TOASTMASTERS

Welcome to our MDPW Toastmasters Club 654417 meeting!

Club Mission

We provide a supportive and positive learning experience in which members are empowered to develop communication and leadership skills, resulting in greater self-confidence and personal growth.

INSTRUCTION TO ENTER THE THEME: click the pencil icon and in the Meeting Agenda window. In the Meeting Description Tab the description section appears and simply overtype your theme over this

INSTRUCTIONAL TEXT. Save and Close!

Please print out your own agenda - the Toastmaster will make a few copies for guests.

Time	Role / Agenda Item for January 25, 2015	Member
5:45PM	Greeter	
5:55PM	Sergeant at Arms Five Minute Call to Order Notice. At 6:00 p.m. Sergeant at Arms opens meeting and Introduces the TM.	
6:00PM	"Toastmaster Offers opening remarks.	
6:03PM	Toast	
6:04PM	"Grammarian- Word of the Day"	
6:06PM	Joke	
6:08PM	"Toastmaster Introduces the General Evaluator.	-
6:09PM	"General Evaluator Introduces the General Evaluator Role and members of the general evaluating team.	
6:11PM	"Grammarian" Explanation of the Grammarian role.	
6:12PM	"Timer Explanation of the Timer's role.	
	SPEECH PORTION OF THE EVENING	-
6:14PM	"Toastmaster Opens speech portion of the evening. Asks Speech Evaluator #1 to read speech objectives.	-
6:15PM	"Speech Evaluator #1 Informs the audience of Speaker #1's speech objectives.	
6:16PM	"Toastmaster Introduces Speaker #1.	-
6:17PM	Speaker #1	
6:24PM	"Toastmaster Requests 2 minutes from Timer for written evaluation of Speech #1.	-
6:26PM	"Toastmaster" Asks Speech Evaluator #2 to read speech objectives.	-
6:27PM	"Speech Evaluator #2 Informs the audience of Speaker #2's speech objectives.	
6:28PM	"Toastmaster" Introduces Speaker #2.	
6:29PM	Speaker #2	
6:36PM	"Toastmaster Requests 2 minutes from Timer for written evaluation of Speech #2.	-

6:38PM	"Evaluator #3 Informs the audience of Speaker #3's speech objectives.	
6:39PM	"Toastmaster Introduces Speaker #3.	-
6:40PM	Speaker #3	
6:47PM	"Toastmaster Requests 2 minutes from Timer for written evaluation of Speech #3.	-
6:49PM	"Toastmaster Introduces the Table Topics Master.	-
	TABLE TOPICS PORTION OF THE EVENING	-
6:50PM	"Table Topics Master Explains Table Topics and the Topic for this evening.	
6:52PM	Table Topics Speaker #1	-
6:54PM	Table Topics Speaker #2	-
6:56PM	Table Topics Speaker #3	_
6:58PM	Table Topics Speaker #4	_
7:00PM	Table Topics Speaker #5	-
7:02PM	Table Topics Speaker #6	-
7:04PM	Table Topics Master Collects ballots.	-
	EVALUATION PORTION OF THE MEETING	_
7:05PM	"Toastmaster Asks Speech Evaluator #1 to offer evaluation of Speech #1.	-
7:06PM	"Evaluator #1 Provides verbal evaluation of Speech #1.	-
7:09PM	"Toastmaster Asks Speech Evaluator #2 to offer evaluation.	-
7:12PM	"Evaluator #2 Provides verbal evaluation of Speech #2.	-
7:15PM	"Toastmaster" Asks Speech Evaluator #3 to offer evaluation.	
7:18PM	"Evaluator #3" Provides verbal evaluation of Speech #3.	
7:21PM	"Toastmaster Introduces the Quizmaster for the evening.	-
7:22PM	Quizmaster Asks the members and guests questions about the evening's meeting to test listening skills.	
7:24PM	"Toastmaster Asks the Table Topics Master to announce the Table Topics winner for the evening.	-
7:25PM	"Toastmaster Asks General Evaluator to present the evaluation for the evening.	-
7:26PM	"General Evaluator Reintroduces the team.	-
7:27PM	"Timer Provides Timer's report.	-
7:28PM	"Grammarian Provides Grammarian report.	-
7:29PM	"General Evaluator Provides overall report.	-
7:32PM	"Toastmaster	-

Guest(s) comments, if applicable.	
BUSINESS PORTION OF THE MEETING	-
"Toastmaster	-
Asks VP Education to review next meeting's roster.	
"Toastmaster	-
Club Officer Announcements.	
"Toastmaster	-
Announcements for the good of Toastmasters	
"Toastmaster	-
Guest(s) comments.	
Closing Thought	
"Toastmaster	-
d) Toastmaster adjourns the meeting.	
	"Toastmaster Asks VP Education to review next meeting's roster. "Toastmaster Club Officer Announcements. "Toastmaster Announcements for the good of Toastmasters "Toastmaster Guest(s) comments. Closing Thought