

Sandwalk Camp 3

One of the most essential skills that a Fremen needs to survive on Arrakis is the sandwalk. This is a non-rhythmic walk that we use to traverse the open desert to avoid attracting the deadly sandworms. At this training camp, you will practice and master these capabilities required for you to succeed in your upcoming mission.

Representatives from each team will take turns to execute a sandwalk, with the goal to trace out a sketch on the sand representing a given word. The other trainees will attempt to guess the word, and try to figure out as many correct guesses as possible.

The sandwalker is not allowed to:

- Communicate with other trainees besides using the sketch (e.g. through making any sound or gestures/actions)
- Touch the sand with anything other than the feet
- Lift each foot off the sand more than twice during a sketch (i.e. any movement of a foot must result in a trace forming on the sand unless the foot is off the sand)
- Use letters or numbers (or any other symbols or encodings representing these) in the sketch
- Use any symbols to represent the number of letters of the word in the sketch