

## KNOT TYING GAMES

### **Knot Relay:**

Equipment: One rope for each girl about three feet long

Formation: Patrols in circles. Each girl is numbered

Procedure: Decide on a knot for each round of the game. At signal, the number one player runs around the circle and returns to her place. She must then tie the knot correctly. She passes the rope to the player on her left, who must untie the knot before starting around the circle. Each player takes a turn until the rope has come back to the number one player and she has untied the knot.

Finish: The first patrol to finish wins.

### **Cats Tails:**

Equipment: 20 - 30 pieces of heavy string, each piece six inches in length

Formation: Troop divided into three or four teams

Procedure: Hide all but three or four pieces of string. Each team chooses a "cat", who is given one of the extra pieces of string. At a given signal, all players except the "cats" scatter to find the hidden strings. As a girl finds one, she takes it to her "cat" and ties it with a square knot to the last piece of string the "cat" holds.

Finish: The team with the longest tail of strings with correctly tied knots wins.

### **Test of Strength:**

Equipment: One rope for each girl, about three feet long

Formation: All girls in a circle

Procedure: Players sit in a circle holding their ropes. Each girl ties one end of her rope with a square knot to the rope of the girl on her left. When all knots are tied, lift the rope over your heads and down to the middle of your back. At a signal, lean back hard against the rope circle. (If any of the square knots isn't tied correctly, you'll fall over backwards). Try this game making the knots behind your back instead in front, or tie them with your eyes shut.

Finish: The team with the longest tail of strings with correctly tied knots wins.

Continued on next page

**Simon Says Knots:**

Equipment: One rope for each girl about three feet long

Procedure: Each player holds a rope. Every time "Simon says" to tie a certain knot, each player must do it. If the command doesn't start with "Simon says", players do nothing. A player misses if she ties the knot incorrectly, ties the wrong knot, or ties one at the wrong time. After three misses, a player is out.

**Blindfold Test:**

See how fast you can tie a certain knot when you have your eyes shut or are blindfolded.

**Rings:**

Equipment: One rope for each girl, about three feet long.

Formation: Patrols in circles

Procedures: Each girl holds her own rope. On signal, each takes one end of it, and one end of her right hand neighbor's rope and ties them together with a square knot, thus making a ring.

Finish: The first patrol to put the ring on the floor and step into it wins.

**Clove-Hitch Race:**

Equipment: One rope for each girl, about three feet long

Formation: Patrols in lines. One player from each team stands about ten feet in front of her line to act as post.

Procedure: On signal, the first girl in each patrol ties a clove hitch around the arm of the post.

No. 2 ties clove hitch around the leg of No. 1, etc. The patrol leader inspects the knots of another patrol when finished and reports the number of knots tied correctly.

**Clothes-Line Race:**

Equipment: One rope for each patrol, at least 10 feet long.

Formation: Patrols in line.

Procedure: A clothes-line is stretched loosely about ten feet in front of each line. On signal the first girl in each line runs to the line and takes up the slack with a sheep-shank. Each following girl must untie and then re-tie the knot.

Finish: The first patrol to finish wins.