

ROPE CHALLENGE -- Scout Sheet.

Instructions:

Your patrol owns this fabulously expensive yacht. You won't want to let it drift away from you. Patrol members go to as many of the "Harbours" around the hall to complete the tasks they'll find there (and listed below) within a limited time. (Don't wait in lines - there's a limited time.) When you succeed, put a check mark beside that "challenge" in the list below. Visit as many of the harbours as you want until "time" is called by the Admiral. (You probably won't do all 7.) There will be 3 Rounds for you to try different solutions to the problems. (As listed below.) The Patrol with the most number of check-marks will be the winners. [Note: This is a Patrol competition - it's no good if a couple of Scouts do all 7 challenges and the rest can't do any.]

To Start: Tie your "yacht" to the rope you've been given. Failing an actual boat, you, yourself, will have to play that part. Tie the rope to your belt or belt-loop.

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.
2. Here's another length of rope - only this one is much thicker than yours. But you still have to tie them together so one won't slip off the other.
3. You've just fallen overboard, but luckily you held onto the end of your rope. To be rescued you must tie a loop around your chest so your mates can pull you in. [Of course you don't want it to strangle you while they do that!!]
4. Tie your yacht to the post. [Remember it's going to be bouncing with the waves.]
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.]
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.
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.

Round 1. Make something that does the job.

How Did You Do?? Count up the total number of check-marks for the Patrol ____
How can your Patrol improve it's score??

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

The Scouters at each Harbour will teach you how if you don't know --- BUT that will slow you down from getting more check-marks. Is there another way??

How Did You Do?? Count up the total number of check-marks for the Patrol ____
How can your Patrol improve it's score??

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

How Did You Do?? Count up the total number of check-marks for the Patrol ____
How can your Patrol improve it's score??

Patrol Total for all 3 Rounds = ____