

RALLY/FALL TAG DETAILS (2021)

Each game/activity will have a State Staff representative that will be responsible for getting the equipment out of the trailer and help the chapter in charge get set up. They will assist in getting the game rosters set up, if required, and be there to assist in any way they can. The Staff representative and someone from the chapter in charge should attend the morning meeting. This meeting is to make sure everyone is on the same page and has everything they need to make the day a success. It is recommended that there be a copy of the Game Rule Handbook available at each game to answer and any discrepancy among players.

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 in charge will pick up the sign-up sheet at the Games Sign-up Area. They need to bring a 25 foot measuring tape. The Chapter in charge will organize the teams, and provide umpires, scorekeepers, and ball toss and retrievers. The Chapter in charge 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 in charge should provide the names of the winners to the Director. The State will provide the game boards and the bean bags. The same 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 in charge will pick up the sign-up sheet at the Games Sign-up Area. They need to bring a 25 foot measuring tape. The Chapter in charge will organize the teams, umpires, scorekeepers, and ball toss people. The Chapter in charge 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 in charge should provide the names of the winners to the Director. 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 in charge will pick up the sign-up sheet at the Games Sign-up Area. The Chapter in charge 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 in charge should provide the names of the winners to the Director.

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, 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. Music will be provided by the State Staff Music Coordinator. 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. All baked goods should be purchased and sealed. (Please no homemade goods this year). See Treasurer for start up money. Please let him know ahead of time.

Optional CAKE WALK: (Major) Each chapter is to provide three baked goods (cakes, cookies etc). The chapter in charge of the cake walk will set up the area for the cake walk, sell numbers, turn all monies into the State Treasurer and clean up at the conclusion of the cake walk. Music will be provided by the State Staff Music Coordinator. Each participant pays \$X (for example \$3) and is given a piece of paper with a sequential number written on it, and the corresponding number is written on a small piece of paper and is put in a bucket to be drawn out when the music stops. The participant will place the paper on the floor. That paper is not taped down.

When the music starts, the participants will walk around within the circle. When the music stops the participants will find and step on one of the numbers on the floor, a number is then drawn from the bucket and the participant that is on that number, will pick a cake from the cakes available. The winner removes the paper off the floor and leaves the circle. If they wish to participate again in the Cake Walk, they must buy another number for \$X.

The cake walk continues until all cakes are gone. All baked goods should be purchased and sealed. (Please no homemade goods this year). See Treasurer for start up money. Please let him know ahead of time.

CHARITY AUCTION: (Major) The Chapter in charge 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.

CHARITY QUILT AUCTION: Handmade quilts of any size will be displayed prior to the auction. The chapter in charge will provide an auctioneer to auction off the quilts. In concordance with the owner/provider a reserve amount will be put on the quilt. If the reserve is not met, the quilt will be returned to owner/provider. All proceeds will be turned 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 a time limit or score limit to facilitate the time schedule. The Chapter in charge will pick up the sign-up sheet at the Games Sign-up Area. The Chapter in charge 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 in charge will need to provide (or arrange for) the needed manpower to conduct the games. The Chapter in charge will clean up at the conclusion of the games and provide the names of the winners to the Director. The State has the equipment. The same Chapter will conduct this activity at the Rally and the Fall Tag.

DECORATIONS: (Major) The chapter in charge will prepare the decorations and put them up on Tuesday prior to the Rally. The Chapter in charge 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. Check with director to see if the overhead screen will be used during the rally, so that the decorations will not inhibit the view of overhead screen. Decorations 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.

KUBB GAME:(Major) Rules for the Kubb Game are found on the web site "Official Rules for Kubb". There could be a time limit to facilitate the time schedule. The Chapter in charge will pick up the sign-up sheet at the Games Sign-up Area. The Chapter in charge will organize the teams, and monitor the game. The Chapter in charge 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 in charge should provide the names of the winners to the Director. There will be three game sets available for use..

MEMORIAL SERVICE: (Major) The Chapter in charge, 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. Outline the memorial service with special music, color guard, etc. as desired. 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.

MERCHANDISE BOOTH (GOOD SAM): (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 assigned 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 and turn money over to the Treasurer. The Merchandise Booth will be set up in the Registration area and hours of operation will coincide with the Registration hours.

SAMGO: (Major) The Chapter in charge 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. See Treasurer for start up money. Please let him know ahead of time.

OPTIONAL SAMGO-CARD BINGO: The Chapter in charge will prepare for the game of CARD SAMGO by getting the cards from the State Trailer, distribute the cards and collection cups for the tables. One deck of cards for four people. The chapter will provide a caller, someone to "sell" quarters, two or three people to collect the money from the collection cups on tables before each round. Also, you will need someone responsible for seeing that the winner receives the winnings. See Treasurer for start up money. Please let him know ahead of time.

TABLES AND CHAIRS: (Major) The Chapter in charge under direction of the State Staff over the tables and chairs will provide manpower for setting up and taking down tables and chairs at various times during the Rally events as needed. They may request extra help as needed if short of manpower.

MINOR ASSIGNMENTS

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

ICE CREAM SOCIAL: (Minor) The Chapter in charge 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 in charge 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 in charge will arrange for some type of entertainment for the Tea. The Chapter in charge may ask Chapters to provide cookies, etc. for the Tea. The Women's Tea and the Men's Gathering can be combined, if desired.

MENS GATHERING: (Minor) The Chapter in charge will arrange for a speaker or other activity for the men and will provide modest refreshments. The Women's Tea and the Men's Gathering can be combined, if desired.

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 in charge 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 in charge should provide the names of the winners to the Director. The State will provide the game boards and the washers.

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

Dominoes

Pinochle