

Fall Fun Rally 2017

Competitions

Most activities at the Fall Fun Rally are open events where you walk up and participate. But a few require a bit of preparation. So read through this packet and check out the details. Get ready to have some Fun!

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Sip 'n Sync

There will be an awesome lip sync competition at lunch time at the Fall Fun Rally. Get a group together and pick your song you'd like to perform. For the finals, we'll assign your song for you. Youth/Adult teams are acceptable, as long as there is a majority of youth on the team for competitive teams. Songs must be considered 'Scout Appropriate', as must the actions accompanying the songs. Scout Appropriate means no bad language of any type, nor anything vulgar or lewd. Teams may select a portion of a song, instead of the full song (in fact this may be preferable, as it may highlight the best part of the act), but each lip sync must be at least one minute (preferably less than three minutes also).

Campsite Gateway

Its time for the 2017 Fall Fun Rally Gateway competition. This year doesn't have a specific theme for the Fall Fun Rally, so this year we want to hear what the Fall Fun Rally means to you. So make a gateway showing us what is your favorite part of the Rally.

1. The gateway must be in the entryway of the campsite when the judges tour around. If the gateway is not there during this time it will not be judged.
2. Judges hold all discretion.
3. Fun is required

Magic: The Gathering and Other Card Games

Join in the tournament down at the Cantina on Saturday afternoon. We'll be playing a Magic: The Gathering Tournament. Bring out your deck or borrow one of ours. We'll be teaching how to play as well as having a tournament.

Cast Iron Chef

The Dutch Oven Contest will be similar to many cooking competition shows where you will have to work with secret ingredients. In this contest, bring the following ingredients, and at the time of the judging some of the ingredients will be removed. Some other ingredients may be required. Teams may have at most five youth members.

You must make at least 3 servings to be provided to the judges, but following will be open tasting so that the other teams may taste your creation. So make more, and share with everyone! The winner will take home a very nice prize this year!

Food to Bring:

- 1-2 lbs of cooked meat
- 1 Block of Cheese
- 1 two-liter bottle of any type of Soda
- 1 can fruit salad
- 1 box of Taco Shells or 1 pizza shell or 1 loaf of bread (any type)
- 1 can of beans
- 1 can of vegetables
- 1 box of noodles
- 1 can of tomato sauce
- 3 cups of powdered milk
- 1 bottle of asian style/stir fry sauce – either sweet and sour, soy sauce, oyster, or teriyaki sauce
- 3 eggs
- 1 jar of peanuts
- 1 box crackers (saltines, cheez-its, your choice)
- 2 item of your choice (your item may be any of the items not above, but if you use water this will count as one of your items)
- One item of our choice, that we will provide and is required to be in your recipe
- You may use any spices or seasoning you like.

Equipment:

- any cast Iron cooking pot/pan, including dutch ovens or fry pans. The cooking must be done in this item
- Charcoal, which will be the only allowed fuel source and something to light the charcoal
- Serving and cooking utensils and prep dishes
- Presentation items (your choice—plates, silverware, table cloth, etc)

Rules:

- Only the items listed above will be able to be used in the contest
- Teams will be judged on taste (60%), originality (20%), and presentation (20%).
- Presentation includes the setting and the serving of the judges.
- Teams must consist fully of youth team members, adults participating will lead to deductions or even disqualifications.
- Plan on cooking for up to 5 judges and your team.

Schedule:

10:30 Teams gather

10:45 Cooking begins

11:45 Cooking stops, judging begins.

Advisor Dessert Dutch Oven Cooking Competition

In this competition, adults show off their cooking skills. Bring enough to share with the judges and with the others following. There will be a very nice prize for competing in this competition!

Rules:

- Cooking should be done solely in a dutch oven on charcoal
- Adults (21 and over) are the only ones to participate.
- Should be a quantity of at least 15 to share.

Schedule:

10:30 Teams gather

10:45 Cooking begins

11:45 Cooking stops, judging begins.

Table Top Presentation

Tabletop presentations have become a part of the Venturing Program, required for many part of the advancement program. We'll do the displays in the Emerson Center Dining Hall (the main room upstairs). Come show off your achievements, your favorite unit event, or anything else about your unit or yourself. Presentations will be judged on their content and presentation.

Presentations will need to be in place by 10 AM on Saturday morning (can be up Friday night), and can remain up through Saturday Night. Presentations will be setup in the main room of the Emerson Center, and will be available for viewing all day Saturday and Saturday Night if left up during the dance.

Fall Fun Rally's Got Talent

You and or your group can showcase any form of talent (scout appropriate). You may be good enough to make it as one of our top talent groups showing your stuff in front of all Fall Fun Rally participants on Saturday Night.

You may participate as an individual or as a team. There is no limit as to the number of entries per post or crew. Each group may have one adult in a supporting role of the youth who will be the main performers.

Preliminary judging will be at 11:00 AM on Saturday in the Red Meeting Room. Please sign up on Friday night at the elections or upon registration on Saturday (by noon).

Five or less acts will advance to the finals. The show committee will choose the top acts from all participants.

Check back in on Saturday by 5PM to see if your team made it to the finals. Judging of the winner of will be done by the crowd and judges at the awards and slideshow on Saturday Night.

Each act is limited to 4 total minutes. This time limit includes any needed set up time your act may require. If recorded music is to be used, it must be on CD format.

NO PROFANITY OR GRAPHIC LANGUAGE OR INAPPROPRIATE DRESS CAN BE USED IN ANY TALENT ACT. INAPPROPRIATE BEHAVIOR WILL BE AT THE DISCRETION OF THE STAFFREMEMBER THAT THIS IS A SCOUTING EVENT!

Pumpkin Launching

This year come launch pumpkins and see how many targets you can hit. Each team will be given a limited number of pumpkins, or perhaps water balloons. We'll have a catapult to use, or you can build your own.

For those entering a device, the rules are below:

Rules:

- Units can have as many teams as they wish participate, comprised of youth. Each team may have one adult coach who helps in the design, but on the day of the event cannot do any work with the actual mechanism.
- Each team should build a device, using only mechanical means to propel a given pumpkin. No explosions, fuels, etc.
- The device should do the launching, not a person. A person may trigger the launching of the pumpkin, may cause the pumpkin to be launched by the person, but may not actually touch the pumpkin in the launching. For instance a slingshot would be allowed, but a person wearing gloves could not throw a pumpkin. The contest is about building the device.
- Teams should plan to launch to a distance of around 200 feet. The actual distance will be determined at the event, and will be an attempt to hit as many targets as possible..
- Pumpkins will be smaller pumpkins than you may normally carve, plan for a diameter of around 8 inches, though final size will not be determined until the event.
- Every team will be given a limited amount of pumpkins.
- Teams will draw for pumpkins and for launching order.
- Teams should plan to have to carry their device into the field. No driving in of devices will be allowed.
- Teams must remain to cleanup not only their device, but the pumpkins launched also.
- All devices must be determined to be safe by the judges. **SAFETY IS THE PRIMARY CONCERN.** If at any point, the judges determine the device to be not safe, the team must cease any work on the device.

Points:

- Successfully launching a pumpkin more than 15 feet – 5 points
- Each target destroyed -- 20 points

A perfect score where a pumpkin lands touching the target intact would result in 70 points.

Schedule:

9:30 Teams may begin setting up the field

10:15 Teams will draw for pumpkins and launch order, setup must be complete

10:30 First launch