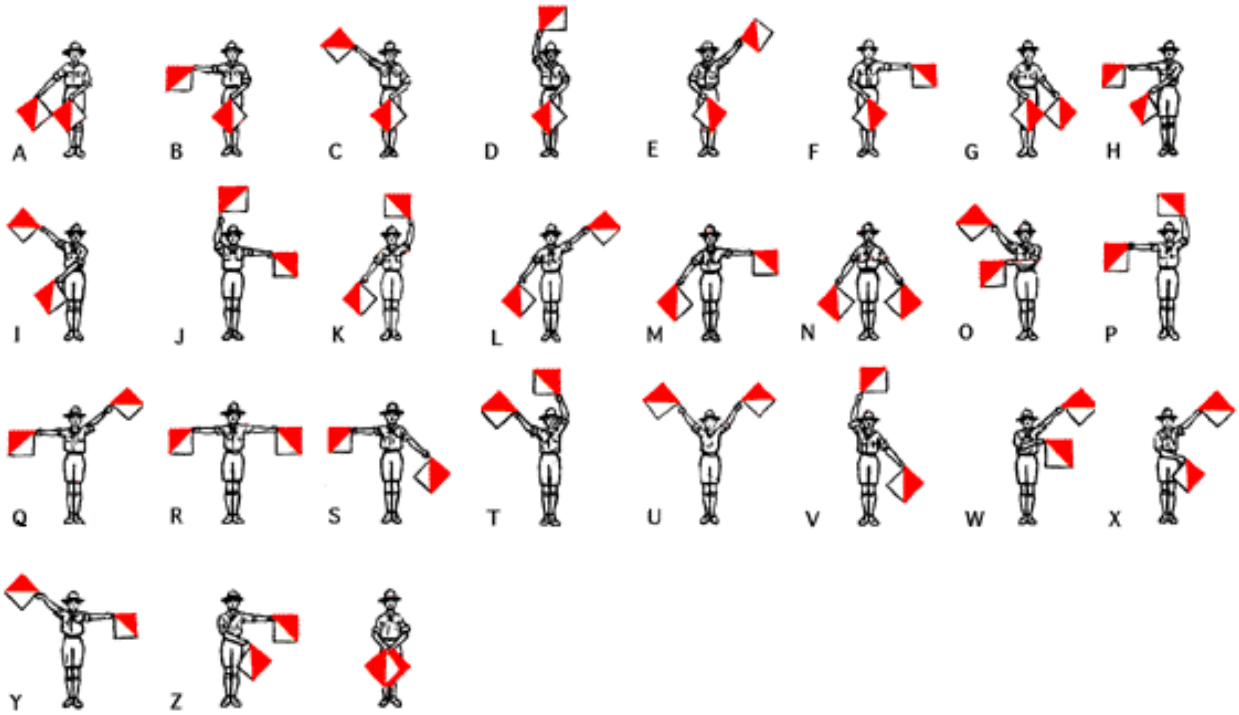
GREENOCK AND DISTRICT SCOUTS & GUIDES
AMATEUR RADIO CLUB

The Scout's Code and Cypher Book

MORSE CODE

SEMAPHORE



The following codes are some of the most common ciphers used by Scouts. Sometimes the code is made more difficult by "coding the code", eg converting a split code in to a number code; word =jbeg =10.2.5.17

SPLIT CODE: Code by placing ½ of alphabet before the other ½

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M

E.G. Curlew = Pheyrj

SHIFT CODE: code letters are shifted forward or back a number of spaces.

Shift +3 Code is

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	A	B	C

Eg. Fox = Ira

REVERSAL CODE: Code Alphabet is written backwards below message alphabet

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A

SHIFT REVERSAL CODES: Works like the shift code applied to the reversal code.

Eg Shift +2

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H	G	F	E	D	C	B	A	Z	Y

Eg. Stag = Fexr

RANDOM CODES: These are codes with no pattern to them,the solution to them being held by the receiver & coder alone. It is possible to decode them by working out letter & word frequencies in the code by comparing with the normal & word frequencies shown earlier.

GROUP CODES: Where the message is split in to groups of letters, extra letters being added if needed.

e.g. FIVE BLIND MICE = FIV EBL IND MIC ESS or FI VE BL IN DM IC ES.

REVERSAL GROUP CODES: as above with the message written backwards.

e.g. FIVE BLIND MICE = SSE CIM DNI LBE VIF or SE CI MD NI LB EV IF

VICINAL CODE: where the letter is coded for by letters an equal distance apart on either side of it.

Eg. KINGFISHER = (JL)(HJ)(MO)(FH)(EG)(HJ)((RT)(GI)(DF)(QS)

= JLHJMOFHEGHJRTGIDFQS.

ANAGRAM CODE: where the letters of each word are mixed up.

Eg. Death to Bunnies. = Hated to ennbusi.

NUMBER CODE: Numbers are given to each letter.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26

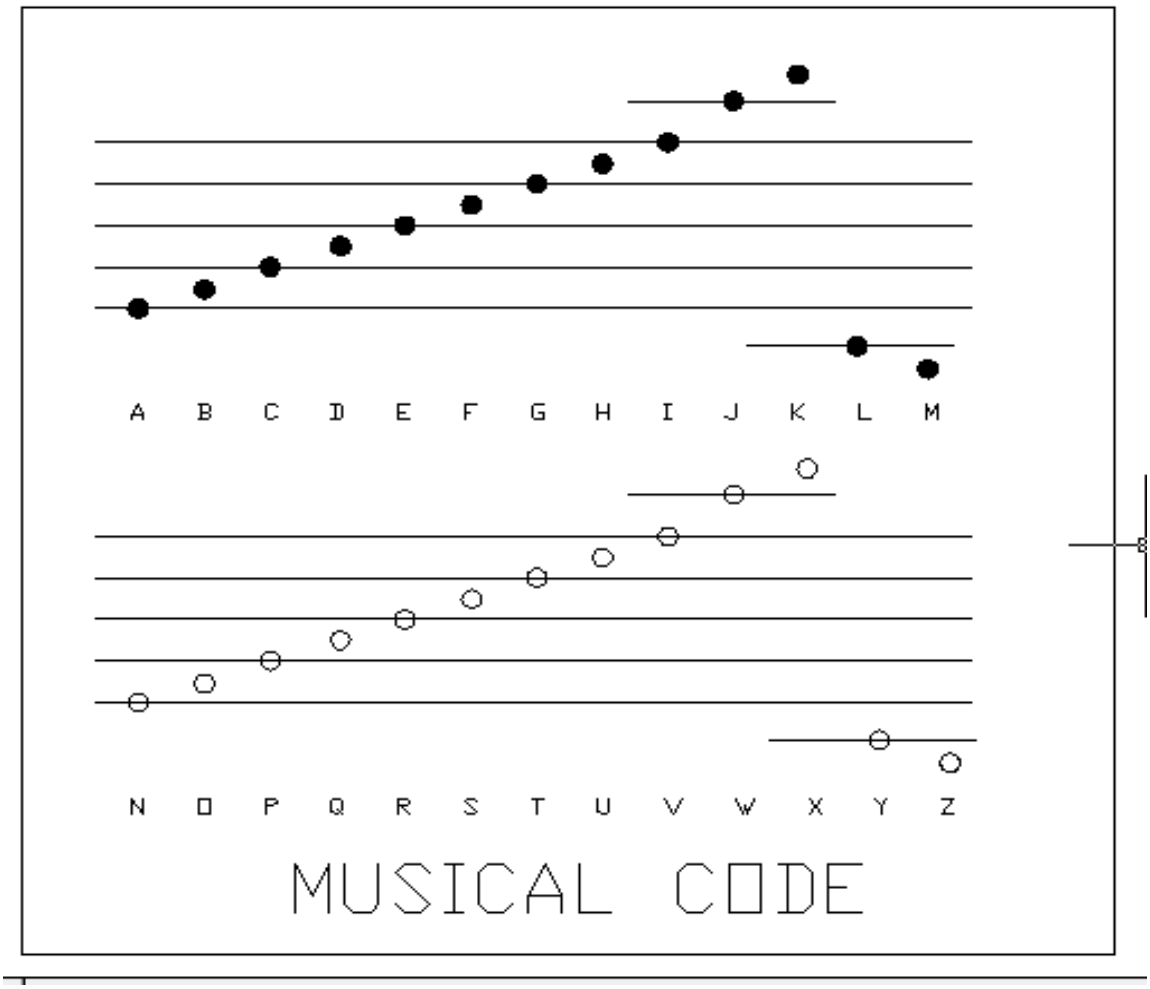
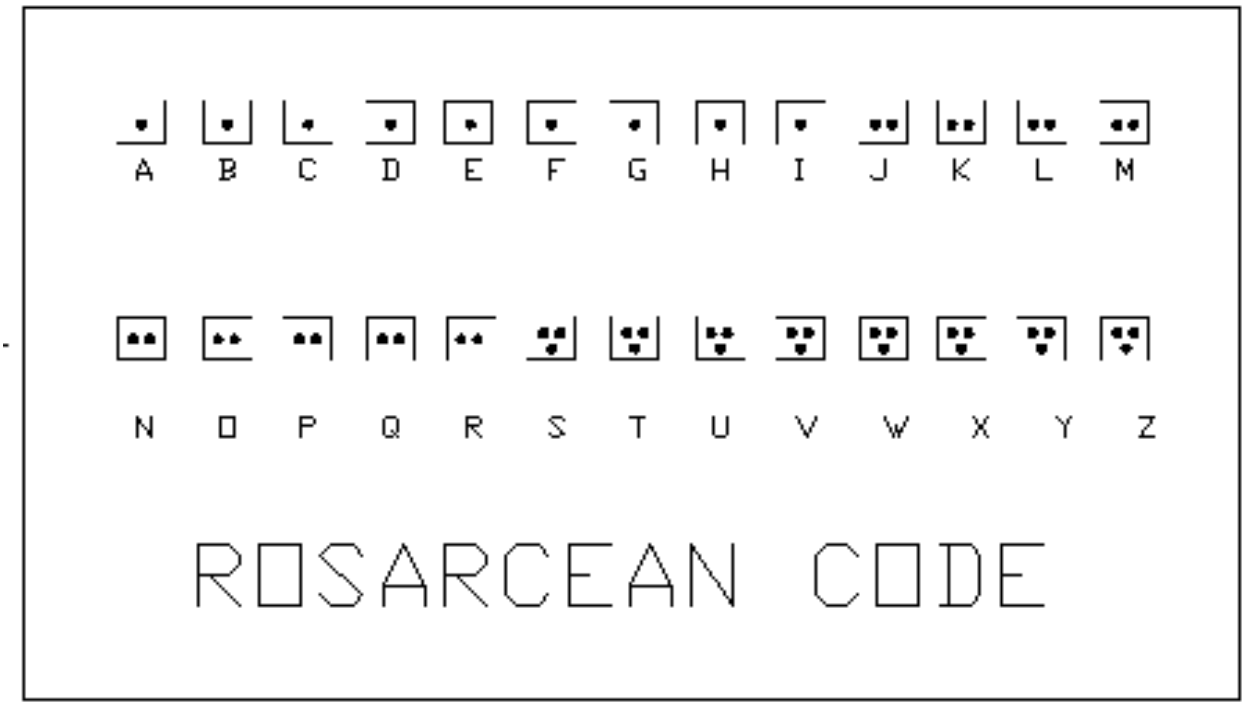
OTHER NUMBER CODES: The number can be made more complicated by applying reversal, shift group codes, etc. to it.

PASSWORD CODE TYPE 1: A password in a coded message acts as a shift agent eg. If the message is IDBBJRO AJYQ TBTDL TIGER then decode by:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
T	I	G	E	R	A	B	C	D	F	H	J	K	L	M	N	O	P	Q	S	U	V	W	X	Y	Z

Making the Message – Biggles Flys Again.

MUSICAL CODE: Put Symbols on the Musical Bars to spell out sentence.



ROSARCEAN OR SYMBOL CODE: Use Symbols as Code.