

Pack 114 Webelos Pages

Knot Games

By Barb Stephens

The Rope Pyramid

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 tied 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.

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.

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. This 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.

"Champ-Not"

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-not" for that knot. (The beauty of this game is that the boy who needs the most practice gets the most practice.)

Drop the Knot

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.

Human Knot

Up to twelve people stand in a circle. Each puts in their right hand and joins hands with another person (not adjacent to you). Then each puts in their left hand and joins hands with another person (not adjacent to you). One person not in the knotted group must get the group untied without any of them letting go of hands.

Round-Robin Knots

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. This is a good game that enforces the ability to tie knots.

Knots & Lashes

Give each team three 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 team member a certain distance and then back to the finish line. This is 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! It also requires teamwork, planning, etc.

Giant Clove Hitch

Put a pole in a ten-foot circle. (In a gym, a volleyball net pole in the middle of the Center basketball 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.

Blind Knots

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

Giant Square Knot

Each Webelos Scout holds the free end of a 10-foot rope in his right hand. He tries to tie and tighten a square knot without letting go of the rope.