

SCOUTS-L

Date: Tue, 1 Apr 1997 10:13:53 -0600
From: Russ Jones <CSRTJ@TTUHSC.EDU>
Subject: Re: Knotty games...

One that we use is called "Champ-nit" (just don't ask me why!)

All the boys form a circle, each with a length of rope. The instructor calls out a knot, and the boys tie it, then drop the rope at their feet when finished. The first one to correctly tie the knot drops out, then the remaining boys go for it again on signal. This process continues, using the same knot, until only one boy is left, who is then declared the "champ-nit" for that knot.

The beauty of this game is that the boy who needs the most practice gets the most practice.

Yours in Scouting,

Russ Jones <csrtj@ttuhsc.edu>
Scoutmaster, Troop 575 & National Jamboree Troop 1636
South Plains Council, Lubbock, Texas
Eagle Scout, class of 1965
"I used to be a fox..." SC-295
"I used to be a staffer..." SC-430, SR-110, SR-206

Date: Tue, 1 Apr 1997 16:02:49 GMT
From: Steve Cobb <scobb@VIVANET.COM>
Subject: Re: Knotty games...

> >Pete,
> Take the basic eight knots (overhand, square, clove hitch, two-half hitch,
> bowline, taut-line hitch, sheet bend, and timber hitch) and see who can
> tie
> them in 60 seconds or less. Good patrol round-robin games that enforces
> the
> ability to tie them.
>
> YiS,
> Bart
> SM T140
> Tidewater Council

When I was a scout, way back when, we did a variation on this game. We had a pyramid shaped board with a tag for each scout. Any scout could challenge a scout on the line above him and if they tyed all the eight knots correctly first the tags were switched. You could only challenge once a week.

The top three could be challenged by anyone. The top 3 got to be so good that we (yes, i liked this game as i was in the top 3) tyed the knots behind our back.

steve cobb

"i used to be an eagle"

SM troop 42, Orleans District

2nd ASM Jambo troop 516

Iroquois Trail Council,upstate New York

scobb@vivanet.com

fax 716-682-3965

i'm looking for CSP's

The mind at best is an educational toy.

The trouble is everyone wants to play with your toys.

Date: Tue, 1 Apr 1997 09:10:46 -0500
From: Kem White <dkw@APLCOMM.JHUAPL.EDU>
Subject: Re: Knotty games...

At 11:51 PM 3/31/97 -0500, Pete wrote:

> I need ya'll to send me your favorite knot games asap.

>

Pete,

Here are some knot games I've used in my Webelos Den meetings.

Hope this helps.

K-

=====
=====

Kem White

Now former Webelos Leader in need of a situation, Pack 692

National Pike District Cub Scout Training Staff

Nentico Lodge | >>>-----> |

Baltimore Area Council

Knot and Rope Games

Knots Galore - Give the team captains a 24-inch length of rope. At the signal, the captains tie a knot in one end of the rope, the second player ties one near the first, and so on down the line. There should be one knot for each player on the team. After all the knots are tied and the number checked, it goes down the line again with each player untying a knot. First team to finish wins.

Rope Throw Rescue - Each den (or team) has a coil of rope. Adults representing drowning victims are in the water. Each Webelos in turn throws the rope to the drowning person who grabs it and then lets it go. The player recoils the rope and hands it to the next player. Repeat until all den members have cast successfully. Can be played on land, too.

Save My Child - You will need 6 pieces of 4-foot long rope per team, a blanket (for indoor game) or a wagon (for outdoor game), and a broom handle or stout stick. The object of the game is to tie the ropes together to have a rope long enough to throw to someone out about 15 feet away and pull them to safety. One boy sits on the blanket or in the wagon and waits for his team to tie the ropes together using square knots or sheet bends. Once the rope is thrown to the waiting boy, he must tie a bowline in the end while the other boys tie a clove hitch around the stick. All pulling must be done on the stick and not the rope. The first team to pull the boy to safety with all the knots properly tied wins.

Knot Step Contest - Line up the Webelos at one end of the room. Each is given a 6-foot length of rope. Call out the name of a knot. Each Webelos ties the knot. Judges check the knot. Each Webelos who tied the knot correctly can take one step forward. The process is repeated until a Webelos is across the finish line.

Square Knot Relay - Divide the den into two teams. Give each boy a piece of rope. At the signal, the first boy runs down to a rope lying on the ground, ties his piece to the end using a square knot or sheet bend, and returns. Each boy repeats in turn. The first team to successfully tie all pieces of rope together using correct knots wins.

Friendship Circle Closing - Each den member is given a 3-foot length of rope which he ties to his neighbors with a square knot so that a circle is made. Boys pull back on the line with their left hands and make the Cub Scout Sign with their right. The Den Leader says, This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise.

Date: Thu, 3 Apr 1997 07:44:59 -0500
From: PJM <pjm@WORLDAMP.NET>
Subject: Knotty Games... the anthology

RE: Knotty Games=85

At 11:51 PM 3/31/97 -0500, PJM wrote:
Hey all,

I need ya'll to send me your favorite knot games asap. I want to do a

handout for this RT and need the head start. TIA

Pete... pjm@worldramp.net

AKA "Goodyear Pete", Hey you!, Mr. Cubmaster,
and the "Professor of Cooking"

Cub Master of Mighty Pack 230, Apopka, FL

Semoran Springs Roundtable Staff, Webelos & Internet SIGs

"Awesome is as awesome does..."

Pete,

Take the basic eight knots (overhand, square, clove hitch, two-half hitch, bowline, taut-line hitch, sheet bend, and timber hitch) and see who can tie them in 60 seconds or less. Good patrol round-robin games that enforces the ability to tie them.

YiS,

Bart

SM T140

Tidewater Council

mrbart@exis.net

When I was a scout, way back when, we did a variation on this game. We had

a pyramid shaped board with a tag for each scout. Any scout could challenge

a scout on the line above him and if they tyed all the eight knots correctly first the tags were switched. You could only challenge once a week. The top three could be challenged by anyone. The top 3 got to be so good that we (yes, i liked this game as i was in the top 3) tyed the knots behind our back.

steve cobb

"i used to be an eagle"

SM troop 42, Orleans District

2nd ASM Jambo troop 516

Iroquois Trail Council,upstate New York

scobb@vivanet.com

Pete,

What about the Human Knot.....this is a fun one!

Everyone stands in a circle up to 12 boys. First put in your right hand and hold with another one (not right next to you) Then put in the left hand hold with another one (not right next to you) You must untie without letting go of hands.

YIS

Cindy

Smokeyccs4@aol.com

Pete,

Here are some knot games I've used in my Webelos Den meetings. Hope this helps.

Knots Galore - Give the team captains a 24-inch length of rope. At the signal, the captains tie a knot in one end of the rope, the second player ties one near the first, and so on down the line. There should be one knot for each player on the team. After all the knots are tied and the number checked, it goes down the line again with each player untying a knot. First team to finish wins.

Rope Throw Rescue - Each den (or team) has a coil of rope. Adults representing drowning victims are in the water. Each Webelos in turn throws

the rope to the drowning person who grabs it and then lets it go. The player recoils the rope and hands it to the next player. Repeat until all den members have cast successfully. Can be played on land, too.

Save My Child - You will need 6 pieces of 4-foot long rope per team, a

blanket (for indoor game) or a wagon (for outdoor game), and a broom handle or stout stick. The object of the game is to tie the ropes together to have a rope long enough to throw to someone out about 15 feet away and pull them to safety. One boy sits on the blanket or in the wagon and waits for his team to tie the ropes together using square knots or sheet bends. Once the rope is thrown to the waiting boy, he must tie a bowline in the end while the other boys tie a clove hitch around the stick. All pulling must be done on the stick and not the rope. The first team to pull the boy to safety with all the knots properly tied wins.

Knot Step Contest - Line up the Webelos at one end of the room. Each is given a 6-foot length of rope. Call out the name of a knot. Each Webelos ties the knot. Judges check the knot. Each Webelos who tied the knot correctly can take one step forward. The process is repeated until a Webelos is across the finish line.

Square Knot Relay - Divide the den into two teams. Give each boy a piece of rope. At the signal, the first boy runs down to a rope lying on the ground, ties his piece to the end using a square knot or sheet bend, and returns. Each boy repeats in turn. The first team to successfully tie all pieces of rope together using correct knots wins.

Friendship Circle Closing - Each den member is given a 3-foot length of rope which he ties to his neighbors with a square knot so that a circle is made. Boys pull back on the line with their left hands and make the Cub Scout Sign with their right. The Den Leader says, This circle shows the bond of friendship we have in Cub Scouting. Now please join me in the Cub Scout Promise.

Kem White

Now former Webelos Leader in need of a situation, Pack 692

National Pike District Cub Scout Training Staff

Nentico Lodge | >>>-----> | Baltimore Area Council

dkw@APLCOMM.JHUAPL.EDU

The first is a variation on "drop the hanky" for those who remember that popular childrens' party game. The group sits in a circle with their hands behind their back. One person walks around the outside with a piece of rope; they select someone, place the rope in their hands and say a knot. They then continue around the circle; the challenge is for the knot to be completed correctly before they return to the same place. If the knot is not finished or not correct, the person tying it changes place with them

and goes around the circle with the rope. The game can be adjusted according to the knotting skills of participants; either by the range of knots that may be specified or if they are more competent with their knots by requiring the knot to be tied with hands kept behind the back.

The other game is knot dodge. Two teams are numbered off. The leader of the game calls out a number and a knot. The person with the corresponding number from one team has to go to a designated point and tie the knot; the person from the other team with the same number has to go to another point and try to hit the person tying the knot by throwing a ball (or a beanbag) at them. So the person tying the knot has the double challenge of tying the knot correctly while also dodging the throws. We used to play this on a basketball court; a length of rope was tied hanging down from the stand behind the backboard, and the knot was tied with a second length of rope onto the first. The person tying the knot would signal they had completed it by swinging on the joined ropes. The person throwing the ball had to throw from behind the free throw line (with older scouts who can throw harder and more accurately this may even need to be inside the centre circle) They can go anywhere to retrieve the ball after a throw, but cannot throw it again until they have returned to the free throw line.

YiS

Grant O'Neil
 Assistant Venturer Leader
 2nd Ballajura Venturer Unit
 Swan Valley District
 Western Australia
 poneilgdo@alpha2.curtin.edu.au
<http://student.curtin.edu.au/~poneilgdo/>

— ·
 _r| LI\
 | | | _ _ \ =20
 =3D> \ | _ | /
 ~ ~ ` _ '
 v

One that we use is called "Champ-nit" (just don't ask me why!) All the boys form a circle, each with a length of rope. The instructor calls out a knot, and the boys tie it, then drop the rope at their feet when finished. The first one to correctly tie the knot drops out, then the remaining boys go for it again on signal. This process continues, using the same knot, until only one boy is left, who is then declared the "champ-nit" for that knot.

The beauty of this game is that the boy who needs the most practice gets the most practice.
 Yours in Scouting,

Russ Jones <csrtj@ttuhsc.edu>
Scoutmaster, Troop 575 & National Jamboree Troop 1636
South Plains Council, Lubbock, Texas
Eagle Scout, class of 1965
"I used to be a fox..." SC-295
"I used to be a staffer..." SC-430, SR-110, SR-206

Hi PJ!

Give each patrol 3 staves, and three lengths of rope about 10 feet long. On "go," they have to lash the three staves in a triangular shape (using square lashings), then use the resulting structure as a platform to carry a patrol member a certain distance and then back to the finish line. =20
Lots of fun--requires them to know how to lash, and know how to lash well

enough that the structure doesn't come apart while carrying one of their buddies! Also requires teamwork, planning, etc.

YiS (I used to be a Beaver...)

Pete Farnham
SM, Troop 113
GW District, NCAC
Alexandria, VA
pfarnham@CapAccess.org

Hi Pete:

One of my personal favorites, which the scouts think is easy until they try it: Put a pole in a ten foot circle. (In a gym, a volley ball net pole in the middle of the Center basket ball circle works fine.) Hand each end of a thirty foot plus rope to two scouts, and tell them to tie a clove hitch on the pole, without stepping into the circle, and without letting go of the rope.

YIS,

Dave Hills
Adcdave@aol.com

I=B4m not sure if you allready got this game but I=B4ll give it to you anywa=

y.

Tie 8-10 differnet knots and put them in bags of textil fabrics, one in each bag. Se if anyone can recognise all of the knots without opening the bags. You can let them put their hands in the bag or just touch on the outside.

Good luck!

Per Pettersson ;-) per.pettersson@gymnasiet.monsteras.se

<http://www.geocities.com/SouthBeach/6684>

M=F6nster=E5sgymnasiet

Torggatan 15 Tel: 0499-17500

383 31 M=D6NSTER=C5S Fax: 0499-17338

Outside a dog a book is a mans best friend, inside a dog it=92s too dark to read.