When You Are The TOASTMASTER

As Toastmaster of the Day you race the task of introducing the other members of the program. If the Toastmaster does not perform the duties well, an entire meeting can end in failure. Therefore, this task is not usually assigned to a member until he or she is quite familiar with the club and its procedures.

The primary duty of the Toastmaster is to act as a genial host and conduct the entire program. Program participants should be introduced in such a manner as to prepare the audience to listen with excitement and rapt attention. It is the Toastmaster who creates an atmosphere of interest, expectation and receptivity.

Prior to the Meeting

	the first of Daucatton to
	find out if a special theme has been set for the
	meeting and if there are any program changes
	If no theme has been set, you may decide the
	theme and notify participants.
	her duties. Also provide the Table Topics
	Master with a list of program participants to
	ensure these people will not be called on for
	Topic responses.
	Call all speakers in advance to remind them
_	that they are speaking. Interview them to find
	out their speech title, manual project number
	purpose to be achieved, time requested, and
	something interesting about themselves which
	you can use when introducing them (job
	family, hobbies, education, why this topic to
	this audience).
	Call the General Evaluator to confirm the
_	assignment. Ask the General Evaluator to call
	other members of the Evaluation Team (Timer.
	Speech Evaluators, Topics Master, Vote
	Counter, Ah Counter, Grammarian, etc.) and
	remind them of their responsibilities.
_	proper introduction is important to the success
	of the speaker's presentation.
	Prepare remarks which can be used to bridge
_	the gaps between program segments. You may
	never use them, but you should be prepared to
	avoid possibly awkward periods of silence.
	Remember that performing as Toastmaster is
_	one of the most valuable experiences in your
	club work.
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	The assignment requires careful preparation in order to have a smoothly run meeting.
A	t the Meeting
	Arrive early in order to finish any last minute details.
	Check with the speakers for any last minute changes.
	Sit near the head of the table and have your speakers do likewise for quick and easy access to the lectern.
D	uring the Meeting
	Preside with sincerity, energy and decisiveness. Take your audience on a pleasant journey
	and make them feel that all is going well.
□	ledged you and assumed control of the meeting; then be seated.
	Team. Introduce the Table Topics Master as you would any speaker. If the Table Topics Master
	forgets to call for the Timer's report and vote for Best Topics Speaker, you do it. Introduce each speaker in turn. At the conclusion of the speaking program, request the Timer's report and vote for Best
	Speaker. Briefly introduce the General Evaluator. If the General Evaluator forgets to call for the Timer's report and vote for Best Evaluator, you
	do it. While votes are being tallied, request com-
	ments from guests and announcements (such as verification of next week's program). Award club ribbons. Adjourn the meeting, or if appropriate, return control to the presiding officer.

RESOURCES

Introducing the Speaker (Code 111) Chairman (202) Patterns in Programming (Code 1314)