

SWC - 2012

Tent-Line Tying Relay

Caution: All Patrols/Teams are given 5 minutes to fully read the directions and view the completed sample.

Objective: Each patrol member demonstrates their own ability to tie knots usually used in securing a tent or dining fly. Each of 8 patrol members must tie the 4 knots listed below, in order, and then retire to their patrol line. The team with the shortest time (including penalty time) wins.

Materials: Each of eight stations will have 3 lines [(1) 10-foot length and (2) 5-foot lengths] before starting. The knot tying area will have a ridge line and 8 tent stakes driven into the ground at two foot intervals for each team (Alternatively 1, 2, 3, or 4 tent stakes are used per patrol and the participants will tie their taut-line hitches to the 1, 2, 3 or 4 tent stakes [i.e. if there are 4 tent stakes, pairs of participants share a stake]). The knot tying areas will be approximately 20 feet from the start line.

Rules:

- Each patrol member will stand behind the start line before the start signal.
- At the Start (the clock starts), one patrol member proceeds to the tying area and ties, in order, the following knots:
 1. Tent-line knot #1: **Bowline** on the ridgeline with 10' length line,
 2. Tent-line knot #2: **Taut-line Hitch** on one of the tent pegs,
 3. **Clove Hitch** around the tent line,
 4. **Square Knot** to join onto the standing end of Clove Hitch line.
- All 3 lines must be used in tying the knots.
- Then the participant runs back to patrol line before next patrol member runs to the tying area to tie the same knots at the next available position.
- When the eighth patrol member (if patrol is less than 8, some members will have to have two turns) returns to the line and the patrol starts its patrol yell, the time stops.

SWC - 2012

Scoring: Maximum time=15 minutes. Each incorrectly tied knot adds 30 seconds. Each missing knot (there are four different knots!) adds 1 minute. **Final Time** = Elapsed time PLUS penalty time(s). For SWC all scores will be normalized (i.e. Shortest time of all teams receives all 50 points, longest time (or over 15 minutes, receives 0 points, tie breaker is shortest unpenalized time)

SWC Staffing Notes: Additional requirements:

1. A method of timing all participating teams. An iphone or ipad can time all teams at once using an app called "split times" for \$0.99.
2. One of the staff members will be in charge of noting the finishing teams in order or dropping number cards in front of the patrols as they finish.
3. Another staff member(s) will check all knots and note deductions (incorrectly tied or missing).
4. Tabulation of scores:
 - a. Form for recording scores at game site:

I'm a Scouter Because... I like teaching useful knots and having scouts practice with a **TENT-KNOT TYING RELAY game.**

Finish #	Team Name	Split Times	Penalty Times	Scoring Times
1				
2				
3				
4				
5				
6				

- b. Recording Order:
 - i. Split Times, Team Names, Penalty Times, calculated Scoring Times
- c. Sample of completed form:

Finish #	Team Name	Split Times	Penalty Times	Scoring Times	Points*
1	Bubbas	5:13:46	1:30:00	6:43:46	44.6
2	Energizers #	5:14:18	0:30:00	5:44:18	50.0
3	Super Scouters	9:23:06	0:00:00	9:23:06	30.3
4	Energizers #2	13:55:15	2:30:00	16:25:15	-7.7=0.0
5	Beach Boyz	15:00:00	0:00:00	15:00:00	0.0