Signaling Challenge

**Goal:** Prepare Patrols for the Camporee semaphore challenge, develop teamwork and communication skills, and have fun!

**Setup**: All Patrols will face each other on the gym long-side. The interior of the basketball court is a no-go region, and no Scouts may enter there when the event begins. Each Patrol will break apart into two groups, a sender and receiver. The Senior Patrol will set up a station in the center of the arena, where the SPL (or a proxy) will dispense messages to the senders as they arrive (see Order of Events).

The Receivers will get a Receiver Sheet listing the semaphore code and an area for recording messages received. This also records the number of fouls accrued by the Patrol.

The Senders will receive the Sender Sheet, which lists the semaphore code and has an area for recording the messages they send.

**Order of Events**

* Each Patrol is divided into two, a Sender and Receiver team.
* Referees (adult helpers, Senior Scouts), will give the Sender and Receiver teams their sheets.
* Patrols will put their Patrol name onto the sheet, in the area on top of the form.
* A Scout from the Sender team will go to the center area to receive a message from the SPL station and records the message onto the Sender sheet.
* The Scout returns to the Sender team and they begin using the flags to signal the message over. The Receiver team attempts to decode the message
* Once the message is transmitted, a Scout from the Sender team goes back to the SPL station to get a new message.

At the end of the event, the Patrol will hand over both Receiver and Sender sheets to the judges.

**Scoring**: Each message successfully sent will earn the Patrol one point. Each foul against the Patrol will remove one point (and can go negative). To score a point, the received message on the Receiver Sheet must match what is written on the Sender Sheet.

**Rules**

Violation of any rule earns the Patrol a foul.

* No noise above a whisper. Anything louder will get a foul for that Patrol.
* No cell phones may be used at all.
* Any Scout entering the no-go region scores a foul against their Patrol.
* Attempting to add extra received messages or other attempts at cheating earn a foul (and a stern talking to about honesty).

**Challenges**

As the task progresses, new challenge rules can be added to exercise the creativity of the Patrols. These can be applied at the discretion of the Senior Patrol and judges.

* Remove the flags from the senders.
* Scout performing the sending must be blindfolded.
* The entire Sending team is blindfolded, after reading the message to send.
* Turn off all the lights in the gym (may require monitors to ensure safety).
* A group of Senior Scouts now meander through the middle of the arena and do disruptive activities to add noise to the signal.

**Notes**

The message list for the Senior Patrol is divided into Easy, Medium, and Hard words. Deciding which to use is up to their discretion.

The Senior Patrol can choose to have the Sending and Receiving teams swap. Note a new message may need to be issued to prevent cheating. If Senders go to the Receiving team, they will also need to make sure they do not correct previously received messages.