



COMPETITIVE RADIO GAMES

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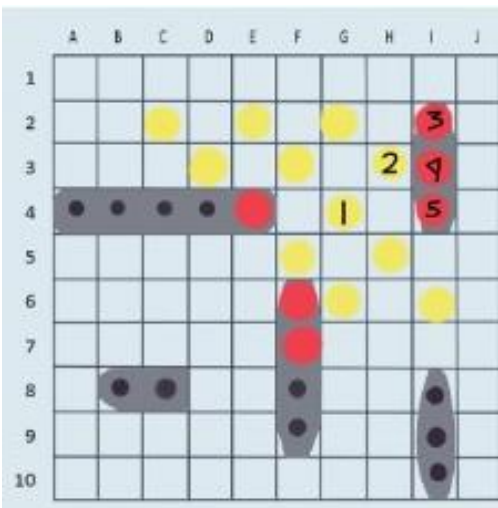
WiFi scavenger hunt, 30 min

A fun game where scouts search for hidden transmitters. Using their cellphone, the WiFi bars will get stronger the closer they are to it, the fox can be **stationary or moving**. The winner is the individual or team that has the fastest search time with all the correct box letters. (12 units)



Blind Sheep / Mine Field, 10 min

Scouts use a radio while blind-folded and are guided around an obstacle course by a person outside the course who cannot touch the blindfolded person. The activity is a trust exercises and a lesson in teamwork and giving clear instructions over a communicators system. Points are counted for every time the person steps on an obstacle or crosses a boundary. (1 set)



Speed Battleship, 15 min - In this activity, Scouts layout their fleet on chessboards and then use radios to communicate with their opposition to sink their fleet. Multiple players can be going all at once making it even more fun. The last scout with floating ships wins.

Up to 5 tables (individuals or teams) can be set up, each calls out their shot one after the other. Everyone records hit/misses so they can keep track of their opponents positions as well. (5 tables)



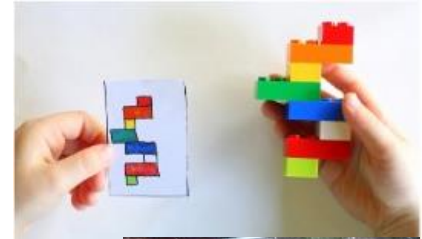
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Lego puzzle build, 10 min

The game is played with partner teams. Each team is given an identical set of Legos and a radio. One team, (the builder) builds a structure and the other team copies the model (the copier). The builder makes a small structure from the Lego blocks and the copier tries to recreate it. This may sound very easy, but they can't see each other! Using the walkie talkie, the builder gives instructions to the copier telling them where the next Lego brick should go. Do they both look the same when finished? When they have finished, swap roles so both experience the difficulties of the other role. Winner is the fastest team to copy both ways. (4 sets)



CW/MORSE code challenge, 10 min - Partner teams learn how to do SOS and transmit a short message

between each other. The challenge is encoding the message and having your partner decode it then reverse. Winners are the fastest to exchange a message back and forth. (2 sets)

Telegraph Encrypt/Decrypt game (harder)

A fun game where scouts must transcribe a longer message and get it to their partner via telegraph. Their partner must write it out, then send an answer back.



They work as teams and the fastest teams of the day win prizes. They can repeat the game as many times as they like, getting a new phrase each time. Each station SET involves two Morse code straight keys a good distance from each so that a pair of scouts can communicate with each other. We can run two teams at a time. The phrases they use are simple one-liner scout jokes, one sentence each way. The first couple of times take a while, but they slowly learn/memorize each letter's



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'dit-da code', so they start transcribing the sentence to morse much faster the more times they do it.

Example phrases... #1 sends it to #2...#2 decodes it, then replies with #2 answer...#1 decodes and shows judge/timekeeper.

Cub 1: How can you tell if a buffalo is under your sleeping bag?

Cub 2: The ceiling of your tent is very close.

Cub 1: What do you find between the hooves of buffaloes?

Cub 2: Slow buffalo hunters.

Cub 1: What do you get when you cross peanut butter with a buffalo?

Cub 2: You either get peanut butter that roams the range or a buffalo that sticks to the roof of your mouth.

Cub 1: How can you tell a buffalo from a field mouse?

Cub 2: Try to pick it up. If you can't, it's either a buffalo or a very overweight mouse.

Cub 1: What time is it when a buffalo sits in your canoe?

Cub 2: Time to get a new canoe.