

Staff Directions (Space Knots)

Name of Game	Space Knots
Scout craft skill(s) Featured	Communications, Teamwork, Knots
Area Needed	Open field
Supplies provided by staff	<p>(2) 50 foot ropes arranged in an X, with an (4) 8 foot upright post at both ends of each rope. Each post is tied down with (2) ropes attached to (2) stakes. 10 rings of distinct colors are positioned equidistant on the X formed by the ropes.</p> <p>Supplies for each Patrol:</p> <ol style="list-style-type: none"> 1. Two-foot length of paracord. 2. (5) Boards with a loop of rope attached to it. Each board has a distinct direction written on it: <ol style="list-style-type: none"> a. Left. b. Right. c. Forward. d. Backward. e. Stop/Reach. 3. 10 pipe cleaners of distinct colors. 4. Small bag to hold 10 pipe cleaners. 5. Blind-fold. <p>Supplies for each Judge:</p> <ol style="list-style-type: none"> 1. Clipboard. 2. Pen. 3. Watch. 4. Scoring Sheet.
Supplies provided by Patrol	None
Scoring	Elapsed time after completing all tasks + 15 second penalties. Time Length: 20 Minutes
Setup	<ol style="list-style-type: none"> 1. Tie-down two posts for one 50 foot length of the X. String the rope between the two posts. 2. At a perpendicular angle to the first rope, repeat step one for the second rope. 3. Tie the 10 rings equidistant on the two lengths of the X. 4. Place 10 pipe cleaners of distinct colors in each bag. 5. Group boards by direction written on them.
Directions	<p>Pre-Game Participant Preparations:</p> <ol style="list-style-type: none"> 1. Game Lead: Use Scout Sign to obtain everyone's attention. 2. Game Lead: Request all Patrols: <ol style="list-style-type: none"> a. Send their captain to form a captain group in front of judges. b. Remaining members form a group on square border around the X. c. Captain gives his Patrol name to one judge who writes it on scoring sheet. <p>Game Play (whistle is blown):</p> <ol style="list-style-type: none"> 1. Judges start their watches. 2. Each Judge gives his assigned Patrols the following: <ol style="list-style-type: none"> a. Patrol Directions Sheet. b. Bag of 10 pipe-cleaners. c. Blind-Fold. 3. Judges move to equidistant positions on square border around the X.

	<p>4. Patrols perform their tasks until all their tasks are completed.</p> <p>5. Judges:</p> <ul style="list-style-type: none"> a. Listen for incorrect directions and give 15 second penalties to each assigned Patrol that violates the protocol. Record penalty on Patrol scoring sheet. b. Watch for Patrol signaling end of play, writes time on Patrol scoring sheet.
Example of Score Card	See Scoring Sheet.
Foul Weather Plan	Use rain gear.

Patrol Directions (Space Knots)

Your Patrol is stranded in Outer Space on the Dark Side of the Moon with almost no light to see. There is only room for one Patrol to live in the colony habitat. You must compete with the other Patrols to earn your place in the habitat. Your Patrol must demonstrate its knot-tying, teamwork and communications skills to direct blindfolded Patrol members to tie 10 pipe-cleaners onto their matching color rings in the fastest time.

Object of the Game:

1. Obtain your direction boards by tying knots and bringing them to your judge. Blind-fold each Patrol member and verbally direct them to the ring corresponding to color of the pipe-cleaner where they will tie the pipe-cleaner to the ring. When all pipe-cleaners are tied on, shout Patrol name and cheer.

Set up for each Patrol: (Start only after the whistle blows)

Gather in a group on outside of the border of the playing field.

Step 1: Earn your direction boards!

1. Patrol members will rotate through this process one at a time:
 - a. Patrol member will tie one of the following knots to get the corresponding direction board:

i. Bow-Line	LEFT
ii. Taut-Line Hitch	RIGHT
iii. Clove-Hitch	FORWARD
iv. Sheet-Bend	BACKWARD
v. Square-Knot	STOP/REACH
 - b. Patrol member will run to the judge and show knot.
 - c. Judge hands direction board to Patrol member who places it around his neck and runs back to Patrol.

Step 2: Tie your rings!

Hint: You may need to be creative in how you speak your direction in order for the blind-folded Patrol member to not be confused by directions given by other Patrols.

1. Patrol members will rotate through this process one at a time:
 - a. Blind-fold one Patrol member.
 - b. Blind-folded Patrol member reaches in Patrol bag and retrieves a pipe-cleaner.
 - c. Each remaining team member with a direction board around their neck speaks only their direction word to verbally direct them to the ring corresponding to color of the pipe-cleaner where they will tie the pipe-cleaner to the ring.
 - d. Blind-folded Patrol member is given directions to return to Patrol.
 - e. Members exchange message boards and the process is repeated from step a, until all pipe cleaners have been tied to their rings.

Step 3: give Patrol Name and Cheer when done! Have fun!

NOTE: Judges will be listening to directions given by each Patrol. Each violation of protocol will result in a 15 second penalty to be added to total elapsed time.

Scoring Sheet (Space Knots)

Judges:

1. Give direction board corresponding to knot presented by Patrol member.
2. Listen for incorrect instructions and give 15 second penalties to each assigned Patrol that violates the protocol. Record penalty on Patrol scoring sheet.
3. Watch for Patrol signaling end of play, writes time on Patrol scoring sheet.

Bow-Line	LEFT	
Taut-Line Hitch	RIGHT	
Clove-Hitch	FORWARD	
Sheet-Bend	BACKWARD	
Square-Knot	STOP/REACH	ROUND: _____

Patrol Name: _____

Penalties: _____ **Total elapsed time to complete all tasks:** _____

Pipe-cleaners tied: _____ **Patrol score:** _____

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Patrol Name: _____

Penalties: _____ **Total elapsed time to complete all tasks:** _____

Pipe-cleaners tied: _____ **Patrol score:** _____

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Patrol Name: _____

Penalties: _____ **Total elapsed time to complete all tasks:** _____

Pipe-cleaners tied: _____ **Patrol score:** _____

=====

Patrol Name: _____

Penalties: _____ **Total elapsed time to complete all tasks:** _____

Pipe-cleaners tied: _____ **Patrol score:** _____