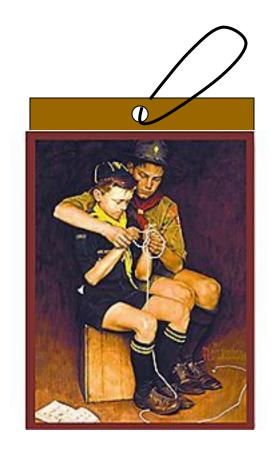
"Knot Without Help" Game Package





4 x 6 Cards and Envelope Templates Found in separate document

Knot Game Materials List for:

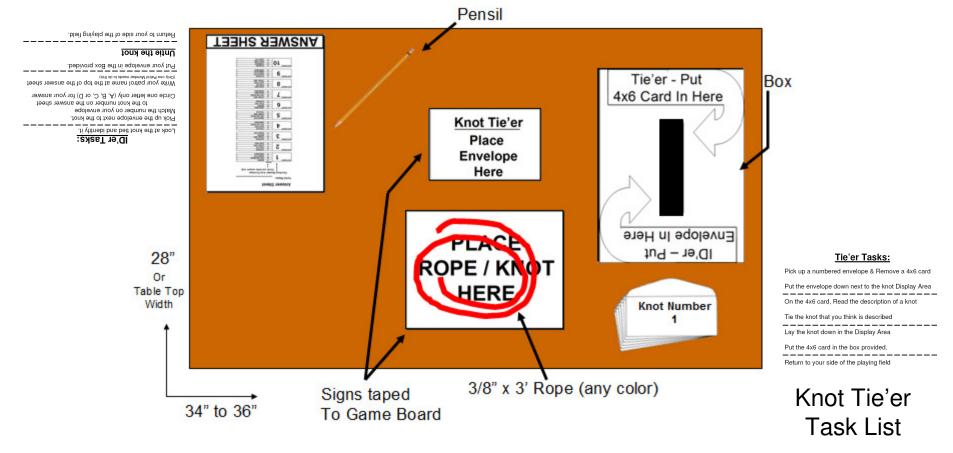
- 10 Game Stations
- 5 Game Sessions
- 10 tables
- 10 28"' x 34" cardboard game boards
- 10 Paper Boxes (5 ream size)
- 10 pencils
- 10 3' x 0.5" rope
- 10 2" x 8" wood dowel or natural wood limbs
- 20 three foot stakes
- 500 envelopes
- 500 4" x 6" index cards
 - 1 whistle (to start and stop game)
 - 1 stop watch
 - 1 clipboard

Tools Needed

- 1 Hammer
- 1 Stapler, heavy duty fabric type
- 1 Duct Tape
- 1 scissors

GAME BOARD SURFACE

Knot ID'er Task List



Knot Without Help

You have: 3 minutes to read the instructions;

1 minute to divide your patrol and get into position for the start of the game

A whistle blast will indicate the start and the end of the game.

At game's end – stop where ever you are at that time!

This is a relay game.

One Patrol member ties a knot.

and the next in turn identifies that knot and records an answer.

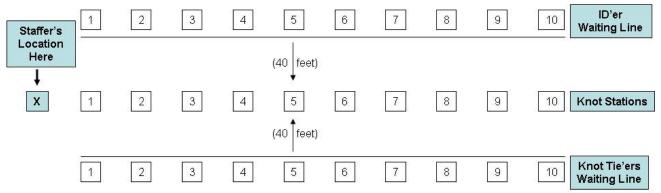
You will alternate Tie'er and ID'er until all knots are done or time runs out.

How to Proceed:

Divide your patrol putting half on each side of the playing field.

If there is an odd number of patrol members, the odd member can pick their side.

From the staffer's position, Tie'ers to right & ID'ers to the left.



Only use the station number that your patrol has been assigned Do not communicate between Tie'ers and ID'ers in any way!

AT THE GAME START: Knot Tie'ers go first

Knot Tie'ers will send one person at a time to the knot station. Follow the detailed step-by-step instructions found there.

After the Tie'er leaves the Knot Station,

The ID'ers will send one person at a time to the knot station.

Follow the detailed step- by-step instructions found there.

No one can go to the knot station if another patrol member is there!

Regardless of your task (Tie'er or ID'er), when you finish your task, return to **your side** of the playing field.

When all knots are completed and the last ID'er crosses their starting line, Gather your entire patrol on the ID'ers side of the field and yell your Patrol Cheer.

The game ends with a second whistle blast.

Tie'er Tasks:

Pick up a numbered envelope & Remove a 4x6 card

Put the envelope down next to the knot Display Area

On the 4x6 card, Read the description of a knot

Tie the knot that you think is described

Lay the knot down in the Display Area

Put the 4x6 card in the box provided.

Return to your side of the playing field

ID'er Tasks:

Look at the knot tied and identify it.

Pick up the envelope next to the knot.

Match the number on your envelope

to the knot number on the answer sheet

Circle one letter only (A, B, C, or D) for your answer

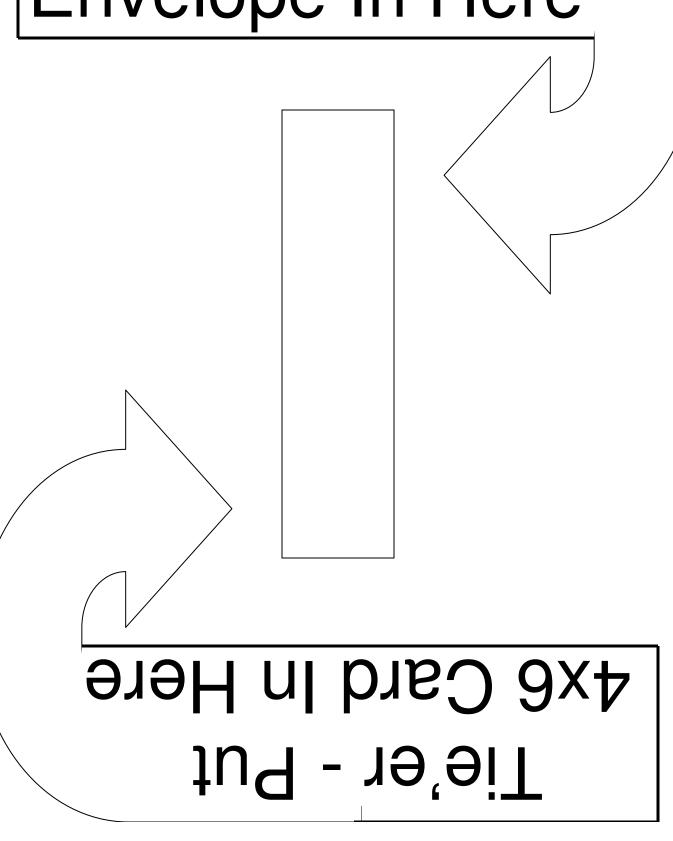
Write your patrol name at the top of the answer sheet (Only one Patrol Member needs to do this)

Put your envelope in the Box provided.

Untie the knot

Return to your side of the playing field.

ID'er – Put Envelope In Here



Answer Sheet

Partol Name:	
Find Knot Nu	umber from Envelope

Find Knot Number from Envelope					
Circle one letter answer only					
Ţ	+				
	Choices				
Knot Number	Α	Bowline			
	В	Two Half Hitches			
	С	Square Knot			
	D	Sheet Bend			
		_			
Knot Number	A	Overhand			
ソ	В	Taut-Line			
	С	Timber Hitch			
	D	Clove Hitch			
		10 1			
Knot Number	A	Overhand			
_ ₹	В	Timber Hitch			
	С	Bowline			
	D	Square Knot			
Vaat Numbar	Ι Δ	Tout Line			
Knot Number	A	Taut-Line			
4	В	Clove Hitch			
	С	Two Half Hitches			
	D	Sheet Bend			
Knot Number	А	Square Knot			
Kilot Nullibel	В	Two Half Hitches			
. 5	C	Timber Hitch			
	D	Taut-Line			
		raat Enio			
Knot Number	А	Sheet Bend			
	В	Bowline			
	С	Clove Hitch			
	D	Overhand			
	•				
Knot Number	Α	Timber Hitch			
7	В	Two Half Hitches			
	С	Clove Hitch			
	D	Sheet Bend			
Knot Number	Α	Clove Hitch			
Q	В	Taut-Line			
	С	Lark's Head			
	D	Timber Hitch			
Knot Number	Α	Overhand			
	В	Square Knot			
J	С	Square Knot			
	D	Sheet Bend			
		<u></u>			
Knot Number	A	Overhand			
1 10	В	Underhand			
		Figure Eight			
		163 16 1			

Squre Knot

Answer Sheet

Partol Name: MASTER ANSWER SHEET

Find Knot Number from Envelope Circle one letter answer only

	Ţ	·
▼	Choices	
Knot Number _	A	Bowline
1 1	В	Two Half Hitches
	С	Square Knot
_	D	Sheet Bend
Knot Number	Α	Overhand
9	В	Taut-Line
	С	Timber Hitch
	D	Clove Hitch
Knot Number	Α	Overhand
1 2	В	Timber Hitch
.	С	Bowline
	D	Square Knot
Knot Number	Α	Taut-Line
$oldsymbol{\Lambda}$	В	Clove Hitch
_	С	Two Half Hitches
	D	Sheet Bend
Knot Number	Α	Square Knot
5	В	Two Half Hitches
J	С	Timber Hitch
	D	Taut-Line
IZ t NL t	Α	Observa Bossel
Knot Number	A	Sheet Bend
h	В	Bowline
•	С	Clove Hitch
	D	Overhand
IZ a at Ni. coale a s	Ι Δ	Timele and Diagle
Knot Number	A	Timber Hitch
	В	Two Half Hitches
	C	Clove Hitch
	D	Sheet Bend
Knot Number	Α	Clove Hitch
Kilot Nullibel	В	Taut-Line
	С	Lark's Head
	D	Timber Hitch
	D	Timber Filteri
Knot Number	Α	Overhand
	В	Square Knot
9	C	Square Knot
	D	Sheet Bend
	_ <u></u>	Johnson Boria
Knot Number	Α	Overhand
1	В	Underhand
		E' E' L

С

Figure Eight Squre Knot

Staff tracking and scoring sheet for each period

Period #_____

Position

#	Patrol Name	Time	Knots completed
1			
3			
3			
4			
5			
6			
7			
8			
9			
10			
11			

"Knot without Help" Scoring

Give Points for number of correct answers on answer sheet

If more than one patrol gets the same number of correct answers, use completion time as a tie breaker.



