



Method: Each patrol has one signaler and one dictator. These two players are sent 100 yards or more away from the rest of the patrol and given a secret message of 30 letters. Each receiver in the patrol writes the message on his paper. (There must be no communication between receivers in the patrol.) The signaler may not repeat the message but he may send slowly enough to be understood by all his patrol members. When the message is completed, the patrol leader collects the slips for the judge.

Scoring: Correct letters received by all patrol members are added together, then divided by the number of receivers to give the patrol average. The patrol with the highest average wins.

Variation: This same game could be played at night using flashlights and Morse code, or during the daytime using mirrors.

MESSAGE RELAY

Equipment: None.

Method: A leader gives a message to a Scout, using sign language. The Scout must relay it to the next member in his patrol and so forth, until the last member of the patrol repeats it to the leader.

Scoring: The patrol getting the most words correct wins.

WHO'S THAT?

Equipment: None.

Method: A nocturnal hunt sometimes shows people as they aren't. In an outdoor setting, split the troop in half. One team will be Hiders, the others Seekers. The Hiders go outside to a well-known or established trail, not far from the main cabin or building, but not with dense cover. No street lamps or building lights should be visible.

Tell the Hiders that motionless people in the dark may take on other forms that appear to be rocks, stumps, or logs. Indicate that, as Hiders, they will want to cover all parts of their body that stand out (white skin or clothing), and camouflage body parts so that they blend into the surroundings. They then begin hiding along the trail, following these rules and guidelines.

- Hide people individually unless there is reluctance to stay alone; if there is, allow a pair to hide together.
 - A Hider must be in a partially exposed position. Completely concealing a person behind something is not allowed. The Hider should try to blend in with the natural surroundings; a rock, tree, stump, etc. A Hider must be no more than 20 feet away from the trail.
- The Seekers wait patiently in the building until the leader