

# RALLY/FALL TAG ACTIVITY DETAILS (April 2016)

## 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, 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.

**BLINDFOLD RODEO/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. The State has four tri-cycles, 7 helmets and 12 orange traffic cones.

**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, provide 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 for the cake walk 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. 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.

**FRIDAY LUNCHEON: (Major)** Chapters will assist the State Staff with luncheon setup, serving food and cleanup after lunch. Chapters will coordinate with the State Staff for the table decorations for the lunch in accordance with the Rally theme. The luncheon menu will be determined by the Chapter. The Chapter in charge may make food assignments to the Chapters. The State has approved a budget of \$600.00 which is available to the Chapter. Receipts must be turned in to the State Treasurer for reimbursement.

**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. 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).**

**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 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 determine the parade route, 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)

**PEOPLE MOVER: (Major)** Chapters will organize drivers and an assistant (a person who rides in the people mover for safety reasons). The Chapter can post a driver sign-up sheet at the Games Sign-up Area to allow others to volunteer to assist. There will be a route driven every 30 minutes on the hour and the half hour. Every evening bring the keys and radios to the State Quartermaster. At the conclusion of the Rally the Chapter will sweep it out. Getting the people mover and a vehicle to pull the people mover to the Rally will be done by the State Staff. The State Staff will return the people mover and the vehicle.

**SAMGO: (Major)** The Chapter will prepare for the game of SAMGO by getting the SAMGO Cards from the State Quartermaster, sell the cards, arrange for someone to call the game, provide runners to verify winning cards, count the money and divide the winnings (50% to charity) for each game. The Chapter will handle this assignment for the Rally and for the 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.

## **MINOR ASSIGNMENTS**

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

**CHARITY RAFFLE: (Minor)** 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.

**COFFEE HOUR: (Minor)** The Chapter will provide manpower to make the coffee on Thursday and Friday. They will be there to hand out hot chocolate and serve donuts on Friday at the Rally (coffee and hot chocolate only on Thursday). The State will provide the coffee, hot chocolate, stirrers, coffeemate, and

the pots to make the coffee. The coffee hours on Thursday and Friday will be 7:00 – 8:30 a.m. The coffee pots can be prepared the night before. Participants will need to bring their own cups.

**DOOR PRIZES: (Minor)** 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 during the Rally. The Chapter will keep a list of winners and provide that list to the State Staff.

**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 and ice cream 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 assign all Chapters to donate cookies for the Tea.

**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.

**TREASURE HUNT: (Minor)** The Chapter is responsible for providing and hiding the cash for the treasure hunt. The Chapter will provide about \$5-10???? in coin for the activity. The Chapter should provide the names and amounts found to the Salty Sam Editor.

**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 should be ready for play at least 15 minutes prior to the appointed start time. 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 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.

**SAMGO: (Major)** The Chapter will prepare for the game of SAMGO by getting the SAMGO Cards from the State Quartermaster, sell the cards, arrange for someone to call the game, provide runners to verify winning cards, count the money and divide the winnings (50% to charity) for each game. The Chapter will handle this assignment for the Rally and for the Fall Tag.

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

**Dominoes**

**Pinochele**