Cyprus Amateur Radio Society

Games

for Scouts and Guides

Special thanks to the creators of the website

Radio Scouting UK

http://www.radio-scouting.org.uk/

who gave the permission to translate an use

the games presented in this guide..

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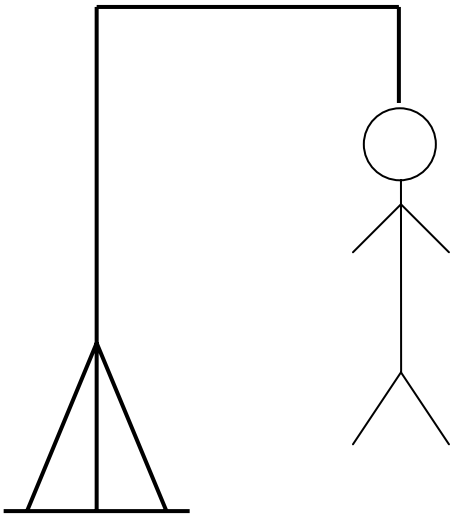
1. Radio Hangman

The Radio Hangman Game is a variation of the famous Hangman game that many played at a young age. It's a game played by 2 or more players (groups), using paper and pencil. The one player (team) thinks a word, and the other (another) attempt to guess the word by suggesting letters. The word is depicted by dashes, and only the number of letters of the word is reported. When a player suggests a letter in the word, the other player enters the letter above the dashes that that letter corresponds to. If the proposed letter does not appear in the word, then the other player draws a feature of the hangman shape.

The game ends when:
1. The player (team) guessing the letters completes the word.
2. The other player (team) completed the hangman shape.

In the game of Radio hangman, the player or team receives a callsign or uses a predefined group name (e.g. some colour). The two groups are placed away from each other, preferably in separate rooms which include white-boards. Since the two groups do not see the game paper, the answers should be in the form, "Yes, Alfa is the first and the fifth letter of the word" or "No, Bravo is not found in the word."

Wireless type walkie-talkie for which no special license is required for their use are quite inexpensive and ideal for the introduction of youngsters into the hobby. But it can not be used for communication with other groups beyond a few hundred meters away.



1. Head
2. Body
3. Right Hand
4. Left Hand
5. Right Leg
6. Left Leg

2. Radio Battleships

This game radio battleships can be played by 2 or more teams, and happens to be all the more interesting when there are more than 2 teams. It is designed to train budding novices in operating techniques. Operating is one of the most important aspects of amateur radio, and confidence is the most important part of operating. This game should help youngsters to become less mic-shy.

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The game is played using four grids, two for each player/team. Usually the grids are 8x8 squares in size, and each specific square can be identifies using a letter and number. The players of each team mark on one of their grid the locations of their ships, and the shots the other team makes. The second grid is used to mark their own shots.

	A	B	C	D	E	F	G	H
1								
2								
3								
4								
5								
6								
7								
8								

Before the start of the game, each team 'places' ships secretly on the grid, either in straight or in vertical formation. The number of squares occupied by each ship is determined by the type of ship. A ship can not overlap with another ship. The types of ships allowed are the same for each group.

Number and types of ships:

1 aircraft carrier	5 squares
1 cruiser boat	3 squares
2 destroyers	2 squares
2 submarines	1 square

Once the ships are placed on the grid, the game can start. In each game round, each team must announce the opponent's square they wish to attack. If a ship is found in that square, then the ship receives a blow. The opponent announces if a ship is struck or not, and it is then his turn to attack. When all the squares of a ship are hit, then this ship is sunk, and the team that lost the ship must announce the loss, but not necessarily the type of ship. Each shot should be announced if it is a "successful shot", or a "missed shot" or a "ship is sunk". The game ends when one team loses all its ships.

A typical game will consist of the following conversation:

```
Green team:     "Red from Green, My first shot of this group is Alfa Five."
Red team:       "Green from Red, Alfa Five was a miss."
Green team:     "Red from Green, Miss received."
                "Blue from Green, my second shot is to you, Delta Three."
Blue team:      "Green from Blue, Please confirm Delta Four."
Green team:     "Blue from Green, Negative, the shot was Delta Three."
Blue team:      "Green from Blue, Delta Three was a hit."
Green team:     "Blue from Green, in which case my third shot is Echo Three."
Blue team:      "Green from Blue, and that is my destroyer sunk."
Green team:     "Thank you for that, blue destroyer sunk."
                ‘That concludes my three shots, and now round to Red.”
```

3. Q-code Dominoes

Print this page, then photocopy the dominoes onto card, and cut out each domino. Use them to play dominoes to whichever set of rules you normally use (there are a number of variations), BUT each Q code must be matched with the appropriate text.

Matching text to text, or Q code to Q code is not permitted.

QSB	High Power	QRP	Natural interference	QSO	Acknowledge-ment
QRO	Fading	QTH	Low Power	QSL	Change frequency
QRM	Stop(ped) sending	QRS	Man made interference	QRN	Contact or Conversation
QRT	Location	QSY	Fading	QRZ	Send more slowly
QSB	Location	QRP	Stop(ped) sending	QSO	Send more slowly
QRO	Natural interference	QTH	Contact or Conversation	QSL	Man made interference
QRM	Fading	QRS	Low Power	QRN	Acknowledge-ment
QRT	Change freq-uency	QSY	High Power	QRZ	Fading

4. Stourport Airmiles

This game was developed to encourage visitors to take an ongoing interest in a JOTA/Special event station. It revolves around the Scout visitors passing greetings messages and then getting the Amateur Radio Locator of the station spoken to.

Requirements

1. The locator reference for your station;
2. Some way of calculating the distances between locators. There are several computer programs available for the PC and Psion pocket computers. See G0HZK's website for example - http://www.dorcus.co.uk/carabus/jscalculators.html;;
3. A computer to run the above on;
4. A poster score sheet so everyone can see the state of play and to encourage enthusiasm in the competition.

Organisation

1. The original version of this game was designed to get groups to visit a JOTA station, to stay longer than a flying visit, and to maybe return for further visits throughout the weekend. With this in mind each Scout Group - Cubs, Scouts, Beavers and Leaders - were organised as one team so the competition was then a District wide contest;
2. Competition times were then organised, say from 9am till 9pm on the Saturday and 10am till 2pm on the Sunday so only contacts made during these periods are scored;
3. You will need to devise a scheme of operations that means no single team hogs the available time;
4. Each team will require its own logging sheets.

Scoring & Rules

1. For a greetings QSO to count the following must completed in the log:
   (a) Call signs
   (b) Names
   (c) QTH
   (d) Contact time
   (e) Locator (This may have to be specifically requested)
2. If the other station does not have its locator the teams are allowed to try and work out the DX station's locator from information recorded during the QSO. This calculation must be approved by the Station Manager (referee) before the score is recorded;

3. One point is scored for each kilometre (or mile!) the station is distant from you. You could use a contest scoring scheme including multipliers etc if you wish;

4. Only one member from each team can score during an individual QSO to a particular station;
5. The operator must record in the station log that a greetings message was passed;
6. It is the responsibility of the team to ensure that the station log keeping is done accurately otherwise the scores will not count.

You may wish to limit the geographical area of the competition, to stop a single contact to Australia winning! Or introduce a multiplier for the number of contacts made.

To Win

Simple - score the most points!

As with any activity you will have to adapt it to your own circumstances or make changes to keep the idea fresh. It was found that those scouts that took the activity to heart tried really hard and so took a very active part in JOTA and hopefully will come back for more next year.

Thanks to the Stourport & District Amateur Radio Group
for the original idea on which this game is based

5. Alphabet Tag

Get the participants to arrange their chairs in a circle, with a space between two chairs to mark the start and end of the circle (This game works with up to 26 participants). Once the participants are settled, give each a letter of the phonetic alphabet, starting with A and working in order clockwise. As will become clearer later, it is important to bear in mind that the letters are allocated to the seats, not the person.

Alfa then starts the game moving by saying something along the lines of 'Alfa to Golf'. The person designated as G has to respond in a reasonably short time 'Golf to xxx', where xxx is another letter, e.g. 'Golf to Tango', T has to respond Tango to . . .

The game pauses whenever someone makes a mistake, such as:

- Does not respond in a reasonably short time, (or at all)
- Does not use the correct phonetic
- Uses a letter out of range (if less than 26 participants)
- Answers when it is not his/her turn

At this time, the culprit moves to the end of the circle, all participants between where he did sit and the end, moving up one position. Everybody who has moved now has a different letter.

The object of the game is to move to the beginning of the circle, and to be there when the game ends.

The referee controls the pace of the game. The definition of a 'reasonably short time' is totally up to him or her, as is the decision whether a correction is allowed (usually not). Sensibly this depends upon how well participants know the phonetic alphabet. I have played the game fast and furious as a revision exercise; more slowly but equally enjoyably with less experienced participants. Ideally the referee will force the pace to get the right number of pauses. If there are too many, everyone gets too confused; if there are too few, people start getting bored.

The referee is recommended to keep the pauses short. Do not allow everyone to get sitting comfortably and work out what their new letter is, 'hit him' while he is trying to work out what comes before J in the alphabet.

If you have less than 26 participants, once they seem to know this part of the alphabet, start the game again with a different range of letters.

A	**=**	**ALPHA**	**N**	**=**	**NOVEMBER**
B	**=**	**BRAVO**	**O**	**=**	**OSCAR**
C	**=**	**CHARLIE**	**P**	**=**	**PAPA**
D	**=**	**DELTA**	**Q**	**=**	**QUEBEC**
E	**=**	**ECHO**	**R**	**=**	**ROMEO**
F	**=**	**FOXTROT**	**S**	**=**	**SIERRA**
G	**=**	**GOLF**	**T**	**=**	**TANGO**
H	**=**	**HOTEL**	**U**	**=**	**UNIFORM**
I	**=**	**INDIA**	**V**	**=**	**VICTOR**
J	**=**	**JULIETTE**	**W**	**=**	**WHISKEY**
K	**=**	**KILO**	**X**	**=**	**X-RAY**
L	**=**	**LIMA**	**Y**	**=**	**YANKEE**
M		**MIKE**	**Z**		**ZULU**

6. Man the Lifeboats

Here is a adaptation on an old Scouting game. (Take care if there is valuable equipment set-up in the same room you intend to play the game in - maybe you should think about doing it outdoors or in another hall).

Make some labels up showing only the frequencies and place these at cardinal points around the room.

Then call out in the traditional manner the bands in metres. The Scouts then have to run to the corresponding point in the room. The last one there is out or better still pays a forfeit (spells something awkward in phonetics, for example).

Variations

- Post the bands on the wall then call out the frequencies
- Put Q codes on the labels and then call out the “answer” to the code
- Sing out, whistle or if you have to use something electronic to produce a morse-code character

Let your imagination run riot!

7. Annex

Material for the games.

A

ALPHA

B

BRAVO

C

CHARLIE

D

DELTA

E

ECHO

F

FOXTROT

G

GOLF

H

HOTEL

I

INDIA

J

JULIET

K

KILO

L

LIMA

M

MIKE

N

NOVEMBER

O

OSCAR

P

PAPA

Q

QUEBEC

R

ROMEO

S

SIERRA

T

TANGO

U

UNIFORM

V

VICTOR

W

WHISKEY

X

X-RAY

Y

YANKEE

Z

ZULU

	1	2	3	4	5	6	7	8
A								
B								
C								
D								
E								
F								
G								

aircraft carrier

cruiser boat

destroyers

submarine

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