BLUE BELL TOASTMASTERS, Club #397 AH COUNTER'S LOG

Name	AH/UH /ER	AND	AND- UH	BUT- UH	LIKE	PHRASE REPEAT	SMACKING	SO	UM	WELL	WORD REPEAT	YOU KNOW
Sergeant at Arms												
Tipmaster												
President												
Toastmaster												
Timer												
Ah Counter												
Grammarian/Wordmaster												
Vote Counter												
Table Topicsmaster												
Table Topics Speaker 1												
Table Topics Speaker 2												
Table Topics Speaker 3												
Table Topics Speaker 4												
Prepared Speaker 1												
Prepared Speaker 2												
Prepared Speaker 3												
Prepared Speaker 4												
General Evaluator												
Prepared Speech Evaluator 1												
Prepared Speech Evaluator 2												
Prepared Speech Evaluator 3												
Prepared Speech Evaluator 4												

AH COUNTER

The purpose of the ah counter is to note words and sounds used as a "crutch" or "pause filler" by anyone who speaks during the meeting. Words may be inappropriate interjections such as "and, well, but, so, you know." Sounds may be "ah, um, er." You should also note when a speaker repeats a word or phrase such as "I, I" or "This means, this means."

Prior to the meeting - Prepare a brief explanation of the duties of the ah counter for the benefit of guests. Download the Ah Counter's Log from the Member Downloads section of the club's FreeToastHost system and print it out.

Upon arrival at the meeting - Copy from the meeting agenda to the Ah Counter's Log the names of the participants so you may identify people by name in your report.

During the meeting - When introduced prior to Table Topics, explain the role of the ah counter.

Throughout the meeting, listen to everyone for "crutch" sounds and long pauses used as fillers and not as a necessary part of sentence structure. Write down how many "crutch" sounds or words each person used during all portions of the meeting.

When called on by the general evaluator during the evaluation segment, stand by your chair and give your report.