present, excluding roll call, but with recreation included. The judge will be looking at how you run the meeting including all ceremonies, the naturalness of the meeting, parliamentary skills used etc.

### **GAVEL GAMES**

Junior 7-13

Senior 14 & up

Should be up to 30 minutes long with 5 minute planning.

This is a game where the president, vice president, secretary, and treasurer, and an optional member of the club present their individual parts using the parliamentary procedure. The optional club member would present the required committee report and any announcements made. Judge will be looking for a natural flow of the procedure including use of gavel and preferred words between procedures. Whether you were you able to stay on topic, overall look of the officers, if they performed well together and had fun.