

Knot Recognition Game

10 points

____ SQUARE KNOT ____ BOWLINE ____ TWO-HALFHITCHES ____ TAUT-LINE

____ SHEET BEND ____ CLOVE HITCH ____ TIMBER HITCH ____ SHEEPHANK

____ FIGURE EIGHT ____ MONKEYS FIST

SCORE _____

15 POINTS

SQUARE LASHING _____ SHEAR LASHING _____ TRIPOD LASHING _____ END SPLICE _____

WHIPPING _____ LARK'S HEAD _____ TURKS HEAD _____ ALPINE BUTTERFLY _____

MAN-OF-WAR SHEETSHANK _____ DOUBLE-FIGURE EIGHT _____

SCORE _____

20 POINTS

EYE IN THE MIDDLE _____ SKI KNOT _____ DOUBLEBOWLINE ON A BITE _____

WAGGONER'S HITCH _____ BRAIDED _____ TWISTED _____ HEMP _____

NYLON _____ POLYPROPYLENE _____ ROUND CROWN SENNIT _____

SCORE _____

NAME _____ TROOP _____ TOTAL SCORE _____

KNOT RECOGNITION GAME INSTRUCTIONS

MATCH THE NUMBERED KNOTS ON THE GAME TO THE CORRECT NAME ON THE ANSWER SHEET.

CONSTRUCTION

STEP 1

USE 6 ONE INCH DOWELS (i.e. BROOMSTICK HANDLES) 28"- 30" LONG. MAKE A THREE SIDED PYRAMID WITH TRIPOD LASHING ON THE CORNERS. NOTE: OVER TIME YOU MAY NEED TO PEG OR SCREW THE CORNERS.

STEP 2

NOW USING THE DIFFERENT ROPES, MAKE A MAZE OF KNOTS IN AND AROUND THE PYRAMID. THERE IS NO RIGHT OR WRONG WAY TO DO THIS. JUST USE YOUR IMAGINATION TO JOIN THE ROPES WITH THE DIFFERENT KNOTS, HITCHES, AND LASHINGS.

STEP 3

THEN TAG THE DIFFERENT KNOTS LISTED ON THE ANSWER SHEET. USE KEY TAGS AND SAFETY PINS, AND NUMBER THE TAGS RANDOMLY. (NOT ALL KNOTS NEED TO BE TAGGED. DUPLICATE KNOTS ONLY NEED TO BE TAGGED ONCE.)

STEP 4

PLAYING THE GAME

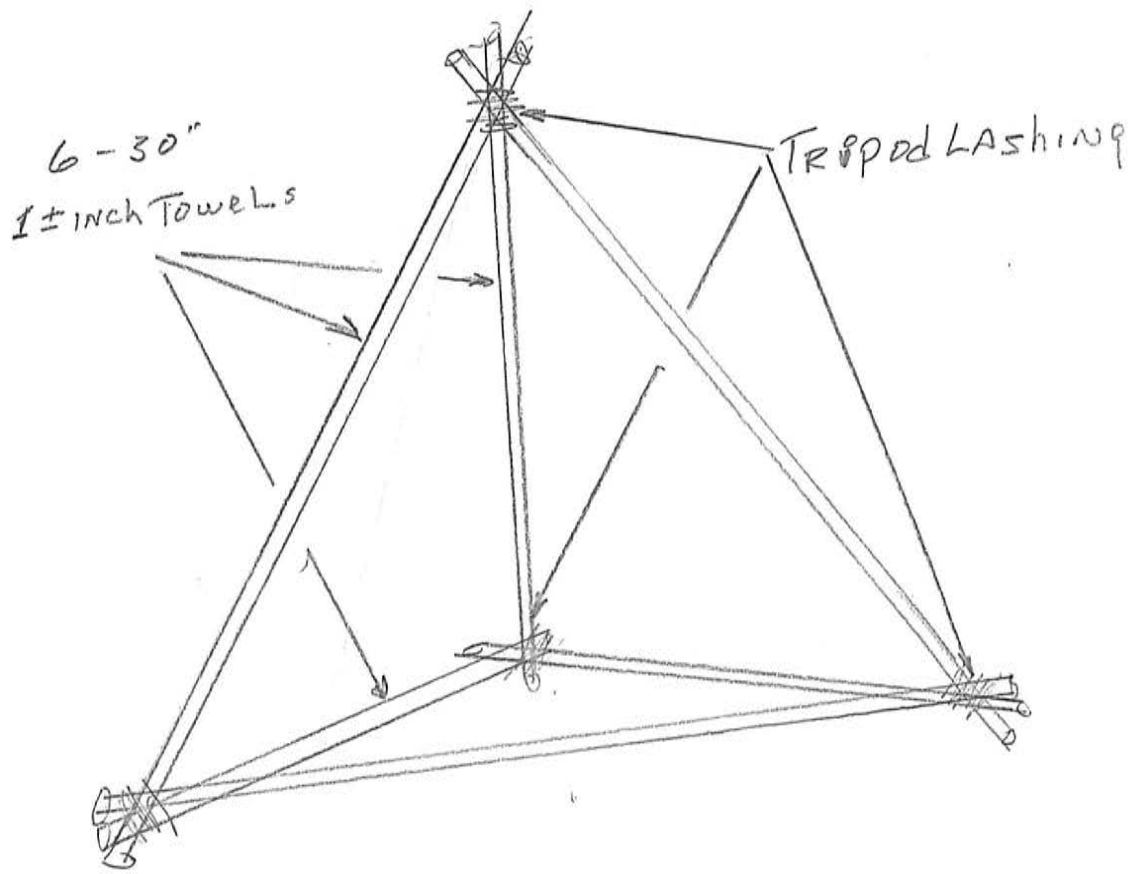
PLACE THE GAME IN THE CENTER OF A TABLE, HAND OUT THE ANSWER SHEETS, EXPLAIN THE OBJECTIVE. THERE IS NO TIME LIMIT.

SINCE THERE IS NO TOP AND BOTTOM TO THE GAME, IT CAN BE ROTATED AT ANY TIME WHILE THE GAME IS BEING PLAYED. THIS GIVES THE PLAYER A DIFFERENT POINT OF VIEW. THIS CAN BE FUN AND FRUSTRATING TO SOME PEOPLE WHO ARE FOCUSED ON A CERTAIN PART OF THE GAME. THE GAME CAN BE PLAYED BY 1 TO 8 PEOPLE OR TEAMS CAN BE FORMED.

I USED THE SCOUTING HAND BOOK AS WELL AS DIFFERENT PUBLISHED KNOT BOOKS AS REFERENCES. AT TIMES SOMEONE WOULD ASK ME ABOUT A KNOT THAT WAS NOT ON THE GAME. I WOULD RESEARCH THE KNOT AND TRY TO INCORPORATE IT IN THE GAME.

SCORING

SCORING IS UP TO THE GAME MAKER. THE ANSWER SHEET CAN HAVE DIFFERENT VALUES ASSIGNED TO THE KNOTS. MY ANSWER SHEET WAS COMPLETELY RANDOM. AT CAMPOREE OR MULTI-TROOP FUN EVENTS, WHERE AWARDS ARE BEING PRESENTED FOR THE DIFFERENT GAMES, I GIVE THE TOP 3 SCORES TO THE EVENT LEADERS. (I KEEP THE USED ANSWER SHEETS). AFTER THE INDIVIDUAL TURNS IN THEIR ANSWER SHEET, I ANSWER ANY QUESTIONS OR DEMONSTRATE HOW TO TIE THE KNOT, AND THE USE OF THE KNOT etc.



MATERIAL

6-30" wooden Dowels

Ropes - Nylon
COTTON
HEMP.
PLASTIC
DUTOR } Types

Twisted
woven
BRAIDED } const.

1/2"
1/4"
1/8" } SIZE

INSTRUCTIONS
CONSTRUCT PYRAMID. THEN
USE THE ROPE TO MAKE
A MAZE OF KNOTS, SPICES,
WHIPPING AND LASHINGS
THROUGH AND AROUND THE
PYRAMID. USE YOUR
IMAGINATION. TAG THE KNOTS,
LASHINGS, WHIPPING ETC..
USING KEY TAGS AND SAFETY PEN.

MAKE AN ANSWER SHEET
WITH THE NAMES OF ALL
KNOTS ETC ON THE GAME
MATCH THE KNOTS TO THE NUMBERS

HAVE FUN!!

ROPE { PYRAMID
ROPE, KNOTS
LASHINGS
WHIPPING
QUIZ

MATERIAL

6-30" 1' wooden Dowel

ROPE - Nylon
Cotton
Hemp
Plastic
Others.

Types

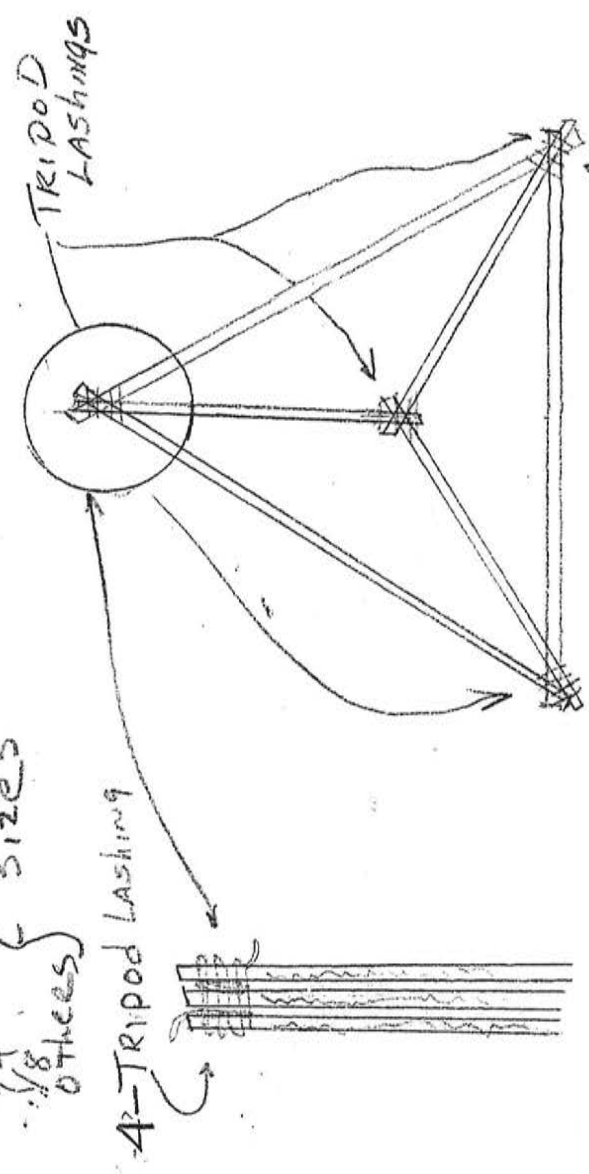
- Twisted
Woven
Braided
Others

Construction

1/4
1/8
Others

INSTRUCTIONS:

Construct the Pyramid, then
Run the Ropes in all Direction
Using all KNOTS, Splices
Whipping and Lashings you
can think of. Then Number
Each of the Knots, Splices
Whippings and Lashings.
SEE ATTACHED PHOTOS
AND EXAMPLES



{ NOTE: Dowels or screws
may be needed to
prevent slipping or
losing