



NSW State Rally 2014



Australiana

"Cataract Scout Park"
11th to 13th of July 2014

Activity Summary

This is a general overview of the activities provided for the scouts at the 2014 NSW State Rally.

This is intended as an ideas reference, showing the activities available as a starting point for leaders planning later events.

RAC THEMES	REGIONS
<ul style="list-style-type: none">● RAC 1 - Gold Mining● RAC 2 - Bush Tucker and Aboriginal Culture● RAC 3 - Outback Discovery● RAC 4 - Visit Australia in the 1960's● RAC 5 - Bushrangers	<ul style="list-style-type: none">● Sth Coast & Tablelands Greater Western Sydney● South Metropolitan North West● Hunter & Coastal North Coast● Sydney North Golden West● Hume Riverina

Compiled and photographed by
Ian Moggs
Scout Leader
1st Picnic Point

RAC **1**
THEME **Gold Mining**

RAC 1 was the only RAC with a Jamboree-style entry



RAC **1**
THEME **Gold Mining**
ACTIVITY **Golden Gully Transport**

To transport their gold across a valley, the scouts had to build a usable flying fox.

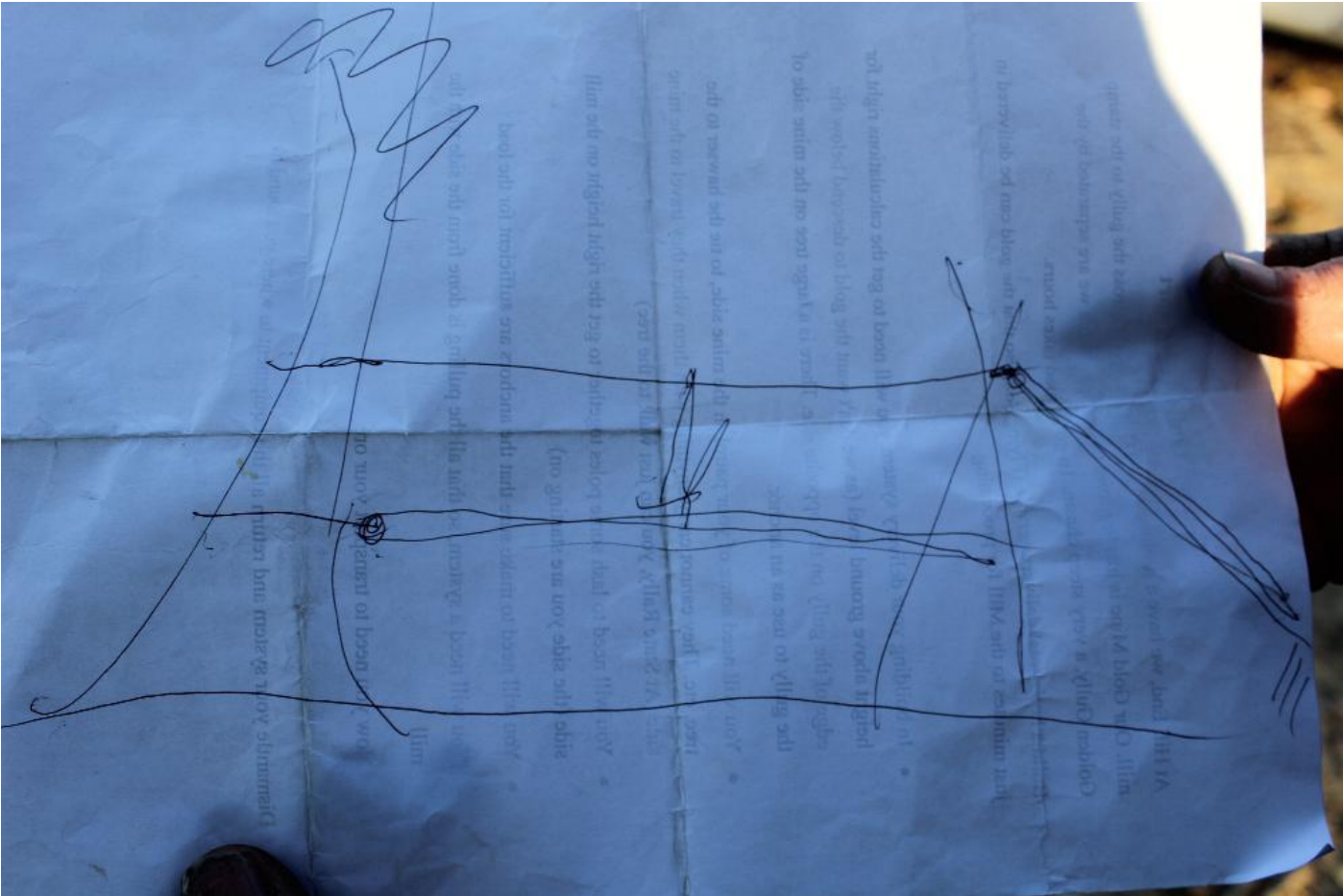
Golden Gully Transport

At Hill End, we have a problem with getting the gold across the gully to the stamp mill. Our Gold Mine is just 9m from the stamp mill but we are separated by the Golden Gully, a very steep chasm. To go by road takes hours.

Build a horizontal delivery service (Flying Fox), so that the gold can be delivered in just minutes to the Mill for processing

- In building your delivery system, you will need to get the calculations right for height above ground level (as we don't want the gold to descend below the edge of the gully on the opposite side. There is a large tree on the mine side of the gully to use as an anchor.
- You will need some of your patrol on the mine side, to tie the hawser to the tree, etc. They cannot carry anything with them when they travel to the mine side (At State Rally, you can just walk to the tree)
- You will need to lash some poles together to get the right height on the mill side (the side you are starting on)
- You will need to make sure that the anchors are sufficient for the load
- You will need a system, so that all the pulling is done from the side with the mill
- Now you need to transport your ore

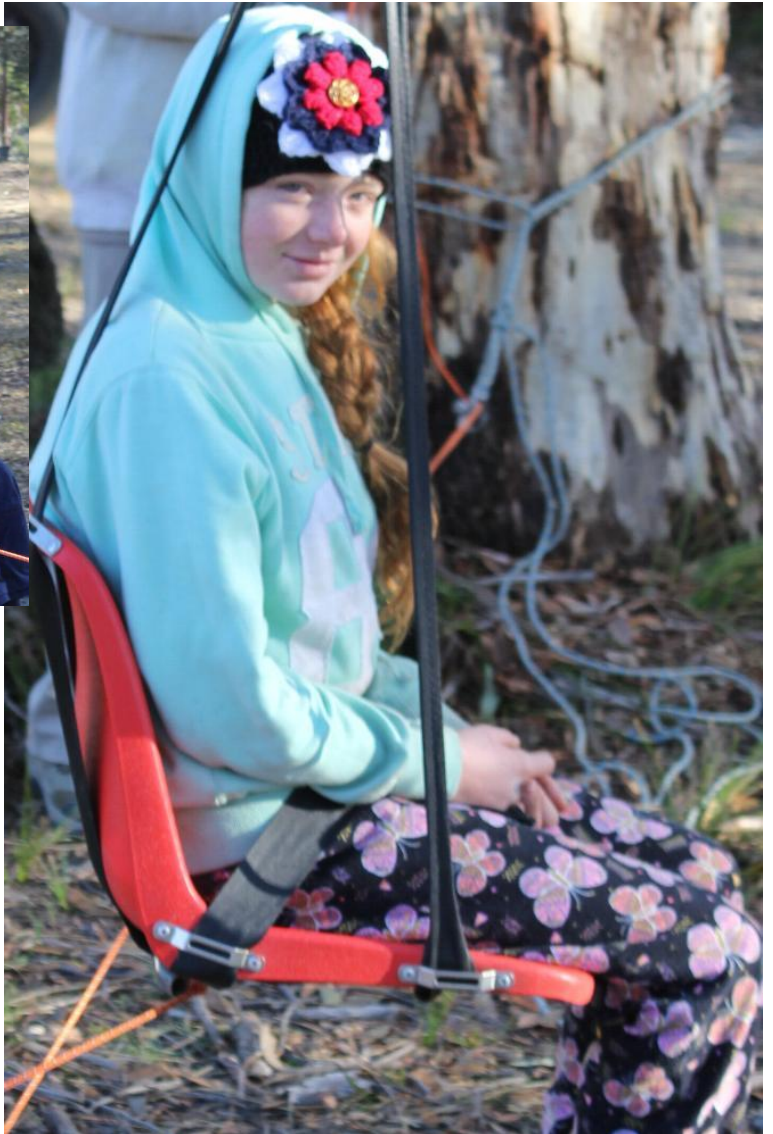
Dismantle your system and return all the equipment to where you found it\



A pile of materials was available per patrol















RAC 1
THEME Gold Mining
ACTIVITY Eureka Stockade

After answering a set of suitable questions where each correct answer entitled the patrol to a water bottle projectile, the scouts tried to hit the targets with battery-powered cannons.

EUREKA STOCKADE QUIZ

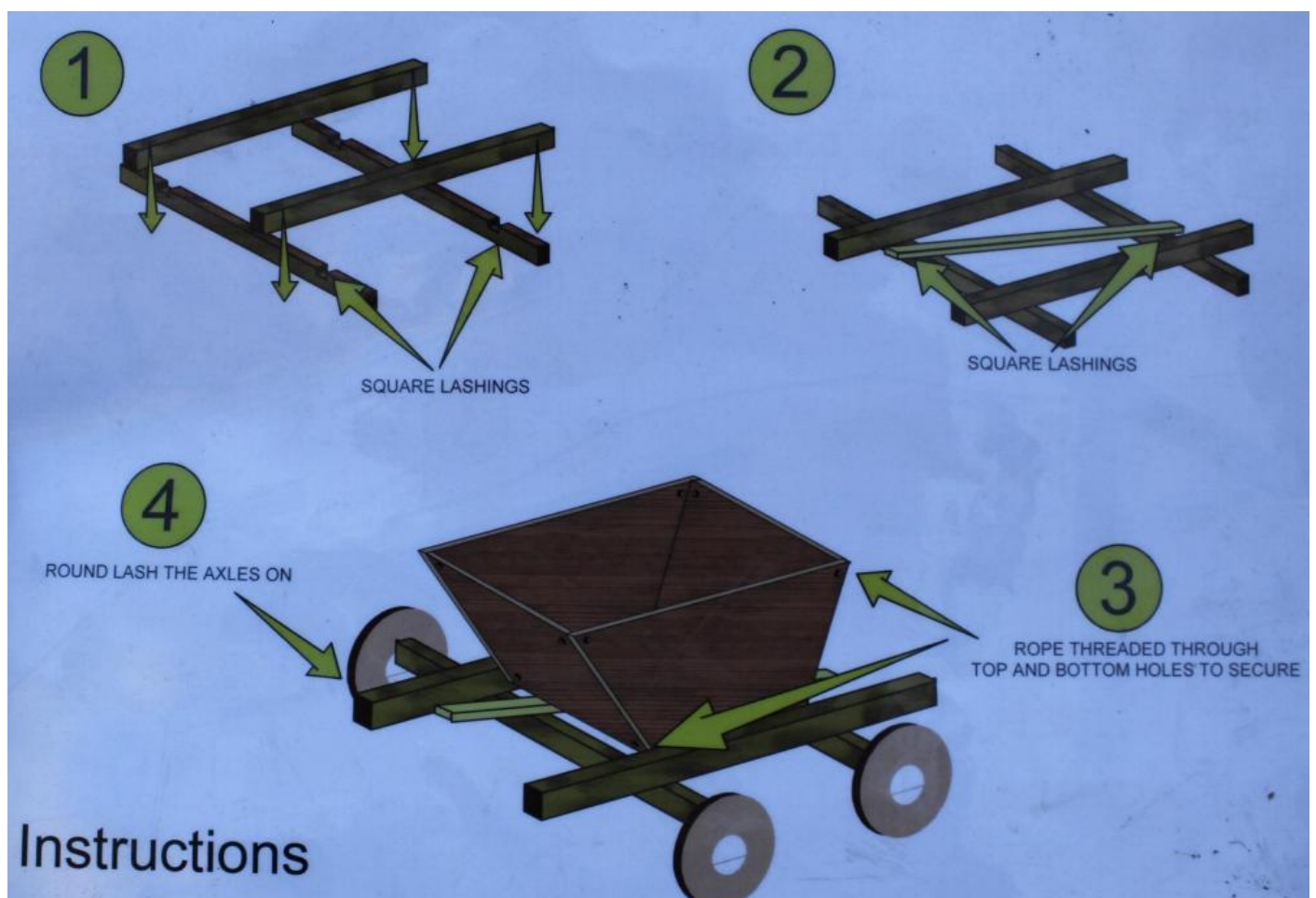
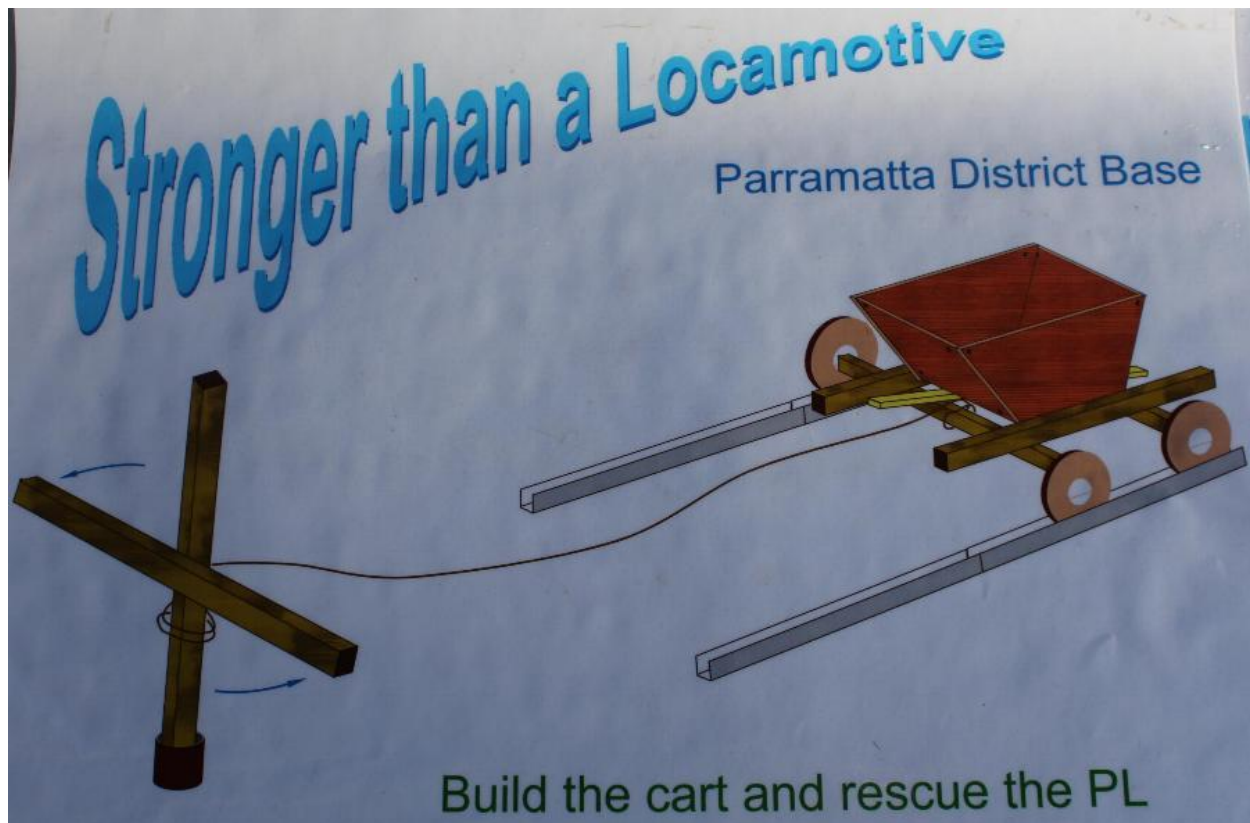
- 1) Which one of these people was considered the Leader of the Eureka Rebellion?
 - Bob Hawke
 - Sir Henry Parkes
 - Peter Lalor
 - Ned Kelly
 - Burke & Wills
- 2) What was the date of the Eureka Rebellion?
 - January 26th 1850
 - December 3rd 1854
 - June 28th 1880
 - July 1st 1901
 - July 28th 1914
 - April 25th 1915
- 3) What caused the Rebellion?
 - Australia's involvement in World Wars
 - A Tax on Gold Mining Companies
 - Francis De Groot's unofficial opening of the Harbour Bridge
 - Dissatisfaction with Licence Fees
 - Australia's involvement in the Vietnam War
 - A Tax on Alcohol
- 4) The Stockade was built on a hill named after what type of shop?
 - Baker
 - Blacksmith
 - Butcher
 - Chemist
 - Coffee
 - Hardware
 - Newsagent
- 5) A document called "Miners Right" gave people the right to do what?
 - Vote
 - Drive
 - Mine for Gold
 - Join the Army
 - Travel Overseas
 - Trade in Minerals
- 6) Where was the Eureka Stockade Constructed?
 - Gympie QLD
 - Hill End NSW
 - Kalgoorlie WA
 - Beaconsfield TAS
 - Ballarat Vic
 - Glenrowan Vic
- 7) What was the nickname did the Eureka rebels have?
 - Aussies
 - Chums
 - Diggers
 - Drovers
 - Mates
 - Swagies
- 8) The Rebellion Leader went on to become what in later life?
 - A Sailor
 - A Bushranger
 - A Soldier
 - A Politician
 - A Religious Minister
 - A Vagrant
- 9) What was the Flag of the Government forces at the Eureka Rebellion?
 - 1 
 - 2 
 - 3 
 - 4 
 - 5 
 - 6 
 - 7 
 - 8 

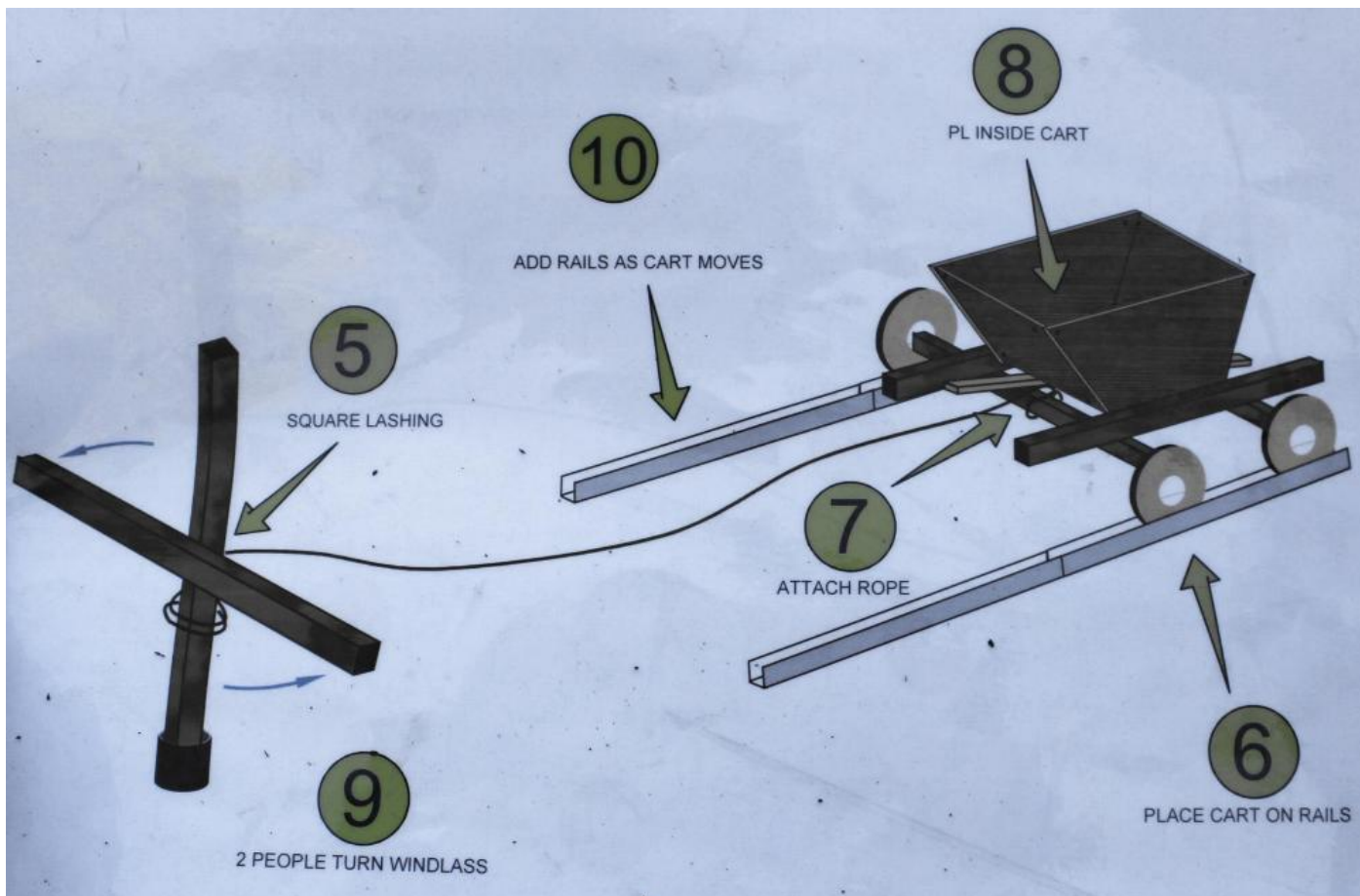




RAC 1
THEME Gold Mining
ACTIVITY Stronger than a Locomotive

Using a set of provided parts and materials, build a cart and windlass, then winch the cart across the field carrying the Patrol Leader.









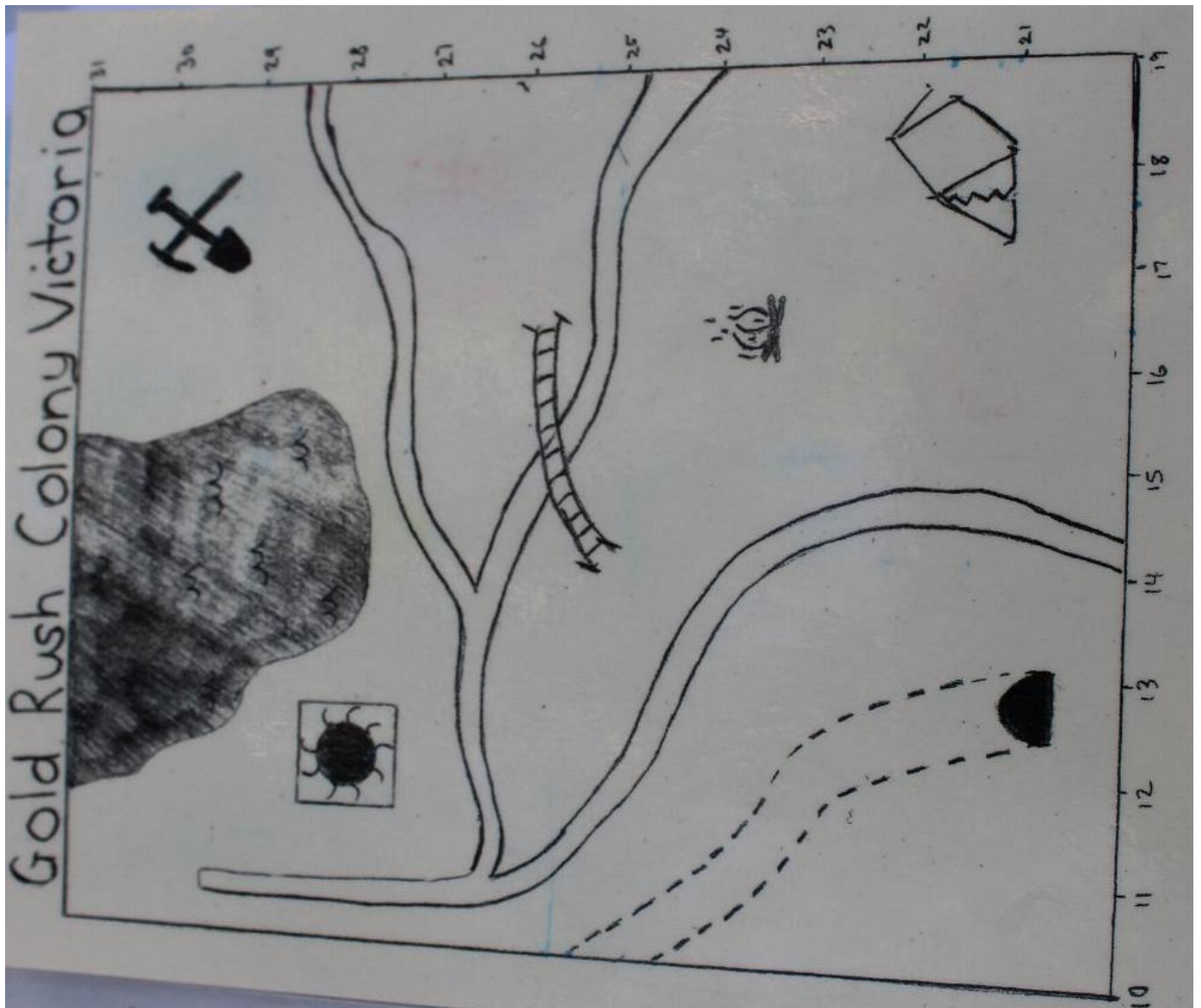


RAC 1
THEME Gold Mining
ACTIVITY Gold Rush Colony

The scouts were provided with a map of a typical small gold rush colony, and they had to firstly work out the grid positions of several features on the map.

Following that, the entire patrol had to travel around a trail within a similar colony but with the restriction that they had to keep their feet on stepping boards all the way – never enough boards for each person to have one were available, and failure to keep at least one foot on a board at all times would result in it being taken away by the flooding river.

A final task was to perform a suitable song using supplied bush instrument (including cutlery etc)



Home among the gum trees

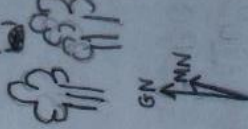
I've been around the world
A couple of times or maybe more
I've seen the sights, I've had delights
On every foreign shore
But when my mates all ask me
The place that I
I tell th-

Click goes the Shears

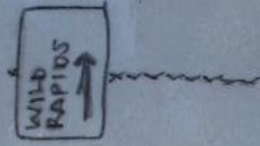
Out on the board the old shearer stands
Grasping his shears in his long bony hands
Fixed is his gaze on a bare-bellied 'joe'
Glory if he gets her, won't he make the ringer go.
Click go the shears boys, click, click, click
Wide is his blow and his hands move quick
The ringer looks around and is beaten by a blow
And curses the old snagger with the blue-bellied 'joe'.

Legend.

- lake
- miners tools
- creek
- Pan for gold
- Fire place
- Rope bridge
- miners tent
- Gold mine tunnel



Issue date July 12th 18 14

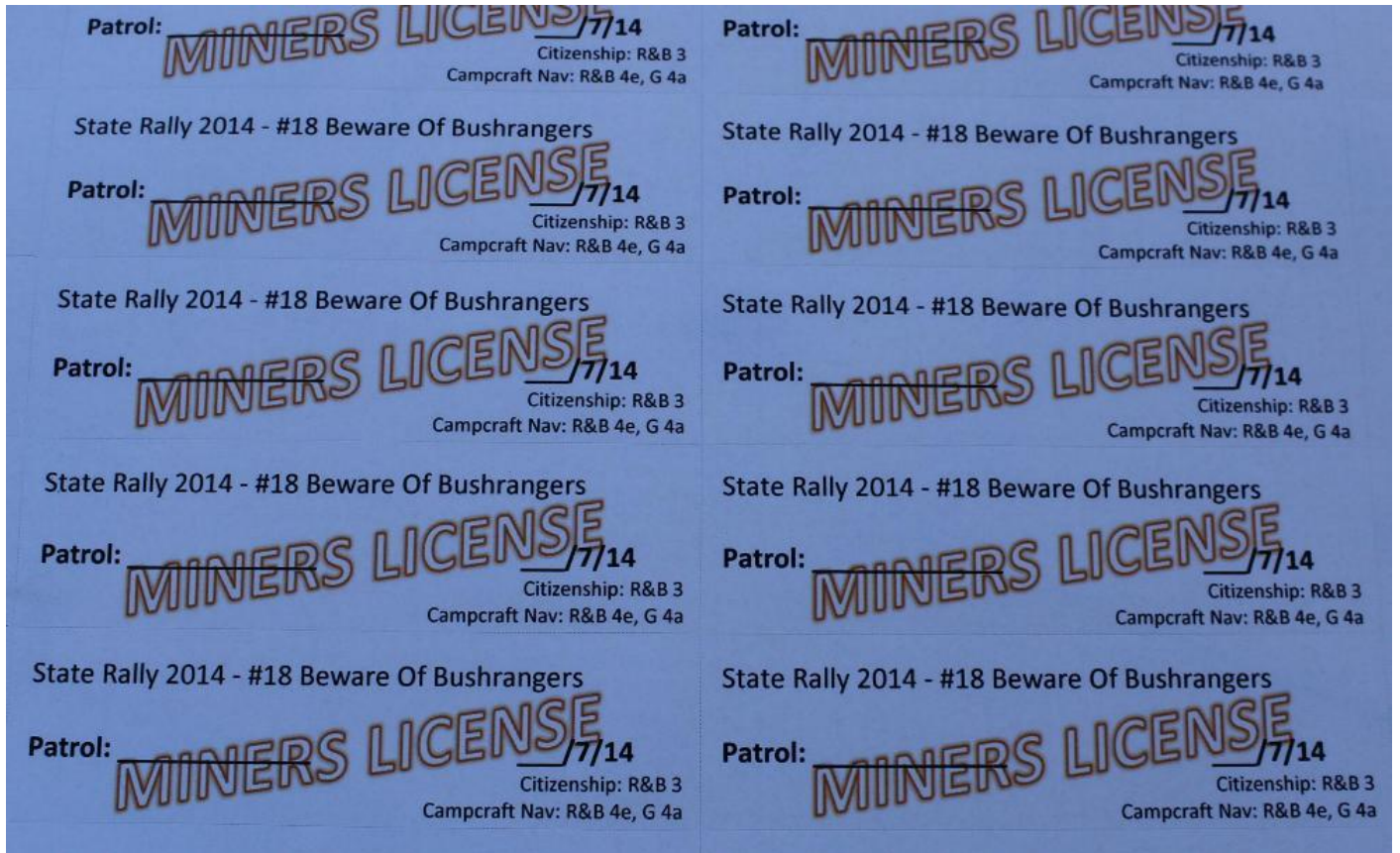


Add some trees in two different areas
and write the map reference here 1. 2.

142250
177211
100252
164235
120274
176295
128216
139290



Successfully completing all tasks gave the patrol members a miners license which also showed the badgework completed.



RAC 1
THEME Gold Mining
ACTIVITY Lassetter's Reef

A navigation exercise based on the legend of Lassetter's reef had the scouts following their compass through a series waypoints in the bush.

TO THE PATROL LEADER

Welcome to Lassetter's Reef Base. You will need to break your patrol into pairs. It is ok to have an individual do the course. This is an Explorer Level Navigation Activity so if you have a very young member who is not confident with compasses you will need to pair them with somebody who is competent or discuss with the Base Leader about allowing a 3 person team. You will need to train your patrol whilst doing the activity and it is strongly recommended to use the trainers at the base to teach you.



Points will be awarded on how well you make sure your team is trained before being sent to the start point.

Lassetter discovered a secret potion for curing snake bite from the surrounding bush. You need to follow the secret instructions given to you for the ingredients to this potion.

Your recipe instructions will have a set of 6 grid references for the secret ingredients and a start point. You must use the associated map and calculate the bearings to each ingredient. (a leader will check your calculations before you leave).

As you locate each ingredient it will have a key Letter of the alphabet to identify each ingredient. The 6 letters will make up your secret recipe for the potion. You must return with the ingredient letters in the correct order for mixing in the Master Blender so they can be tested.

Each of the pairs will be lead to their start point (escorted by a leader).

Good Luck

M I Lost

M. I. Lost

LASSETERS REEF

THE MYTH AND LEGEND

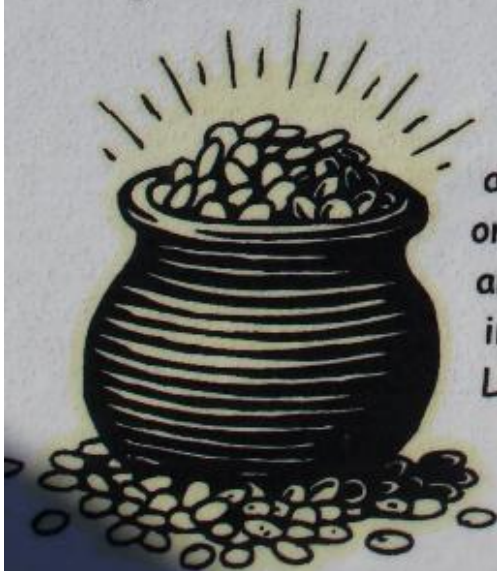
Harold Lasseter and the story of his rich reef of gold, is the most renowned and persistent of all gold seeking legends.

Lasseter claimed that in 1897, when he was 17, whilst searching for Ruby's in the East MacDonnell Ranges in Central Australia, he discovered a fabulous reef of gold, 16 km long.

Not long after his discovery his horses died, and he became lost, and would have perished if not for the help of an Afghan Camel driver named Harding.

Over the next 30 years he launched several expeditions to find the gold reef but was unsuccessful each time. His final expedition was in 1930 and again became lost and alone, and died in the desert despite help from the local Aboriginal people. To this day, people are still searching for Lasseter's Reef of gold.

However, what is not known is that Lasseter had suffered a deadly snake bite on that first journey, and if not for a secret potion given to him by Harding, he would surely have died. No one knows what was in that potion but recently clues have been found where to find the ingredients.



Your job today is to follow a set of instructions to 6 locations in the nearby bush and collect an ingredient at each location in the correct order. Return with your ingredients and we will analyse them in the computer to see if you have indeed found the long lost snake potion from LASSETERS REEF.

GRID REFERENCES

Grid references are a 6 digit number. They are made up of two halves of 3 digit numbers.

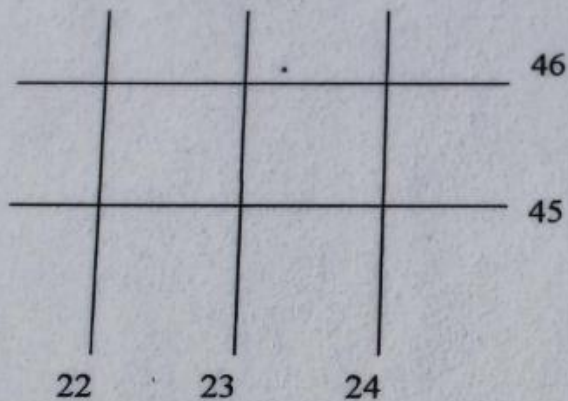
Eg. 236457 => 236 457

Each 3 digit number has an imaginary decimal point after the first 2 digits

Eg 236 => 23.6 and 457 => 45.7



A grid on the map will have the 2 digit whole numbers on each grid line.



The first 3 digits of the 6 digit grid reference is called an Easting. It runs along the bottom and the numbers get larger as you go to the East.

The second set of 3 digits is called the Northing. It runs along the side of the map and the numbers get bigger as you go North.

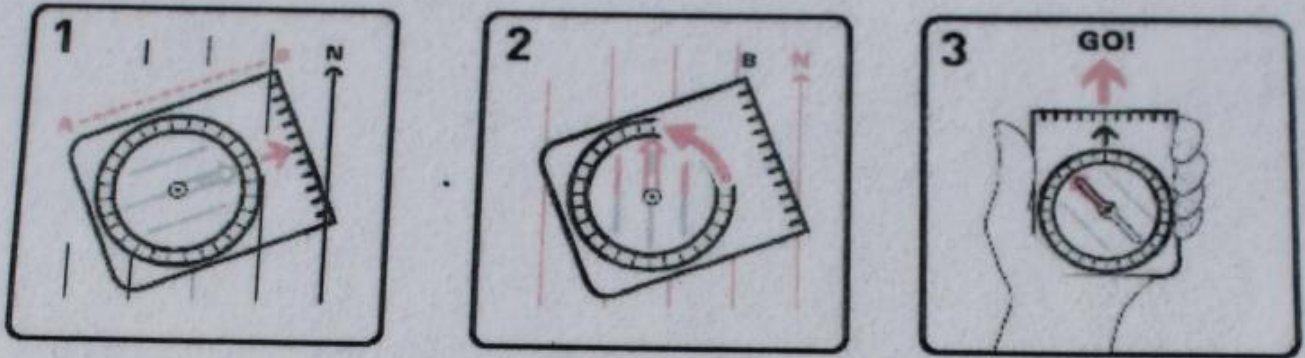
In between each 2 digit number you can imagine each grid divided by tenths and these are the third digit on each of the 3 digits parts.

To remember which is first (the easting or the northing) you have to run along the floor before you can climb the stair. Or you have to go East to the coast before you can go North.

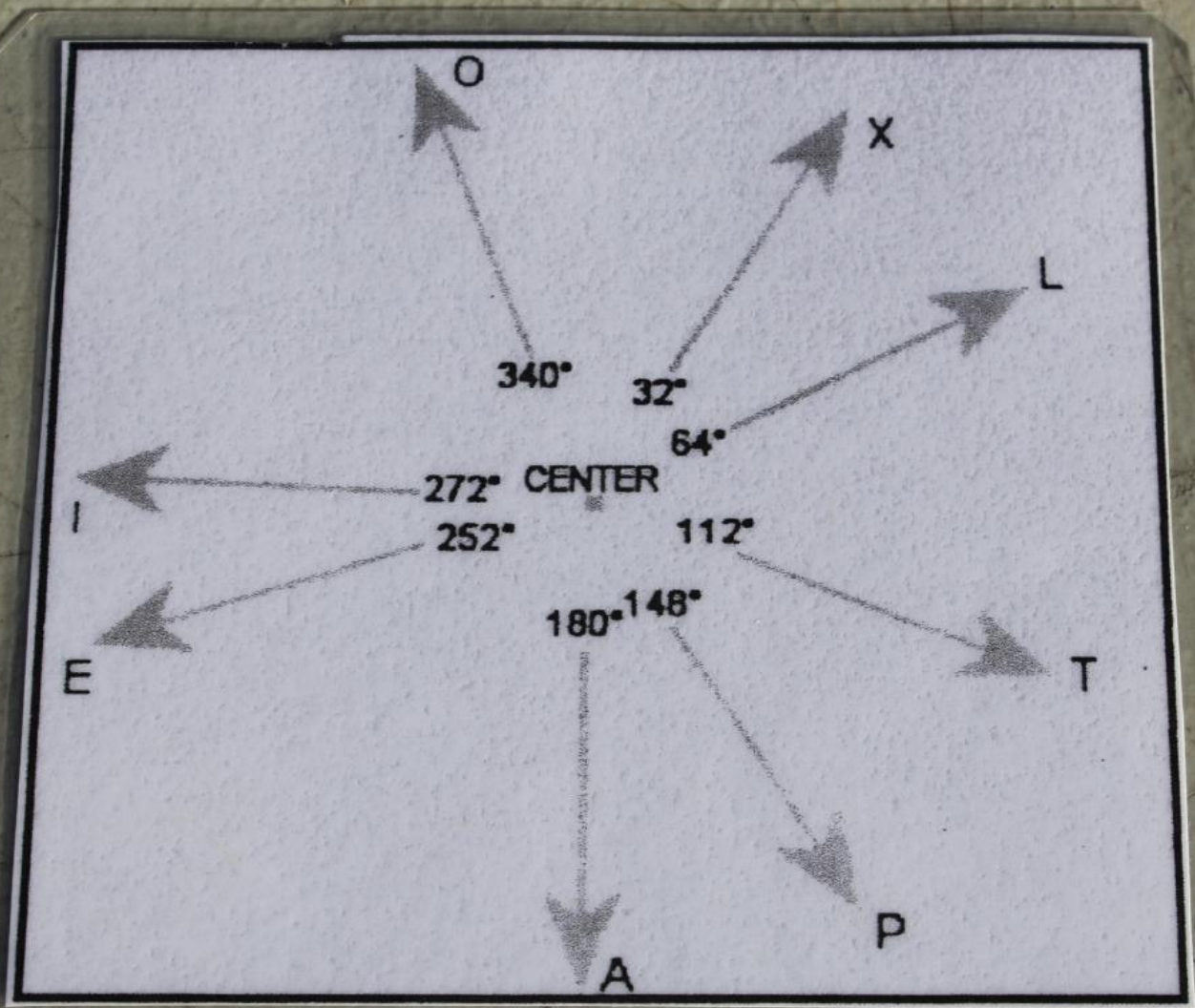
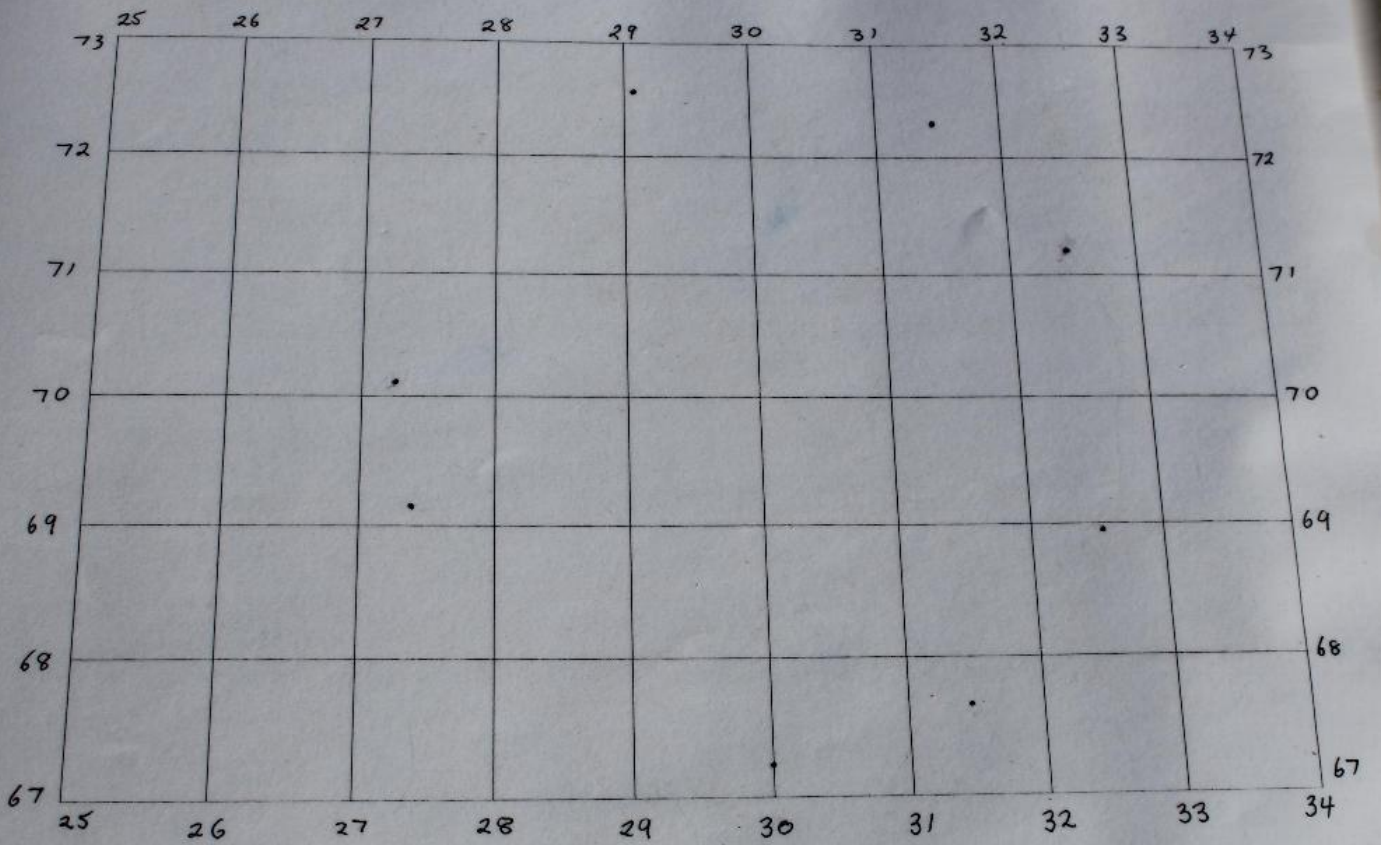
Try to locate our grid reference of 236457.

I know my position on the map. How do I go to a point in the bush that I see on the map?

The easiest way to set a course towards the point is with a simple and safe system used by expeditions, youth organisations, mountain guides, armies, orienteer's and other navigators the world over: the Silva 1-2-3 System®



1. Place the compass on the map with the edge of the compass along the desired line of travel. Make sure Direction of Travel arrow points towards your destination.
2. Rotate the compass housing until N on the dial points North on the map. Check that the compass housing red/black North/South lines are parallel with the map's north - south grid lines. Ignore the compass needle doing steps 1 and 2.
3. Hold the compass in hand and turn your body until the red end of the compass needle (North) coincides with the red arrow in the bottom of the compass housing. The front of the compass with the direction of travel arrow is now pointing towards your destination. Don't adjust the compass housing in this step.



ANSWER SHEET

1	ALPETO	36	ETLXAX	51	ROTPLE	76	OTIALE
32	196 290 92 316	92	358 258 136 16	36	136 220 16 248	136	282 136 32 248
2	EXLIPA	27	IAXPOL	52	OXIPTA	77	XOALTI
52	138 258 120 254	136	16 180 334 112	96	242 120 40 236	276	170 32 178 282
3	ITEPOL	28	OEXPTL	53	XEILPO	78	ETPXEI
102	272 110 334 112	206	52 180 40 358	232	352 78 196 334	92	220 0 232 352
4	OTALIX	29	XLEAPO	54	LJOETP	79	TILPAO
136	236 32 259 62	138	248 126 74 334	258	36 206 92 220	282	78 196 254 350
5	XILEPT	30	LXIAPT	55	TPOEXI	80	PLXTOA
242	78 248 110 40	318	242 136 74 40	220	334 206 52 242	16	318 162 316 170
6	LOPIAE	31	TEAPOL	56	PLOXEA	81	ADXOLP
292	154 300 136 306	272	126 74 334 112	16	292 96 232 126	316	62 276 112 196
7	TPILXO	32	PEIAOT	57	ALTIXE	82	ETPIOA
220	300 78 318 276	290	352 136 350 136	32	178 282 62 232	92	220 300 36 170
8	PLIXEA	33	ALXETP	58	EIPAXO	83	ILXATO
16	258 62 232 126	32	318 232 92 220	352	120 254 16 276	78	318 196 56 316
9	APLXTO	34	ETAOIP	59	IOLEAT	84	OITAEI
74	16 318 162 316	92	236 350 216 120	36	112 248 126 56	216	102 236 306 68
10	ELOIXP	35	IPETAO	60	OATPLI	85	XAILOT
68	292 216 62 180	120	290 92 236 350	170	56 220 16 258	196	316 78 292 136
11	IEOPXT	36	OLAPT X	61	XTOPLI	86	LEXPTA
172	26 154 0 162	112	212 74 40 342	162	316 154 16 258	248	52 180 40 236
12	OTLXPI	37	XAPLTO	62	LAXTEO	87	TAPIXE
136	358 318 180 300	196	74 16 178 316	212	16 162 272 26	236	74 300 62 232
13	XPEOIL	38	LAPIO	63	TLAPXE	88	PXTIAE
180	290 26 216 78	212	306 110 300 36	358	212 74 0 232	0	162 282 136 306
14	LPTIXO	39	TOLIE X	64	PAIETL	89	AOXEIT
196	40 282 62 276	316	112 258 172 52	254	316 172 92 358	350	96 232 352 102
15	TOELPI	40	PLEIAT	65	AOPTLX	90	EXOALT
316	206 68 196 300	16	248 352 136 56	350	154 40 358 318	52	276 170 32 178
16	POITEL	41	AETTOP	66	EOTXIL	91	
334	216 102 272 68	306	352 102 316 154	26	136 342 242 78		
17	AIPXEO	42	ETXAOI	67	IEAXPT	92	
316	120 0 232 26	92	342 196 350 216	172	126 16 180 40		
18	EIXAOL	43	ILOTXP	68	OTPEAX	93	
352	62 196 350 112	78	292 136 342 180	136	220 290 126 16		
19	IOAPXE	44	OEIPAX	69	XPOETA	94	
36	170 74 0 232	206	352 120 254 16	180	334 206 92 236		
20	OAXIEP	45	NLTAE O	70	LAPOTI	95	
170	16 242 172 110	138	178 236 306 26	212	74 334 136 282		
21	XIOTLA	46	LIXTEA	71	TLEOXP	96	
242	36 136 358 212	258	62 162 272 126	358	248 26 96 180		
22	LOATPI	47	TAOEXL	72	PIOXEL	97	
292	170 56 220 300	236	350 206 52 138	300	36 96 232 68		
23	TXALPO	48	POXATL	73	ALIXEP	98	
342	196 32 196 334	334	96 196 56 358	32	258 62 232 110		
24	PXLOEA	49	APOTIL	74	ETOXAI	99	
0	138 292 206 126	74	334 136 282 78	92	315 96 196 316		
25	AOEXLP	50	ELPAXO	75	IOPXAE	100	
50	206 52 138 196	68	196 254 16 276	36	154 0 196 306		

BEARINGS

	O	X	L	T	P	A	E	I
O		96	112	136	154	170	206	216
X	276		138	162	180	196	232	242
L	292	318		178	196	212	248	258
T	316	342	358		220	236	272	282
P	334	0	16	40		254	290	300
A	350	16	32	56	74		306	316
E	26	52	68	92	110	126		352
I	36	62	78	102	120	136	172	

RAC *1*
THEME *Gold Mining*
ACTIVITY *Mining Demolition*

The first stage of this activity required the patrol to successfully tie a selection of knots.



Next, air-powered rockets were used to try to hit targets “over a fence”, with one patrol member positioned as a spotter to advise how each shot went and to guide adjustment of the cannon for the next shot.



Mining demolition.

To All patrol leaders.

You and your patrol are hiking through the gold mines; out of the corner of your eye you see movement, a pack of moving shadows tiptoeing towards the goldmines, you realise that these are wacky looking bandits trying to steal the gold! You know what the right thing to do is because you have memorised the scout law off by heart you remember that you are loyal, helpful and courageous. You and your heroic patrol have to save the gold mine. Your job is to shoot the rockets at the bandits,

REMEMBER - you are getting marked on your teamwork, communication ETC. **HAVE**

FUN.



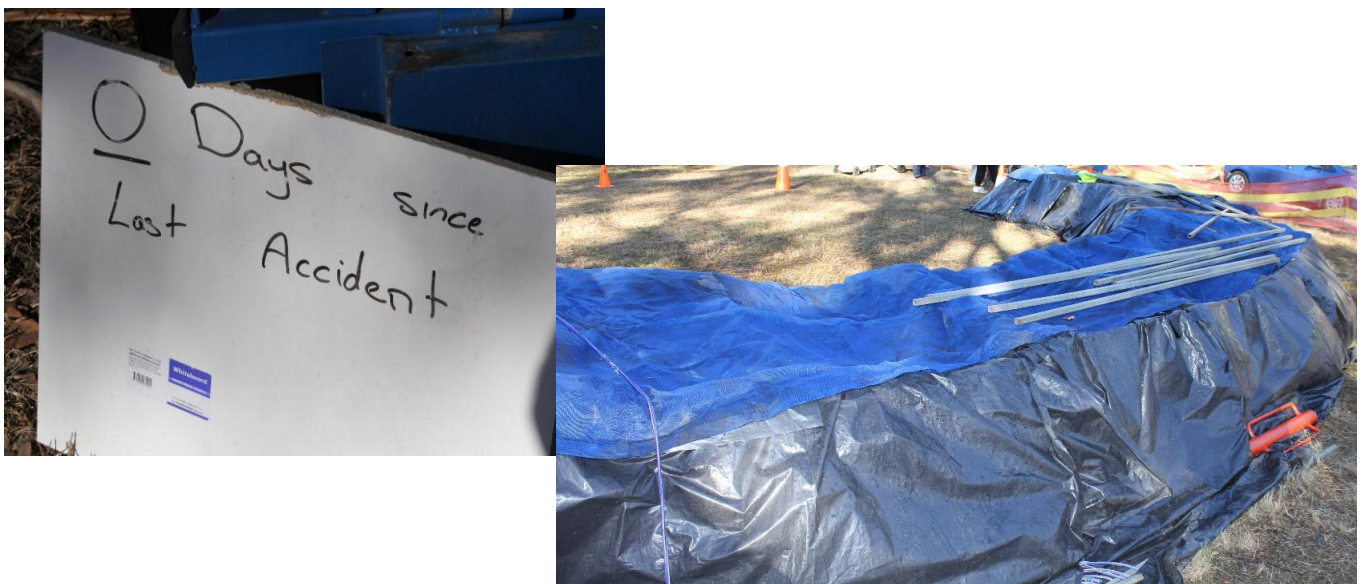


RAC 1
THEME Gold Mining
ACTIVITY Escape from Beaconsfield

The scouts started by descending the dark mineshaft in an unlit cage, accompanied by appropriate noises (CD deck) and shaking. The cage was a car trailer covered with a dark tarp.



Once “at the bottom” the patrol had to escape through the dark mine tunnel.





(looking back inside the tunnel)

Next it was necessary to use available parts to make a trolley to carry out their gold bricks.



This was followed by negotiating a series of challenges including electric wires hanging from the mine ceiling (12volt of course)







THEME *Aboriginal Australia*
ACTIVITY *B(l)ack Trackers*

A series of waypoints, each marked with a sign that white men had been there were placed around the area, with a page of GRID bearings and distances were provided.

Scouts had to firstly walk a measured 50M length to see how many paces they each took to walk that distance, then use that information to work out how many paces each leg of the navigation exercise would be. They also needed to convert the grid bearings to magnetic bearings (adjust by 11 degrees for this location), before navigating to each point.

At the base of the first photo, note the two ropes – one lays along grid north, and the other along magnetic north, showing the scouts how much error was involved in NOT allowing for magnetic variation.



GR/EH & BAMBARA District Activity base State Rally 2014

“Back Trackers” circa 1800 AD

Patrol Instructions

Briefing - 5 minutes

You and your patrol are acting as Aboriginal Trackers know at the time as “**Black Trackers**”. You have been trained by your tribal elders in tracking and the Royal Marines have taught you how to use their maps, navigation data sheets and compasses.

You and your patrol are assisting the Royal Marines and must track down a number of escaped convicts using the information and the compass provided. You are not to make any physical contact with the escaped convicts as they may be carrying an unknown diseases.

This information is classified as ‘**SECRET**’ as other tribes in the area have been known to help escaped convicts.

Using the bearings and distances from the navigation data sheet track down and identify evidence of white men in the area and provide descriptions of any sightings in the **Location** column of the navigation data sheet.

Additional Training – 5 minutes

Before you set off on your task you and your Patrol need to know how many paces you walk for a given distance. You will be escorted to two points set 50m apart and will need to walk the distance counting the paces. Each member of the patrol **must remember** their paces over the distance as this information needs to be recorded in the **Paces** column of the navigation data sheet.

You will then be escorted to your respective starting point, obtain your compass and navigation data sheet from the Assessor and enter the paces information.

The bearings shown on the navigation data sheet are grid bearings therefore you and your patrol will need to convert them to magnetic bearings so they can be used with your compass. The magnetic variation for each leg is shown on the navigation data sheet.

Each member of your patrol is to be the **Tracker** for each leg with assistance from the Patrol Leader if necessary.

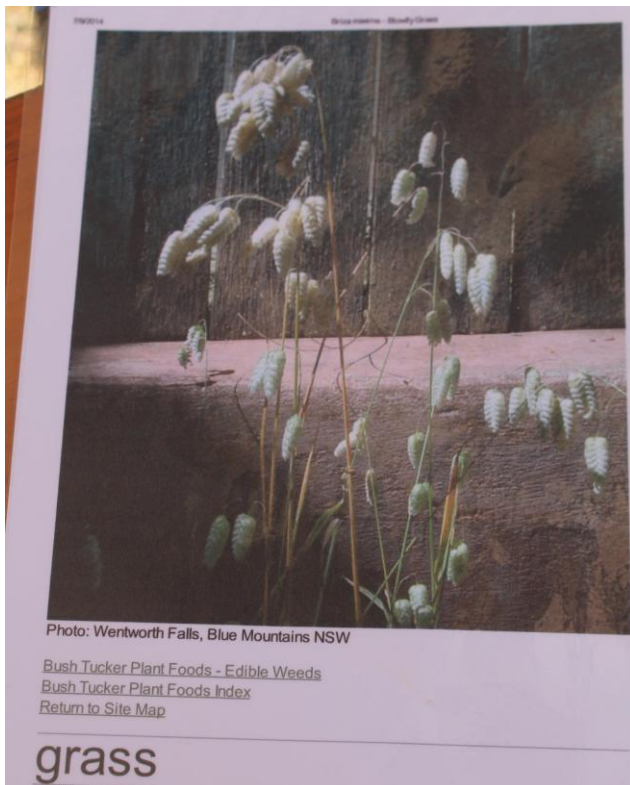
Patrol Leader may ask questions at this point of the Assessor.

Activity – 25 minutes

You and your Patrol have 25 minutes to complete the activity and find evidence of the white men and/or convicts in the area. You will be accompanied by a Royal Marine who will assess your patrol.

RAC 2
THEME *Aboriginal - Bush Tucker*
ACTIVITY *Bush Damper*

Basically a Damper-making base, but with pages of information about bush tucker provided as well. In addition to the damper, the scouts were to also sing a song .



7/9/2014 Acacia - Wattles

Acacia

Wattles

Other names:
Family: Mimosaceae
Habitat: Open forest, woodland, swamp edges
Uses: Seeds of some acacias are edible, also some gums.
Season:
References: [Baker and Corringham](#), [Cherikoff](#), [Robinson](#)

The Aborigines in and around Sydney used the seeds of at least three species, *Acacia longifolia* (Sydney Golden Wattle), *Acacia sophorae* (Coastal Wattle), and *Acacia suaveolens* (Sweet Wattle). These were eaten "green" after steaming rather than being milled into a flour as was common in the desert regions of Australia. This method cooking the seed pods over a fire until they have steamed and eating the seeds as westerners would eat peas.

The gums of some species were also used as foods. These were generally the species with lighter coloured gums.

Acacia longifolia (shown below) has edible seeds.




Photo: *Acacia longifolia*, Sydney Golden Wattle. Springwood, Blue Mountains NSW





RAC 2
THEME *Aboriginal*
ACTIVITY *Save the Hunting Dog*

With your hunting dog caught under a trap in a toxic bog, the only way to free him is to release the trap using a long pole to pour water into the counterweight. Of course the available poles are too short, so you will need to lash shorter ones together, and use creative ideas to enable this to be done.





RAC 2
THEME *Aboriginal*
ACTIVITY *Crocodile Dundee comes home*

This was a multi-stage activity comprising the following activities

The PL had to add his/her hand print in paint on the board (with the Patrol name written under it once completed)



Traditional face painting using clay



Animal tracking using
compass navigation



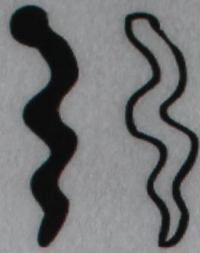
This is the tracking chart they were provided with



Tracker



Australian animal tracks



SNAKE

© Copyright 2011 - Aboriginal Art Online 2011



EMU

© Copyright 2011 - Aboriginal Art Online 2011



Platypus



Using large Sling-shots to kill vermin



Making Boomerangs (using paddle-pop sticks)



Finally they all had to “Dress-Up” and



sing a verse of the national Anthem on a “Stage coach”



At the start, the PL's were provided with the tracking charts above, as well as a page of instruction



Patrol Leader Instructions



Croc Dundee comes home is an activity where your whole patrol has to be active in participation including:

- Painting all of your patrol faces with traditional clay paint using only 2 fingers – points for originality. Points deducted if more than 2 fingers used and if there is mucking around
- The PL dressing up
- Animal tracking using compass navigation
- Hunting vermin using a sling shot
- Each member making a boomerang following an instruction sheet
- Singing the aboriginal verse of the Australian national anthem
- Dancing as a patrol to music on a “stage coach”

On this activity you will have to **HAVE FUN** to score really well. Make sure **ALL** of your patrol **participates** in **ALL** of the things to do on this base.

Once you have finished reading these instructions, brief your patrol on the activity.

Your patrol needs to:

1. Go to a witches hat starting point
2. Dress the PL
3. Paint using 2 fingers only each face of each patrol member
4. The leader scoring you will provide you a navigation sheet activity to complete
5. Once you track all of the animals then you get to hunt some vermin
6. Once you have killed enough vermin then each member has to make a boomerang and find out who throws it the furthest
7. Once completed you will get some items to dress into for the final performance
8. Sing the aboriginal verse of the Australian National Anthem
9. Dance your way to success to our style of music - you will be required to perform a short performance which has to have **ALL** of your patrol participate enthusiastically in



While the Activity leaders were also given additional notes to assist them in running and assessing the patrols

'Croc Dundee Comes Home' - Activity Leader

Notes

GOAL : There are several outcomes that the Activity should provide scouts

1. Have some fun
2. Provide some background information around the Cultural Heritage Badge – focussing on the aboriginals that occupied the land around Appin
 - a. Face paint the PL as a tribe elder
 - b. Dress in earthy looking clothing
 - c. Make a handprint collage
3. Navigate a short course
4. Track and identify native animals
5. Identify vermin and shoot them with a traditional aboriginal weapon (sling shot)
6. Make a boomerang out of paddle pop sticks
7. Perform as a patrol – bonus 5 points if they can sing the aboriginal version of the Australian national anthem

None of the activities are beyond basic levels so all scouts in a patrol should be able to perform easily.

Scoring outcomes:

It is important you score consistently all weekend so that no patrols are either advantaged or disadvantaged. When scoring this activity you should pay particular note to the following:

1. Is the whole patrol involved in all the activities
2. Are there any scouts in the patrol that are not taking direction from the PL
3. Did all the scouts sing in the finale?
4. Did all scouts participate in dressing up?

The activity

5. Six patrols should be able to run through the activity at any time. With the exception of the stage the patrols should be able to run autonomously
6. Brief the PL separate to the rest of the patrol (watch how the patrol behave while the PL is getting briefed) and how attentive the PL is when being briefed
7. Listen to the PL do the briefing – did they convey the activity well? Did the patrol understand what has to be done?
8. When the PL is ready, get them to go to a spare starting location (a witches hat will be at each location) and brief their patrol
9. The PL gets dressed
10. They all paint each others face with clay – two fingers only – points for good painting, points off for mucking around

RAC 3
THEME *Outback Discovery*
ACTIVITY *G.P.S.*

The scouts were given instructions and basic training on the use of the supplied (Garmin E-Trex) GPS receivers. They then had to enter the coordinates for the first waypoint, follow the GPS to find that point, and locate a hidden container which contained a scouting badge. Once found, the next waypoint had to be entered, etc.



RAC 3
THEME *Outback Discovery*
ACTIVITY

Starting with a discussion on Fire Safety, the scouts then had to prepare a fireplace, light a fire, boil a tin of water until the lid popped off, then extinguish the fire and clean away their fireplace.

Base 33 a) Fire & Fuel

Lead your patrol in a discussion on the following topic:-

“Explain the safety precautions to be taken with fires in camp”
(2 minutes)

The activity (20 minutes)

Lead your patrol in this activity but delegate as much as possible.

Construct a suitable fireplace.

Collect fire materials.

Build a fire.

Light the fire.

Add water to the milo tin (you decide how much)

Push on the lid.

Place tin on fire to heat water inside to pop the lid off.

Extinguish fire.

Dismantle fire place & replace any unused wood & materials.



In this shot, the lid has just “popped” and is circled in red amongst the treeline – note that considerable force is exerted and sizable height is gained, so a suitable location is required.



Notice that only a few cm of water was used, as too much would delay the desired result significantly.



RAC 3
THEME *Outback Discovery*
ACTIVITY *Eggquest*

A selection of trails were set up in the edge of the bush for this activity, and each patrol had to complete one trail by rolling their egg along cardboard channels from start to finish. The major limitation was that no piece of channel could move laterally whilst it had the egg on it. Each trail also had a narrow section requiring the PL and patrol to plan to have some ahead of the eggs position.





RAC 3
THEME *Outback Discovery*
ACTIVITY *Grid Maps (Australia)*

A sheet of instructional information was provided for each patrol at this activity, which required them to create a rope outline map of Australia on the ground within a grid-numbered area.

GRID ACTIVITY-32A

SET UP-thin rope into a square about 5-6m each side.

Tape grid references to rope. 120 to 160e across bottom and 16 to 40s down left side. orientate grid to north when setting up.

PATROL INSTRUCTIONS GIVE ONLY TO PL ONE LOCATION AT A TIME.

Using compass place principal compass point cards place in correct location around grid

Using the rope supplied, lay the rope within the square into a shape of Australia. [no help to be given to any instructions].

Patrol member to stand in location of Perth, Hobart, Brisbane.

Patrol member to give latitude and longitude reference numbers to 7 digits. Eg; Cairns 145.7'E
16.9'S

Next 5 locations Darwin Adelaide Melbourne Sydney Canberra.

If time permits continue with Bass Strait Gulf of Carpentaria Mt Kosciusko Ayres Rock Great Australian Bight Shark Bay Spencer Gulf

Pack Up Rope

MARKING

Patrol Leader (25 points), clear instructions, speaking appropriately, organizational skills, listening to patrol member feedback,

Patrol working as a team (25 points)

Correct result-Correct reference points (50 points)

Total 100 points





Note the red stringline corner at the base of the above photo – this was the edge of the grid, with major latitude and longitude positions marked along the edges with laminated tags.

Using their rope map, the scouts then had to locate and stand on various cities and features.



RAC 3
THEME *Outback Discovery*
ACTIVITY *Bush Shelters*

Given the scenario that their transport (horses) had been stolen, the patrol needed to build a shelter large enough to accommodate at least two members of their patrol.

Some materials such as tarps, ropes and some poles were available, while plenty of bush materials were readily on hand as well.

Other than capacity, no other limits or guidelines were provided.

A card showing what was completed was also available for taking back to their troop leader.

RAC 3: Hunter & Coastal - North Coast Base 31		Patrol No.
RED	<ul style="list-style-type: none">- Know the Scoutcraft knots: Reef, Clove Hitch, Sheet Bend, Rolling Hitch- Lashings: square, round, prussic square- Campcraft 1.a,b,i,ii,iii	Name: Signed:
BLUE	<ul style="list-style-type: none">- Demonstrate a double sheetbend- Bowline on the bight- Construction 3.b.i.ii	Name: Signed:
GREEN	<ul style="list-style-type: none">- Know how to find and improvise shelter in the bush, and to maintain body temperature- Campcraft 3.c	Name: Signed:





RAC 4

NOTE: RAC 4 had several activities running, but as each patrol entered through the gateway to the RAC, they drew out two activity tickets and only did those two activities, each taking an appropriate amount of time to complete.

THEME 1960's Australia

ACTIVITY BASH 4104 – Mock Emergencies and water treatment

This activity was the scene of an horrific plane crash in the outback, where the scout patrol was a part of the B.A.S.H. 4101 medical team. Parts of the plane were laying around along with a parachute till flapping in the breeze.



First up the scouts had to treat 3 different injuries that had been suffered by patients already waiting for them. Several others were also awaiting treatment.





Then stretchers were needed to transport the injured once rescuers (hopefully) arrived.



Their final task was to deal with issues setting up a temporary campsite covering issues such as supplies, constructing an emergency shelter and treatment of available water to ensure it was drinkable.



RAC 4
THEME 1960's Australia
ACTIVITY Lighting a Fire in Wet Conditions

We had great weather at this State Rally, so to complete this activity, the scouts collected dry wood then dunked them into a bucket of water, before trying to set up and light a fire using the damp wood with only two matches available to them.



RAC4

Activity 44

Patrol # _____

Dear Home Troop Leader

This patrol took part in the following activity at State Rally and showed skills and knowledge that you could re-enforce in your troop to allow them to be marked off for the appropriate badge work.

Light, maintain and extinguish a fire in wet conditions.

Adventurer Level Page 65 2b Show how to make sure a campsite complies with the fire regulations in our state.

Name _____

Explorer Level Page 42, 2b Light, maintain and extinguish a fire in wet conditions

Name _____

Name _____

Name _____

Pioneer Level Page 22 2b Explain what you can do to keep fires under control, to protect yourself and other scouts whilst camping/ hiking

Name _____

Name _____

Name _____

Name _____

Name _____

Name _____

Leader Signature

Page numbers taken from Scout Record Book Fourth edition.





They also had to construct a tripod to place over the fire to be able to heat water.



RAC 4
THEME 1960's Australia
ACTIVITY Navigation skills (pre-GPS)

This activity used paper maps (yes real paper ones) to cover required navigation parts of the Campcraft badge for all three levels.



RAC4

Activity 43

Patrol # _____

Dear Home Troop Leader

This patrol took part in the following activity at State Rally and showed skills and knowledge that you could re-enforce in your troop to allow them to be marked off for the appropriate badge work.

how to orientate a topographic map by both compass and physical features, how to establish direction using the sun in daylight and stars at night,

Adventurer Level Page 66 4d Help other scouts to pass the requirements of explorer level navigation

Name _____

Explorer Level Page 43 4c,d how to orientate a topographic map by both compass and physical features, how to establish direction using the sun in daylight and stars at night.

Name _____

Name _____

Name _____

Pioneer Level Page 23 4 a,b,c,d,e Eight principal points of the compass and their equivalent in degrees, The use and care of a compass. The relationship between true and magnetic north. How to set and follow a bearing. How to read a map including scale, legend, date of issue, grid reference and contour lines.

Name _____

Name _____

Name _____

Name _____

Name _____

Leader Signature

Page numbers taken from Scout Record Book Fourth edition.



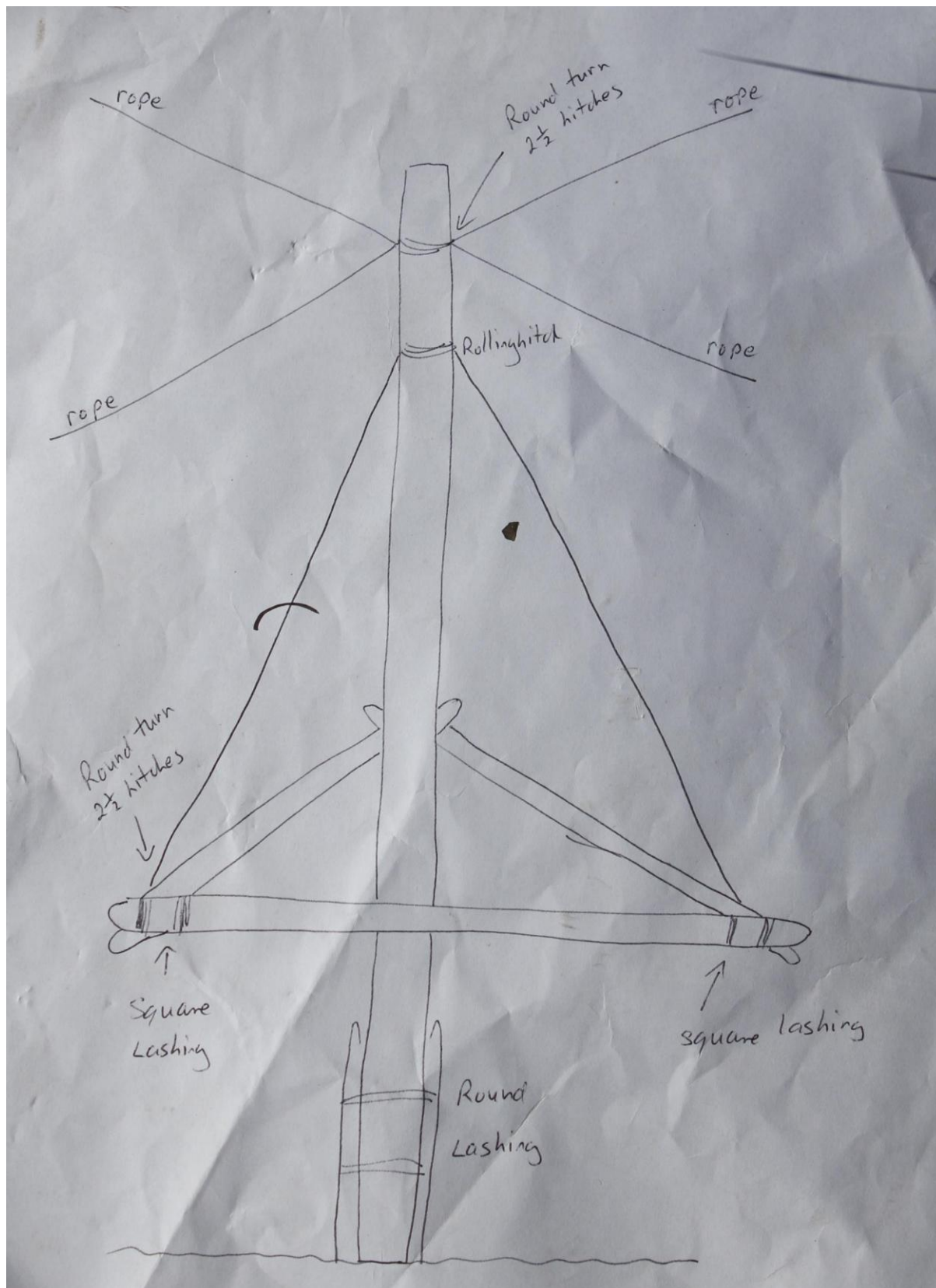
The various parts included map reading and orientation, using a compass, bearings etc, as well as laying out a string line according to a set of given compass directions and distances.



RAC 4
THEME 1960's Australia
ACTIVITY Ride a Hills Hoist

Since one of the great inventions of the 1960's was the Hills Hoist, and a popular activity (with youth, Not with their parents) was swinging on them, this activity required the patrol to build and then ride their own version of a hills hoist.

Full instructions were provided, along with a basic diagram.



HOW TO BUILD THE ROTORATOR

*"THE RIDE-ABLE HILLS HOIST
YOUR MUM WON'T YELL AT YOU FOR PLAYING ON"*

Divide your Patrol in two parts:

Use the three Short Poles and SQUARE LASHINGS to make a Triangle.

Tie 4 long Guy ropes to the top end of the Long Pole, using ROUND TURN AND 2 HALF HITCHES *Clove Hitch*

Tie 3 'Dropper' ropes to the Long Pole, below the Guy ropes, using ROLLING HITCHES. *Clove Hitch*

(Optional - bonus: Use a WEST COUNTRY WHIPPING below the Rolling Hitches, doubly securing the 'Dropper' ropes to the Long pole)

Drop the Grommet over the Star Pickets

Place the Triangle over the Star Pickets.

Stand up the Long Pole next to the Star Pickets.

Peg out and tighten the Guy ropes using ROLLING HITCHES

Secure the Long Pole to the Star Pickets using two ROUND LASHINGS.

Lift the Triangle, and tie the 'Dropper' ropes to its corners using ROUND TURN AND 2 HALF HITCHES.

Tie ropes from the middle of each of the Short Poles in the Triangle using CLOVE HITCHES, to the Grommet, using a BOWLINE around the Grommet.

Find a Leader to check your **ROTORATOR**

Scouts were provided with all necessary poles and ropes as well as the instructions above. The only prepared item was a star-picket already set vertically into the ground ready to lash the upright pole to.





This picture shows that not all patrols tied their knots and lashings tight enough to keep the entire structure in good running condition.



This alternate 4-seater version was also available for scouts to see .



RAC **5**

(This RAC had a progressive story-line flowing through the entire base, although once set into place the stages of the story did not necessarily flow correctly)

THEME **Bushrangers**

ACTIVITY **The Armoury**

Build a catapult and fire at the nominated targets, then dismantle and return the materials to the start position.

The Armoury

In the days of the bushranger, guns and ammunition were very expensive and hard to get

So bushrangers would use anything they could find to attack their enemies or collect food

Your challenge is use the Block Shooter too knock out Doc or Gadget the Bushrangers and steal their bounty or knock down a Kangaroo or a sheep for dinner

How do you complete the base?

Your patrol must carry the frame to shooting line and peg it out using four (4) ropes and pegs and tie 4 rolling hitches which will mean it will stand up by itself

Tie the poles together with a round lashing and put the block shooter together

Take turns to fire the blocks at your target

You have 20 minutes to complete this base

So you should take 5 minutes to assemble your shooter

10 minutes shooting

5 minutes pulling it apart and putting back where you found it

Make sure you work together and have a good time



RAC 5
THEME *Bushrangers*
ACTIVITY *First Aid*

Following a run-in between the Bushrangers and military, first aid treatment was needed, and had to be supplied by patrol members.



RAC 5
THEME Bushrangers
ACTIVITY Bush Stretchers

With an injured patrol member, it was necessary to build a way to transport him/her, so a stretcher had to be made, and a patrol members carried about 40m.



RAC 5
THEME *Bushrangers*
ACTIVITY *The Cemetery*

It looks like one of the patrol did not survive (or was it one of the opposition?), but this base took place in the cemetery. Given a series of scouting and bushranger-related questions, the patrol had to gain pieces of gravestone by getting the right answers.

A 50/50 option was available for one question, as well as “ask a friend” (in this case a reference-booklet).

Patrol 3

- What are Bolters?
 - a. Troopers
 - b. Convicts
 - c. Settlers
 - d. Shop keepers

- How was Ben Hall killed?
 - a. Hanged
 - b. Drawn and quartered
 - c. Shot
 - d. Old age

- There are 3 bushrangers that share a common theme, what was it?
 - a. They were called Mad Dog
 - b. They wore armour
 - c. They rode white horses
 - d. They all used Captain in their names

- Australia's most famous bushranger was Ned Kelly, what was he famous for wearing?
 - a. Hats
 - b. Great hair
 - c. Armour
 - d. Stylish pants

5 When was the first Australian Jamboree ?

- a. 1934 – 35
- b. 1944 – 45
- c. 1964 – 65
- d. 1984 – 85

6 Where was the first scout camp held ?

- a. Green sea Island
- b. Pink sea Island
- c. Black sea Island
- d. Brown sea Island

The first bushrangers, 1790s - 1820s

The first bushranger was John Caesar (alias Black Caesar), a former West Indian Negro slave and petty thief. Black Caesar escaped into the bush in 1790 with a musket where he later joined five or six other escaped convicts. This was the first of many attempts by Black Caesar, who survived by hunting and fishing in the bush as well as receiving food and musket shot provided by sympathetic settlers. Black Caesar's repeated escapes caused Governor John Hunter to offer a reward of five gallons of rum, which eventually resulted in him being captured and shot.

Convicts who bolted to the bush were also often helped by settlers or farmers sympathetic to their plight. Among the farmers were many ex-convicts who had served their terms and been granted a ticket-of-leave.

Wrongful arrests and improper practices by local police also played a part in driving men to bushranging. It could be said that these men had nothing at all to lose, even if being outlawed meant living in constant fear and desperation.

Martin Cash - 'The only bushranger to die in his own bed', 1820 - 1840s



J W Beattie (1859-1930), *Portrait of Martin Cash, 18--*, photograph: b&w. Image courtesy of the National Library of Australia: nla.pic-vn3290545.

Martin Cash was convicted in county Cork, in 1820, for jealously firing at a suitor to his young mistress. Soon after arriving in Botany Bay in 1828, he was working as a farmhand, innocently branding cattle, when he was told that the cattle were stolen. Cash immediately left for Van Dieman's Land with his partner Bessie Clifford. Twelve months later, after two false accusations which were dismissed in court, he was convicted for beating the arresting officer and sentenced to seven years' imprisonment.

After two unsuccessful attempts at escape which added years to his sentence, Cash finally escaped and formed one of the marauding gangs in Van Dieman's Land - committing 'hold-ups, shootings, robberies, fights and brawls'. Eventually, after they falsely arrested Bessie, he was lured into Hobart town where he was captured.

Bushranger to constable, 1850s - 1878

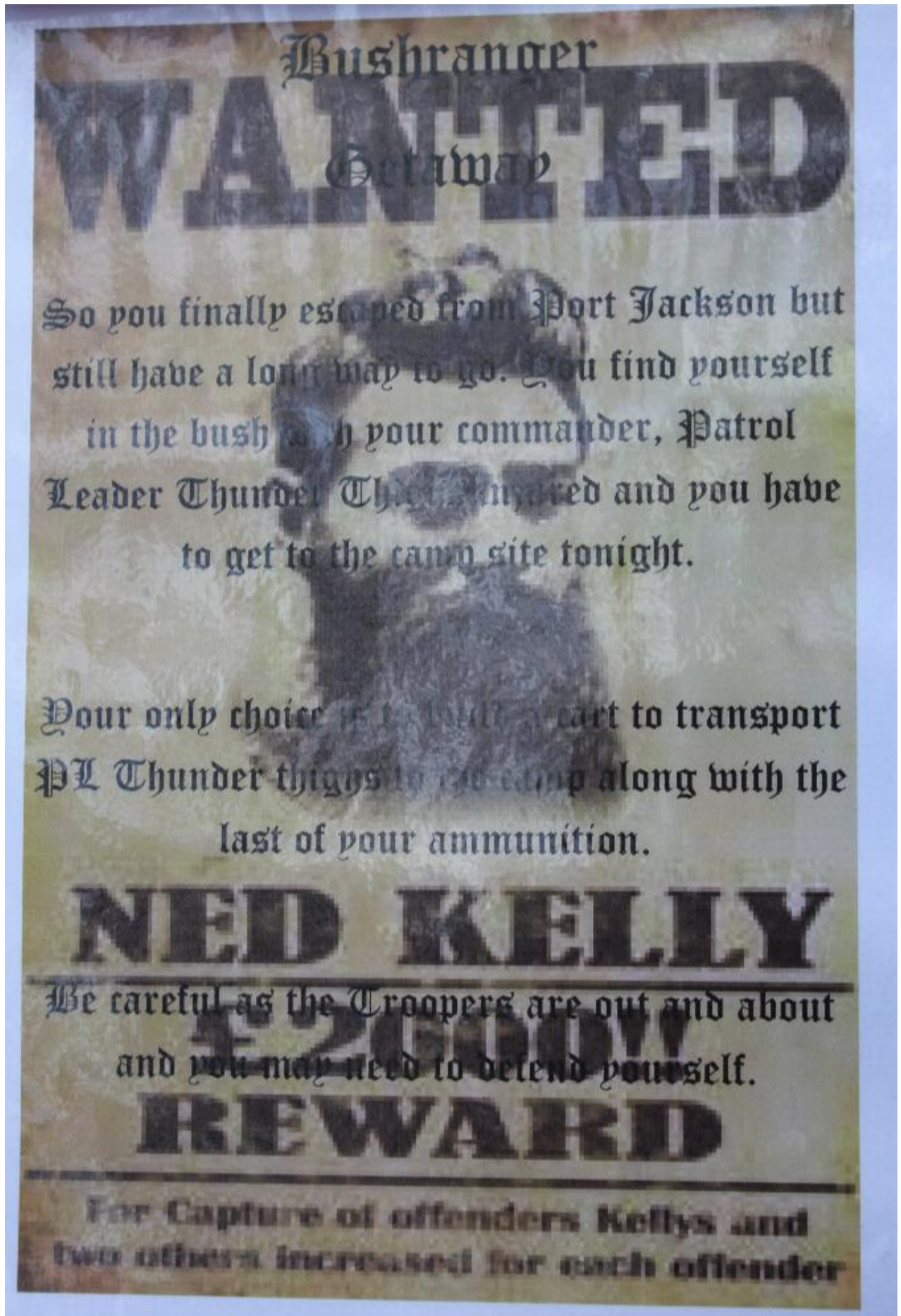
Sent to Norfolk Island, Cash became a model prisoner and served only 10 years of his life sentence before he was released. While on Norfolk Island, he married Mary Bennett with whom he returned to Tasmania. Norfolk Island was closed down and its prisoners transferred to Tasmania. Cash was made a constable in July 1854, and on 19 September was granted his ticket-of-leave.

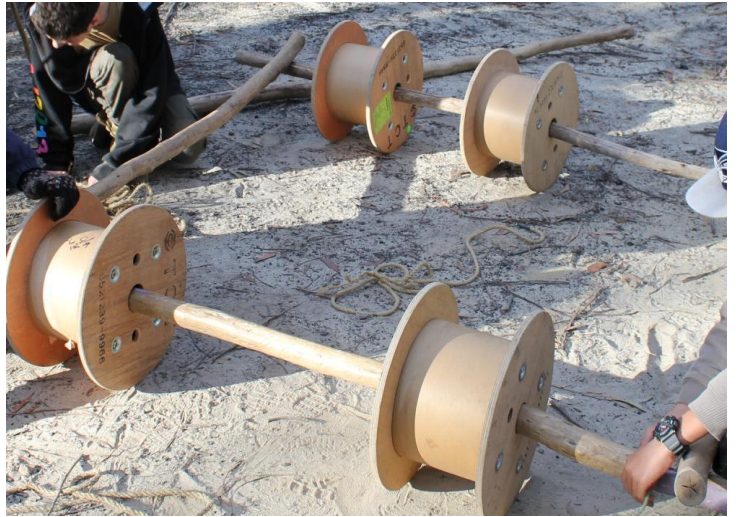
Back in Tasmania, he was appointed as overseer of the gardeners in the Government Domain and built a house on 160 acres of land at Glenorchy. Unfortunately, their only son Martin, born in 1855, died of rheumatic fever in 1871. Cash was said to have died of a broken heart in 1878 in his own bed.



RAC 5
THEME *Bushrangers*
ACTIVITY *Bush Transport*

Given a selection of wheels, poles and ropes, the patrol had to create a mode of transport to get one member of the patrol to the other end of a short track.







Once the task was finished and dismantling was completed, there was a chance to fire balls at some venturer targets using a pre-built ballista.



RAC 5
THEME *Bushrangers*
ACTIVITY *Treasure Hunt*

A compass-guided walk hunting for marked discs – only one colour was looked for per patrol.



STATE RALLY 2014
RAC 5
TREASURE HUNT

HELLO PATROL LEADER

The object of this activity is to find the hidden discs by only using a compass
Each disc will have a letter written on them copy every letter on a spare piece of paper to obtain the name of the hidden bushranger

Rules

- 1) Do not write on this page
- 2) Do not move or take any of the discs
- 3) Only record letters on your colour discs
- 4) Have fun but look out for the traps

PURPLE DISCS

Direction 1	<u>140°</u>	Steps	<u>30</u>
Direction 2	<u>50°</u>	Steps	<u>15</u>
Direction 3	<u>348°</u>	Steps	<u>17</u>
Direction 4	<u>42°</u>	Steps	<u>21</u>
Direction 5	<u>26°</u>	Steps	<u>21</u>
Direction 6	<u>30°</u>	Steps	<u>12</u>
Direction 7	<u>38°</u>	Steps	<u>14</u>
Direction 8	<u>190°</u>	Steps	<u>16</u>
Direction 9	<u>RETURN TO START</u>	Steps	<u> </u>
Direction 10	<u> </u>	Steps	<u> </u>



RAC 5
THEME *Bushrangers*
ACTIVITY *JNN News Report*

As a result of a kidnapping of the local JNN news team, the patrol members had to fill the roles of reporters etc and present a news interview.

Instructions:

It was a few days ago that chaos struck.

The JNN news team was on their way to Cataract Scout Park with their Horse and Carriage for State Rally, excitement took over, as they were getting ready for the event. It wasn't a long ride but long enough for the group to talk and have fun.

Upon arrival the trees started to shake and it started to rain. The decision to stay in their Carriage waiting for the weather to calm down might in hindsight not have been the best choice, with the cameras on the roof and the nerves taking over, the crew was worried.

"What was that?" one of the boys yelled, looking out the window. The others ignored it.

"The wind rustling the leaves" replied another.

A man approached and the Crew was captured.

Your Task:

- With the original crew gone it is up to you to present the today's news.
- 1 Scout is the Producer (Video Switcher)
 - Patrol Leader
- 1 Scout is the News Reader (Anchor)
 - Serious
- 1 Scout is the Field Reporter
 - Funny
- 1 Scout is the Weather Person
 - Bubbly
- 1 Scout is The Victim (If more than 4 in your patrol)
 - Patrol Clown (Also someone that can make up a store on the fly)
- 1 Scout is the Police Officer (If more than 5 in your patrol)
 - Authoritative (Also someone that can make up a store on the fly)
- 1 Scout is to Operate the Cue Cards (If 7 in your patrol)
 - Doesn't have a face for TV

**You have 5 minutes before you're LIVE on TV
MOVE IT**



Anchor: Welcome to JNN news. I am
(anchor) filling in for the regular JNN news
crew that have been kidnapped by such
rangers. We will bring you more information
on that disturbing story as details come to
hand.
Coming in this bulletin, Terri Inneson leads
to heartful girls from victim a Girl Guide
makes gender blunder and Bush Rangers
hold up challenge valley as well as weather
from around Calarant Scout Park.

RAC 5
THEME *Bushrangers*
ACTIVITY *Bushrangers Campsite*

To show how easy it was to set up a comfortable campsite, the patrol had to build either a bed or a chair. A picture was supplied as well as suitable materials.

