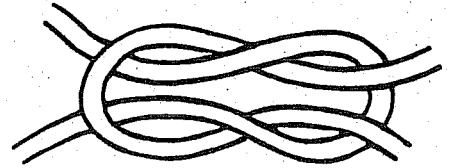
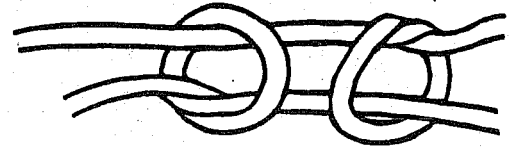


KNOTS

PARTICIPANTS: 8 Pathfinders from each club

PROCEDURE: To form the knot, all Pathfinders should stand in a circle, shoulder to shoulder, extending the arms into the center and grabbing two other hands with their two hands.



HINT: Do not grab the hands of the person next to you or the two hands of one person.

OBJECT: Untangle your knot and form a circle, without breaking your grip.

CAUTION: Be careful not to twist a wrist too far and sprain or break it. You may release and re-grab hands, but only for a more comfortable position. You cannot break the grip and untangle hands.

SCORING:

1st	15 minutes	20 points
2nd	20 minutes	15 points
3rd	25 minutes	10 points
Entry	over 25 minutes	5 points

BOWLINE - SHEET BEND DRAW

PARTICIPANTS: 3 Pathfinders from each club

EQUIPMENT: Two 6' ropes (1/4" - 3/8")

PROCEDURE: Two Pathfinders face one another with their own rope, tie it around themselves, using a bowline knot. The third Pathfinder then takes the two loose ends and ties them together, using a sheet bend knot. When the knot is tied, the two Pathfinders lean back against the rope with their hands in the air.

SCORING:

First Place	11-15 points	15 seconds
Second Place	6-10 points	2- seconds
Third Place	1- 5 points	25 seconds
Entry	15 points	

TOTAL POSSIBLE 30 points.

2 points will be discounted for each incorrectly tied knot.

KNOT TYING RELAY NO.1

This event will require skill in knot tying and running. Six different types of knots are required.

PARTICIPANTS: 6 Pathfinders (3 Boys and 3 Girls) from each club

MATERIALS AND EQUIPMENT:

1. Five pieces of 1/4" sash cord 4' long.
2. One 4" log 4' long
3. All equipment must be furnished by club including log. No camp trees may be cut.

PROCEDURE:

A team of 6 Pathfinders will line up single file. A log four feet long will be placed 50 feet in front of the lead Pathfinder in each team. At the signal, the first Pathfinder of each team will run to the log and tie a Clove Hitch around the log. When the knot is tied, he runs back to the line and touches off the second in line, who runs forward and ties his rope to the rope of Pathfinder number 1 using Sheet Bend. He then runs back and touches off the third in line, who ties his rope to that of Pathfinder number 2, using a Square Knot. He then runs back and touches off Pathfinder number four, who ties his rope to that of Pathfinder number 3, using a Fisherman's Knot. Pathfinder number 4, returns, touches off Pathfinder number 5, who runs forward and ties a Sheep Shank in the rope of Pathfinder number 3, shortening the rope, and returns, touching off Pathfinder number 6. Pathfinder number 6 ties a rope around his waist, using a Bowline, and ties the rope of Pathfinder number 5 to his rope, using a Slippery Sheet Bend. He then pulls on the rope with his body, pulling the log back across the designated line. If a knot comes loose, it must be re-tied by the Pathfinder who tied it.

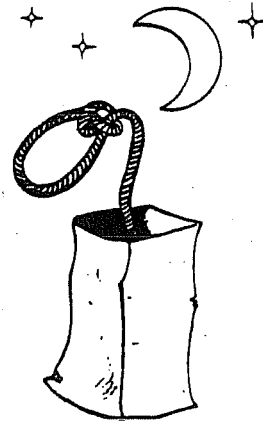
SCORING:	Entry	20 points
	5 Points each correctly tied know	35 Points
	Complete in 3 minutes	15 Points
	Complete in 4 minutes	10 points
	Complete in 5 minutes	5 points
	<hr/>	
	TOTAL POSSIBLE	70 points

KNOTS AT NIGHT

PARTICIPANTS: 5 Pathfinders from each club

EQUIPMENT: Conference will provide everything except the blindfolds.

PROCEDURE: The Pathfinders will stand, one behind the other, in a line at right angles to the finish line. All equipment, sacks, ropes and knots will be provided by the conference. Before the gun sounds, each person will put on the blindfold and the first person in line will be handed a sack of knotted ropes.



At the sound of the gun, Pathfinder number 1 will reach inside the bag, pull out a rope, feel to determine what knot is tied on that rope, and then will tie another one just like it on the same rope. After tying the knot, he will throw down the rope, take off the mask, pick up the sack and hand it to Pathfinder number 2. When the last Pathfinder ties his knot he will run to the finish line.

The knots to be felt and reproduced are: **SQUARE, GRANNY, SHEET BEND, SLIP KNOT, AND BOWLINE.** Each of the first three knots above will actually be made by joining two short ropes. Each Pathfinder will join the other two ends, with the same knot - making a circle. On the **Slip**, and the **Bowline** will be loops in one end of a rope. Each Pathfinder will put a similar loop in the other end of the rope. The judges will check to see that both knots in each rope are the same.

SCORING:	2½ minutes	First place
	3 minutes	Second place
	3½ minutes	Third place

PLEASE NOTE: -- THE JUDGE WILL CHECK EACH KNOT -- AS SOON AS IT IS TIED, JUST BEFORE PATHFINDER REMOVES HIS BLINDFOLD.

BLINDMAN'S KNOT

The team is blindfolded. The leader passes down the line holding a piece of cord knotted in one of the familiar knots. Each Pathfinder feels the knot for 10 seconds to determine which knot it is. Each Pathfinder also has a piece of cord in which, on the word go, he ties the knot he considers the right one. Score of 10 for each correct knot, and 10 extra for the fastest team.

TRUST MY KNOT

PARTICIPANTS:

6 Pathfinders from each club - can be mixed, but first and last Pathfinder must be a boy.

FORMATION:

Single file, one behind the other. A blanket is placed thirty feet in front of the lead Pathfinder in each team.

EQUIPMENT:

Each team must bring an old blanket. Each member of the team, with the exception of Pathfinder number 5, will bring a four-foot clothesline rope.

PROCEDURE:

At a signal the first Pathfinder of each team will run to the blanket, sit down in the middle of it, and tie a Bowline Knot in a rope he has placed around his waist. When the knot is tied, he raises both hands as a signal to the second in line to run forward, and tie his rope to Pathfinder number 1, using a **SHEET BEND**. He then runs back and touches off the third in line, who ties his rope to that of Pathfinder number 2 using a **SQUARE KNOT**. He then runs back, touching Pathfinder number 4 who ties his rope to that of Pathfinder number 3 then touches Pathfinder number 5, who runs forward and ties a **Sheep Shank** in the rope of Pathfinder number 4 shortening the rope; and returns, touching off Pathfinder number 6. Pathfinder number 6 ties a rope around his waist, using a **BOWLINE** and ties the rope of Pathfinder number 5 to his rope, using a **Sheet Bend**; and pulling on the rope with his body, he pulls Pathfinder number 1 on the blanket across a designated line. If a knot comes loose, it must be re-tied by the Pathfinder who tied it originally.

SCORING:

1st award	1 minute, 30 seconds
2nd award	2 minutes
3rd award	2 minutes 30 seconds

~~SPEED~~ KNOT TYING

PARTICIPANTS: 3 Pathfinders from each club

EQUIPMENT: Six (6) pieces of cotton sash cord 4' long
A five (5') foot pole - light enough for one Pathfinder to hold.

PROCEDURE:

1. Two Pathfinders will hold the five-foot pole with all six ropes attached. Ropes should be spaced evenly on the pole and be attached simply by doubling the rope and passing the ends around the pole and through the bend in the rope.
2. The other Pathfinder will be at the starting line twenty-five (25) yards away.
3. He will be given a sealed envelope containing a single list of six knots that he or she will be expected to tie. The six (6) knots will be chosen from those listed in the Handbook.
4. At the sound of the starting gun* the Pathfinder with the envelope will open it and run to where his or her partners are, handing the list to one of them who reads the knots for him to tie.
5. When they are satisfied that all six knots are tied correctly, the Pathfinder who tied them will proceed on to the placement rope he will find pulled tight.
6. When the allotted time is up for the first place winners a shot will be fired and another rope will be pulled tight between the first place winners and those coming in as second place winners. When the second place winners' time is up the gun will report and the third rope will be tightened. A third gun report will be sounded when the time allotted for the third winner has expired.
7. All participants (the one tying the knots) must reach the tightened rope nearest them to be winners.

SCORING:	1st place	30 seconds	10 points
	2nd place	40 seconds	8 points
	3rd place	50 seconds	6 points
	Entry		2 points

*A whistle may be used in place of starting gun.

ROPE RELAY

PARTICIPANTS: 4 Pathfinders from each club

EQUIPMENT: Clubs furnish their own 4' cotton sash rope

PROCEDURE: There will be 4 stations about 50 feet apart forming a square. At the sound of the gun those at Station 1 will tie a **BOWLINE** (leaving a long tail of rope so as to tie the next knots). As soon as they are finished at Station 1 they move to Station 2. The contestants at this station tie a **GRANNY KNOT** to the tail of the **BOWLINE**. Station 2 contestants take the rope to Station 3 where the contestants there tie the **SHEET BEND** to the tail of the rope for the **GRANNY**. Contestants from Station 3 run to Station 4 and those at this station tie a **SQUARE KNOT** to the tail of the **SHEET BEND**. Those at Station 4 run to Station 1, which is the finish line. There the knots will be examined. All of the knots must be tied correctly and hold together when they are inspected.

KNOT TYING, ONE STEP FORWARD

This is one of the most fascinating of the knot-tying contests. The Pathfinders are lined up along one end of a large room, each holding a four-foot rope in his left hand with the rope hanging down at his side. The leader determines the number of seconds which should be required to tie the knot in question, and when he calls the knot, he immediately starts counting off the seconds. For example, three seconds might be considered sufficient time for the square knot, considering the ability of the Pathfinders. The leader would then say, "Square knot -- one, two, three." The Pathfinders should have their knots on the floor before the count of three.

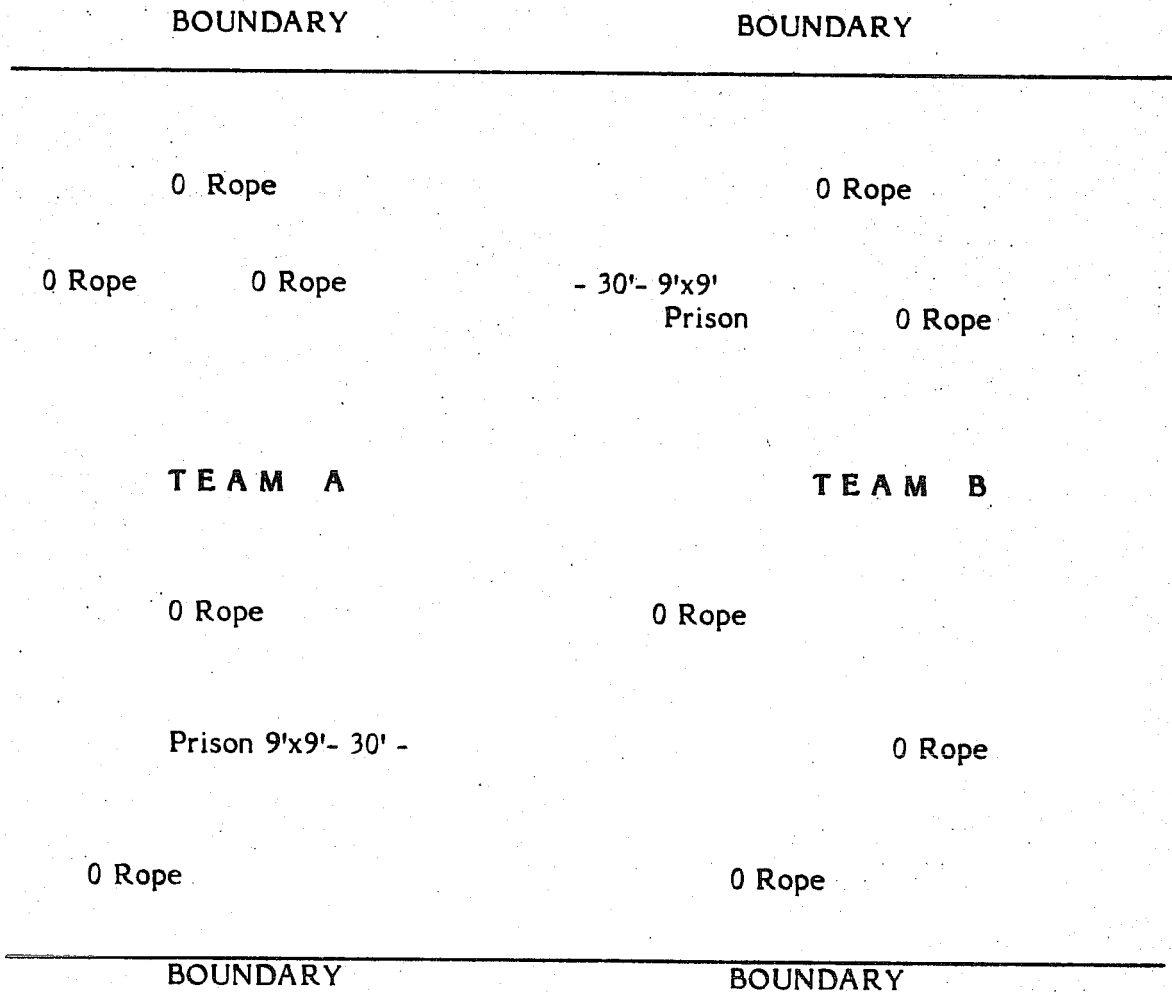
The leader examines the knots and those whose knots are correctly tied, and were on the floor within the time allowed, take one step forward. Repeat with other knots. The Pathfinders reaching the other end of the room first wins.

The leader should allow plenty of time for the knots on the start and speed up the tying later.

CAPTURE THE KNOT

1. **Personnel** needed for game. Two teams of 8 - 50 Pathfinders. Two captains. Two to four prison guards.
2. Two fairly equal areas with marked boundaries, preferably woods, divided by a narrow roadway, or lines 10 feet apart or a pathway of the approximate width.
3. Each side to have a prison 30 feet from their front line and 9 feet square. Prison can be anywhere along their front line.
4. Five ropes 3 feet long for each team. A different knot tied in each rope for each team. Ropes are to be hidden about in the woods in plain sight when approached and not more than 5 feet off the ground.
5. **Objective** - Find the ropes of the other team without getting caught and return them to your own side. Before bringing rope to your side, you must identify the knot. If Pathfinder is caught the rope remains where he is caught.
6. **Winner** - The first team to get all of the other teams knots or who has the most when time is called, wins.
7. To be caught a Pathfinder must have at least one foot on the other teams side and to be tagged by one of the other team anywhere on the body. If caught, the prisoner must be led to prison by the one who tagged him. Only one at a time can be caught by a regular team member. After he has taken his prisoner to prison, he can catch another with the exception of the guards as explained next..
8. **Prisoners** - can be released by a teammate running in and tagging him if he is not caught by prison guards. Guards must remain within 50 feet of the prison but can catch as many of the other team as they desire and can. When a teammate releases a buddy, they can return to their side without being caught. Only the prison guards can work in the immediate area of the prison and in front of it. Prison guards do not have to lead those they tag to prison. The one tagged must walk into the prison.
9. Anyone running outside of the game boundaries is automatically caught and must go to prison.
10. This game teaches the Pathfinders to know their knots, to stalk and be concealed, and to practice caution.

CAPTURE THE KNOT LAYOUT



1. Preferably each team should have several acres for their side. Wooded areas are more challenging, but the game can be played in a field.
2. Ropes may be laid out wherever the captain desires.

CHAIN GANG RACE

PARTICIPANTS: 6 Pathfinders (boys and girls) from each club
(3 10 - 12 years and 3 13 - 15 years)
Begin from left to right

EQUIPMENT: Five (5) 6' ropes
Club to furnish own rope. Cotton clothes-line rope suggested

PROCEDURE: On signal, Pathfinder No. 1 ties rope around his left ankle with a bowline and hands end to Pathfinder number 2. Pathfinder number 2 then ties rope to his right ankle with a clove hitch. He then ties his own rope to his left ankle with a square knot and hands loose end to Pathfinder No. 3. Pathfinder number 3 ties his rope to his right ankle with a square knot, then ties his own rope to his left ankle with a clove hitch and hands loose end to Pathfinder number 4. Pathfinder number 4 ties the rope to his right ankle with a square knot, then ties his own rope to his left ankle with a clove hitch and hands loose end to Pathfinder number 5. Pathfinder number 5 ties a bowline to his right ankle. When tying is finished, Pathfinder No. 6 races to the finish line 25 yards away.

SCORING: Awards:

1st place	40 seconds	10 points
2nd place	50 seconds	8 points
3rd place	60 seconds	6 points
Entry		2 points

