

KNOTS RELAY Six of Twelve

OBJECTIVE: Develop Pathfinder skills: knot tying

TEAM PARTICIPANTS: Six (6) Pathfinders

MATERIALS:

- Bucket
 - Cards with names of knots
 - 6 lengths of ¼ inch sash cord 48 inches long
 - 1 inch in diameter dowel 4 foot long
- (All supplied by the conference Pathfinder Department)

DESCRIPTION OF THE FIELD EVENT:

Six (6) pathfinders line up in single file tag team formation at the start/finish line, while a line judge waits at the action line with a bucket containing twelve (12) cards on each of which is written the name of a knot from the list below, and six (6) lengths of ¼" rope. At the starting signal, pathfinder #1 runs at full speed to the action line, takes a card from the bucket, reads it to determine which knot to tie, takes one of the ropes, ties the required knot, and shows it to the line judge, who has been keenly observing the process as the knot is tied, and who confirms at an instantaneous glance if the knot is tied correctly. Pathfinder #1 then races back to the start/finish line, and tags pathfinder #2, who races to the action line to take his/her turn. The sequential action continues until all six (6) pathfinders have had their turn, and pathfinder #6 crosses the start/finish line.

A mercy/whimp clause allows each pathfinder one exchange of card. If the pathfinder does not know the knot listed on the first card taken, he/she may drop it back into the bucket and pull out another one (but not to search through the bucket for the 'easy one'). If the pathfinder is unable to tie the knot on both the first and second cards drawn, he/she forfeits the point and still races back to tag the next pathfinder line.

SCORING:

First Place	Under 2 minutes
Second Place	Over 2 minutes and under 2 minutes 45 seconds
Third Place	Over 2 minutes 45 seconds

An incorrectly tied knot adds 15 seconds to the imputed time

LIST OF KNOTS:

1. Square knot	7. Clove hitch
2. Figure 8	8. Two half hitches
3. Bowline	9. Timber hitch
4. Sheet Bend	10. Taut line hitch
5. Sheep shank	11. Surgeon's knot
6. Slip knot	12. Lark's head