

State Rally 2013



Activity Summary

This is a brief overview of many of the district activities provided for the scouts at the NSW State Rally 2013.

I only managed to get a couple of hours to visit the RAC's and thus did not manage to view RAC 3 (sorry RAC3 people).

I have not kept to the titles used by the bases, nor detailed the theme aspect in particular, as this is intended as an ideas reference, rather than a detailed record of the 2013 NSW State Rally.

Hopefully it will be of use in planning activities for other camps and rallies.

Compiled and photographed by
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RAC 1

ATTACK OF THE ZOMBIES

On registering at the activity, one scout (usually the APL) was taken separately into the centre area to be zombified.



The others had to negotiate a series of challenges that ran in a large circle around the zombie Prisoner of war camp. First up was a bridge and a tunnel,

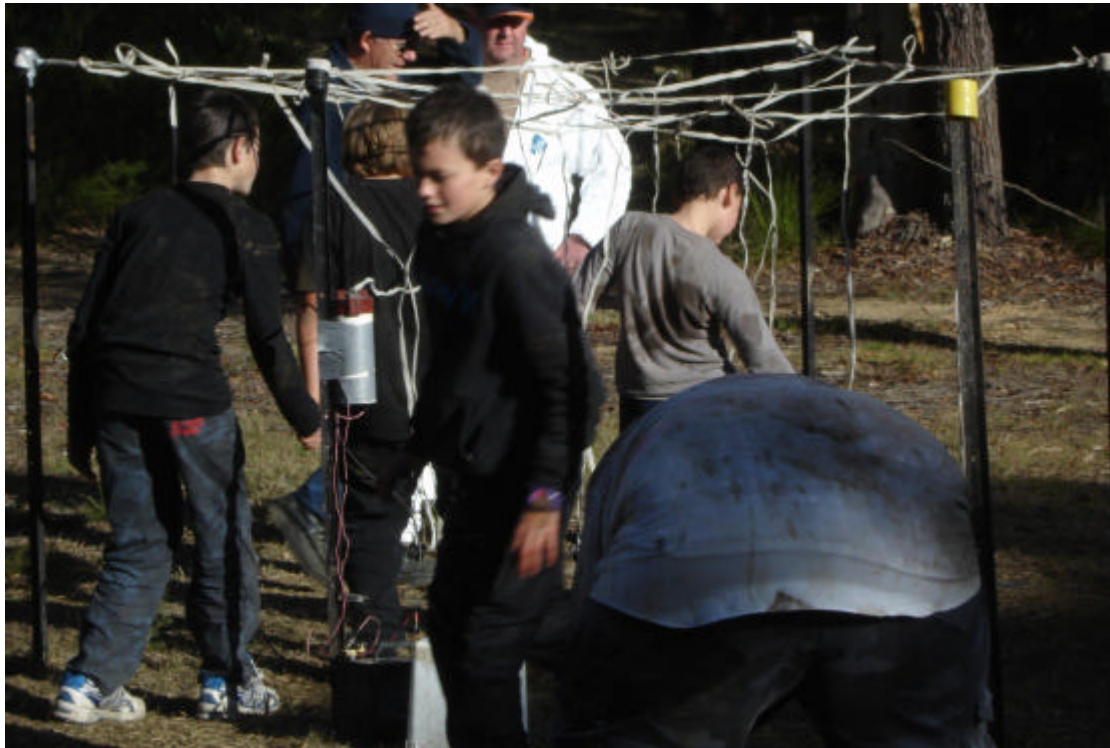


followed by a wet sponge attack by the collective of zombies inside the POW camp



then others including an electric fence (which had to be squeezed through in a line).





At the end of the final section of tunnel, the patrol had to climb a ladder to reach a bell mounted on the lookout tower at the start/end of the camp, which signified that their APL had been miraculously cured of their zombiehood, and they celebrated by taking the recovered APL for a ride on a rickshaw.



JEDI TRAINING CAMP

In this adventure, the scouts became Jedi Padawa's for the time they were on the activity, and had to negotiate a series of physical challenges such as...

Running around a (small) course carrying a heavy load.



Dodging swinging weights



Negotiating narrow bridges (or were they rooftops?)



Passing under/through a groundsheet (could be called water etc to suit your theme)



Climbing under a cargo net



Negotiating rows of logs – sideways and backwards (forwards is too easy – after all, they were “using the force”)



As well as the traditional tyre-run challenge.



ARROW BALLISTA

Equipment supplied –

3 x 1.8M staves

1 x 800mm stave

5 lashing ropes

6 arrows (garden stakes about 1.2M long, with a tennis ball on the end)

1 length of “bungee” (shock) cord with looped ends

Several pre-placed targets were available.

Time available – 5 mins explain/plan, 20 mins build/fire etc, 5 mins pack/reset.

After firing arrows and collecting them safely, all items had to be stacked ready for the next patrol.

This is the sample shown on the instruction sheet.







SPACE RESCUE

In this challenge, the spaceship shapes were in place on the ground already, and the patrol had to put on the supplied space suits, and put a space-bridge in place to get them to the rescue ship several metres away. Along the bridge, they had to recover the scattered fuel pods (tennis balls) that were strewn around the ship after the explosion that had rendered them needing rescue. Leaving the bridge between ships meant they were going to die in space. (They were not told so, but were able to stand ON the fuel cells to reach other ones)

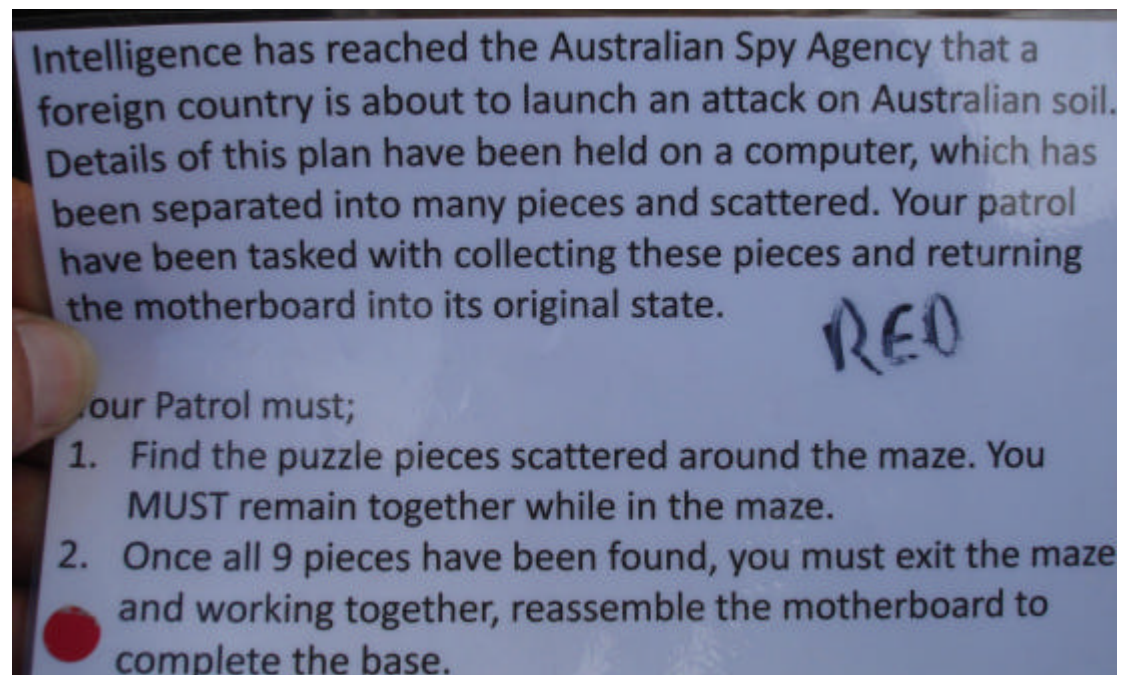
Supplied equipment was timber planks/beams, some bricks with ropes attached, their space suits and “helmets”.





COMPUTER SPIES

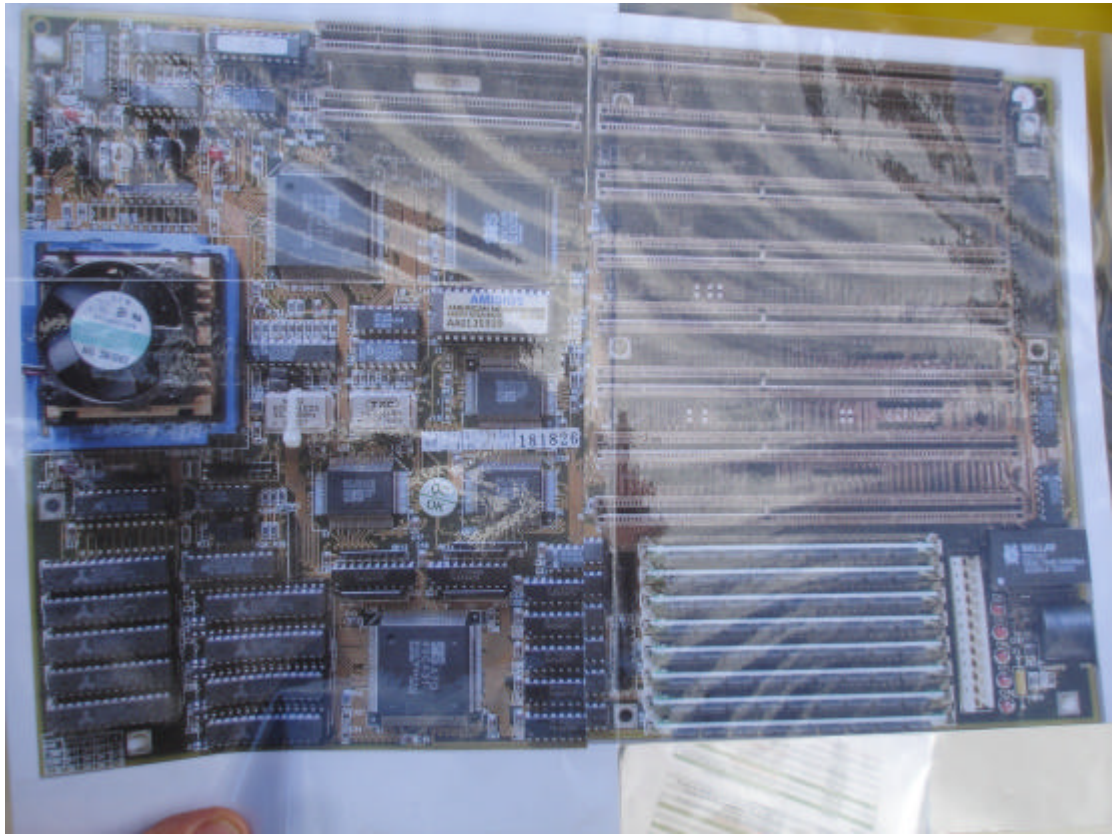
The laminated sheet supplied for this said:



In order to do this, the patrol had to negotiate a maze, searching in the boxes in various sections for correctly colour-coded pieces for their computer. There were only 8 pieces to be found, not 9 as stated, since spies are not always 100% accurate in the information they gather.



The completed puzzle looked like this...



MEN IN BLACK

aka - MORE SPY STUFF

The patrol was given the a briefing, and tasked with locating puzzles/challenges hidden in the immediate vicinity.



To assist with solving the puzzles, a laminated clue sheet was also provided.

Clues

The Clues presented below should allow your team of recruits to locate the "Mutation Bombs" which you need to extract and return to MIB HQ.

Clues must be deciphered in order for them to lead you to each in turn on the trail to your goal.

1. Do Identify Every Single Elephant Leg
2. Remember "Size does not matter" to Alien Transport.
3. **tuO peeK, regnaD, detibihorP** and will only work Backwards
4. Find Corn Face, Eye Guy, Mosh Bulb, Tendrils **OR** Third Eye.
5. Find Every Round Tuit In Location Itemised **Zero** Exclusion Reality
6. "I don't suppose you know what kind of alien life form leaves a green spectral trail and craves sugar water, do you?"
7. Seen anything strange on the road lately?
8. Get the all the news that matters. Check out the latest "Hot Sheets".
9. Garbage
Baggage
Cabbage
Herbage
Lumbago
Cubage
Cribbage
10. An Alien message can be found. Follow the instruction below.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
[]	{	}	^	_	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	>	<	=	&	'

Using your own resources and the code breaker above decipher the following message as you progress to the Mutation Bomb and check it for accuracy against any other copy found.

אח > JFL רח < טענול ח חבל רחא

[illegible]

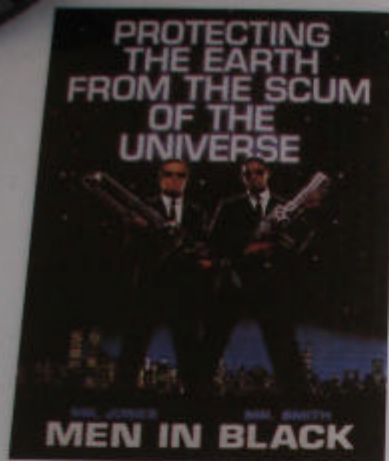
לכל צורך ייחודי

Y>PPEOLW PPNVLUVO>L LAL<LJF R>VV JL <PFF

This Clue Sheet must be returned to MIB HQ upon completion of your assignment. Failure to do so will result in dire consequences. E.g. Partial or Complete loss of POINTS!

The final stage was to find a BOMB! and to return it to the activity sign-in desk without setting it off. We are lucky enough to see what the bombs looked like inside – but don't tell anyone! Setting the bomb off resulted in the patrol having to pay a penalty – such as getting wet or having to sing a nursery rhyme as a patrol.

For fun, there were some “serious” aspects to the MiB theme....



MIB

New Recruits

Mission "Cataract"

A faction of the Alien Scum, believed to have been recently in this area, have hidden various "Mutation Bombs" near by. Like all of the Universe's Scum monitored by the MIB they are not too bright and have left careless evidence of their activities in this area including some human artifacts.

The MIB Detection Squad has been able to itemize the more significant evidence items and compiled disguised cryptic instructions to allow you recruits to follow and eventually locate the "Bombs". The instructions must remain secret and any evidence discovered must not be disturbed to allow follow up MIB Teams to render assistance if required. The instructions are cryptic to ensure the general public does not accidentally discover anything that may reveal the existence of MIB and our activities to them. Your progress towards the ultimate location and return with the "Bomb" must also be undertaken in such a manner that will impact minimally on the area to avoid detection. Remember use of the Neuralyzer is strictly a last resort.

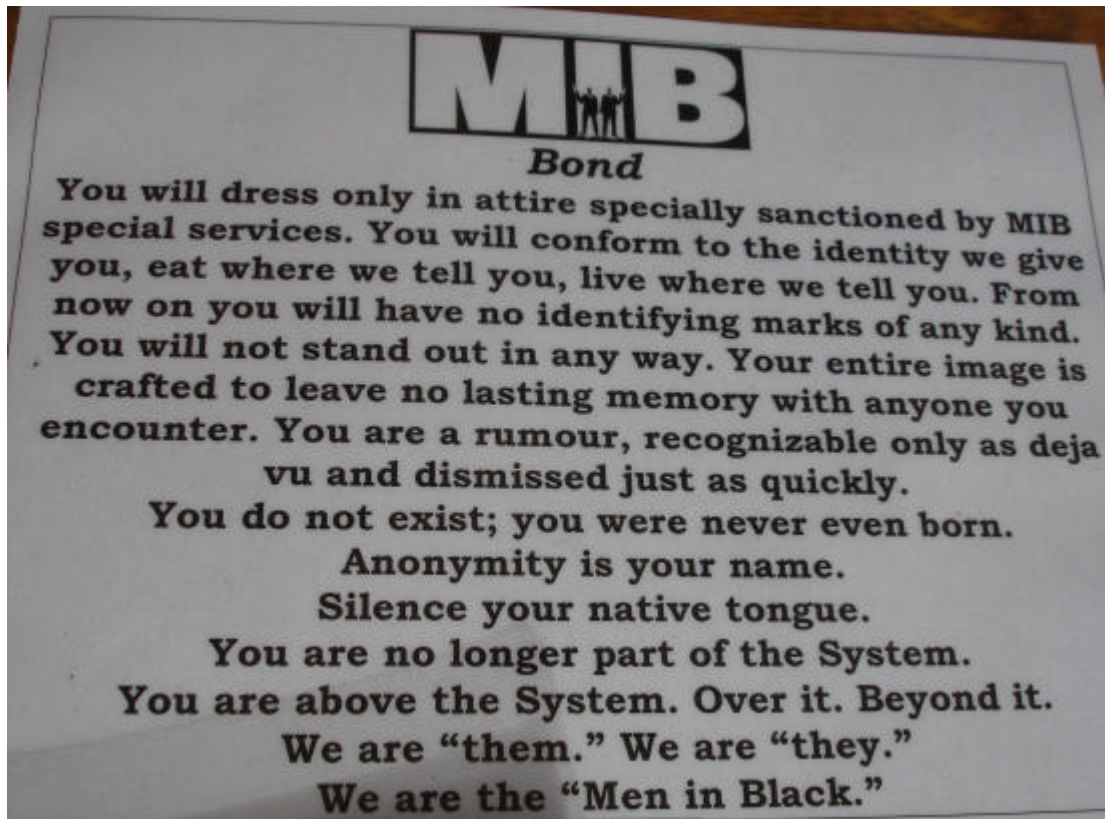
Unexpectedly the Alien Scum have been able to construct their deadly devices in such a way that they need to be transported back to MIB Field HQ, where you have received these instructions, for disarming and disposal. You must remember the clandestine nature of MIB and ensure no interaction between New Recruit Teams takes place while on this mission. Our overall protective mandate **MUST NOT** be put at risk!

Your task, New Recruits, is to observe the location of any Alien evidence and decipher the MIB instructions that will lead you to one of the "Bombs". You must then extract it from its position and transport it to the Field HQ without it detonating. Detonation may have dire consequences and cause hideous mutations to members of your team to take place.

"You don't like it, you can kiss my furry little butt."

Frank the Pug





several props were laying around the site as well – maybe they were parts of puzzles?



BITS AND PIECES

(yep – I forgot the details on this one)

The activity consisted of a journey involving a series of physical challenges, such as passing under a groundsheet,



crossing a river using stepping stones (only 3 provided, and a crossing of several metres between to rope “riverbanks”)



a stepping challenge between spars



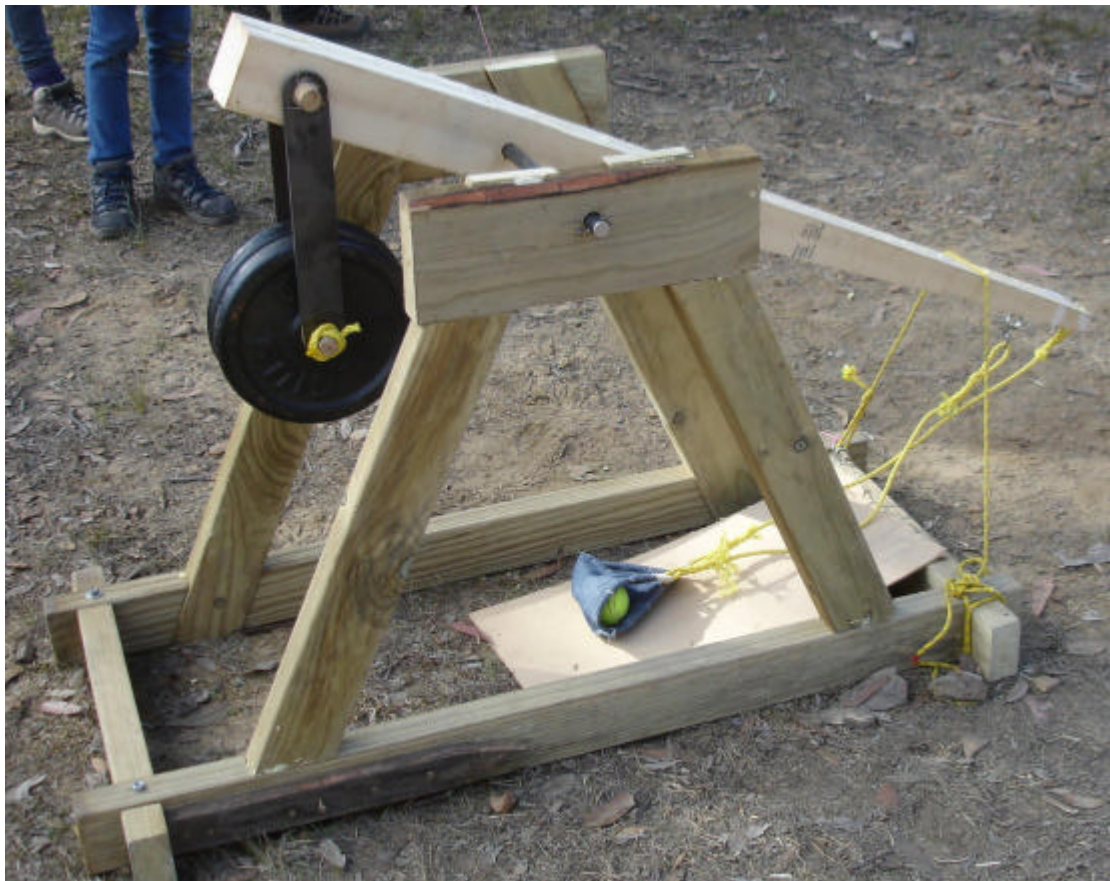
and passing through a web in the trees.



as well as maybe others that I missed in my rush.

TREBUCHETS

The two trebuchets were pre-built for this activity, with 20Kg weights. The scouts had to work out how to safely load and then fire them from a minimum distance away (rope pull).





RAC 2

The Future of Entertainment

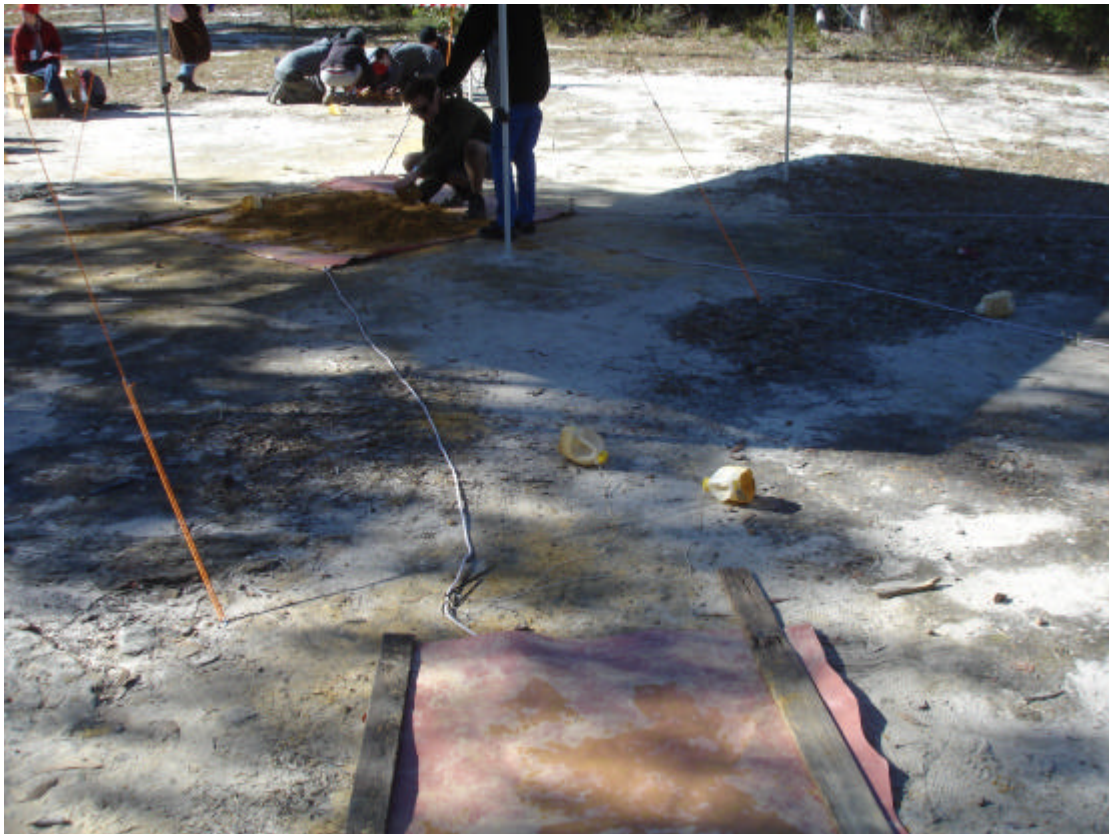
SAND SCULPTURES

PL throws a dice to select a laminated picture.

Clear and complete instructions are provided on a printed, laminated sheet, which is given to the PL at the start, and returned at the end with the picture.

The patrol has to transport (5+) scoops of sand from the central pit to their workspace (a 1M square plastic sheet), and then create a sculpture/drawing of their character in the given time limit (25min).

The activity layout was in a six-legged spider design.



Some patrols sculpted, while others
drew their character.
Both were fine.



RIVER CROSSING

The objective is to build a way to cross the “river” with the materials provided.

Materials:

- 1 5M spar
- 1 3M spar
- 4 10mm diam guy ropes
- 2 lashing ropes
- 4 tent pegs (lg)
- 1 mallet
- 2 milk crates (representing the river banks)
- 1 construction diagram

1 patrol member at a time is to cross the beam to the centre, swivel the beam to the other side, and continue to cross, before the beam is returned for the next patrol member.

5 minutes is allowed to read and plan/discuss, and 25 minutes to complete the activity.

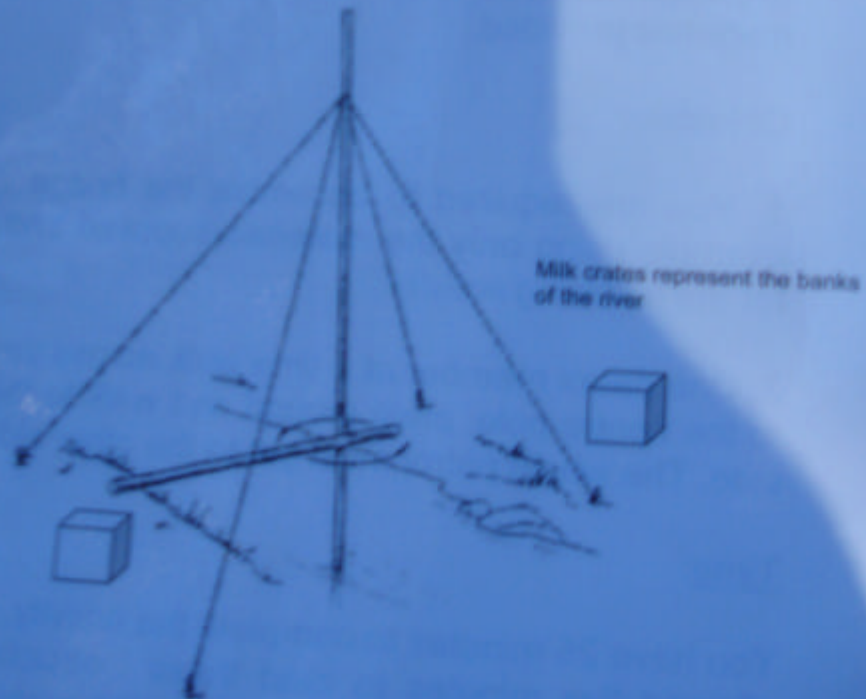


THE HAYMAKER OR PATROL SWING BRIDGE

Equipment

- 1 x 5m spar
- 1 x 3m spar
- 4 x Large ropes 10mm diameter for guys
- 2 x small lashings
- 4 large pegs
- mallet

To use: One member of the Patrol walks along the 3m (10ft) spar to the vertical spar and, while holding on to the vertical spar cause the bridge to pivot by shifting their weight. When it has turned through 180° the Scout walks to the bank.



THE WILD WEST

2 activities were provided

1. Scouts were shown how to create a lasso (using a bowline), and they then were challenged to lasso a post.
2. Scouts were provided with a Nerf Gun and challenged to knock down stacked (empty) drink cans.



SCOUTING KNOWLEDGE CHALLENGE

Six laminated sheets affixed to a table, and scouts were provided with a set of laminated tags per sheet.

The challenge was to correctly name each picture in the allotted time.

Topics of the sheets:

Knots and Lashings

Scout Badges

Logos

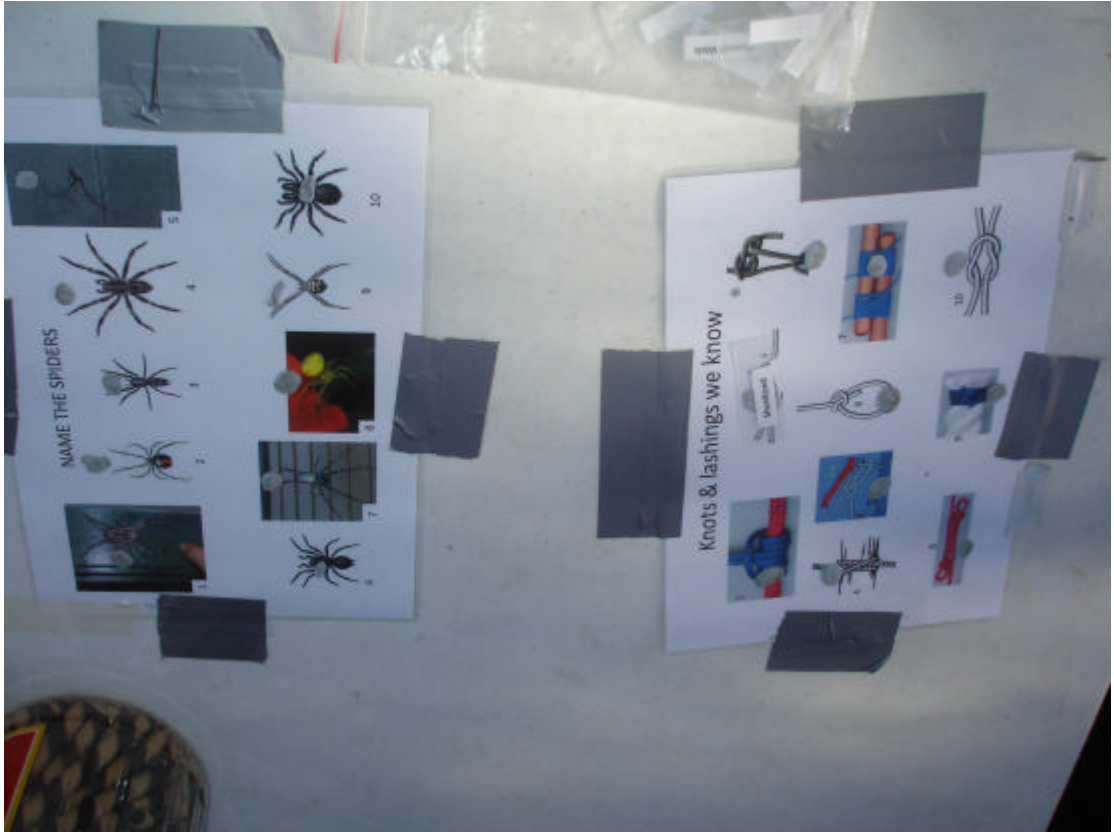
International Flags

Spiders

Snakes

(“Velcro” dots were attached to the sheets and labels, particularly useful when activity affected by a windy day.)





CONSTRUCTION CHALLENGE

All this required was for the patrol to copy a shape using 5 lego pieces.
Sounds easy?

The sample lego construction was hung in a plastic bag within a plastic shopping bag (making it harder to study and not able to be viewed by others).
Only one member of the patrol was able to see this piece.



A cloth wall was a couple of metres away, further restricting visibility to the rest of the patrol.

The instructions for making the shape had to be passed from one patrol member to the next (using roped-off zones) to the final member.



The final scout had an identical set of lego pieces available in a large cardboard box (this box had clear plastic over the top, and 2 arm/hand holes in the side to allow access).

The patrol members at each end could not show their pieces to anyone else, so the entire process relied on clear and correct verbal communication.



ABBASOLUTELY!

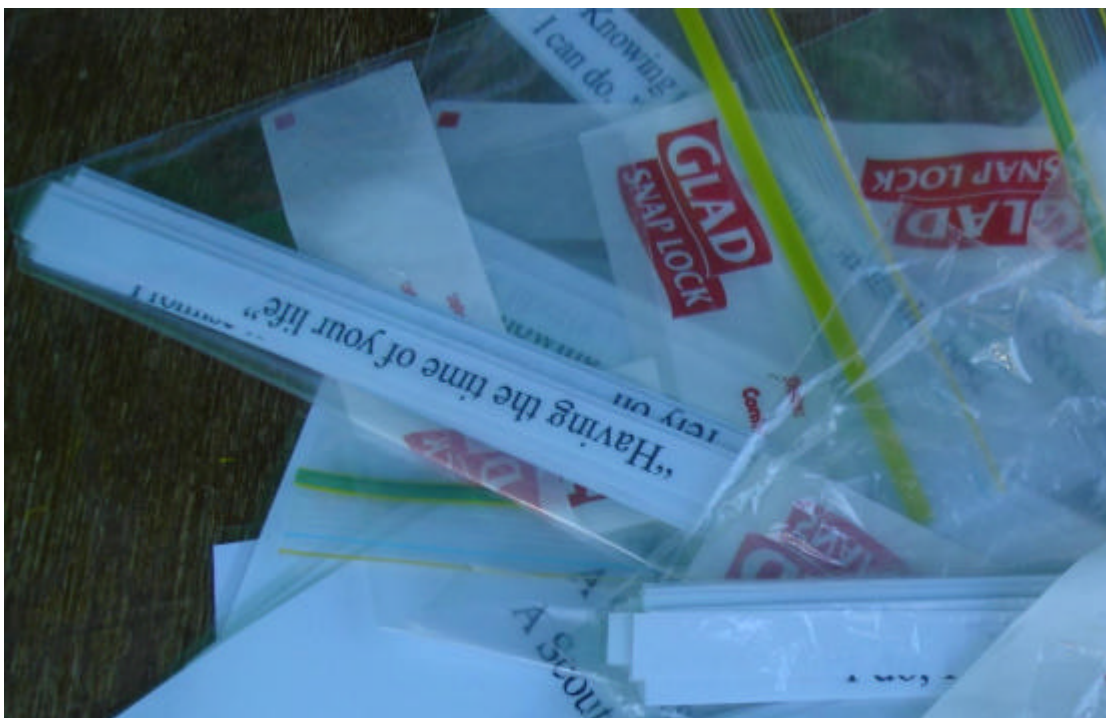
A series of mental then physical challenges culminated in a musical performance,

Stage one: Scouts rolled a dice to select their challenge (all got the same, but maybe in a changed order). The dice was about 30cm sq, using a covered cardboard carton).



The dice then provided a space to complete these two challenges.

1. Given the Scout prayer in laminated strips, the scouts had to correctly assemble the prayer.
2. The scout law was provided, as well as a series of (Abba) song titles. The task was to align the song titles/lines with one of the scout laws. (eg. A Scout cares for the environment may align with "There was something in the air that night")



Stage 2 required climbing a constructed challenge.



Stage 3 saw the scouts move to an area looking like a sound-stage, and donning a collection of clothing and props. As a patrol, they then had to sing karaoke style to verse of an Abba song.



RAC 4
Theme – The Future of Food

TIME FOR A ICY COLD DRINK

In this activity, the scout's aim was to make a slushie they could share. Initially the challenge was to knock down some bottles to “win” a water bottle for the activity.



No lid was supplied – that came from a later challenge, as did the water to go into it.





Another ingredient was Soylent Green (now also available in “new” Soylent Red and Soylent Orange).



This appeared to be jelly of course, not real “Soylent Green” as that is still in final development in a chinese factory.



The final step was to get the ice and blend it into the other slushie ingredients.

Whilst the ice cubes were crushed using an electric device plugged into a car battery via a 240V inverter,

while the scouts provided the power for the blender.



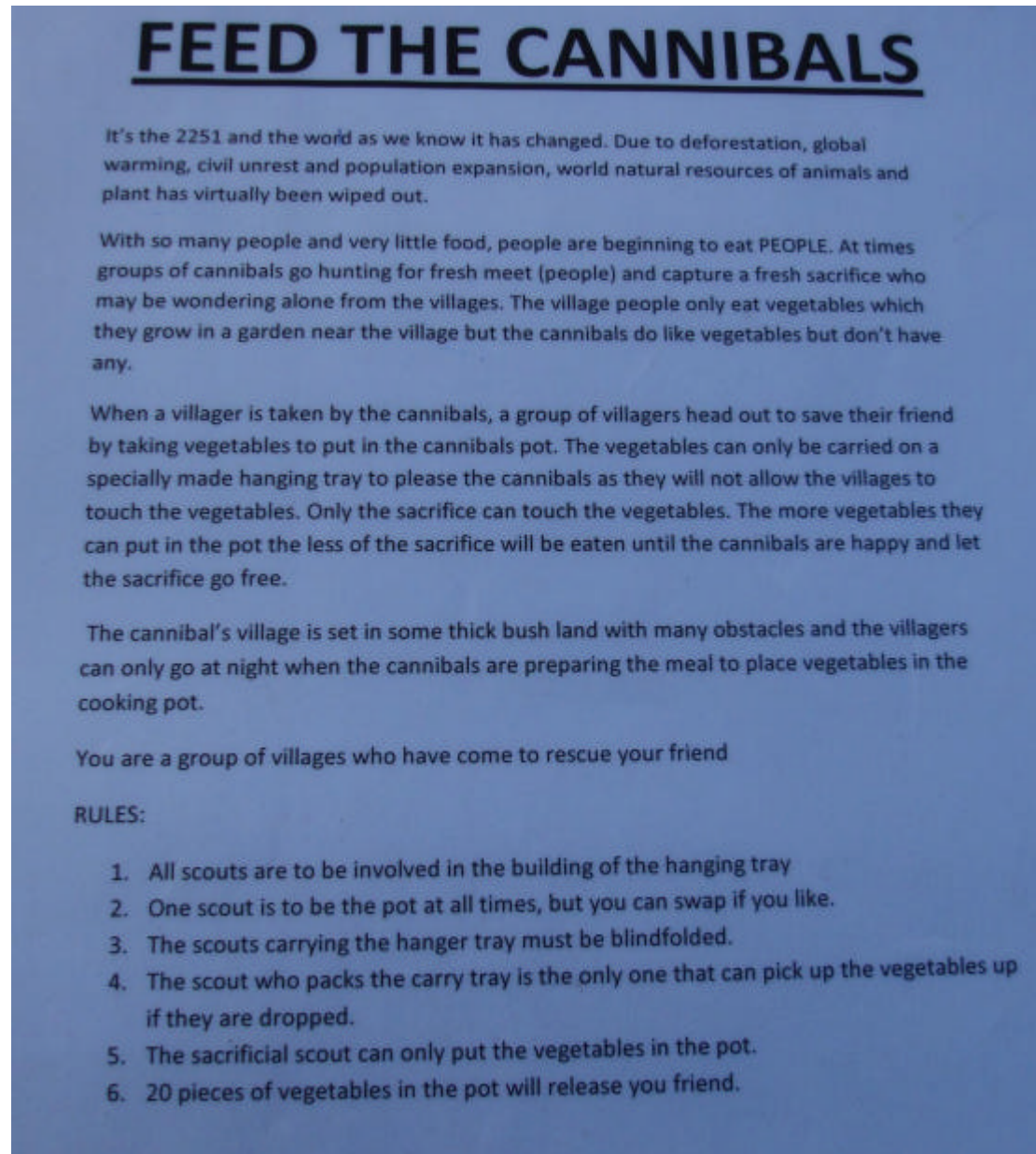
(here is a closer view of the power converter)



FEED THE CANNIBALS

More of a knotting challenge than a cooking one...

The instruction sheet said...

The image shows a printed instruction sheet for a challenge titled "FEED THE CANNIBALS". The title is at the top in large, bold, underlined letters. Below it, the text describes a scenario where the world's natural resources have been wiped out, and cannibals are beginning to eat people. Villagers must rescue a captured friend by taking vegetables to a cannibal's village at night. The instructions specify that the vegetables must be carried on a specially made hanging tray, and that the tray must be blindfolded. The challenge involves 20 pieces of vegetables, and the goal is to release the captured villager.

FEED THE CANNIBALS

It's the 2251 and the world as we know it has changed. Due to deforestation, global warming, civil unrest and population expansion, world natural resources of animals and plant has virtually been wiped out.

With so many people and very little food, people are beginning to eat PEOPLE. At times groups of cannibals go hunting for fresh meet (people) and capture a fresh sacrifice who may be wondering alone from the villages. The village people only eat vegetables which they grow in a garden near the village but the cannibals do like vegetables but don't have any.

When a villager is taken by the cannibals, a group of villagers head out to save their friend by taking vegetables to put in the cannibals pot. The vegetables can only be carried on a specially made hanging tray to please the cannibals as they will not allow the villages to touch the vegetables. Only the sacrifice can touch the vegetables. The more vegetables they can put in the pot the less of the sacrifice will be eaten until the cannibals are happy and let the sacrifice go free.

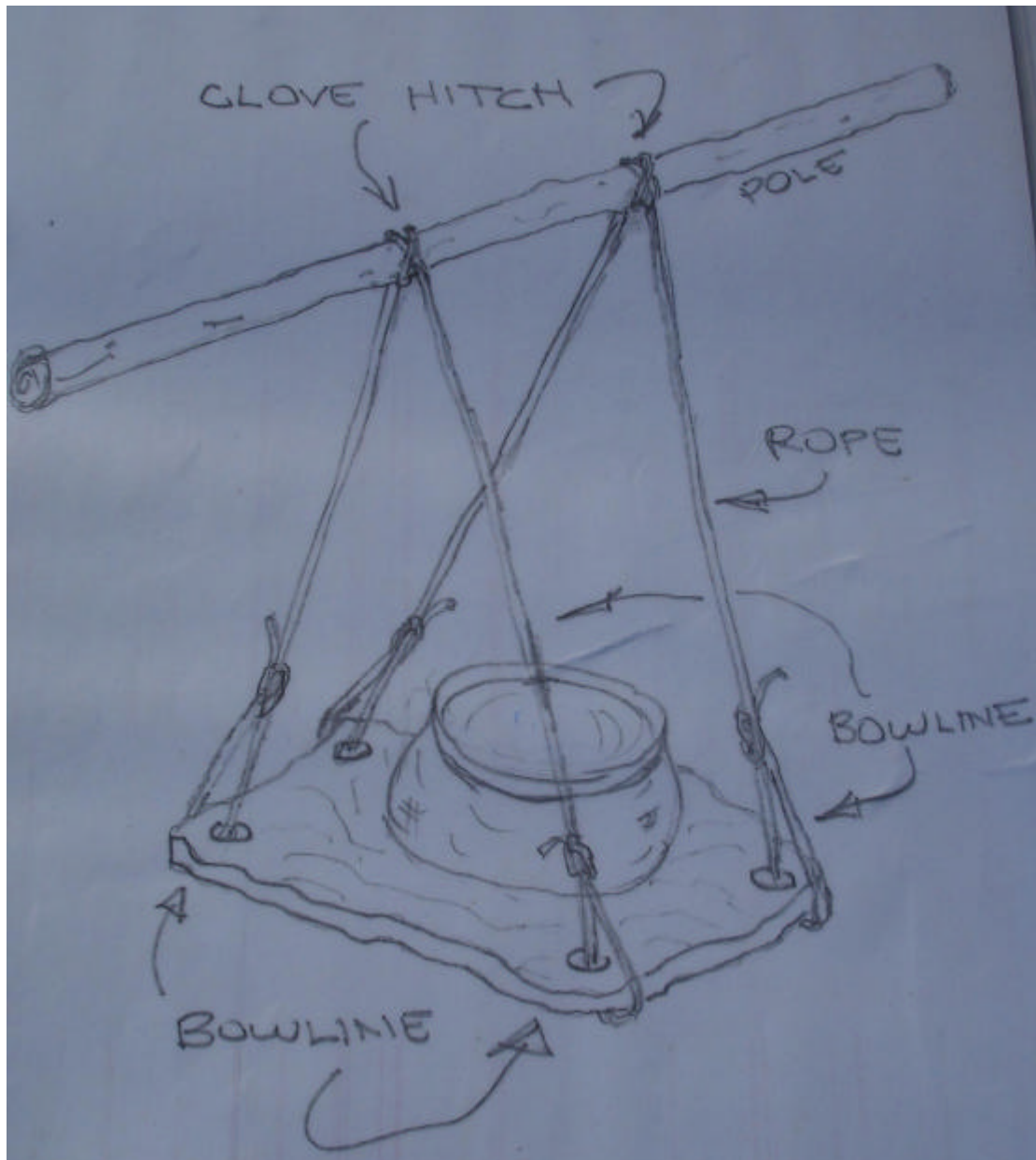
The cannibal's village is set in some thick bush land with many obstacles and the villagers can only go at night when the cannibals are preparing the meal to place vegetables in the cooking pot.

You are a group of villages who have come to rescue your friend

RULES:

1. All scouts are to be involved in the building of the hanging tray
2. One scout is to be the pot at all times, but you can swap if you like.
3. The scouts carrying the hanger tray must be blindfolded.
4. The scout who packs the carry tray is the only one that can pick up the vegetables up if they are dropped.
5. The sacrificial scout can only put the vegetables in the pot.
6. 20 pieces of vegetables in the pot will release you friend.

Lucky for the captured villager, a design plan for the necessary hanging tray/pot was also supplied.





COOKING CHALLENGE

Given a large table of ingredients to select from
(no, they could not cook the leader)



The patrol had to choose **FOUR** ingredients only, and **COOK** them in the available cooking pot



before **EATING** their result.



A DIFFERENT WAY OF COOKING

For this cooking challenge, the scouts had to catch their dinner in nearby trees first,



using specially made tools provided



before adding their selection from the wide range of veggies and spices available,



which they then cooked (minus the caught animal, which gained a last-minute reprieve) on the provided open fire.



Before leaving the activity, the scouts had to return the animal back into the wild.

FUTURE FOOD (The All-New Board Game)

Played along the lines of a familiar board game, this should be easy to understand from the photos below.



JOURNEY OF THE RING

Based on a Hobbit theme, within the food theme of the RAC,
The laminated sheet said...

Future of Food :
Journey of the ring
...through the ring. From
here to there and back
again

Gollum swallowed the ring.

Gollum has stolen the ring
from Froddo and swallowed
it to keep it safe. You must
lead your band of hobbits,
on a dangerous quest to
retrieve the ring and return
it to safety.

I believe that this was the way into Gollum, in a “I shrunk the kids” type of journey.



with several physical challenges to undergo along the way. (Only a couple of pics, and little detail as the activity had just shut as I tried to snap my pics and gain info.)




(Hobbit costumes to be worn on the journey)




RAC 5

ASTRAL NAVIGATION


Instructions for pegging out a “weapon” using ropes, tent-pegs and compass directions were provided in coded format, along with a decoding chart and a blank sheet of paper to write their decoded information..



You need to construct your weapons platform to help save the galaxy from certain destruction but how do we start. A recognisances team comes across an old droid R2D2 who will only talk to the Patrol Leader of the Galactic Scouts. Nearly destroyed in the galactic wars, the droid summons the energy to give you the plans to the battle field. Unfortunately it was in droid!




φρομ τηε νορτηερν ποιντ
 6 παρσεχσ ον α βεαρινγ οφ 162δεγ
 6 παρσεχσ ατ 306δεγ
 6 παρσεχσ ατ 90δεγ
 6 παρσεχσ ατ 234δεγ
 6 παρσεχσ ατ 18 δεγ το γλοσε.
 μαρκ εαχη ποιντ ωιτη ψουρ σημειλδ προβε
 μαρκ ουτ ωιτη ψουρ φορχε σημειλδεδ χαβλε



Find your radiation weapons
 Tube and prepare for battle!

Droid Code Sheet
 Use only in extreme emergency



a	α
b	β
c	γ
d	δ
e	ε
f	φ
g	γ
h	η
i	ι
j	φ
k	κ
l	λ
m	μ
n	ν
o	ο
p	π
q	θ
r	ρ

h	σ
t	τ
u	υ
v	ω
w	ω
x	ξ
y	ψ
z	ζ
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9



battle field.

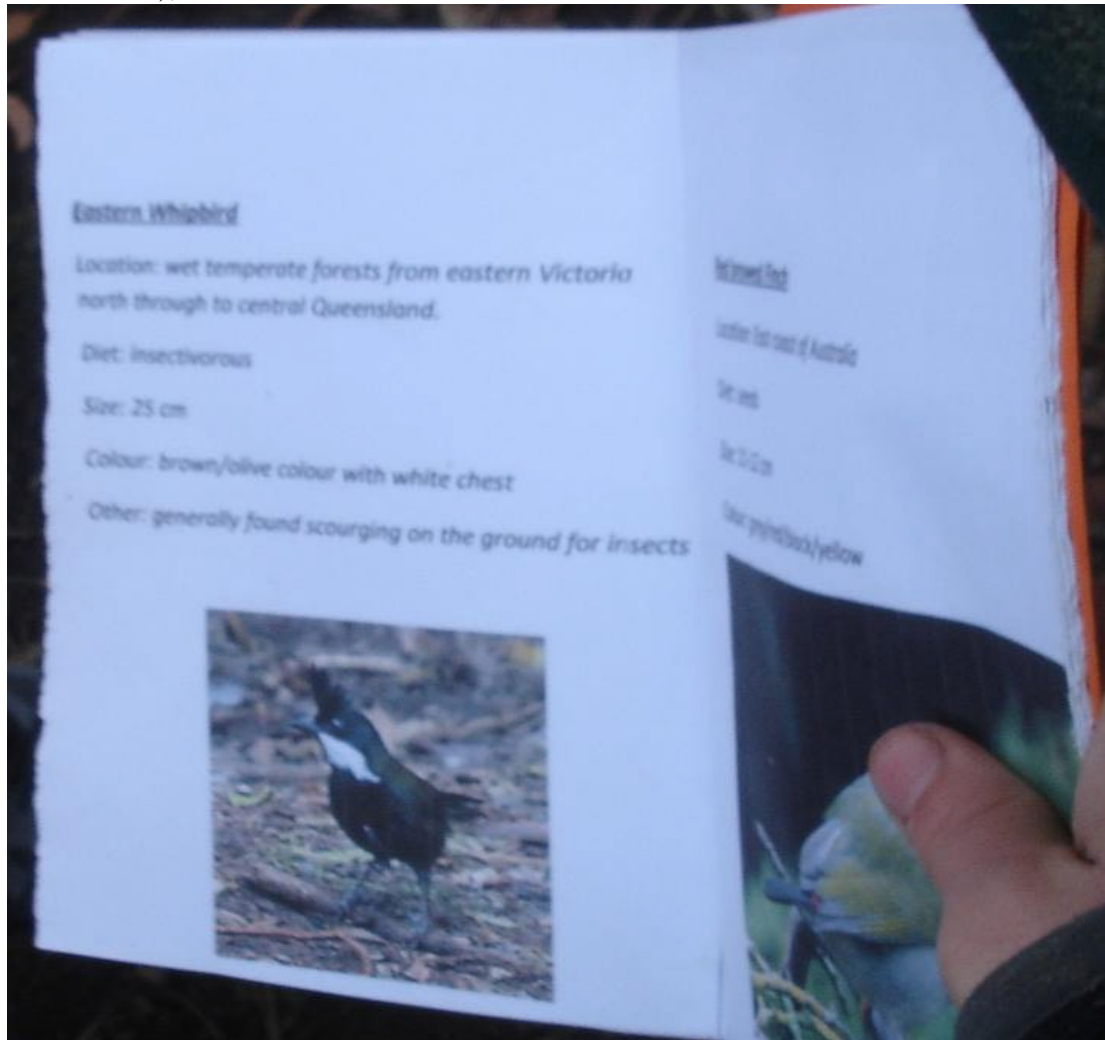
The decoded instructions

From the Northern region of the galaxy travel 6 parsecs on a bearing of 162deg. A further six parsecs at 306deg, six again at 90deg, and six again at 234deg and finally to close off the shielded area a further six parsecs at 18 deg. Don't forget to mark each point with your shield probe. Mark out the area as plotted with your force shielded cable and prepare to protect yourself. Look for your uranium canister and load you weapons for the fight of your life.

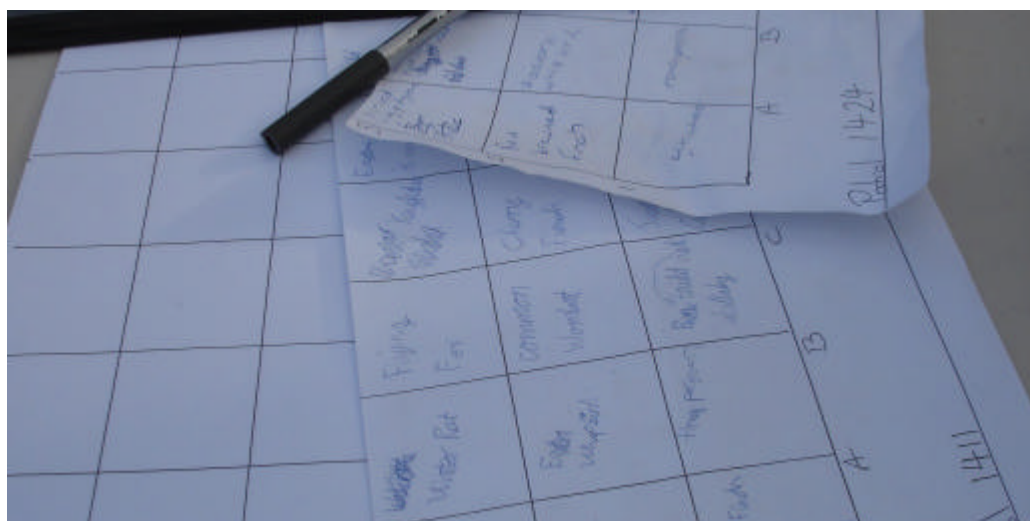


WILDLIFE SPOTTING

Each patrol was provided with a carry pack containing all the required equipment – a pen, binoculars, animal recognition booklets (name, picture and description/info about each animal),



and a grid-sheet for their answers.



They were then sent to the edge of a bush area to spot as many animals as they could in that area of bush.



Each animal was a laminated cutout picture.



DON'T TOUCH

1. Retrieve a pair of rubber gloves from inside a no-go area using supplied rope(s).



2. Move some barrels using supplied timber palings.



3. Construct a crane using ropes and spars and remove a canister floating in a paddle pool.





A printed and laminated instruction sheet was provided to each patrol.

Welcome to Nuclear Fusion at the Springfield Power Plant

Homer is on a family holiday at the moment, but he has left you some instructions on what you need to do

Step One

You must be get gloves to protect yourselves

You will do this by removing the glove that is mounted in the no go storage zone without actually touching it, but there is some useful equipment lying around to help

Remember you need a left and right glove

But make sure you don't step in the marked radiation zone or you may lose a limb or two

Step Two

Unfortunately there are some drums laying around that need to take into the reactor area and placed on the storage boards

But of course you can't touch the drums (sometimes our uranium leaks out a little) so you will have to use the equipment (rope and poles) nearby to move it around, and they are safer if carried upright (laying them down often result in lots of nasty side effects to staff), but remember every time the drum touches the ground you will lose a team member, if you run out carriers you have to go back the start and start again

Step Three

Homer has left your fuel canisters in the cooling pool and you have to remove the fuel canister and your insert your fuel rod to create power for the township

Naturally you can't just walk up the pool so you will have to build a crane to lift the fuel canister out of the cooling pool but there is lots of equipment to use

The crane must have at least one lashing in its construction and must be in contact with the ground at all times

Good luck

If you have any questions ask

If things go bad just run far far away

THE WORLD WIDE WEB

Just to show how almost anything can be creatively titled to suit a given theme, this activity had to fit a theme under the category of Information Technology.

So the scouts had to

1. Start up the computer – by crawling under the next and the obstacles.



2. Conquer the Firewall



3. Surf the Web



(yes – a boogie board on the webbing, with a vennie on each side “making waves”).

MAKING THE CONNECTION

Using the provided electrical equipment, create a series circuit then a parallel circuit.

NSW STATE SCOUT RALLY 2013

ACTIVITY 58 CERIUUM

Patrol Leader Instructions

The Patrol Leader cannot physically be involved in this activity.

The Patrol Leader is to direct the Patrol to achieve the requirements of the activity.

An Electrical Component Symbol Chart is located 5 metres from your Patrol's starting point. It has a number of Electrical Components shown on it along with a key as to what the symbols represent.

The Patrol Leader will be given a second Electrical Component Symbol Chart without the key




When advised that your Patrol can start, the first member of your Patrol is to run to the far Electrical Component Symbol Chart and pick a component symbol, remember what it represents and return to tell the Activity Staff member (Leader/Venturer) which symbol he/she has chosen and what it represents.

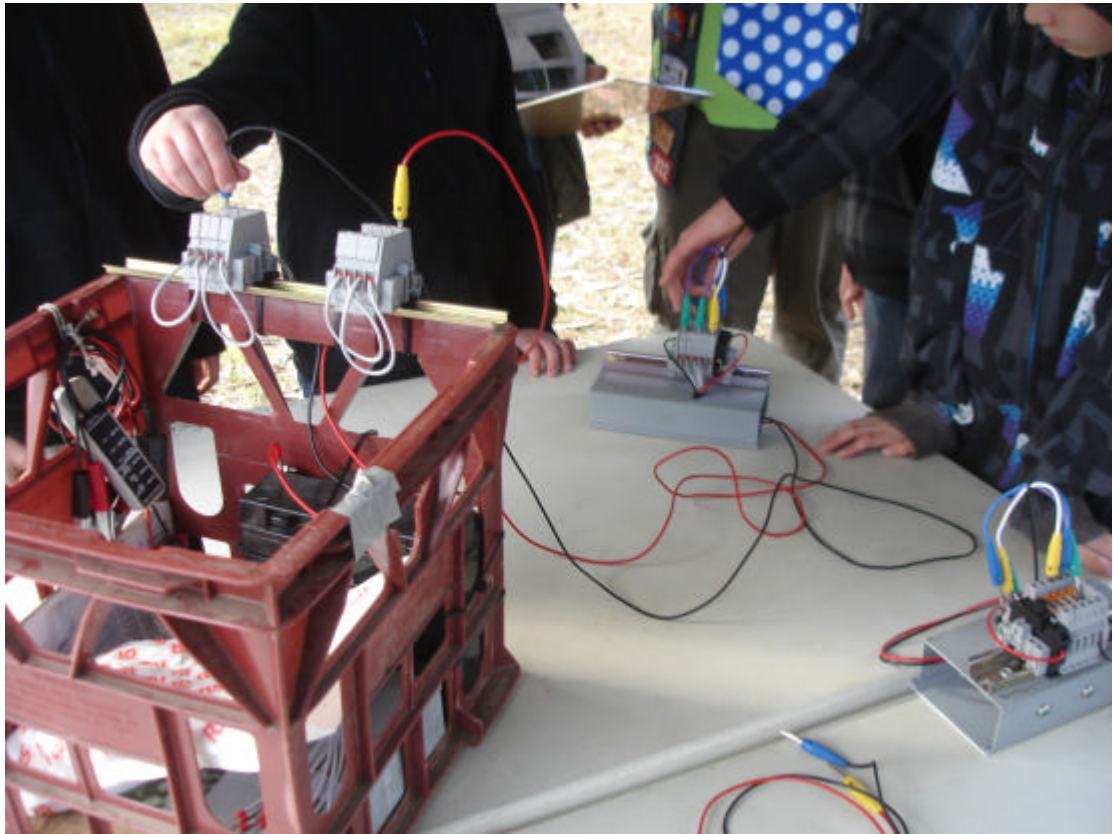
The process is to be repeated until each Patrol Member has correctly identified one of the twenty symbols (each symbol chosen must be different to other Patrol members).

When all components are correctly identified your Patrol will be given a 12Volt LED Unit and three connection Leads.

1. SERIES CIRCUIT

Your Patrol is to plug in the connection Leads (one lead per Scout) as per the Photographs below to form a series circuit.

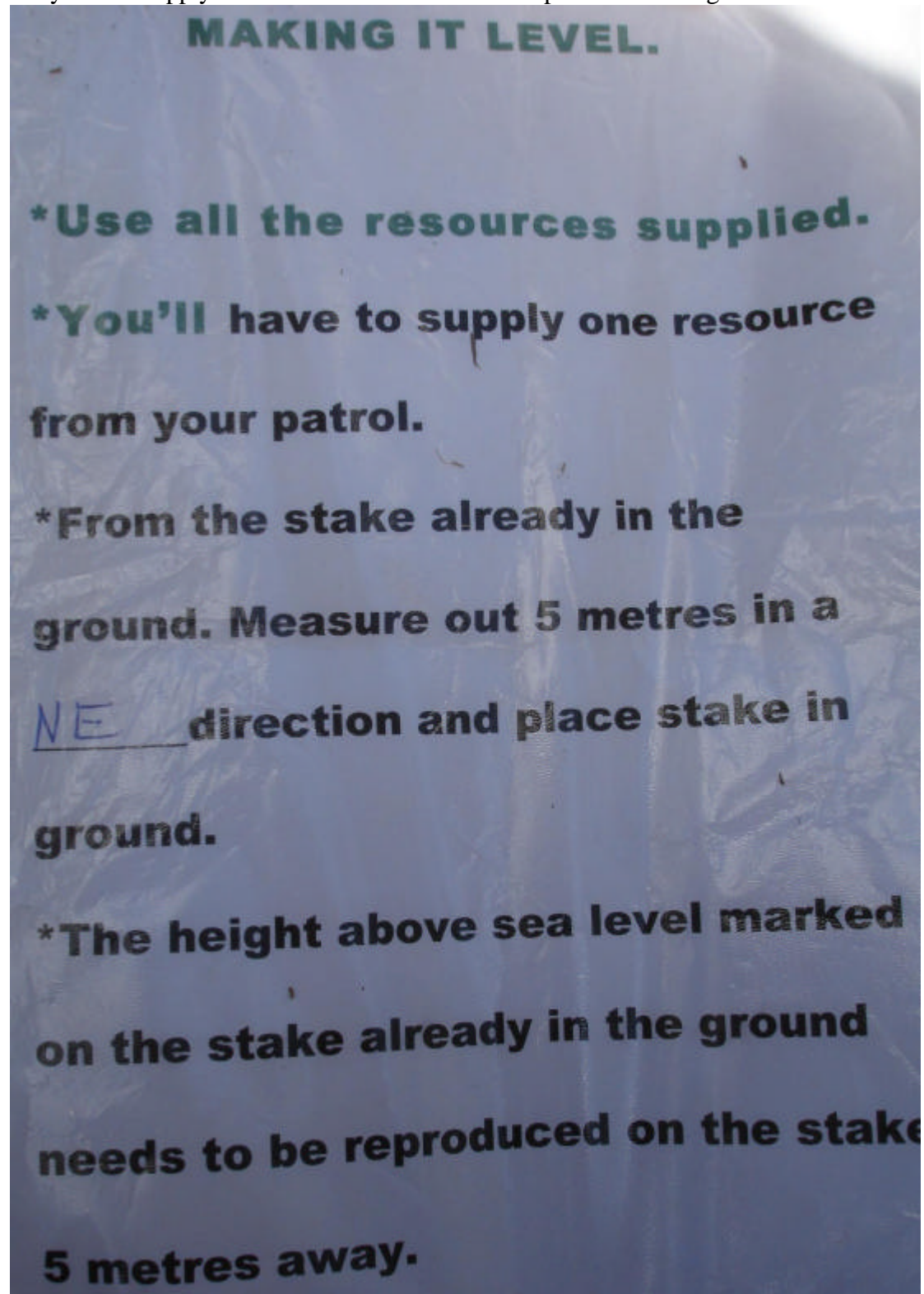
	
12Volt LED Unit prior to starting	
	
1. Connect the WHITE Connection Lead from the TOP of the first Grey Link Terminal to the BOTTOM of the second Grey Link Terminal	2. Connect the BLUE Connection Lead from the TOP of the third Grey Link Terminal to the BOTTOM of the fourth Grey Link Terminal
3. When the Activity Staff (Leader/Venturer) checks your connections direct one of the Patrol Members to plug the Red and Black Leads into the Battery supply.	4. Tell the Activity Staff member what happens to the 2 Green LEDs (Lights).
	5. Unplug the RED and BLACK leads from the Battery and the WHITE and BLUE leads.



ON THE LEVEL

The scouts were provided with an instruction sheet, a long string line, a length of clear plastic hose and a garden stake.

They had to supply water themselves to create a “spirit level” using the hose.





ENGINEERING 101

The scouts were shown a sample device



and had to create a copy using the equipment supplied.



The resulting scout-powered machine is then used to empty a bucket of water.

