



Ontario Division Controlled Document Cover Page

The attached ODI has been reviewed and the following information has been verified.

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Revised by	LCdr (NL) Chris Mulhall
Reviewed by	LCdr (NL) Steven Drury
Approver(s)	Navy League Committee (Ontario Division)

1.1 PURPOSE

- 1.2 The purpose of this competition is to send accurate messages. Although the time is recorded, it is only to be referred to in the case of a tie breaking situation.

2.1 TEAMS

- 2.2 Each corps may enter only one team. Each competing team shall consist of four members with **two spares allowed at Squadron and Provincial. Nominal Rolls for each team entered MUST be provided.**
- 2.3 Each member of the team (spare included) should be trained in **all** positions of semaphore. The Semaphore team coach will determine each position the cadet will perform, prior to the start of the first round.
- 2.4 The positions will be rotated for the second round (i.e. the SENDER will RECORD, the READER will RECEIVE, the RECORDER will SEND and the RECEIVER will READ.)
- 2.5 Each team shall only be allowed a maximum of two senior rates (PO2 AND ABOVE). A penalty of five (5) points per round per senior cadet who is **actively** competing over this entitlement will be assessed. (Additional PO's may be spares with no penalty, however if the spare is used so there are 3 or more actively competing at the same time, a penalty will result).

3.1 OFFICIALS

- 3.2 Judges are to be appointed by the Area Officer and/or the host Commanding Officer as follows:
 - 3.2.1 Chief Judge
 - 3.2.2 Time Judge(s)
 - 3.2.3 Sending Judge(s)
 - 3.2.4 Receiving Judge(s)
- 3.3 Chief Judge: Responsible for the entire competition and will normally be the Division Squadron Officer or the host Commanding Officer.
- 3.4 Time Judge(s): Starts the time interval and records each team's completion time.
- 3.5 Sending Judge(s): Supervises the team(s) sending and assists in problem areas.

3.6 Receiving Judge(s): Supervises the team(s) receiving and assists in problem areas.

3.7 Judges will not adjust or move the cadet's positions.

4.1 MESSAGES

4.2 Message form will be as shown in Annex 'B'.

4.3 The messages are of a prepared standard and as such they will not be published. These messages may be changed at any time without consultation.

4.4 Each message will have the same number of letters/breaks to a total of 160. Should a break be omitted, no additional penalty is assessed (the omission will automatically result in the loss of a point when overall scoring is done as there is one less space in the message received.) A break may be indicated by the following:

- i) a large letter X (filling the block),
- ii) a slashed line,
- iii) a block shaded in,
- iv) or left blank.

R	X	I	N
/	A	/	S
E	■	B	O
H	E		L

Any other character will be assessed a one (1) point penalty for each use.

4.5 Should a letter be missed in a word and an empty square be left in place of the missing letter, one point will be deducted. Should an empty space not be left, and a letter be omitted no additional penalty is assessed (the omission will automatically result in the loss of a point when overall scoring is done as there is one less space in the message received.)

4.6 An additional letter is assessed a penalty of one (1) point. Marking carries on normally with the next position following.

4.7 The error signal "E" is allowed. The incorrect letter is to be stroked out by having a single line put through it. The correct letter is then to be printed immediately above the correction. If this is not done as stated, an error will be calculated.

4.8 The signal "C" only is to be used as confirmation of a received letter. A penalty of two (2) points per round will be assessed for continued non-use of this requirement. If a team so desires, more than one letter may be sent before being acknowledged by the RECEIVER.

- 4.9 As characters may be omitted or added in error, the received message may be longer or shorter than the original. No additional penalty other than those mentioned above, will be assessed.
- 4.10 All teams will use the **same** message in a round. The message must be changed for round two. Those making up the message(s) will use ALL letters of the alphabet frequently.
- 4.11 Characters are NOT to be erased by team members. A penalty of one additional point will be assessed in each instance.
- 4.12 Excessive noise can be distracting to other competing teams and efforts should be made to ensure distractions are kept to a minimum. A penalty of 2 points will be assessed for a team that continues after one (1) warning within a round. ONLY the Chief Judge can issue these warnings and will determine if penalties should be assessed.
- 4.13 When sending and receiving messages signal flags should be flying loose as per Annex A.

5.1 **FORMAT**

- 5.2 All teams will compete at the same time subject to space limitations.
- 5.3 In the first part of this competition the SENDER sends the message to the RECEIVER. This will be the case for all teams.
- 5.4 The team sending will position themselves in such a manner as to allow the receiving team to be closest to the judges' table.
- 5.5 The teams will be located a minimum of 5 meters apart.
- 5.6 The READER will take the message from those available and go to the sending position. The message will not be shown to the SENDER.
- 5.7 Following a start signal from the Chief Judge, the competition will commence.
- 5.8 On the start signal the Time Judge(s) will start following the time interval. The time duration will be a maximum of 15 minutes. A time warning will be given at the 2 minutes mark.

- 5.9** The READER shall read the message letter by letter, in the phonetic alphabet, to the SENDER who will send the message to the RECEIVER. The letters MUST NOT be audible to the receiving team. The SENDER or RECEIVER will not mouth the words across the competition area to each other.
- 5.10** The RECEIVER will state each letter, letter by letter, in the phonetic alphabet as sent, so that the recorder can write down the message on the prescribed form (See Annex B). The assigned judges are to note the use of the appropriate phonetics and record any errors. A penalty of two (2) points per round will be assessed for continued non-use of the correct phonetic alphabet.
- 5.11** The readers and recorders will position themselves in a manner that will allow them to properly and quietly communicate with the sender and receiver. For example, they may stand back to back, diagonally or shoulder to shoulder with the sender and receiver accordingly. A stool can be used to accommodate height differences between the positions as stated in 7.4. The message must not be visible for the sender nor the receiver to read.
- 5.12** When the message has been received in full, the team is to seat itself on the floor. When seated, the Time Judge will record the elapsed time. The message will then be taken from the cadet. At the end of the round, the received message, and the original message will be taken to the Chief Judge.
- 5.13** Following the cessation of the maximum time interval, those teams not finished will have their competition stopped. Time will be recorded.
- 5.14** Additional rounds will be added as the need requires.
- 5.15** Two (2) messages will be sent with the scores of each averaged as per section 6.3.
- 5.16** At the end of the routine and after the judges have completed the marking the team can view their messages. Chief Judges are to provide copies of the original message and the received message to the team coaches to assist them in team training at the corps level.
- 5.17** Marking sample (Annex C): In the first line there is no problem; 21 characters with one missing and one wrong. Do not worry about the missing letter, it will show up in the last line. The wrong letter (i.e. I for Y) is minus 1 point for a total of 20 for that line. The second line, an extra letter only, should show 20 correct, with one wrong, for a total of 20 points. The Third line shows 21 characters correct; the missing break will show up in the last line, with a total of 21. The last line can be longer or shorter depending on extra letters added in or left out, as well as breaks left out. The last line shall have only 13 characters to compete the message, with a single break as the last character.

6.1 SCORING

- 6.2** The total correct letters and breaks will be converted into a percentage based upon the total letters and breaks shown.
- 6.3** The percentage of the two rounds will be averaged to determine the final percentage.
- 6.4** The Corps with the highest percentage will be declared the winner.
- 6.5** Multiple teams from one corps are not allowed. The winning team from the Squadron will represent that Squadron at Provincials. The team at Squadron is to be the same one at Provincials. Should an illness, accident, etc., occur to a team member, permission for a replacement at Provincial competitions, other than the assigned spares, must be sought from the Commander, Ontario Division, in advance.
- 6.6** In the event of a tie the best time average will determine the winner. In the event of a time tie occurring as well, a second message will be sent by the tied teams. This will continue until a clear winner is determined.

7.1 EQUIPMENT

- 7.2** The following items are required for each team entered:
 - 7.2.1** Two pair of semaphore flags.
 - 7.2.2** Two clip boards
 - 7.2.3** Four sharp pencils MINIMUM.
- 7.3** These basics needs are to be provided by each Corps for their own teams.
- 7.4** A step stool may be used for smaller cadets to assist in communication with taller cadets. Stools will be provided by the individual corps and must be discussed prior to the start of the competition.
- 7.5** Step stools must be sturdy and sized in order that both feet must fit on the stool step, with extra space available for movement.
- 7.6** All efforts shall be taken to ensure that the sender will not be able to read directly from the reader's message.





ONTARIO DIVISION SEMAPHORE COMPETITION

CORPS.....

SQUADRON.....

DATE.....

CORRECT

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Number of letters/breaks = 160
Minus errors = _____
Accuracy total

Accuracy total _____ = _____ X 100 = _____ %
Divided by 160

**ONTARIO DIVISION
SEMAPHORE COMPETITION
Marking sample**

Annex C

(Note that breaks can be left empty, slashed, shaded or a large X as illustrated)

CORRECT

E X C E S S I V E / J O L L Y / R O G E R	21
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E X E S S I V E J O L L I X R O G E R	20
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Z Z Y / V I C E R O Y / P A S T U R E / J	21
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Z Z Y / V I X C E R O Y / P A S T U R E /	19*
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C A T / A D V E R S A R Y / J A P A N / V	21
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C A T A D Y E R S A R Y X J A P A N X V I	21
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I C T O R / R E D E E M /	13
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** C T O R ■ R E D E E M ■	12
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** V I C T O R / R E D E E M /	14
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* 20 letters correct, minus 1 point for extra character, equals 19

** the last line can be shorter or longer than the original as long as correct when looking at original.