

ROPE CHALLENGE -- Leaders' Sheet.

Instructions:

Each Scout is given a length of rope to tie to their "fabulously expensive yacht" (themselves - belt or belt-loop). Acting as a Patrol, they will go to as many of the "Harbours" as they can, to complete the challenges presented to them. (Listed below). Each Scouter will act as "Harbour Master" for one (or more??) challenges - setting up, supervising, testing, coaching IF needed/wanted. When they succeed, the Scouts can put a check mark beside that "challenge" in their list then move off to another Harbour. [Even if they fail, they can still move off if they want to try something more to their liking.] In each Round, they try to get as many check-marks from as many of the harbours as they can, until "time" is called by the Admiral. [Times will be deliberately short, to get them moving faster.]

After each Round we'll let the Patrols evaluate their results and think about how to improve. You'll be 'hanging around' to coach the patrols (but not suggest answers) to get them to come up with ideas for:

- ◆ What makes a "Good" knot.
- ◆ How to get more check-marks for the patrol.
- ◆ How to teach everyone to tie the Scout Knots correctly.

(Hopefully you won't have to actually "teach" them anything - in part, the object of the exercise is to get the patrol to organize themselves to solve the problem themselves.)

Challenges at the Harbours:

1. Here you'll find a length of rope. Tie your valuable yacht to it so it won't get loose under any conditions.
[Scout Knot for Rounds 2 & 3 = Reef]
2. Here's another length of rope - only this one is much thicker than your's. But you still have to tie them together so one won't slip off the other.
[Scout Knot for Rounds 2 & 3 = Sheet-bend]
3. You've just fallen overboard, but luckily your mates have thrown you the end of another rope. To be rescued you must tie a loop around your chest so they can pull you in. [Of course you don't want it to strangle you while they do that!!]
[Scout Knot for Rounds 2 & 3 = Bowline]
4. Tie your yacht to the post. [Remember it's going to be bouncing with the waves.]
[Scout Knot for Rounds 2 & 3 = Round-turn & 2 half hitches.]
5. There's a bucket at this station for you to tie onto so you can scoop up a few litres of lake water to wash the decks. [This time the bucket will have a steady weight on it - the water.]
[Scout Knot for Rounds 2 & 3 = Clove hitch]
6. Here you want to tie your yacht onto this spike someone left in the ground, but you know the tide will be coming in and out, so you'll need to make this knot adjustable - so you can let it out or tighten it up as the tide slowly rises and falls.
[Scout Knot for Rounds 2 & 3 = Taught-line hitch.]
7. This dock has a normal cleat on it. Secure your yacht so it's secure, but will be easy to untie when you want to leave in a hurry. [Scout Knot for Rounds 2 & 3 = Cleat hitch.]

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Round 1. Make something that does the job.

"Harbour Master" (Scouters) --- test the knot by pulling on it. If it works, they can put a check-mark on their sheet. If not, either let them try again, or go on to another Harbour.

Patrol Discussion: How did you do?? (Number of check-marks for the Patrol)
Let's think about what makes a "Good" knot.
How to get more Check-marks for the Patrol

Round 2. Improve your solutions by using the tried and true Scout Knots.

"Harbour Master" (Scouters) - test the knot by pulling on it AND checking that it is the proper Scout Knot.
- maybe point out why this knot is better and what else it could be used for,
- if it works, they can put a check-mark on their sheet.
- if not, either let them try again, or go on to another Harbour.

Patrol Discussion: How to get everyone tying the proper Scout Knots.
How to get more Check-marks for the Patrol

Round 3. Now make every one of the Scout Knots a "quick-release" knot -- one that can be made to come apart with a quick pull or two.

"Harbour Master" (Scouters) - test the knot by pulling on it AND checking that it is the proper Scout Knot.
AND it can be untied with a couple of pulls.
- maybe point out why this knot is better and what else it could be used for,
- if it works, they can put a check-mark on their sheet.
- if not, either let them try again, or go on to another Harbour.

Final Debrief: (by the "Admiral")

What have we learned in this exercise ???

- Proper Scout Knots ??
 - ◆ what they're used for ??
 - ◆ why they're better than just "any old knot" ??
 - ◆ can you tie all 5 "required" knots, and a few more ?? How do you learn any you missed??
- Is it always necessary to use the "proper" Scout Knot when a solution is needed??
 - ◆ *emergency – need something FAST – better to do something than worry about being "right".*
 - ◆ *a different situation -- solve the problem as best you can*
 - *usually modify one of the Scout Knots.*
- Patrol Operation ??
 - Patrol vs. Individual Effort??
 - ◆ what's the difference ??
 - ◆ when could each be put to good use??
 - Use of the "experts" ??
 - ◆ How were they used most effectively ??
 - ◆ Was the PL or APL always the "expert" ??
 - So what is the PL / APL's job ??
 - What is the "experts" job ??
 - What is the job of the other Scouts in the Patrol ??
 - Where else (besides doing Knot Challenges) could this Patrol system be useful ??
- Did you enjoy this exercise?? How would we do it differently??

Equipment Needed to run this Activity:

- ✓ Knot tying rope for each Scout and Leader (1/4" X 10' +/-) -- no frayed ends.
- ✓ 1 extra of the same rope for Harbour #1
- ✓ Large diameter rope (5 – 10' +/-) for Harbour #2
- ✓ Something to represent a "Post" for Harbour #4
- ✓ A bucket, or something similar to represent a 'steady / constant' weight to hang from the "yacht" - Harbour #5
- ✓ A large tent spike, or something similar, for Harbour #6
- ✓ A cleat (you're flag pole probably has one) for Harbour #7