

Materials for Signs, Signals, and Codes Merit Badge

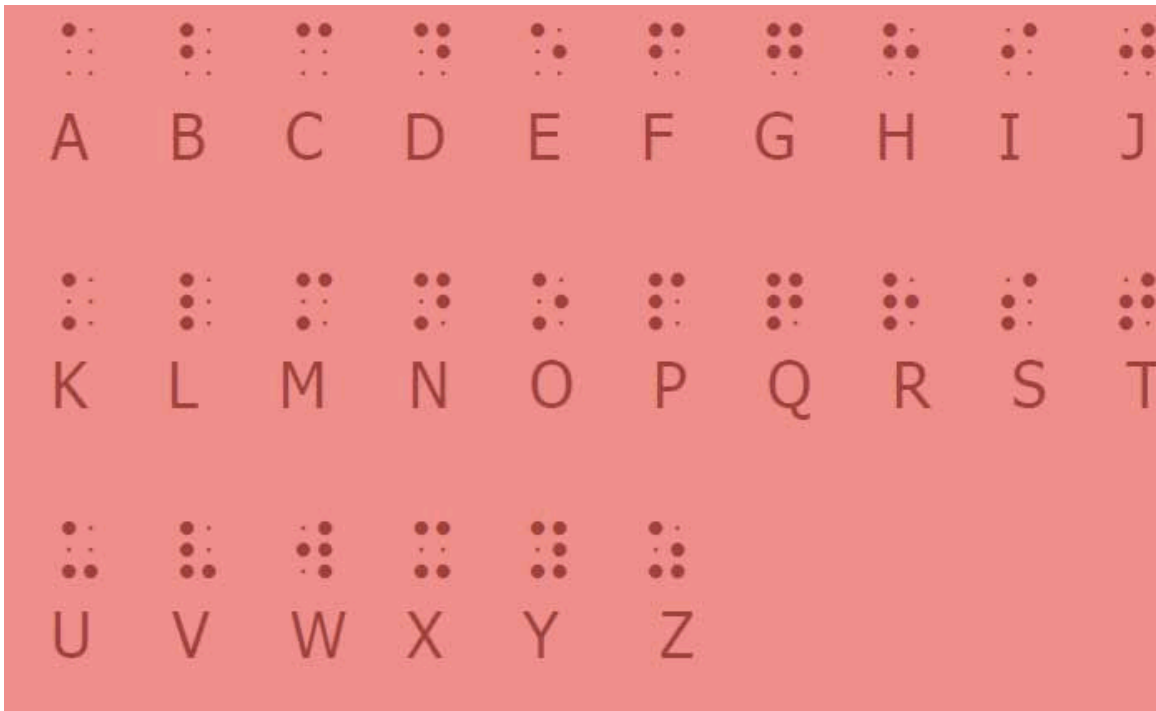
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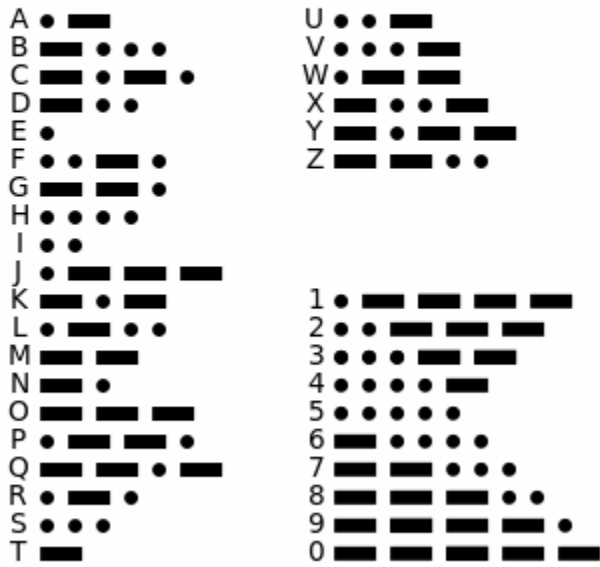




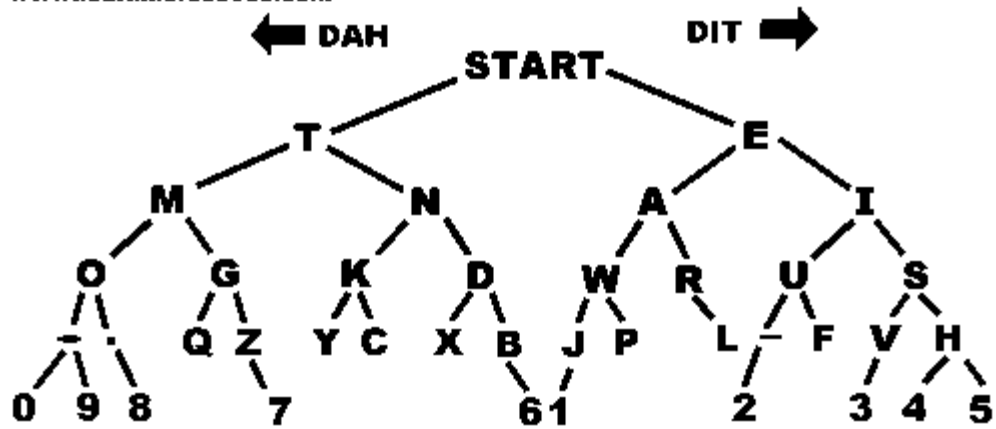
Braille alphabet. [Library of Congress image.](#)

International Morse Code

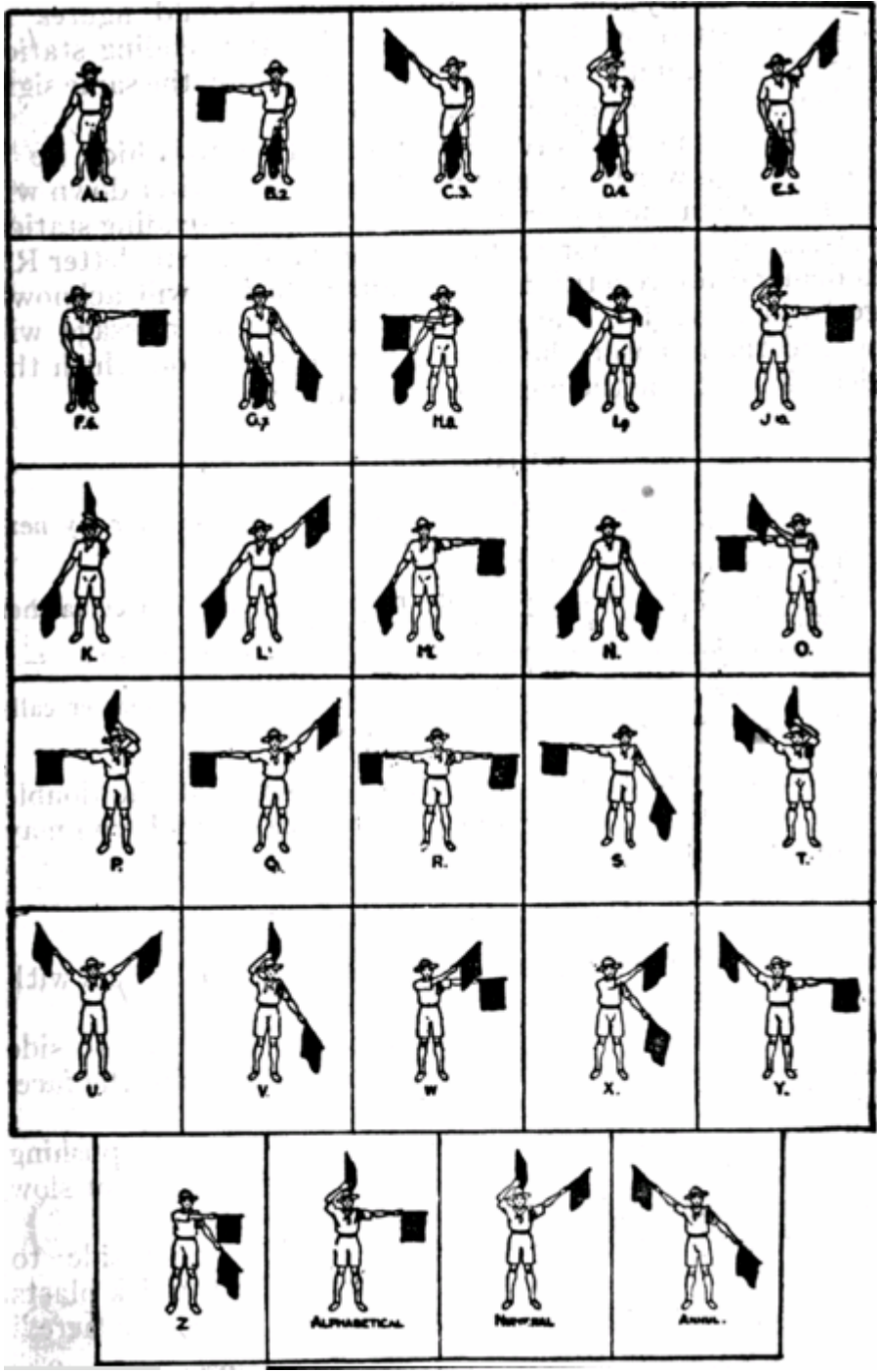
1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.



Morse Code. [Wikipedia image.](#)



American Sign Language Alphabet. [National Institutes of Health Image](#).

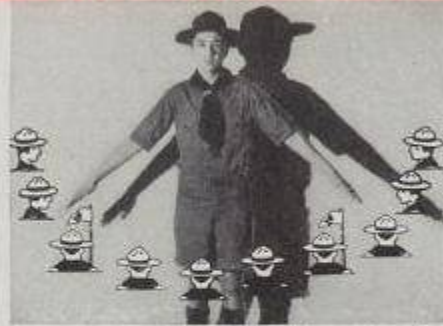


Semaphore. [1913 BSA Handbook](#).

FORMATION SIGNALS



SINGLE RANK is the most common Patrol and Troop formation. Signal is arms straight out to sides.



COUNCIL FORMATION is for special occasions, such as when a new Scout is invested. Arms are held at 45 degree angle.



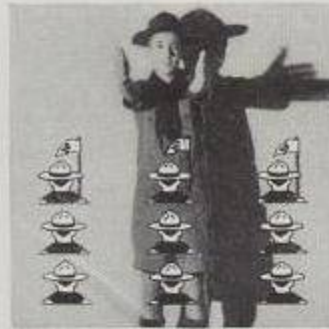
CIRCLE FORMATION used to get Troop around a demonstration. Swing hands around body.



COLUMNS BY PATROLS are made when Troop is moved from place to place. In **OPEN COLUMNS**, Patrol Leader is ahead of Patrol, in **CLOSED COLUMNS** to the right.



PARALLEL FILE with Patrol Leader ahead of his gang is usual relay game formation.



DISMISS! The gang scatters as Patrol Leader swings his arms.



FIELD SIGNALS



ATTENTION— "Be prepared."



FORWARD or FOLLOW ME. Bring arm forward.



HURRY is given by raising and lowering fist, **HALT** by bringing hand overhead.



DOWN or TAKE COVER at this signal.



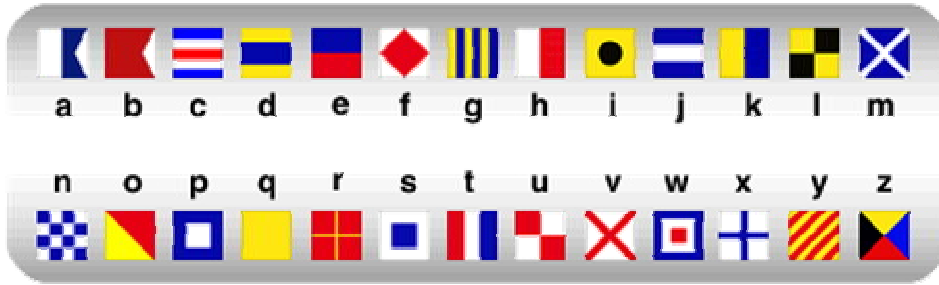
SPREAD OUT when leader stretches arms out to the sides, palms down. Used often in wide games.



ASSEMBLE— "Come back!"



Silent Scout signals. [Boys' Life, January, 1946.](#)



[National Park Service images.](#)

