
Overview of Legislative Simulation Instructions

Bills

1. Write three or more bills (more bills = more points)
2. Use the bill outline and the bill form.
3. Write bills clearly and simply.
4. Don't worry about the line numbers, just write. Numbers are for reference when amending. Your teacher may provide a word processor version of the bill form.
5. Get ideas for bill from the news about your local legislature or from About.com - U.S. Congress Today - <http://usgovinfo.about.com/bllegday.htm>.
6. The more bills written, the more points will be earned.

Committees

1. The Speaker will assign you to a committee.
2. Your committee will select a chairperson.
3. The chair will run the meeting using parliamentary procedure
4. The chair will read the bills to the committee.
 - a. The committee will read the bill and do these things.
 - b. Kill the bill if it is not well written. Is it clearly written?
 - c. Amend the bill if it needs to be changed to fix it.
 - d. Select the better of two bills two are of the same topic
 - e. Pass the bill if it is good as is
 - f. Is the bill needed?
 - g. Impact of the bill if passed.
5. After the committee has finished with the bill, write the committee's name, and put your initials along side the name.
6. Hold up the bill when you are finished. The teacher will take it to another committee.
7. Bills must pass two committees and the Rules Committee to be placed on the agenda.
8. The Rules Committee can place the bills in any order to be debated with time and limits on amendments.

Session

1. Democrats sit on one side of the room, republicans on the other. Other parties or independents sit in the middle.
2. The session follows the agenda.
3. The session will be run following parliamentary procedure.
4. When a bill is called, the writer of the bill reads it to the Committee of the Whole (the class).
5. The writer of the bill makes a motion to pass the bill. The motions needs a second.
6. The writer of the bill gets the first argument in favor the bill.
7. Debate will follow the time limits placed by the Rules Committee.
8. Each speaker will rise and speak in favor or the motion or against it and give reasons.

9. The bill may be amended if allowed by the Rules Committee. The amendment may be amended once.
10. Continue with the debate for 100 minutes. Recess at the end of class, adjourn at the end of the agenda.

Sample Agenda

- I. Call to order
- II. Determination of a quorum
- III. Pledge
- IV. Prayer
- V. Old Business
Probably none, leave blank, but old business section can be used for bills that did not make it out of committee. With a 2/3 vote to “Suspend the rules,” a bill that didn’t pass can be called up.
- VI. New Business
 - A. Bill #101 – “The title of one of the bills”
 - B. Bill #102 – “The title of the second bill”
 - C. Continue until all bills are listed in the order determined by the Speaker.
- VII. Adjournment