***1st Wolds Boggart Morse Mission***

**INTRODUCTION & INSTRUCTIONS TO SCOUTS**

In the distant past there was a Wymeswold Boggart that walked the footpaths of Wymeswold for many years searching for a grid reference that would give it a safe route home and peace for its troubled heart.

To this day the Wymeswold Boggart continues lurk around the Wolds villages and still plays tricks upon the inhabitants.

Just after Christmas the Wymeswold Boggart sent a challenge for the Four Patrols of the 1st Wold Scouts.

If the Scouts do not ***complete the challenge correctly and quickly*** then the Boggart will play his latest evil trick   
– ***a Real Dastardly Plan.***

The Boggart told us that he’s hidden a number of message ***transmitters around the Washdyke and the cricket pitch.***

The Scout Patrols must find the transmitters and decode the messages.

The messages will be transmitted in ***Morse Code with blue flashing lights***.

As the Boggart was in an uncharacteristically helpful mood he has added extra coloured lights to help Scouts decode the messages.

A ***yellow*** flash indicates that a ***letter has been completed***.

A ***red*** flash indicates that a ***message has been completed***.

The Boggart insists that each Patrol must ***find the messages in the correct order*** according to his instructions and using his special map.

The Boggart warns that failure to follow these will result in ***Dire Consequences***.

***Location routes for finding the transmitters...***

|  |  |  |  |
| --- | --- | --- | --- |
| Ravens | Woodpeckers | Kestrels | Hawks |
| 1 | 7 | 2 | 5 |
| 5 | 2 | 7 | 1 |
| 2 | 5 | 1 | 7 |
| 7 | 1 | 5 | 2 |
| 8 | 8 | 8 | 8 |
| 11 | 11 | 11 | 11 |
| 4 | 4 | 4 | 4 |
| 9 | 9 | 9 | 9 |
| 10 | 10 | 10 | 10 |

**PLANNING FOR LEADERS**

***Items needed:***

1. Morse Kits including flashers, “defuser” and “bomb”
2. For each patrol:
   1. C**lipboard**
   2. **Torch.**
3. **Air horn**
4. Chocolate bars to release from bomb

***On returning to the hut…***

For maximum excitement it will be important to:

1. Only **allow one patrol at a time** upstairs.
2. Brief the first scouts back to **allocate roles:**
   1. **One scout** to push the **buttons.**
   2. **One scout** to **read the code.**
   3. **Other scouts** in the patrol need **to watch the bomb very carefully….**….they must **shout if anything changes.** (And it will !!)
3. If the “bomb” times out then **blow the hidden air horn** to make the scouts jump.