

Game: red moose

An advanced hide-and-seek game, in which transceivers cannot be missing.

Learning targets: Learn and memorize the NATO/ICAO alphabet or the Morse code.

Material:

- CB/PMR, one for each patrol group
- headbands with alphanumeric codes, higher than the number of participants (headbands can be made with cloth or with red/white warning tape)
- Morse key, one for each patrol group (see the separate activity to build them)

Time and preferred place: 2-3 hours. Open countryside.

Description: red moose is a variation of the classic “hide and seek” game. People can get caught if the opponent is able to read and shout the alphanumeric code (not more than 5 letters/numbers) on their headbands. A person is not allowed to hide his/her headband using his/her own body, but can use everything around him/her: a tree, the ground, even the body of an allied participant (this is now discouraged under COVID pandemic). The game is a challenge between patrols, which move in groups. A participant cannot be touched, hit or lifted by an opponent.

In this variant of the red moose game, the headband codes of each patrol are known to the scout leaders. When a patrol finds the code of an opponent in another patrol, it must communicate that code to the leaders by radio, using the NATO/ICAO alphabet or the Morse key. If correctly communicated, that code gives a point to the patrol; the code is then unavailable, patrols giving that code again won't earn a point.

When a person is caught, there are different options:

- If the game area is relatively small, the person can detach from the patrol, reach the leaders and receive a new headband.
- Every patrol has a limited number of spare headbands, whose codes are known to the leaders.
- The caught person hides the headband and follows his/her patrol.