

Signal u 18r

Your patrol has been separated into 2 groups and can **only communicate from a distance using semaphore signals and / or cell phones**. Group A must get an important question to Group B using semaphore flags and then get the text answer back from B, using supplied cell phones, before time runs out. Both skill and speed count!

The game will start with one whistle blast and end with two whistle blasts. DO NOT ATTEMPT TO SIGNAL BEFORE THE GAME STARTS.

Instructions:

1. Split your patrol into 2 groups: Group B with two patrol members and Group A with the rest of the patrol. Group B goes to the far end of the field, and may do so before the start whistle. Each group must stay on the far side of their respective lines. These instructions are duplicated at each end of the field. (Note that the Group stations are numbered – it is very important that you not have differing station numbers.)
2. Group A will get a set of 2 semaphore flags plus a cell phone; Group B gets only a cell phone, all of which will be at their respective ends of the field. Semaphore and **texting** are the only methods of communication allowed between the groups during the game.
3. Each patrol member in Group A must send at least one letter or character by semaphore.
4. Each group must write your patrol name and unit number on their answer sheets.
5. Group A selects one question from the list provided to send to Group B using the semaphore flags and must circle the question number.
6. Group B writes down each letter or character as it is received.
7. Group B selects an answer to the question as they understand it from the list provided, then texts the answer back to Group A. Group B must circle the number of the answer selected.
8. Group A must write down the text message sent from Group B. Once the message is written out, Group A will give the patrol yell and the Game Staff will call out your time.
9. Both Groups A and B must write down their time. A Scout is Trustworthy.
10. Remain in your positions at opposite ends of the field.
11. Otherwise, STOP when you hear TWO whistle blasts from the game staff.
12. Please return the flags, cell phones, and all game instructions and papers to the Game Staff. Take nothing except what you brought with you.

RECEIVER – POSITION THIS SHEET WITH THIS END UP

Modern semaphore

The flag semaphore system uses two short poles with square flags, which a signalman holds in different positions to signal letters of the alphabet and numbers. The signalman holds one pole in each hand, and extends each arm in one of eight possible directions. Except for in the rest position, the flags cannot overlap.

The following semaphore characters are presented as one would face the signalman:

				
Rest / Space	Numerals	Attention	A or 1	B or 2
				
C or 3	Acknowledge D or 4 /Correct	E or 5 (8x) Error	F or 6	G or 7
				
H or 8	I or 9	J or Letters	K or 0	Invitation to L
				
M	N	O	P	Q
				
R	S	T	U	V
				
W	X	Y	Z	

Trivia: The flags are colored differently based on whether the signals are sent by sea or by land. At sea, the flags are colored red and yellow, while on land, they are white and blue.

SENDER – TURN THIS SHEET UPSIDE DOWN; THIS END UP