

Knots: Speed Relay (A)

Objective: Develop Pathfinder skills:
Knot tying
Team Work

Participants: Six (6) Pathfinders

Materials: 3/4" – (3/4 – inch) dowel 4' (four feet) length
5 lengths of 1/4" (quarter inch) sash cord, 48" (48 inches) long
List of knots in required sequence
All supplied by the Conference Pathfinder Department

Description:

Six (6) pathfinders line up in single file, tag team formation, at the start/finish line, while a line judge stands at the action line 20' (20 feet) away, dowel in hand, and 5 lengths of sash cord laid out neatly on the ground. At the starting signal, pathfinder #1 sprints at full velocity to the action line, and proceeds to take up the first rope, and ties it to the dowel held by the judge, making a **bowline knot**. Pathfinder #1 then races back to the start/finish line, and tags pathfinder #2, who races to the action line, takes the second rope, and ties it to the free end of the first rope already attached to the dowel, making a **square knot**. The sequential action continues, with pathfinder #3 taking the third rope and joining it to the free end of the developing rope chain making a **compound overhand knot**. Pathfinder #4 takes up the fourth rope and joins it to the free end of the rope chain making a **sheet bend**. Pathfinder #5 takes up the fifth rope and joins it to the free end of the rope chain making a **fisherman's knot**. Pathfinder #6 uses the free end of the rope chain and ties a **stevedore's knot**, then races to the start/finish line to complete the event.

Scoring:

1 st place	2 minutes or less (<120 seconds)
2 nd place	2 minutes to 2 minutes 45 seconds (121 – 165 seconds)
3 rd place	Over 2 minutes 45 seconds (>165 seconds)

An incorrectly tied knot adds 20 seconds to the imputed time.

A team member totally unable to tie the knot drops the score to third place.

List of Knots in Required Sequence:

1. Bowline
2. Square
3. Compound Overhand
4. Sheet Bend
5. Fisherman's Knot
6. Stevedore's Knot

A club not able to field six (6) team members may join with another club to make up the number, or may have some team members run the action more than once.