

4-H Leaders' Association Meeting

September 7, 2017 • 7:00 p.m.

Green Lake County Government Center - Training Room

- 1. Call to order
- 2. Pledges
- 3. Agenda: Additions & Deletions
- 4. Secretary's Report/Treasurers' Report
- 5. Correspondence
- 6. Club Reports
- 7. Reports

Ambassadors

- Ambassadors accepting nominations for 2017-18
- Ambassadors attending Fall Forum representing Green Lake County 4-H
- Next meeting: Sunday, September 10, 1 p.m., Training Room

Archery Project

Project updates

Dog Project

- State Dog Show Results
- Annual picnic was held on Sunday, August 27

Horse Council

- Annual Planning Meeting: Monday, September 11, 7:00 pm, TR
- WI 4-H State Horse Expo

Livestock Council

Next meeting: October 17, 7:30 pm – TR

John de Montmollin

- Resignation / New Appointment
- Green Lake County 4-H Welcome Signs still a few to get installed
- Charters due November 1
- 2017-18 Program Guide
- 2017-18 4HOnline Enrollment begins on or after September 5th

- 8. Fundraising at the Green Lake County Fair
 - Bingo Recap Donna Petit
 - Scholarship Basket Raffle Recap Jacky Berndt
- 9. 2017-18 Executive Board Election

Vice President / Secretary / 2-Northern District Reps from these clubs: Fox River Patriots, Mainstream, Seneca, Sunrisers and Three Hilltoppers (2year term); 2-Southern District Reps from these clubs: Country Clovers, Grand River Workers, Prairie View Rockets and Roy Creek Ramblers (1year term)

- 10. Awards and Recognition
 - Record Books due to the UWEX Office September 15
 - Friend of 4-H / 4-H Alumni Award Nomination Due September 15
 - Leaders' Banquet Committee Executive Board Thursday, November 2; 6:00 pm-Social; 7:00 pm-Meal, American Legion Hall, Green Lake
 - Youth Awards Program Ambassadors Sunday, November 5, 1:00 pm place T.B.D.
- 11. Fall Forum, November 3-5 @ GL Conf. Center anyone interested in attending
- 12. National 4-H Week (October 1-7) Window Displays
- 13. Adjourn meeting Next meeting Thursday, October 5, 2017, 7:00 pm Green Lake County Government Center, Training Room