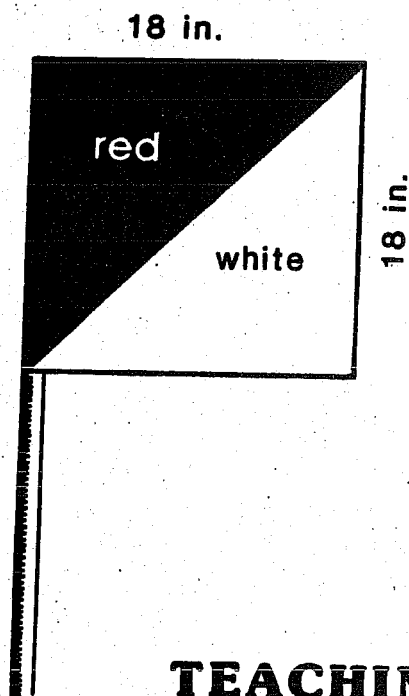


SEMAPHORE SIGNALING

The Semaphore Signaling can be lots of fun and can be used as a means of communication between units while hiking or camping.



Have your units make flags.
The cloth should be fairly heavy,
perhaps Indian Head cloth would do.

TEACHING SIGNALING

- First:** Teach sending and receiving of the alphabet.
- Second:** Practice on speed work. Pathfinders should be able to do from 30 to 50 letters a minute.
- Third:** Unit signaling games and contests should be used.
- Fourth:** Pathfinders should be able to signal from hilltop to hilltop, sending messages with ease and accuracy.
- NOTE:** You can obtain the Semaphore Code in the Scout Field Book, or in the Merit Badge Series. Ask for this material at your Boy Scout store in your city.

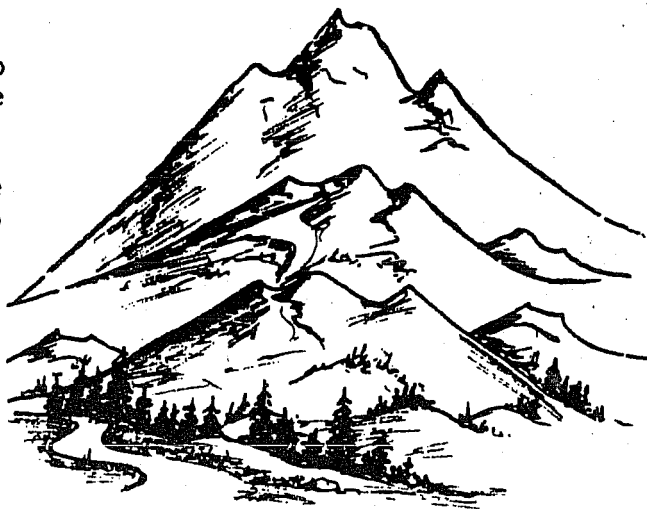
Signaling

THE FINAL ASCENT

PARTICIPANTS: 5 Pathfinders (Two senders, Two receivers, One assistant) for each club

EQUIPMENT Either 4 semaphore flags OR 2 wigwag flags 2 - 4 x 6 cards 2 - pencils or pens

SETTING: The morning sun shines across the mountain peaks which surround the area of your camp. Gazing upward you see the summit of the peak your expedition has determined to conquer. The last preparations are made, and you now begin the upward hike. Slowly, yet surely, the peak seems to get closer. In perhaps what seemed like minutes to some, or maybe hours to others, your expedition has finally made that final ascent. You're on top!



Previous arrangements have been made to let those who remained at base camp know where the summit had been conquered. And your last task before you descent is the message, "WE ARE ON TOP!"

THE TASK: There are two lines, fifty feet apart. Behind the starting line stand Pathfinders C and D. And behind the finish line are Pathfinders A, B, and E. (see illustration) Pathfinder E has a paper sack over his head to prevent him from seeing any communication signals.

- Step 1 Pathfinder A is handed a card in an envelope with a sequence of letters written on it. At the sound of the gun, he takes out the card and points each letter out to the sender, team member B, who in turn sends the letters one at a time. No verbal communication whatever is to take place.
- Step 2 Pathfinder B. Then begins sending the message across the fifty-foot span to Pathfinder C, until the entire message has been sent. Pathfinder A takes off the sack on Pathfinder E's head.
- Step 3 Pathfinder C records the message sent by Pathfinder B and transmits the information to Pathfinder D. (Again, no talking.)
- Step 4 Pathfinder D begins sending the message to Pathfinder E until the entire message has been sent.
- Step 5 When team member E has received all of the message, he raises his hand. A judge will then determine the placement.

NOTES: 1. Remember -- NO TALKING WHATEVER IS TO TAKE PLACE ONCE THE GUN HAS SOUNDED.

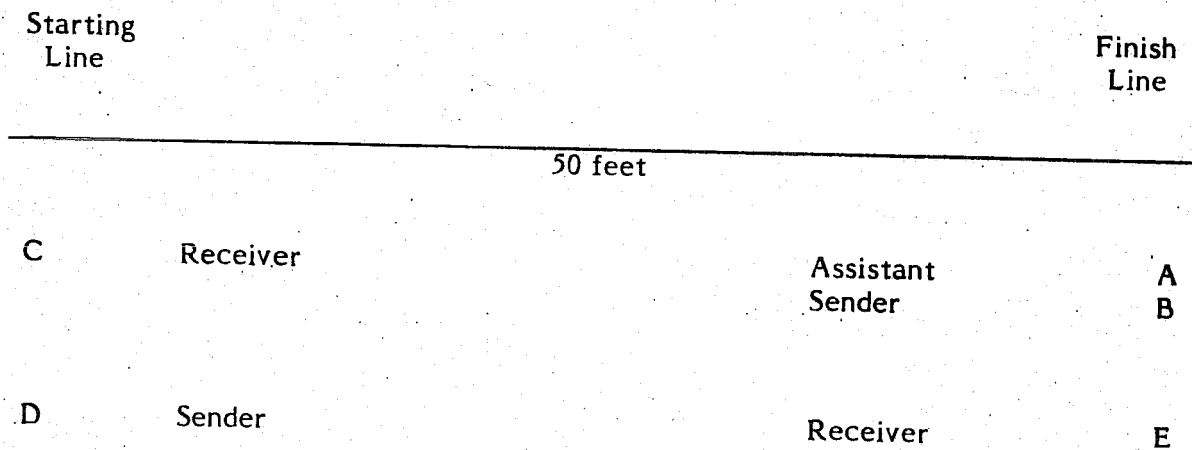
ERRORS: 1. Any talking done after the sound of the gun.

2. One error for each incorrect letter on the two receivers' cards as compared to the original card.

PLACEMENTS:

Three minutes is allotted to complete this event. The club will receive five points for entering the event, and an additional five points for placing first, second, or third, which must be done in the allotted time. The number of errors will determine the placement.

First Place - 0 - 1 error
Second Place - 2 - 3 errors
Third Place - 4 - 5 errors



SEMAPHORE SIGNALS

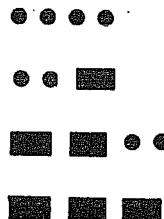
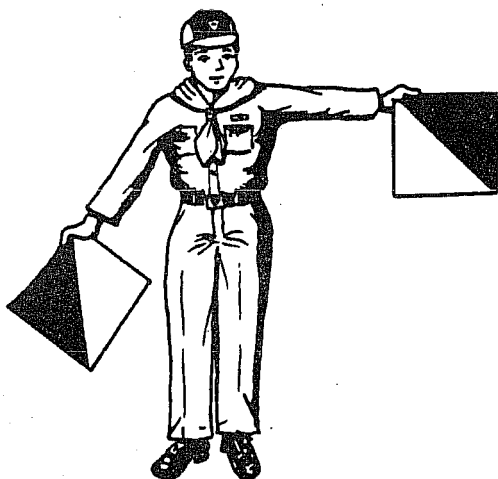
PARTICIPANTS: 4 Pathfinders - a reader, a signaler, a receiver, and a recorder for each club

PROCEDURE: Teams will be handed a sealed envelope with 10 words they must send, record and bring to judges. Accuracy will be the goal.

SCORING:	First Place	2 minutes	10 points
	Second Place	3 minutes	8 points
	Third Place	3 or more minutes	6 points

COMMUNICATIONS

1. **Signaling** - Each club will be permitted to enter two teams. These teams will provide their own flags. Each entrant will be expected to send and receive a message. The team doing this the fastest will be declared the winner.
2. **Sign Language** - Each club will be permitted to enter two teams. A verse from Matthew 24 will be sent and another received.
3. **Morse Code** - A buzzer, flashlight, whistle, or verbal (di, dah) means may be used to send and receive a message. The team doing this the fastest will be declared the winner.
4. Any of the above means may be used to code out a word. The receiver will find some object in the room and bring it back to the sender. After ten tries the one having received the most objects first will be the winner.



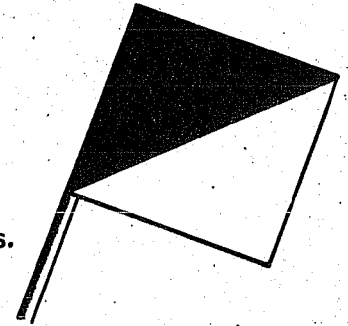
SEMAPHORE FLAG RELAY

PARTICIPANTS: 9 Pathfinders - 8 Pathfinders will be senders and 1 Pathfinder will be the receiver for each club

If a club does not have 9 members, a Pathfinder may be used more than once as a sender.

NOTE: The event will involve sending 8 semaphore letters, one at a time. The letters to be sent will be selected from the following 15 letters:

- | | | |
|------|-------|-------|
| 1. A | 6. F | 11. N |
| 2. B | 7. G | 12. P |
| 3. C | 8. I | 13. R |
| 4. D | 9. J | 14. U |
| 5. E | 10. L | 15. X |



This will require that all 9 of the Pathfinders know the 15 letters.

PROCEDURE:

Each club will have 1 set of flags.

The team of 9 Pathfinders will be separated into 8 senders and 1 receiver with the senders facing the receiver at a distance of 100 feet. The 8 senders are to be in a single file with the first sender holding the semaphore flags at his side. At the sound of the whistle, the first sender will be informed by the judge what letter to send. They will send the letter to the receiver who will record it on the score sheet provided. The flags will then be passed to the second sender who will be informed by the judge what letter to send. This process will continue until all 8 letters have been sent or the time limit has been exceeded. Time limit is 39 seconds for sending all eight letters. When time is called, if all 8 letters have not been sent the Pathfinder that is in the act of sending is to drop the flags to his side. The judge stationed with the receiver will take the score sheet from the receiver and determine the score.

SCORING: Entry	39 points
Complete in 39 seconds	5 points
Each Correct Letter	1 point
 Total Possible	 18 points

Senders

Receiver

Judge

100'

Judge

SIGNALING SHOPPING

(A game)

This interesting contest is one of the most popular of the signaling events.

Arrange the teams in parallel files. At the opposite end of the room tack papers on the wall, each containing the following store signs:

Hardware Drugs Groceries Dry Goods Clothing Pet Store

The leader signals one of the articles to be purchased from the list below. The first player of each team attempts to read the word, then runs to the store sign where the article could be purchased or found. The one touching the correct sign first scores one point for his team.

Toy	Broom	Rabbit	Collar
Candy	Boat	Mitten	Canary
Beans	Comb	Ice	Rat
Ball	Shoes	Rice	Rhubarb
Bottle	Tie	Bait	Rattle
Butter	Bunny	Brace	Mare
Belt	Lace	Mice	Corn
Nail	Roller	Cob	Hammer
Bear	Cream	Oil	Rake
Bread	Nuts	Pencil	Scarf

(Signaling Procedures)

In a signaling contest, each team consists of four Pathfinders - two members doing and sending and two doing and receiving. The two senders will stand one behind the other. One sends the message and the other reads the message to him.

The two Pathfinders receiving will stand or sit, one will write the message and the other will read the sender.

SIGNALING TOUCH

Line Pathfinder team up in single rank. The leader signals short names of objects near at hand and Pathfinders who understand the message run and touch objects and return to rank. Points are given for the number who touch objects and the first team back in rank.