



# NATO Alphabet & Waffles Leader Resource Sheet

Having fun, social time on remote calls is just as important as checking in on rank requirements or service projects. Introduce some activities, and then encourage Scouts to find some of their own. These two can be done on a remote call OR car-to-car during scout travel. Besides being entertaining, both activities have learning value too. Directions for both are provided.

## NATO Alphabet Game

Alfa, Tango, Foxtrot, is more than just a fun phrase that makes you feel more like a fighter pilot. It's also representative of three code words of the NATO alphabet, and inspiration for a couple of fun games. The 26 code words in the NATO phonetic alphabet are assigned to the 26 letters of the English alphabet as follows:

Alfa, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Kilo, Lima, Mike, November, Oscar, Papa, Quebec, Romeo, Sierra, Tango, Uniform, Victor, Whiskey, X-ray, Yankee, Zulu.

### Remote Call:

Pick a category, such as animals, merit badges, or even some aspect of a specific merit badge. For example, if several scouts are working the Search and Rescue Merit Badge, you can use that as the word source.

Coder: Spell a word from the category using the NATO Alphabet. The other Scouts guess what it is. For example, if the word is "stretcher", they would say "Sierra, Tango, Romeo, Echo, Tango, Charlie, Hotel, Echo, Romeo".

De-Coder(s): Scouts must figure out the word, preferably by listening and/or writing down the letters. The first scout to figure out it is "stretcher" gets a point or gets to be the coder next.

### Travel Adaptation:

Each vehicle gets a short-range, 2-way radio. Scouts can select categories OR use words they see on along the road on signage. The play works the same as with the Remote Call game. A benefit of this game is that they also get to practice talking clearly on a radio, waiting a second before talking, and keeping the transmit button down the entire time they talk.

## Waffles vs Pancakes

Waffles vs Pancakes is a game where you make decisions collectively as a team. The name is indicative of the "either or" choice you are making. For round one, the team has to decide on whether the world is going to keep pancakes or waffles, and the other is to be obliterated from existence. Every Scout should be encouraged to give an opinion. Ultimately, you vote and the majority wins (with the Unit Leader getting the tie breaker vote **but only if** they absolutely can't get to a decision and it benefits everyone to move on).

After one option is eliminated, you add a new competitor. For example, the game may become Waffles vs Pumpkins, and then Waffles vs Puppies, and then Puppies vs Kittens, and then Kittens vs Romantic Relationships, and similar. Scouts should take turns getting to add the competitor. The longer you play, the more interesting conversation gets and the more the Scouts will learn about each other. You can continue this game beyond one call or one campout to see what survives!

**Remote Call:**

Decide on a time limit for the game and start. Play the game as described.

**Travel Adaptation:**

Start the game, and initially have the scouts in each vehicle have a discussion. They may agree or not in the car, but have the conversation start there. Next, have a radio operator in each car be the representative for cross car discussion. They share the report from their car, which is good active listening practice. For example, one car could report: "We have two here who want to eliminate waffles, and one puppies, but they puppy person is on the fence." If there is already a majority verdict between the vehicles, then that is the vote and you move to the next round. If it is a tie, the radio operators must help everyone discuss further and convince someone to change a vote.