

## Staff Directions

Name of Game	What a Tangled Web
Scout craft Skill(s) Featured	Knot Tying
Area Needed	Will need tables to place the station sacks with the knot bags inside them: 1 picnic table = 3 stations
Supplies provided by staff	<ol style="list-style-type: none"> <li>1. 10 paper lunch bags per station.</li> <li>2. Directions for 10 different knots of varying skill levels.</li> <li>3. Rope and dowels as necessary for knots.</li> <li>4. Picnic tables. (One table is three stations.)</li> </ol>
Supplies provided by Patrol	none
Scoring	Quickest time to complete the woggle/ Turks Head knot is the tie breaker 5 points for every correct knot tied
Setup	<ol style="list-style-type: none"> <li>1. Place 5 tables in area.</li> <li>2. Place a set of supplies on each end of tables.</li> <li>3. Mark off a start line 20' on each side of tables.</li> </ol>
Directions	<ol style="list-style-type: none"> <li>1. Do not start until you hear the whistle.</li> <li>2. Only one person at a time may be in the tying area.</li> <li>3. Every player must tie at least one knot.</li> <li>4. Player must complete their knot. If you cannot tie your knot place the rope/dowel and instructions back in the bag &amp; return the bag to the station bag. Run back to the start &amp; tag the next player.</li> <li>5. After knot is tied place it on its bag and tag next player.</li> <li>6. Once all 10 knots are tied return to start and give your patrol cheer.</li> <li>7. Each patrol must tie also one Turks Head knot/ woggle and turn it in ASAP while your team is playing the game. This doesn't get you out of tying your knot in the rotation.</li> <li>8. After your team has been judged untie all knots and place back in appropriate bags.</li> </ol>
Example of Score Card	
Foul Weather Plan	