

## Knot Games for Teaching

### KNOT GAMES

#### Bowline/Sheet-bend Draw

Have the troop divide into pairs. Each pair lines up across from each other. Each Scout is given a piece of rope long enough to tie around his/her waist and leave a couple of extra feet. These ropes should be on the ground by the scout's feet.

At the GO signal, each scout picks up his/her rope and ties a bowline around their waist. Then they join the rope with their partners rope using a sheet-bend. They then back up until the ropes become taught, lean back and hold their hands in the air.

As a Patrol competition, the first patrol to have all of their pairs done, wins. As an individual competition, each team competes independently. Check the knots, if they are wrong, have them start over, with time running.

#### Knottng Baseball

Same teams as baseball, but no bat or ball. Pitcher and batter each have a piece of rope. Pitcher calls name of knot and throws his rope to anyone in the field. If batter reaches first with knot tied correctly, he is safe. If knot tied (correctly) by fielder, reaches first before batter, he is out. If batter cannot tie knot called, he is out. If fielder cannot tie knot called, batting side scores one run whatever else happens. Fielders can then return ropes to second, third or home to "force" base runners. Make sure pitcher throws rope to all fielders and not too frequently to first base.

#### Knot Relay

The game simply involves each member of the team running across the hall, where they are told a knot to tie, and they must tie that before returning to their team and the next person running up to do their knot. Each player will be given a knot in a predetermined sequence and the sequence will be the same for all teams. Therefore the Scouts know that if they do not pay attention during the learning phase of the evening they will let their team down during the game phase. This is often sufficient incentive for them to make every effort to learn. You will need to decide in advance how to handle a competitor who, after making several attempts, still fails to tie the required knot, one possibility is for the next person in the team to come up (after the previous has been there for a set period of time), then the next person must tie the knot that the previous person failed at and one more person must come up at the end of the race so that the required number of knots get tied.

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### Save My Child

You will need 6 pieces of 4-foot long rope per team, a blanket (for indoor game) or a wagon (for outdoor game), and a broom handle or stout stick. The object of the game is to tie the ropes together to have a rope long enough to throw to someone out about 15 feet away and pull them to safety. One boy sits on the blanket or in the wagon and waits for his team to tie the ropes together using square knots or sheet bends. Once the rope is thrown to the waiting boy, he must tie a bowline in the end while the other boys tie a clove hitch around the stick. All pulling must be done on the stick and not the rope. The first team to pull the boy to safety with all the knots properly tied wins.