

FOR LEADERS EYES ONLY

The cubs will be going on a treasure hunt. Each team will be given a set of coded clues, which they must decode. Within each set will be a mixture of nonsense statements, clues to proceed to the next point in the hunt and simple answers to questions that will be asked later.

When the cubs have finished (or time has run out) they will all meet back at the HQ. Then we will see how well they decoded the messages, count up the items that they should have collected and ask them a few simple scouting questions.

The team that manages to get most of the above correct will win.

INITIAL SETUP OF THE HUNT

The following clues will need to be placed in position before the game begins. All clues are in clear plastic covers with instructions on them.

CLUES TO BE PLACED

You will need to place the following clues. Ideally there should be a leader at each clue to ensure it does not blow away, get taken etc.

Semaphore Clue 4 - Message hidden in white bag by the lake. This contains the following message
"7"

Semaphore Clue 9 - Message hidden behind Oak Lodge. This contains the following message
"57 Years"

Morse Clue 2 - Message outside the kitchen. This contains the following message
"The Bananas"

LEADERS NEEDED

You will need at least 4 leaders. If we are short on leaders we can double up some of the clues. For example the contact at the tents could also be the contact with the hat. Instructions are below.

Semaphore Clue 3 - A leader will need to stand by the HQ hut with a coin. If questioned by a team they will say that they will buy an object for a coin. Once the team finds the object they give them a coin.

Semaphore Clue 6 - A leader will need to walk with a limp. If questioned by a team they will give the answer "Inside a pen"

Semaphore Clue 10 - A leader will need to pose as an old lady outside the county building. If questioned by a team they will sell them a Cardboard Disc for a coin. They will only accept a coin as payment.

Symbol Clue 7 - A leader will need to wait by the dorms. If questioned by a team they will say that they will buy an object for a coin. Once the team finds the object they give them a coin.

Symbol Clue 10 - A leader will need to pose as a 'Forger' in the building. If questioned by a team they will sell them a false passport for a coin. They will only accept a coin as payment.

Alphabet Clue 2 - A leader will need to wear a hat. If questioned by a team they will give the answer "1047 MHz"

BRIEFING TO THE CUBS

When you are ready to start the game you must give a briefing to the cubs. Hand out the sheets with the forty different coded clues on. Then tell the cubs the following.

"An international group of spies are holding hostages and demanding that their needs are met. They have placed a bomb in our HQ which will detonate if they do not get their way in time. The only way the hostages can be released is if our spy teams manage to crack the codes and collect all the items and information that they demand. Then they will give us the defusing sequence to make the bomb safe.

You must try to crack the codes. You must work in the order that they have been given, Semaphore, Morse, Symbol then Alphabet in numerical order. Some of the clues tell you to go to certain places, some ask you to collect objects and some ask you to find a clue. Write down all the information that you learn during the mission. Some of the clues will be false clues, be careful.

When you have completed all the items, or if you hear 3 whistles you must come directly back to HQ. When everyone is back and sitting ready we will collect all the objects and quiz you on your mission. The mission does not end until everyone has been debriefed in case anyone picked up false information.

Whilst on your mission do not enter other peoples campsites (or you will be captured and shot as a spy on foreign ground!) and be polite when asking people for help. If you do not understand anything, or you get stuck come back to base and ask for help. You must stay together in your team. Any agents seen wandering on their own will be sent back to HQ for torture. Leave the clues where they are, do not take them or move them. Do not collaborate with other teams of spies, work on your own.

When we have the information on the bomb you will have to decode the defusing sequence. A team will be will be chosen as the 'Bomb Disposal' experts. Then all the teams will have to work together to help defuse the bomb."

QUESTIONS TO BE ASKED BACK AT HQ

Ask the following questions of all the teams when they have completed the hunt;

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|--|---|
| 1. How many spies in the truck? | Ans: 7 Source: Semaphore Clue 4 |
| 2. How did the spy pass the message to the king? | Ans: Inside a pen Source: Semaphore Clue 6 |
| 3. How old is Akela really? | Ans: 57 Years Source: Semaphore Clue 9 |
| 4. What food is poisoned? | Ans: The Bananas Source: Morse Clue 2 |
| 5. (Morse Clue 3 was a false clue) | |
| 6. Give the names of 6 leaders at camp | Ans: (Various) Source: Symbol Clue 4 |
| 7. What is the frequency for the KGB? | Ans: 1047 MHZ Source: Alphabet Clue 2 |
| 8. Would you use a Carrick Bend to start a lashing? | Ans: No Source: Alphabet Clue 5 |
| 9. When was the first Scout camp on Brownsea Island? | Ans: 1907 Source: Alphabet Clue 6 |

Note that Alphabet clue 9 was a false clue.

That makes a total of 8 questions. Note the team's scores.

OBJECTS TO BE COLLECTED IN BACK AT HQ

During their investigations the cubs should have collected the following;

1. Cardboard Disc (Bought from old lady at county building. Sem. Clue 3 & 10)

2. Signature of a leader
3. A forked stick
4. A pine Cone
5. Name of the warden on duty (these four clues are from the Morse set 5-8)
6. 3 Sweet Wrappers
7. A passport from the forger (These two are from Symbol 8 & 10)
8. A bag of stones (from Alphabet 7)

That makes 8 objects altogether. Note the team's scores down. Take off a point if they collected a live ant (Symbol 3) as Symbol clue one told them that this was a false clue!

Bomb Disposal

Once all the questions have been asked, and all the objects collected together we will need to 'inform' the terrorists that their needs have been met. They will then reveal the location of the bomb defusing sequence and release the hostages. Give the teams the encoded bomb defusing sequence. They will have to work quickly to decode the messages so we can deactivate the bomb. Choose the 'best' (e.g. quiet and well behaved. Not necessarily the team with the most points) spy team to act as the bomb disposal experts. Their sixer and seconder should do the actual bomb disposal.

The other teams should be decoding the information and telling the experts how to defuse the bomb. If the bomb is defused in time give each team an extra 5 points, and a bonus 5 points to the bomb disposal team.

FINAL SCORING

The above two question sections, questions & objects, will give you a mark out of 16. Also score a point for each message that was correctly decoded (there is an answer sheet available). Add the points scored in the bomb disposal section. If you wish you may penalize poor behavior or cheating during the hunt by removing points.

Give the teams a total score. The highest scoring team wins a prize.

Semaphore Clue No. 4

This message is to be hidden in a white bag by the dorms. If possible it should be supervised by a leader.

ATTENTION – Please Read This

Please leave this message where it is. It forms part of a treasure hunt game that the Barking & Dagenham cubs are playing. A leader will remove this message when the game has finished.

It would not be fair on the cubs playing if this message was moved, lost or destroyed. Please leave it as you found it.

If you have found this message anywhere else but the dorms then please return it to the Barking & Dagenham Cubs who are staying in the building.

THANK YOU

SPIES

The message contained at this secret hiding place is

“ 7 “

Write this message down and remember it. Leave the message alone so that other teams may find it. Any team found not following the rules will be disqualified.

Semaphore Clue No. 9

This message is to be hidden behind the toilets. If possible it should be supervised by a leader.

ATTENTION – Please Read This

Please leave this message where it is. It forms part of a treasure hunt game that the Barking & Dagenham cubs are playing. A leader will remove this message when the game has finished.

It would not be fair on the cubs playing if this message was moved, lost or destroyed. Please leave it as you found it.

If you have found this message anywhere else but hidden behind the toilets then please return it to the Barking & Dagenham Cubs who are staying in the building.

THANK YOU

SPIES

The message contained at this secret hiding place is

“ 57 Years “

Write this message down and remember it. Leave the message alone so that other teams may find it. Any team found not following the rules will be disqualified.

Morse Code Clue No. 2

This message should be placed outside the kitchen window of the building. If possible it should be supervised by a leader.

ATTENTION – Please Read This

Please leave this message where it is. It forms part of a treasure hunt game that the Barking & Dagenham cubs are playing. A leader will remove this message when the game has finished.

It would not be fair on the cubs playing if this message was moved, lost or destroyed. Please leave it as you found it.

If you have found this message anywhere else but the kitchen window of the building then please return it to the Barking & Dagenham Cubs who are staying in the building.

THANK YOU

SPIES

The message contained at this secret hiding place is

“ The Bananas “

Write this message down and remember it. Leave the message alone so that other teams may find it. Any team found not following the rules will be disqualified.