

## Extension activity – amendment script

### Master script

*The Clerk stands up and rings the bell.*

**Clerk:** Honourable members, please stand.

*The Serjeant-at-Arms, carrying the Mace, leads the Speaker into the room.*

**Serjeant:** Honourable members, the Speaker.

*The Speaker sits. The Serjeant-at-Arms places the Mace on the table and sits down.*

**Speaker:** Members, please sit down. The House is now in session. I call the Member for \_\_\_\_\_  
\_\_\_\_\_ (the first name of somebody who has an amendment) to introduce the amendment.

*The member stands.*

**Member:** Thank you Speaker, (the member completes their prepared speech).

*The member sits.*

**Speaker:** Are there any other comments on this amendment? Stand if you wish to speak. I call the Member for \_\_\_\_\_ (the first name of somebody who is standing).

*The called member stands and gives their speech.*

*The Speaker repeats 'stand if you wish to speak' and continues to call upon members until everyone has had a turn or time is up.*

**Speaker:** Order! A vote on the amendment will now be taken. Those who support the amendment move to the right of the Speaker's chair. Those who oppose the amendment move to the left of the Speaker's chair. Whips, count the vote.

*The members choose a side and sit down.*

*The Whips stand up and count the votes on their side of the room. They tell the count to the Speaker.*

*The Speaker stands.*

**Speaker:** Order! Result of the division. The number of votes for the amendment is \_\_\_\_\_.

The number of votes against the amendment is \_\_\_\_\_.

*If the vote is for the amendment:*

**Speaker:** The amendment is agreed to.

*If the vote is against the amendment:*

**Speaker:** The amendment is not agreed to.

**Speaker:** Order! The House is now adjourned.

*The Clerk stands.*

**Clerk:** Honourable members please stand.

*The Serjeant leads the Speaker out of the room.*

# THE SPEAKER

When you are led in by the Serjeant, sit down and say:



Members, please sit down.

I call the Member for \_\_\_\_\_ (use the name of the person who has an amendment) to introduce the amendment

After the Member has introduced the amendment, say:



Are there any other comments on this amendment?

Stand if you wish to speak.

I call the Member for \_\_\_\_\_ (use first name)

If any more Members wish to speak, repeat 'stand if you wish to speak'.

When all the Members have finished speaking, say:



Order! A vote on the amendment will now be taken.

Those who support the amendment move to the right of the Speaker's chair.

Those who oppose the amendment move to the left of the Speaker's chair.

Wait for everyone to choose a side then say:



Whips, count the vote.

When the whips have counted the votes and told you the result, stand up and say:



Order! Result of the division:

The number of votes FOR the amendment is \_\_\_\_\_

The number of votes AGAINST the amendment is \_\_\_\_\_

If the vote is *FOR* the amendment say:



The amendment is agreed to.

If the vote is *AGAINST* the amendment say:



The amendment is not agreed to.




Order! The House is now adjourned.

Follow the Serjeant out of the room.

# THE CLERK

To begin the session stand up, ring the bell and say:

 Honourable Members, please stand.

When the Speaker says 'the House is now adjourned', stand and say:

 Honourable Members, please stand.

# SERJEANT-AT-ARMS

When the Clerk rings the bell, lead the Speaker into the room, carrying the Mace on your right shoulder. Say:

 Honourable Members, the Speaker.

Place the Mace on the table, then sit down.

When the Clerk says 'Honourable members, please stand', stand up, take the Mace from the table and lead the Speaker out of the room.

# GOVERNMENT WHIP

When the Speaker says 'Whips, count the vote', stand up and count the members on your side.

Don't forget to count yourself and the Prime Minister.

Go and tell the Speaker the results.

# OPPOSITION WHIP

When the Speaker says 'Whips, count the vote', stand up and count the members on your side.

Don't forget to count yourself and the Leader of the Opposition.

Go and tell the Speaker the results.