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Our Mission is to increase the effectiveness of conservatives in the public policy process.

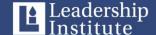
Since then, over **324,000** conservative activists have been trained.

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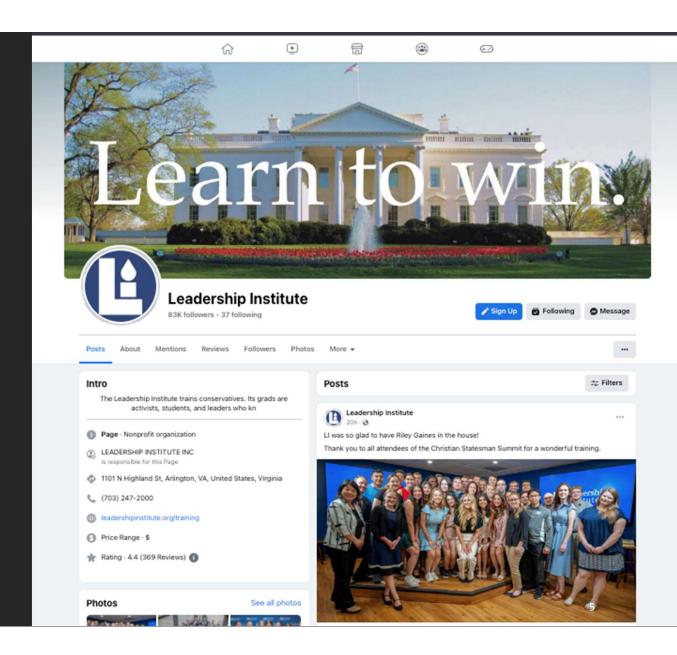
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The Leadership Institute teaches conservatives how to fight the liberal left.

"You owe it to your philosophy to study how to win."

Morton Blackwell

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**QUESTIONS?** 



### Parliamentary Terms



- Majority: More than half of the votes cast by persons entitled to vote, excluding blanks or abstentions.
- •Minority: The smaller part of a group; less than half of the votes cast. In parliamentary terms, it refers to members who did not vote with the majority.
- •Germane: Relevant or pertinent to the subject at hand. In parliamentary procedure, amendments or discussions must be germane to the motion being considered.
- •Assembly: A group of members gathered for a meeting to conduct business under parliamentary rules.
- •Floor: The right to speak or present a motion in a meeting. "Having the floor" means a member is currently speaking or presenting.
- Motion: A formal proposal made by a member of an assembly that the assembly take certain action.

- 1. The Rights of the Organization Supersede the Rights of the Individual Members
- 2. All members are equal and their rights are equal
- 3. A quorum must be present to do business
- 4. The majority rules
  - a) All questions at any legally convened meeting shall be decided by simple majority of the votes cast, unless stipulated otherwise in the Bylaws.
- 5. Silence means consent
- a) Those members that do NOT vote AGREE to go along with the decision of the majority by their silence.

- 6. Two-thirds vote rule: A 2/3rds vote is necessary whenever limiting or taking away the rights of members or changing a previous decision.
- 7. One question at a time and one speaker at a time.
  - a. "Motions must be related to matters under consideration"
- 8. Once a member has been 'recognized' this individual has been granted 'the floor' and may not be interrupted by another member except under special circumstances
  - a. Motions must receive full debate
- 9. The meeting chair may not put a motion to vote as long as members wish to debate it
  - a. The debate can only be cut short by a 2/3rds vote
- 10. Once a decision made, an identical motion must not be brought forward at the same meeting
  - a. Such a motion shall be ruled out of order by the meeting chair

#### Ten Basic Rules of Parliamentary Procedure

#### Bonus Rule:

Personal remarks in a debate are ALWAYS out of order

- Debate Motions not Motives
- Debate must be directed to Principles and not Personalities
- All motions and discussions must only address the Chair



### History of Robert's Rules of Order



#### **Henry Martyn Robert**

Author of Robert's Rules of Order published in 1876

**Engineer** 

United States Army General -1901

Country's Leading Parliamentarian



#### **Designing The Rules...**

"Based, in its general principles, upon rules and practices of Congress, and adapted in its details of the use of ordinary societies"





Part 1, Main Motions. These motions are listed in order of precedence. A motion can be introduced if it is higher on the chart than the pending motion.

§	PURPOSE:	YOU SAY:	INTERRUPT?	2ND?	DEBATE?	AMEND?	VOTE?
§21	Close meeting	I move to adjourn	No	Yes	No	No	Majority
§20	Take break	I move to recess for	No	Yes	No	Yes	Majority
§19	Register complaint	I rise to a question of privilege	Yes	No	No	No	None
§18	Make follow agenda	I call for the orders of the day	Yes	No	No	No	None
§17	Lay aside temporarily	I move to lay the question on the table	No	Yes	No	No	Majority
§16	Close debate	I move the previous question	No	Yes	No	No	2/3
§15	Limit or extend debate	I move that debate be limited to	No	Yes	No	Yes	2/3
§14	Postpone to a certain time	I move to postpone the motion to	No	Yes	Yes	Yes	Majority
§13	Refer to committee	I move to refer the motion to	No	Yes	Yes	Yes	Majority
§12	Modify wording of motion	I move to amend the motion by	No	Yes	Yes	Yes	Majority
§11	Kill main motion	I move that the motion be postponed indefinitely	No	Yes	Yes	No	Majority
§10	Bring business before assembly (a main motion)	I move that [or "to"]	No	Yes	Yes	Yes	Majority

P	art 2, Incidental Motions	<ul> <li>No order of precedence. These mot</li> </ul>	ions arise incide	ntally a	and are deci	ded immed	liately.
§	PURPOSE:	YOU SAY:	INTERRUPT?	2ND?	DEBATE?	AMEND?	VOTE?
	Enforce rules	Point of Order	Yes	No	No	No	None
§24	Submit matter to assembly	I appeal the decision of the chair	Yes	Yes	Varies	No	Majority
	Suspend rules	I move to suspend the rules	No	Yes	No	No	2/3
§26	Avoid main motion altogether	I object to the consideration of the question	Yes	No	No	No	2/3
§27	Divide motion	I move to divide the question	No	Yes	No	Yes	Majority
	Demand a rising vote	I move for a rising vote	Yes	No	No	No	None
§33	Parliamentary law question	Parliamentary inquiry	Yes if urgent	No	No	No	None
§33	Request for information	Point of information	Yes if urgent	No	No	No	None

Part 3, Motions That Bring a Question Again Before the Assembly.  No order of precedence. Introduce only when nothing else is pending.							
§	PURPOSE:	YOU SAY:	INTERRUPT?	2ND?	DEBATE?	AMEND?	VOTE?
§34	Take matter from table	I move to take from the table	No	Yes	No	No	Majority
§35	Cancel previous action	I move to rescind	No	Yes	Yes	Yes	2/3 or Majority with notice
§37	Reconsider motion	I move to reconsider	No	Yes	Varies	No	Majority

# Common Motions Used and What they Require

#### Classes of Motions



Main Motions



Motions That Bring a Question Again Before the Assembly



**Incidental Motions** 



**Subsidiary Motions** 



**Privileged Motions** 

### Main Motions (Class of Motion)



Brings before the assembly a question or business consideration



In order only when no other motion is pending



Only one main motion on the floor at any time



Requires second, debatable, usually approved by majority vote, unless some provision in bylaws require different vote



#### Debate



Chair begins debate by asking for discussion



Maker of motion has right to speak first, if properly recognized



Can only speak twice on same question during the same day



Any motion that stops or limits debate requires a 2/3 vote



#### Tie Votes

A tie vote is a failed vote

President/chair can vote to make or break a tie vote

# Motions that bring a Questions Again before the Assembly



Brings back to the assembly a question that has already been considered



Requires a second



May or may not be debatable



To reconsider



To rescind



To take from the table

Take from table, nondebatable

#### Reconsider

Must be made by a member who voted on the prevailing side

Can only be made in the same meeting

Can not interrupt a speaker

Requires a second

Debatable if the motion to be reconsidered is debatable

Not Amendable

**Majority Vote** 

### Rescind Something Previously Adopted

Used to cancel a previous action by the Assembly

Can be applied to anything

Can not interrupt a speaker

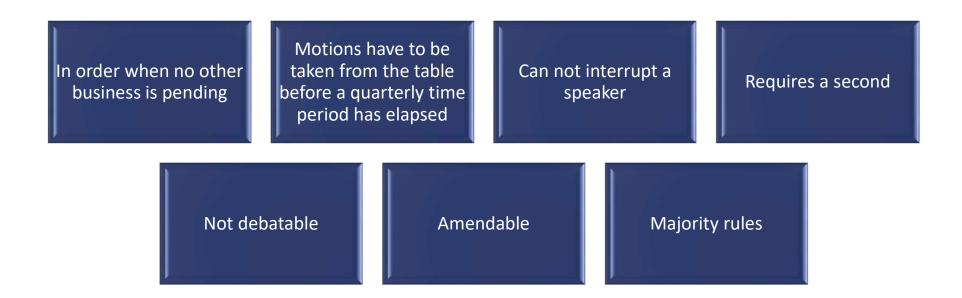
Requires a second

Debatable

Amendable

2/3<sup>rd</sup> Vote, or a majority vote if previous notice given

#### Take from the Table



### **Subsidiary Motions**

Assisting in treating or disposing of a main motion

All require second

Debatable: Depends

Requires majority vote unless involving rights of others

- Call for previous question (2/3)
- Limit or extend of debate (2/3)

Most widely used is "Amend"



#### **Subsidiary Motions**

To lay on the table

To call for the previous question

To limit or extend debate

To postpone to a definite time

To refer to a committee

To amend

To postpone indefinitely



#### Tabling a Motion

Proper form of motion is to "Lay on Table"

Misuse of "Postpone Indefinitely" or "Postpone to a Definite Time" Intention sometimes is

"Refer" or "Commit"

which sends to committee

for further review

Out of order when no business is pending

#### Definite time to "Take From the Table"

- If next meeting within quarter, by end of next meeting
- Over quarter, end of current session



#### "Call the Previous Question"



Actual motion is "Call the Previous Question"



Is a vote to stop debate and not to vote on pending motion



Requires a 2/3 vote to pass



If receives 2/3 vote, motion passes and debate is stopped and a vote is taken immediately on pending question



If does not receive 2/3 vote, motion fails and debate continues

Must be recognized by chair to make motion, cannot be just shouted out

2/3 votes are taken by rising vote

#### Limit or Extend Debate

To limit or extend the amount of time used to debate a motion

Cannot interrupt

Requires a Second

Not Debateable

Requires a 2/3<sup>rd</sup> vote



#### Postpone to a Definite Time

To put off an item of business until a later specified time

Time must be specified or it acts as Postpone Indefinitely

Cannot Interrupt

Requires a Second

Debatable

Amendable

**Majority Vote** 



#### Refer to a Committee



Allows for additional information or study of issue before voting



Motion to Refer should include details of who the committee will be and who will appoint



Usually defines time for committee to report



#### **Amendments**

#### Only two amendments can be pending at any one time

- Primary
  - Applied to Main Motion
- Secondary
  - Applied to primary amendment
    - Can have infinite number of secondary amendments as long as only two total amendments pending at any one time

#### Vote on amendments in reverse order

• Secondary then primary

## Amending a Motion

#### Most used Subsidiary Motion

#### Methods of Amending

- Insert (inside the motion)
- Add (at the end)
- Strike out
- Strike out and insert (words only)
- Substitute (a paragraph)

Must be germane to main motion

#### Postpone Indefinitely

Used to dispose of a main motion for that session

Will allow a motion to brought up again at another session

Cannot interrupt

Requires a second

Is debatable

Not Amendable

**Majority Vote** 



### Privileged Motions

Do not relate to pending business

Related to the rights and privileges to the assembly or to its members

Not Debatable

To fix the time to which to adjourn

To adjourn

To Recess

To rise to a question of privilege

To call for the order of the day



#### Fix time at Which to Adjourn

Cannot interrupt a speaker

requires a second

Is not debatable

Majority vote



### Adjourn

Next to highest ranking motion

Fix the time to which to adjourn is highest

Can not interrupt a speaker

Requires a second

Not debatable

Majority rules

#### Chair can adjourn without motion

- If no other business is pending
- If time is reached on an adopted agenda

#### Recess

Used to take a break, needs to be specific on timeframe

Cannot interrupt a speaker

requires a second

Is not debatable

Amendable

Majority Vote



# Rise to a Question of Privilege

Used to raise a question about the comfort of the members and individual privilege

Can interrupt a speaker

Doesn't require a second

Is not debatable

Is not amendable

**Chair Rules** 



# Call for the Orders of the Day

Used to make the assembly stick to its agenda

Cannot interrupt a speaker

Doesn't require a second

Is not debatable

Upon the call, members must immediately return to the items on the agenda

Agenda can be overruled by a 2/3<sup>rd</sup> vote



#### Incidental Motions

Incidental to pending motions or business at hand
Not debatable

- To suspend the rules
- To withdraw a motion
- To call for reading of papers
- To object to consideration
- To rise to a point of order
- To rise to a parliamentary inquiry
- To appeal the decision of the Chair
- To call for a division of the house
- To call for a division of the question



### Suspend the Rules

Temporarily suspends a rule of order

Cannot interrupt a speaker

requires a second

Is not debatable

Requires a 2/3<sup>rd</sup> Vote

Cannot suspend bylaws



#### Withdraw a Motion



Motion can be withdrawn at any time prior to voting



Before restated by chair belongs to maker

Can be withdrawn, changed or modified in any way with only approval of maker



After restating, belongs to assembly



#### Withdraw a Motion

Maker of motion must ask permission from the Chair to withdraw their motion

Treated first as a unanimous consent request

If motion to withdraw is made by another member after the request to withdraw then no second is required

If voted on requires a majority vote



# Object to the Consideration of the Question

Meant to prevent to Assembly from entertaining a motion

Can interrupt a speaker

Does not require a second

Is not debatable

Is not Amendable

Requires a 2/3<sup>rd</sup>
Vote



#### Rise to a Point of Order

Used to correct a mistake in procedure

Can interrupt a speaker

Doesn't require a second

Is not debatable

Chair rules

Must be raised at time of mistake before action has been taken



# Rise to a Parliamentary Inquiry

Used to ask a question about Parliamentary Procedure

Cannot interrupt a speaker

Doesn't require a second

Is not debatable

Chair or Parliamentarian rules



# Appeal the Decision of the Chair

Used to overrule a ruling of the CHair

Can interrupt a speaker

Requires a second

Is not debatable

Assembly votes on the appeal, majority vote



# "Call for a Division of the House"

- Questions results of a vote
- Only in order if a questionable vote
- Can be made by a single member
- Can interrupt a speaker
- Is not debatable
- Does not require a vote
- Made only by rising vote or show of hands
  - Counted vote must be made in form of motion
  - Chair can ask for counted vote at any time



#### Call for a Division of the Question

Used to divide a motion into multiple motions

Cannot interrupt a speaker

requires a second

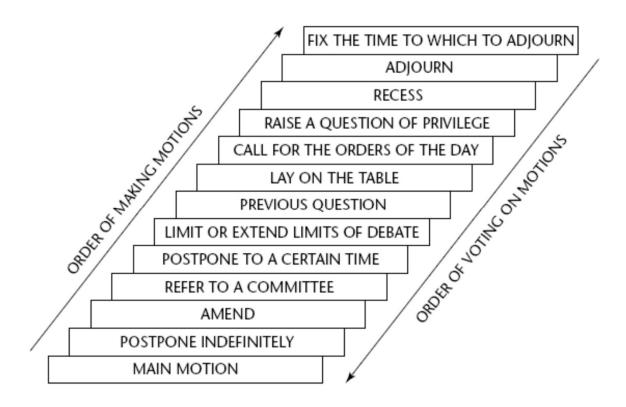
Is not debatable, but is amendable

Requires a majority vote but cannot be reconsidered



# Order of Pending Motions

- Privileged Motions
- Subsidiary Motions
- Incidental Motions (nonranked)
- Motions That Bring a Question Again Before the Assembly
- Main Motions



#### Summary

When you know and understand Robert's Rules of Order you will be able to smoothly and efficiently run meetings and attend conventions without getting confused. This will also allow you to better be able to organize any meetings you are part of





# Thank you

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