

SEMAPHORE ACCURATE TRANSMISSION OF MESSAGES / USE OF PHONETIC ALPHABET

Four Cadets from each unit shall constitute a Team. They shall be divided into two pairs A and B.

PROCEDURE

1. Pair A and B shall each consist of a Sender/Receiver, and a Reader/ Writer.
2. Each team shall draw a set of 2 semaphore cards at random from the choice offered. Each card shall have a code with a random 5 letter sequence. Pair A will send one sequence, Pair B will send the other.
3. Cadets sending and receiving shall face each other, and cadets reading and writing shall have their backs to their team-mate. Each pair will be a minimum of 150 feet away from the other pair.
4. Which cadet in each pair performs what function is at the choice of the team.
5. The letter codes must be relayed from one team member to another in the pair verbally using the Phonetic Alphabet. Then the letter codes are transmitted from one pair to the other using semaphore flags. The receiver then translates the received semaphore code to a phonetic alphabet letter.
6. The ATTENTION signal (Both Flags Waving) will be sent at the beginning of each 5 letter group and the FRONT signal (Both Flags Down) will be sent at the end of every 5 letter group transmitted.
7. Each group of five letters sent will be immediately followed by the answering team completing the same cycle for each five letter code as confirmation.
8. If there is a known error in sending or receiving, the ERROR signal (1 Flag Waving) will alert the team that the previous signal was incorrect and a new signal will be sent.
9. Timing starts at the drop of the ATTENTION Signal and ends at the drop of the final FRONT Signal.
10. Corrections made by the writer during the message receiving, shall be clearly understandable by the judge, whose decision is final. The number of corrections may need to be counted in the event of a tie.

JUDGING

1. Penalties of five seconds per error, shall be assessed from each pairs written cards.
2. The assessed penalties from each pair shall be deducted and be the score for that team.
3. A 5 second penalty will be assessed for any transmission that does not have an ATTENTION signal to start and a FRONT signal to end the transmission.

SCORING

The Highest score shall be the lowest time. In the event of a tie, the card with the least number of corrections shall be judged highest score.

- 1st Place – 50 points
- 2nd Place – 40 points
- 3rd Place – 30 Points
- 4th Place – 20 Points

EQUIPMENT

1. Two sets of Semaphore Flags
2. Three Clipboards
3. One stopwatch
4. Six sets of Semaphore Cards
5. Two Writing utencils