

- Planting hedges or windbreaks to create winter cover for wildlife.
- Protecting a stream bank by planting grass or trees.
- Controlling erosion on hiking trails by water bars or spreading a layer of an organic material such as sawdust, wood chips, pine needles, or leaves on the trail surface.
- Building, stocking, or fertilizing a farm pond for fish.

Signaling Fun

First have some instruction in the field for semaphore and Morse code flag, light, or buzzer. See the *Boy Scout Handbook*.

Then conduct the following interpatrol games.

DISTANCE SIGNALING. Each patrol is divided into buddy teams of two or three Scouts. Each team is given a signal flag.

Team 3 is sent about 200 yards away, out of sight of the start. Team 2 is sent about 100 yards away, where it will be within sight of both Team 3 and the start. Team 1 stays at the start.

When all patrol teams are in place, Team 1 of each patrol is given a message of about 20 letters calling for some action. Example: "Run to the starting line."

Team 1 sends the message to Team 2, who relays it to Team 3. Team 3 then completes the action directed.

Scoring: The patrol whose team completes the action first wins.

Note: If your Scouts are novice signalers, let them use the *Boy Scout Handbook* to send and read the message.

SIGNAL RELAY. Each patrol is divided into two teams, Senders and Receivers. The teams stand at least 20 yards apart. The patrol leader chooses the method of signaling his patrol will use—Morse code by flag, light, or buzzer—and the appropriate equipment is given to the Senders.

On signal, a leader gives one word to the first Sender, who sends it to the first Receiver. When the receiver announces the correct word, he runs to the end of the Senders' line. The next Sender and Receiver repeat the action (But always with a different word) and so on. Continue until all patrol members have been both Senders and Receivers.