



# ENHANCING THE CLUB EXPERIENCE.....

## **October: Club Manager's Checklist**

- Enroll new members and leaders
- Celebrate National 4-H Week and Club promotion ideas (First full week in October)
- Remind 4-H club of the major show lamb and goat exhibitors county validation time/location/date
- Distribute County Food Show information
- Discuss upcoming contests (ie: 4-H Round-up, Share the Fun, Quiz Bowls, Consumer Decision Making – these contests will vary by District)
- Appoint new leaders for new project areas (Leader needs to be enrolled and approved by the County Extension Office)
- County Council Delegate give report from meeting
- Plan and implement Community Service Projects

### **After Meeting**

- Turn in enrollment forms.
- Turn in monthly attendance sheets & reports

### **Celebrate the Texas 4-H Centennial!**

This year marks the 100 anniversary of Texas th 4-H and we will be celebrating all year! Make a point to celebrate the Centennial each month! An idea or two be provided on each Club Manager's Checklist.

- Sponsor a coloring contest and have 4-H members or a club committee create the coloring sheet(s) that depict the history of Texas 4-H. Secure prizes from local businesses to award to winners.
- Implement the Walk Across Texas Centennial Challenge by encouraging members and leaders to “walk 100 miles for 100 years” between now and August 31, 2008! Go to the Walk Across Texas website and register teams from your Club at: <http://walkacrosstexas.tamu.edu/>



# ENHANCING THE CLUB EXPERIENCE.....

## **October: Recreation**

### **BASE TAG**

**Number of Players:**

10 to 50+

**Safety Instructions:**

As with any fast moving game, there is always a danger of collisions, especially when the game is played in a confined space. Remind players to be alert so they can avoid crashes.

**Equipment Needed:**

A base for every 3 players and a ball for every 5.

**Description of Game:**

Spread bases throughout the desired play area, with approximately one base for every three players. Have a player with a foam ball (an "It") for every five players. If you are not IT and are hit with a ball, you become IT and take the ball to hit someone else who is not IT.

If you are on a base, you are safe and cannot be hit (and if you are hit, you are still not IT). However, if someone comes up and wants the base, you must move and cannot immediately return to the same base. (The person wanting the base can say something to let the person on the base know that they must go such as "Go" or "Bye-bye.") Remember, when someone is running and they need a base, they have no friends. So be prepared to move.



# ENHANCING THE CLUB EXPERIENCE.....

## ***October: Community Service***

- “Trick or Treat” in your neighborhood for canned goods and toiletries. Donate the items to the local food bank or homeless shelter.
- During Fire Prevention Week, work with the local fire department to collect smoke alarms and distribute to those in need.



# ENHANCING THE CLUB EXPERIENCE.....

## ***October: Flag Ceremony***

### **OUR FLAG**

We are natives of all the world, gathered here under one flag in the name of liberty. May we always be grateful for democracy that we live in the land of the free and the home of the brave. And that we live in a land where there is freedom of speech and free opportunity for all.

Our flag....I love to see the starry flag that floats above my head. I love to see its waving fold with stripes of white and red. "Be brave" say the red stripes, "Be pure" say the bright stars, "And stand for the right."



# ENHANCING THE CLUB EXPERIENCE.....

## **October: Ice Breaker**

### **YOU CAN DO IT HAND CLAP**

(Mixer)

**Materials:** None

Participants should partner up with the person next to them. The activity is much like “Patty-cake”. Everyone will be doing the same sequence but can do the sequence at a comfortable speed for them. With partners facing each other, participants will clap their hands together as well as clap partners hands in the sequence given below. Have a pair of youth demonstrate and teach the sequence. It might also be helpful to post the instructions where participants can view them (posters, news print paper, LCD Projector/Computer)

**The clap sequence is:**

- Clap own hands together once
- Clap right hands together with partner once
- Clap own hands together once
- Clap left hands together with partner once
- Clap own hands together once
- Clap both hands with partner (straight across) once
- Clap own hands together twice
- Clap both hands with partner (straight across) twice
- Clap own hands together three times
- Clap both hands with partner (straight across) three times
- Clap own hands together twice
- Clap both hands with partner (straight across) twice
- Clap own hands together once
- Clap both hands with partner (straight across) once
- Clap own hands together once
- Clap right hands together with partner once
- Clap own hands together once
- Clap left hands together with partner once
- Clap own hands together once
- Clap both hands with partner (straight across) once

And the sequence continues until someone in the partnership makes a mistake. As people begin to drop out, they should move around the room watching and encouraging the others. For fun, the participants can also encourage the others to make mistakes but may never touch the other teams. The last pair clapping demonstrates the technique to the group as the group heckles.

**Another option** you might want to try when a team makes a mistake is for them to circulate and pair up with a new partner when others make a mistake too. This way, everyone continues to play and meet new people!

(K. Rohnke seminar)



# ENHANCING THE CLUB EXPERIENCE.....

## ***October: Inspiration and More***

The first two letters of the word GOAL is ....GO!

Fun Fact Trivia:

Where was the world's first rodeo?

Pecos, Texas

When was that first rodeo held?

July 4, 1883



# ENHANCING THE CLUB EXPERIENCE.....

## ***October: Program Idea***

October is National Fire Prevention Month. Club programs could focus on fire safety in the home, wildfire prevention/education, or forest fire prevention/education. Program ideas include:

- Have a firefighter (forest ranger) come speak to the club about fire safety. He could bring all of his equipment/gear and explain the purpose/uses.
- Make a fire safety map/escape plan for their home.
- Emphasize the importance of smoke alarms and changing batteries.
  - Go “trick or treating” for smoke alarms or collect them at the meeting.
  - Utilize the “4-H Sound the Alarm” educational materials
- Have 4-H members who have done educational presentations on fire safety in the past, or plan to this 4-H year, present their presentation for the club.
- Utilize the Texas Extension Disaster Education Network to provide information and resources to deal with wildfires and other disasters: <http://texashelp.tamu.edu/>