

Big Beetle

Equipment: Each beetle needs:

- 8 short pieces of rope (string)
- beetle head (cardboard with hole for attaching to body)
- 2 antennae - 2 pieces of wire in a loop,
- 2 eyes - 2 large circles

Players need:

- A bucket
- Large dice
- Tape
- Glue
- Long piece of rope
- Short rope

Method:

Provide all items for each patrol. Each girl throws a dice in turn. A 6 must be thrown first to get the body (the bucket). Then when a 5 is thrown, the head is attached with a reef knot. Then when a 4 is thrown, the legs are attached with reef knots. At the 3, the tail is attached, which is a short piece of rope tied in a reef knot. When the next player rolls a 2, the antennae are stuck to head with tape. When a 1 is thrown, glue the eyes into place. When the beetle is complete, a long rope is tied around the neck with a bowline and the beetle is dragged across the finishing line some distance away.

Knotting Circle

Equipment:

Short pieces of rope

Method:

Players in circle, one ties a knot in a bit of rope and drops it at the feet of one of another group, who must name the knot correctly and say if it is tied right before the tier has run around the circle. Whichever wins ties the next knot, and so on.

Patrol Time Knotting

SPAGHETTI KNOTS

Using cooked spaghetti make all types of knots- you could also use lolly snakes. An alternative to making individual knots is using the cooked spaghetti to make the longest line joining the spaghetti together. As a Patrol this is a great chance to talk and teach each other at the same time. A time limit also adds an extra edge. You could challenge the Guides to use as many different knots as possible to join the spaghetti.



WHAT KNOT TO KNOT ? THAT IS THE QUESTION.

(read this story to Guides and have them fill in the blanks with the appropriate knots!)

"Let's go for a bushwalk!" Hayley suggests to her Guide Unit.

"Yeah, great idea!" agree the other Guides.

So off they go. Everything is going fine, until Anita begins horsing around and falls down an embankment. But what should the Unit do to help their friend? First they decide to tie all their ropes together

(they are carrying many items, as like all Guides, they went out Prepared!) with a (1) _____ and throw her a lifeline.

"Now tie it around yourself with a (2) _____!" instructs Hayley, and the Guides pull Anita to safety.

"I've hurt my arm," cries Anita, so the Guides make her a sling from one of their scarves (using a (3) _____). All the Guides sit down for a while to let their friend recover from her scare.

After a while, the girls begin to get a little cold and send out 2 of their Unit to gather some firewood. As they are tying their wood together with a (4) _____, a friendly Labrador bounds up to them, and as they can't see an owner anywhere, decide to take the dog back to their group, tying him to a tree using a (5) _____.

The Guides also decide to gather some water from the river close by, using a jar and making a handle for it using a (6) _____. While down by the river they notice a boat drifting away so they tie it up using a (7) _____.

The Guides build a fire and drink some water. When they feel suitably rested and have made sure the fire is completely out, they bundle up their belongings and tie them up with a (8) _____ and set off for home.



Patrol Time Knotting

ALL TIED UP WITH COOKING

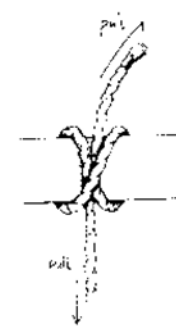
Have a meeting which includes cooking a simple recipe, eg pikelets; first aid - what to do if someone gets burnt; how to use a match and light the gas; AND a unique knotting game.

The girls work in groups to make the recipe but they have to "win" each ingredient they need. Every member of the group has to tie a *reef knot* before the group can get one ingredient, a *clove hitch* to get another, a *round turn and two half hitches* for another, etc.

The girls in each group need to help one another because they are unable to get an ingredient until all the girls can tie the necessary knot!

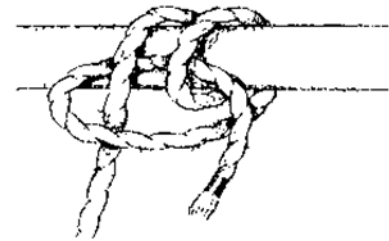
This would work with any recipe with a limited number of ingredients.

Clove Hitch



CUT THE ROPE

Players learn a round turn and two half hitches. A long piece of string or rope is fastened between two trees or poles at waist height. Two players are blindfolded. They stand either side of the string and hold hands across it. They move together up and down the length of the string/rope. Remaining players receive a piece of cord each and they aim to cut the string by tying a round turn and two half hitches on it without being caught by the two blindfolded players.



Round Turn & Two Half Hitches

PROGRESSIVE KNOTTING

This is good for the practise of knots that the Guides already know.

Players line up at one end of the hall, each with two pieces of cord. A knot is called e.g. sheetbend. If they tie it correctly they take a step forward. The process is repeated. Those who reach the end of the hall first could become checkers or helpers for those who need it or you could start again.

Patrol Time Knotting

PAIR OF KNOTS

In pairs with one hand tied behind each Guide's back, Guides attempt to tie a certain knot that has been called. Each Guide has a piece of cord in her untied hand. This takes a lot of patience and is a good game to watch! It's surprising how deft some girls are.



Double Overhand

Champ Not

Equipment:

Enough small lengths of rope/person

Method:

All the girls form a circle, each with a length of rope. The leader calls out a knot, and the girls tie it, then drop the rope at their feet when finished. The first one to correctly tie the knot drops out, and then the remaining girls go for it again on signal. This process continues, using the same knot, until only one girl is left, who is then declared the "champ-not" for that knot. (The beauty of this game is that the girl who needs the most practice gets the most practice.)

Giant Clove Hitch

Equipment:

Pole

10m+ rope

Method:

Put a pole in a ten foot circle. (In a gym, a volley ball net pole in the middle of the centre basketball circle works fine.) Hand each end of a 10m plus rope to two guides, and tell them to tie a clove hitch on the pole, without stepping into the circle, and without letting go of the rope.

Patrol Time Knotting

Sheepshank

Equipment:

15 foot rope per patrol

Method:

Each patrol is given a 15 foot rope. 2 girls stand about 10 feet apart each holding one end of rope on signal the rest of the girls tie sheep-shanks in the rope. The winners are the first group to get their rope absolutely taut. THE GIRLS WHO ARE HOLDING THE ENDS MUST NOT MOVE.

Knot dodge

Equipment:

Small lengths of rope

Ball or beanbag

Method:

Two teams are numbered off. The leader of the game calls out a number and a knot. The person with the corresponding number from one team has to go to a designated point and tie the knot; the person from the other team with the same number has to go to another point and try to hit the person tying the knot by throwing a ball (or a beanbag) at them. So the person tying the knot has the double challenge of tying the knot correctly while also dodging the throws. We used to play this on a basketball court; a length of rope was tied hanging down from the stand behind the backboard, and the knot was tied with a second length of rope onto the first. The person tying the knot would signal they had completed it by swinging on the joined ropes. The person throwing the ball had to throw from behind the free throw line (with older guides who can throw harder and more accurately this may even need to be inside the centre circle). They can go anywhere to retrieve the ball after a throw, but cannot throw it again until they have returned to the free throw line.

Patrol Time Knotting

Bedroll game

Equipment:

- Groundsheet
- Air mattress
- Sleeping bag
- Pillow
- Rope
- Blanket
- Dice

Method:

Throw a die to receive each item as follows

6 = groundsheet

5 = air mattress

4 = sleeping bag

3 = pillow

1 = rope

2 = blanket

When all the items have been collected in order, the bedroll must be rolled correctly with the proper knots.

Who's the Fastest Knotter?

Equipment:

Cords

Counters

Method:

Divide the patrol into pairs. Each girl is given a counter. On the word "go", the girls must tie the chosen knot. The first one finished gets to take the other girls counter.

The girl gets to collect another counter. Then those who have 1 counter verse another 1 counter girl. Those with 2 verse another 2 counter girl. Whoever wins gets to take all the counters from her component. Whoever has the most counter at the end of time wins .

Bowline game

Equipment:

- A fork for everyone
- Placemat
- Napkin
- Apron
- oven mitts
- Knife
- Wrapped chocolate bar in many layers of newspaper
- 2 dice
- A rope

Method:

Girls are in a circle sitting on the floor with the equipment in the centre. The object of the game is to pass the dice around and the first person to roll doubles gets the rope from the leader, ties the required knot (Bowline) and it is checked by the leader to make sure it is right, then she puts on the apron, oven mitts, places the napkin under her chin, on the place mat she must pick up the knife and using her own fork tries to get into the present. BUT....at the same time the dice are still going around and as soon as someone else rolls doubles they tie the knot and if it is correct the first person must take off the stuff and go back into the circle and so on. Great fun! Make sure you take two chocolate bars because they will want to do it again, but twice is enough and the chocolate should be shared.