



**Robert's Rules
of Order
(DeMolay Edition)**

Robert's Rules of Order

Here are some of the ways Robert's Rules of Order works.

BEING CALLED UPON

No one is supposed to be speaking upon a topic, unless the MC recognizes you to speak. An example would be:

Mem. is standing

MC: "Brother _____ (last name of brother standing), do you have something you would like to say?"

DeMolay member that was called upon then speaks about the topic at hand. When he is finished, he then sits down.

Advisor is standing

MC: "Dad/Mom _____ (last name of Advisor standing), do you have something you would like to say?"

DeMolay Advisor that was called upon then speaks about the topic at hand. When they are finished, they then sit down.

MAKING A MOTION

Whenever the Chapter is wanting to vote out money, cementing down event plans, or just need a consensus on something, we use motions to make that happen. Here is how to make a motion:

Mem. stands and waits to be recognized by the MC

Mem: "I move that _____ (what the motion is for)."

Member then sits down.

Whenever a motion is made, a member must second that motion.

Mem. stands and waits to be recognized by the MC

Mem: "I second the motion."

Member then sits down.

MC: "It is moved and seconded that _____ (what the motion is for). Is there any discussion?"

DISCUSSION OF A MOTION

After a motion has been moved and seconded, discussion can happen for that motion. During this time, any questions a member has about the motion can be asked and members can debate the motion. Before speaking, anyone who talks must get recognition of the Master Councilor. The maker of the motion has priority over anyone for recognition. The discussion must stay related to the topic at hand.

Discussion ends when no one else wants to speak on the topic.

MC: “Does anyone else have anything they would like to add?” *Pause. If no one else speaks*

MC: “Seeing no more discussion, we will now proceed to vote.”

If a member wants to end discussion before the Master Councilor, he can do the following

Mem. stands and waits to be recognized by the MC

Mem: “I move that we end the discussion.”

Mem. then sits down. Must be seconded by a member.

MC: “It has been moved and seconded that we end discussion of this motion and proceed to voting.” “All in favor say “aye”.” *Pause* “All opposed say “nay”.” *Pause*

In order to end discussion on a motion, you must have 2/3rds of the vote for ending the discussion.

MC: “The ayes/nays have it, motion carried/failed.” * (rap)

AMENDING A MOTION

If you want to add or remove words from a motion:

Mem. stands and waits to be recognized by the MC

Mem: “I move the motion to be amended to _____ (restate the entire motion, but now with your added/removed words included).”

Mem. then sits down. Must be seconded by a member.

Now discussion would be open on this amendment to the motion, and the Chapter must vote on the amendment before voting on the original motion.

MC: Brethren, we are now about to vote upon the amendment _____ (reiterate the edits made to the original motion).

MC: “All in favor say “aye”.” *Pause* “All opposed say “nay”.” *Pause*

MC: “The ayes/nays have it, the amendment _____ (reiterate the edits made to the original motion) carried/failed.” * (rap)

VOTING ON A MOTION

After discussion finishes, the Chapter will then proceed to vote on the motion.

MC: “Brethren, we are now about to vote upon the motion _____ (reiterate the original motion and any edits made to it).”

MC: “All in favor say “aye”.” *Pause* “All opposed say “nay”.” *Pause*

MC: “The ayes/nays have it, the motion _____ (what the motion is for, with any edits to the motion) carried/failed.” * (rap)

ENTERTAINING A MOTION

The Master Councilor is not allowed to make a motion or vote on a motion. He can, however, entertain a motion so that someone can make the motion for him.

MC: “I entertain a motion that _____ (what the motion is for).”

MC pauses to allow a Mem. to rise and state

Mem: “I so move.”

Mem. then sits down. Must be seconded by a member.

APPROPRIATE INTERRUPTIONS

Of course, you must be recognized by the Master Councilor before speaking. In these certain circumstances, you may interrupt to do the following:

Point of Order:

A point of order is when you are asking the Master Councilor to enforce the rules of Robert’s Rules of Order when he is not doing so.

Mem: “I rise to a point of order.”

Point of Information:

A point of information is when you want to request the Master Councilor to explain something or restate the motion or amendment you are currently discussing.

Mem: “Point of information, _____ (state your question).”

Division of the House:

A division of the house is when the vote is called and you want the vote to be verified by a show of hands.

Mem: “Division of the house.”

MC: “Show of hands for all those in favor of _____ (what is being voted on).” *Pause*
“Show of hands for all those against _____ (what is being voted on).” *Pause*

MC: “The ayes/nays have it, the motion _____ (what the motion is for, with any edits to the motion) carried/failed.” * (rap)

