

RALLY/FALL TAG DETAILS (2018)

MAJOR ASSIGNMENTS

BEAN BAG BASEBALL: (Major) Rules for Bean Bag Baseball will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet with the exception that based on participation there could be time limit or score limit to facilitate the time schedule. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. They need to bring a 25 foot measuring tape. The Chapter will organize the teams, and provide umpires, scorekeepers, and ball toss and retrievers. The Chapter will set up the games and be prepared to start the games 15 minutes prior to the appointed start time, and take the games down afterwards. The Chapter should provide the names of the winners to the Salty Sam Editor. The State will provide the game boards and the bean bags. The Chapter will conduct this activity at the Rally and the Fall Tag.

CAKE WALK: (Major) Each chapter is to provide two cakes for the cake walk. The Chapter in charge of the cake walk will prepare and provide 20-25 numbers to be placed on **the floor in a circle 30-35 feet in diameter, provide lively music** on a CD (CD player will be provided. **No iPods or cell phones should be used**) set up in the area for the cake walk, sell tickets, turn all monies in to the State Treasurer and clean up at the conclusion of the cake walk. Ropes and stands are available to enclose the Cake Walk area. Numbers to put on the cakes and numbers to draw for which cake they win shall be provided by the Chapter. Theme related images may be substituted for numbers.

CHINESE AUCTION: (Major) The Chapter will receive and arrange the donated auction items on the various tables. Provide man-power to sell auction tickets, provide man-power to conduct the auction (Auctioneer, Runners, Assistants to hand the auction items to the Auctioneer, a person to draw the tickets and person to dispose of the unused tickets and collect the cups). Provide security for the area and secure the ticket cups. Tickets, ticket cups and cash box are available in the State Trailer, you may get them from the State Quartermaster. At the conclusion of the auction, clean up, return the unsold tickets, ticket cups, and cash box to the State Quartermaster. Turn all monies in to the State Treasurer.

CRAZY GOLF: (Major) Rules for Crazy Golf will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet, with the exception that based on participation there could be time limit or score limit to facilitate the time schedule. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. The Chapter will organize and conduct the games. The games should be set up and ready for play at least 15 minutes prior to the appointed start time. The Chapter will need to provide (or arrange for) the needed manpower to conduct the games. The Chapter will clean up at the conclusion of the games and

provide the names of the winners to the Salty Sam Editor. The State has the equipment. The Chapter will conduct this activity at the Rally and the Fall Tag.

DECORATIONS: (Major) The chapter will prepare the decorations and on Tuesday prior to the Rally. The Chapter will put up the stage decorations and cover the fencing around the Chinese Auction area. Decorations should enhance the Rally theme. **The fence where the door prizes are kept should also be decorated.** As decorations are placed on the stage area they are not to cover the overhead screen that is pulled down and used during the Rally. Decoration on the Chinese Auction fence must be removed Saturday morning. All other decorations must be removed Saturday after the closing program. The State has approved a budget of \$200.00 which is available to the Chapter. Receipts must be turned in to the State Treasurer for reimbursement.

50/25/25: (Major) The Chapter will provide manpower throughout the Rally to sell tickets for the prize drawings. The money shall be turned in to the State Treasurer by 4:00 p.m. daily. The state treasurer will divide the money and place monies in envelopes for the prize drawings.

GREETERS: (Major) In concert with the Rally theme the Chapter will prepare a welcoming scene at the entrance of the Rally fairgrounds. Provide each Rig with a welcoming item or information as they enter the fairgrounds **as well as pass out the daily newsletter door hangers.** The State has approved a budget of \$100.00 which is available to the Chapter upon turning in receipts to the State Treasurer.

MEMORIAL SERVICE: (Major) Chapters, assisted by a State Staff advisor will collect information about those who have passed away during the past year from the various Chapters. Then prepare a memorial program listing the names of the deceased Good Sam member along with a 2-3 sentence tribute. Help the State Staff blow up balloons and tie them prior to the memorial service. The Chapter will provide the balloons and helium with guidance from the State Staff advisor. Outline the memorial service with special music, color guard, etc. as desired. At the beginning of the Memorial service help hand out balloons. White ones to Chapter Presidents or their designee to honor the deceased and other colors to the others in the lineup. The State has approved a budget of \$150.00 which is available to the Chapter. Receipts must be turned in to the State Treasurer for reimbursement. In addition to the Memorial Service a Memorial Table may be setup in the registration/vendor area to display photos and obituaries of the members who have passed away decorated with flowers and other décor as desired. **Note: Changes may have to be made to the Memorial Program due to the lack of Helium or Weather).**

GOOD SAM MERCHANDISE BOOTH: (Major) The State Staff person over Merchandise Sales will setup and decorate the booth. The Chapter assigned to the Merchandise booth will staff

the booth during appointed times during the Rally. The Chapter will help a State Staff member count the inventory Friday afternoon. After the inventory, the State Staff person will put the inventory in the State Trailer.

MIX-N-MATCH: (Major) (The State Staff will take care of this assignment) The Chapter will set up and decorate the booth in concert with the Rally theme. They will provide manpower to award prizes to those who have found their match at appointed times during the Rally.

PARADE: (Major) The Chapter will work with the Director to determine the parade route. The Chapter will prepare a parade line up and organize the participants. Arrange to have the entries announced, arrange for judging of the parade and provide awards or certificates to all parade entries. (Award winners can be announced during Saturday's closing ceremony).
Chapter has the option of providing a treat at the end of the parade.

SAMGO: (Major) The Chapter will prepare for the game of SAMGO by getting the SAMGO Cards from the game trailer, sell the cards, arrange for someone to call the game, provide runners to verify winning cards, count the money and divide the winnings (**100% of the proceeds will be divided among the game winners**). In the case of a tie, the winnings will be divided equally. The same Chapter will handle this assignment for the Rally and Fall Tag.

TABLES AND CHAIRS: (Major) The Chapter under direction of the State Staff over the buildings will provide manpower for setting up and taking down tables and chairs at various times during the Rally events as needed.

OBSTACLE COURSE/OTHER ACTIVITY: (Major) The Chapter will pick up the sign-up sheet at the Games Sign-up Area. Prior to the activity the Chapter will prepare the course. The Chapter will organize the activity and be prepared to conduct the event 15 minutes prior to the start time and clean-up afterwards

CHARITY RAFFLE BOOTH: (Major) The Chapter will provide manpower to sell tickets at the Charity Raffle Booth during the appointed times of the Rally and Fall Tag. The Raffle items will be provided by the State Staff; however, Chapters are welcome to donate items for the Charity Raffle. . The winning tickets must be verified before receiving the prize.

DOOR PRIZE BOOTH: (Major) Each Chapter will provide two door prizes (valued at \$20.00 or more for each door prize) which will be used for the prize drawing. The Chapter in charge of Door Prizes with the assistance of the State Staff member will organize the door prizes, conduct the drawing, post the numbers for the prizes and hand out the door prizes at the designated times **daily** during the Rally. The Chapter will keep a list of winners and provide that list to the State Staff. **Make certain the registration numbers start at 001 to match the number tags on**

the board. Coordinate numbers with Rally Treasurer. Numbers are to be drawn daily not all at once.

MINOR ASSIGNMENTS

BREAKFAST Assistants/Clean up: (Minor) Chapter will provide manpower to assist as needed and as per instructions from the assigned State Staff member.

BREAKFAST COUNT: (Minor) Chapter will be at the start of the breakfast line 15 min. before start time. Take an accurate count of breakfast participants. Procedure for this count will be decided between the Chapter and the Director. At the end, count and give a total to Director/Treasurer.

GOLF TOURNAMENT: (Minor) The Chapter will pick up the sign-up sheet at the Games Sign-up Area and organize the teams, collect the golf fees from the participants, collect the golf score cards, determine the winners, award prizes and announce the winners just prior to the Friday evening entertainment. The Chapter will make the necessary arrangements for the tournament with the Golf Course. The Chapter will do this for both the Rally and the Fall Tag.

ICE CREAM SOCIAL: (Minor) The Chapter in concert with the Rally theme may create a fun way to serve the ice cream. The Chapter will provide man-power to set up and serve. If having sundaes the chapter will provide scoops to serve the ice cream. The ice cream, toppings, dishes, spoons and napkins will be provided by the State Staff.

LADIES TEA: (Minor) The Chapter will arrange for some type of entertainment for the Tea. The Chapter may ask Chapters to provide cookies, etc. for the Tea. To be held on Fri.

MENS GATHERING: (Minor) The Chapter will arrange for a speaker or other activity for the men and will provide modest refreshments.

NEWSLETTER DELIVERY: (Minor) The Chapter will coordinate with the Salty Sam Editor when and how they will pick up the newsletter. They will organize their Chapter members to deliver a newsletter each morning Thursday – Saturday prior to breakfast.

WASHER TOSS: (Minor) Rules for Washer Toss will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet. **The Chapter will set up the game and be prepared to start the game 15 minutes prior to the appointed start time, and take the game down afterwards.** The Chapter should provide the names of the winners to the Salty Sam Editor. The State will provide the game boards and the washers.

FALL TAG

BEAN BAG BASEBALL: (Major) Rules for Bean Bag Baseball will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet with the exception that based on participation there could be time limit or score limit to facilitate the time schedule. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. They need to bring a 25 foot measuring tape. The Chapter will organize the teams, umpires, scorekeepers, and ball toss people. **The Chapter will set up the games and be prepared to start the games 15 minutes prior to the appointed start time, and take the games down afterwards.** The Chapter should provide the names of the winners to the Salty Sam Editor. The State will provide the game boards and the bean bags. The Chapter will conduct this activity at the Rally and the Fall Tag.

BEAN BAG TOSS: (Minor) Rules for the Bean Bag Toss will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. They need to bring a 25 foot measuring tape. The Chapter will organize the teams, umpires, scorekeepers, and ball toss people. **The Chapter will set up the games and be prepared to start the games 15 minutes prior to the appointed start time, and take the games down afterwards.** The Chapter should provide the names of the winners to the Salty Sam Editor. The State has four game board sets.

BOCCE BALL: (Major) Rules for Bocce Ball will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet. The court will be 45 feet by 15 feet on the grassy area. Materials for laying out the court boundaries are available in the State Trailer. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. The Chapter will organize the teams and provide (or arrange for) the needed manpower to conduct the games. **The courts and rosters should be ready for play at least 15 minutes prior to the appointed start time and taken down immediately after completion of games.** The Chapter should provide the names of the winners to the Salty Sam Editor.

CRAZY GOLF: (Major) Rules for Crazy Golf will be those that have been adopted and published in the Utah Good Sams Official Game Rules booklet, with the exception that based on participation there could be time limit or score limit to facilitate the time schedule. The Chapter will pick up the sign-up sheet at the Games Sign-up Area. The Chapter will organize and conduct the games. **The games should be set up and ready for play at least 15 minutes prior to the appointed start time.** The Chapter will need to provide (or arrange for) the needed manpower to conduct the games. The Chapter will clean up at the conclusion of the games and provide the names of the winners to the Salty Sam Editor. The State has the equipment. The Chapter will conduct this activity at the Rally and the Fall Tag.

GOLF TOURNAMENT: (Minor) The Chapter will pick up the sign-up sheet at the Games Sign-up Area and organize the teams, collect the golf fees from the participants, collect the golf score cards, determine the winners, award prizes and announce the winners Friday evening. The Chapter will make the necessary arrangements for the tournament with the Golf Course. The Chapter will do this for both the Rally and the Fall Tag.

SAMGO: (Major) The Chapter will prepare for the game of SAMGO by getting the SAMGO Cards from the game trailer, sell the cards, arrange for someone to call the game, provide runners to verify winning cards, count the money and divide the winnings (**100% of the proceeds will be divided among the game winners**). In the case of a tie, the winnings will be divided equally. The same Chapter will handle this assignment for the Rally and Fall Tag.

ACTIVITES NOT ASSIGNED TO CHAPTERS BUT AVAILABLE AT BOTH THE RALLY AND FALL TAG

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