

**2010 Youth Civic Leaders Summit
YOUTH TEAM MEMBER Registration Form
(Contact local Extension office for due date)**

Registration fee: \$110.00

(Includes 2 nights lodging, Saturday breakfast through Sunday breakfast, materials, and snacks. Dinner at the Windermere Lakeside Grill will be available Friday evening, 5-6:30pm, at your own expense. Cost is \$4-7. Snacks will be served for all participants after plenary session on Friday.)

If choosing EDGE Challenge Course for recreation, add: \$15

If choosing Cave Tour for recreation, add: \$5

(Please see page 3 for more details)

County		Chaperone/Adult Team Leader		Birth Date			
School Grade							
Name							
Home Address			City	State	Zip		
Home Phone			E-Mail				
Gender <input type="checkbox"/> Female <input type="checkbox"/> Male		Mark any leadership roles you currently hold: <input type="checkbox"/> State 4-H Council <input type="checkbox"/> Co. Youth Liaison <input type="checkbox"/> Ext. Council Youth Rep.					
T-shirts will be available for \$10, but must be pre-ordered. Please DO NOT send payment for your t-shirt with your registration payment. You will pick up and pay for your t-shirt at the Summit.							
T-Shirt Size:		<input type="checkbox"/> S	<input type="checkbox"/> M	<input type="checkbox"/> L	<input type="checkbox"/> XL	<input type="checkbox"/> XXL	<input type="checkbox"/> XXXL
Race (check all that apply) <input type="checkbox"/> White <input type="checkbox"/> Black <input type="checkbox"/> American Indian/Alaskan <input type="checkbox"/> Asian <input type="checkbox"/> Asian/Pacific Islander							
Ethnicity <input type="checkbox"/> Hispanic <input type="checkbox"/> Not Hispanic							
Residence (check one) <input type="checkbox"/> Farm <input type="checkbox"/> Suburb of more than 50,000 <input type="checkbox"/> Rural less than 10,000 <input type="checkbox"/> City of more than 50,000 <input type="checkbox"/> Town of 10,000 to 50,000							
List any special requirements because of a physical, mental, learning, vision, hearing or other impairment or a dietary restriction.							
Date		Signature of County 4-H or Extension Staff					

Parent/Guardian Waiver and Release

I am the parent/legal guardian of the aforementioned Summit youth team member. I agree to waive and release any and all claims arising from or in any way connected with the conference and any accident or injury, which may occur. This release waives any claims against the group and respective agents. The undersigned parent/legal guardian agrees that, if any claim is pursued on behalf of, or in the interest of the aforementioned delegate, the undersigned will reimburse and indemnify the parties from any and all claims, damages, liabilities, and expenses, including attorney's fees.

X _____

Signature of Parent/Legal Guardian

Printed Name of Parent/Legal Guardian

Parent/Guardian Consent for Youth Evaluation

Your son or daughter may be asked to help with the evaluation of the program. At the end of the Summit, an evaluation is conducted to determine how well the program is working. As part of the Missouri 4-H Life Skills Evaluation Project, your son or daughter may be asked to complete a 5-10 minute written survey about what he or she may have learned from participating in the program. Youth are not required to participate in the evaluation. If your son or daughter decides that he or she does not wish to participate, it will not affect his or her participation in the Summit. The survey responses will be anonymous and your son or daughter's responses will not be identified in any way. If you wish to give consent for your son or daughter to participate in evaluation of the Summit, please sign below. If you do not wish to give consent, please leave the signature blank and go to the next section.

If you have any questions regarding the Summit evaluation, you may call Steve Hennes at 573-884-6618. If you have questions about human subjects research, contact the MU Campus Institutional Review Board at 573-882-9585.

X _____

Signature of Parent/Legal Guardian

Date

Parent/Guardian Media Release

I hereby give The Curators of the University of Missouri and the 4-H Center for Youth Development the right and permission, with respect to the photographs, film, audio or videotape that may be taken of me or my child at the Summit, to copyright, to use, re-use, publish and reproduce the same in whole or in part, individually or in conjunction with other photographs or images, in any medium and for any purpose whatsoever, including but not by way of limitation for a class project, as well as for illustration, promotion advertising and trade, and to use my name in connection therewith if he/she so chooses.

X _____

Signature of Parent/Legal Guardian

Date

Youth Summit Team Member Pledge

As a condition of participation in the Summit, I agree to the terms of the Missouri State 4-H Code of Conduct. I understand that this agreement is to ensure conduct and behavior resulting in every 4-H youth member receiving full benefit of enjoyment and education from this event and is not intended to place undue restriction upon any individual. I understand that a violation of the Missouri State 4-H Code of Conduct may result in me being sent home early and that I may not be eligible to participate in future 4-H activities.

I understand that it is my responsibility to participate fully and behave in a respectful manner at all activities for which I am registered. I understand that the event organizers, presenters, and sponsors are donating their time and expertise to help participants learn more about leadership and citizenship. I will show courtesy and appreciation to youth and adult participants and presenters throughout the program.

X _____

Signature of Youth Team Member

Date



Teen Voyage '10!

5th Annual Youth Civic Leaders Summit March 5-7, 2010

Program Highlights

Workshops

Come learn all about "Ships & Trips" as you go on a Teen Voyage at this year's Summit! Five workshop tracks will be offered around areas that teens indicate are motivators and challenges that keep them involved in programs like 4-H. See the track descriptions on the "Workshop Registration" page and sign up for your first and second choice of track. (We will try to honor everyone's track choices, subject to what room capacities will allow and when completed registrations are received by the 4-H Center.) Participants will attend all portions of the track without switching, so choose carefully!

Recreation

Among the amenities aboard the "Youth-Adult Partnership" is the wide array of recreational activities to choose from on Saturday afternoon. Participants can select from the highly physical and challenging (EDGE Challenge Course or "Vertical Mud" Cave Tour) to the relaxed and casual (Indoor Games). Open Gym sports and a gentler cave tour called "Beyond the Gate" round out the recreational options at the Summit. See the "Recreation Registration" page for more information and to make your selection.

Team Talent (T²) Showcase

One of the highlights every year and during our time together at the Summit is Saturday night's Team Talent (T²) Showcase. Hook up with your shipmates (youth/adult team members) to share a group talent! The showcase will feature a wide array of education, fun, and entertainment. Your team is encouraged to bring a song, skit, dance, poem, spirit cheer, energizer activity, slide show, or other presentation to share with your fellow passengers. Presentations should uphold the six pillars of character, be appropriate for a 4-H event. Each team will have 3 minutes for their presentation.

Social Time/Games

Every cruise needs some leisure time and evening entertainment! On Fri. and Sat. evenings, join your team mates and new acquaintances for team activities and social time/games after the main sessions. The Youth Host Committee and the Summit Planning Committee will be your hosts. The 4-H Café will serve snacks and beverages. Board games and activities will be provided. You can also bring a favorite game or activity and gather a few passengers to share in the fun!

Trip Expo (Destination Stations)

Love to travel? State, national, and even international trips are a huge draw for young people to stay involved in programs like 4-H throughout their teen years. On Saturday evening at the Summit, a trip expo will feature trip opportunities for teens through 4-H, with displays and trip ambassadors on hand to discuss trip criteria, how to apply, etc. Where in the world do you dream of going? Come visit the Destination Stations to find out the possibilities and how you can make your dreams come true!

Team Action Planning/Mini-Seed Grants

Our cruise would not be complete without a chance to sum up the experience and take it home with you! Team action planning will take place throughout the weekend but will culminate Sunday morning with a session for teams to develop a plan for a project using "Ships & Trips" strategies introduced during the Summit. Work with your team to reflect on what you've learned. Create a plan for youth-adult partnerships that engages more teens in tackling an issue or solving a problem in your community. Present your ideas to the other passengers and get feedback. At the end, each team will receive a mini-seed grant with which to leverage more support and to implement their ideas back home.

Recreation Registration

1 st Choice	2 nd Choice	Recreation Options
		R1 EDGE Challenge Course (cost: additional \$15)
		R2 Windermere Cave “Vertical Mud” (cost: additional \$5)
		R3 Windermere Cave “Beyond the Gate” (cost: additional \$5)
		R4 Open Gym (no additional cost)
		R5 Indoor Games & Activities (no additional cost)

R1: The EDGE Challenge Course (Additional cost of \$15)

A team can only be as effective as each individual’s level of trust, respect, communication, discipline, integrity, honesty, and understanding of team dynamics. The EDGE Challenge Course exists to stimulate individual growth and improve group performance through teambuilding and leadership development. The EDGE’s low and high elements are designed to encourage personal and interpersonal growth. Activities are led by staff to accommodate and unify all team members regardless of age or physical condition.

R2: Windermere Cave – “Vertical Mud”(Additional cost of \$5)

Missouri, the Cave State, has more than 5,500 caves, of which Windermere has at least three. The largest and most easily accessed cave was mapped and officially recognized in 1965 as Windermere Cave. “Vertical Mud” is a cave expedition of *wild* proportions! This one is for the adventurous but not the claustrophobic! The tour takes approximately two hours and involves crawling through some tight spots, including a ladder in the first dome room and water, mud, and two levels in the third dome room. Cave temperatures remain around 50-55 degrees year-round. Be sure to pack warm, moisture-resistant clothing and a flashlight!

R3: Windermere Cave – “Beyond the Gate”(Additional cost of \$5)

Missouri, the Cave State, has more than 5,500 caves, of which Windermere has at least three. The largest and most easily accessed cave was mapped and officially recognized in 1965 as Windermere Cave. “Beyond the Gate” is a Windermere Cave experience without climbing and wetness! If you are not into getting wet or changing elevations, this tour is for you. The expedition takes approximately two hours and allows up-close investigation of the geologic wonders of the underworld. Cave temperatures remain around 50-55 degrees year-round. Be sure to pack warm, moisture-resistant clothing and a flashlight!

R4: Open Gym (No additional cost)

Summit participants can choose from a full range of recreational sports during open gym, including kickball, basketball, volleyball, football, or ultimate Frisbee. Start a pick-up game in Windermere’s gymnasium, or move it outside to the grass, weather permitting. Sports equipment is available on a check-out basis from Windermere, or bring your own. No additional cost.

R5: Indoor Games and Activities (No additional cost)

Summit participants can join in indoor games and activities, including board games, cards, camp games, Wii, and more. “Apples to Apples” is always a popular hit! Hang out with friends and meet new youth/adults around your favorite games. Please leave video games and portable electronics at home. No additional cost.

Workshop Track Registration

Place one “X” next to your 1st choice of workshop track and one “X” next to your 2nd choice (a different option). Descriptions of each are below.

1 st Choice	2 nd Choice	“Ships & Trips” Workshop Tracks
		T1: Friendship (social media, Internet safety, making and maintaining friends near and far)
		T2: Scholarships (college preparation, financial aid, scholarship sources, tips for writing applications)
		T3: Leadership (balancing leadership roles, team dynamics, leaving your mark)
		T4: Citizenship (youth voice, adult advocates, getting involved in your community)
		T5: Entrepreneurship (creative problem-solving, earning your own income, ideas to change the world)

T1: Friendship

Ahoy, mateys! Have you ever considered that the friendship factor is of the greatest reasons you get involved and stay involved? Whether it’s finding your BFF, following a romantic interest, or just spending time with those who share your interests and values, hanging out with friends is a motivator and keeps you coming back! This track will help participants explore their friendship connections as a social network, discuss how technology shapes and influences our relationships, and learn how to encourage participation in others through friendship opportunities.

T2: Scholarships

Got college on your mind? Wondering how you’re going to afford it? This track will help participants “walk the plank” of college preparation, including understanding financial aid, finding scholarships, translating leadership experiences into marketable skills, and writing persuasive applications. Participants will learn not only how they can better access resources for college, but also how to recruit and engage other college-minded teens through these incentives.

T3: Leadership

Feeling a little seasick? Generation Y is sometimes referred to as the “overscheduled” generation. Leadership opportunities abound, and youth (and adults) often find themselves pulled between the numerous roles they occupy in school, athletics, extracurricular activities, jobs, civic duties, and more. This track will provide leaders of all ages with tips for understanding and leading from their strengths, helping their teams function more effectively, and focusing on unique contributions they can make in various circles.

T4: Citizenship

All aboard! With hands-on experiences, this track will introduce participants to the workings of local government, ways they can exercise youth voice in their communities, and how adults can become better advocates and allies for youth in decision-making. Whether they find themselves in familiar or uncharted waters, participants will learn how to set sail toward civic engagement, and how to bring others along with them!

T5: Entrepreneurship

Lookin’ to earn some loot? You may have an idea or a marketable skill that could improve your community and turn you into an entrepreneur! In this track, participants will explore entrepreneurship and how young student entrepreneurs are making such a splash. Be it a product or service you sell, a creative fundraising event with your club, or an idea you have with your friends for improving the world, learn how to get your “E” on. Participants will also glean how entrepreneurship can be used as a strategy to motivate other teens who are seeking to live out their dreams.