

Wet What-Knots Game

- Tie a thick rope between 2 trees (or across the hall if you are game!)
- Choose a "Knot of the Day", one that can be tied over the main rope such as Round turn and 2 half hitches, packers knot etc.
- Tie a couple of samples on the rope in case some girls need one to copy.
- Arm a junior leader or older girl with a water pistol and blindfold her.
- Allow 1 girl at a time from each patrol to try to sneak up to the main rope and tie the knot without being heard and "shot" with the water pistol.
- Patrol scores one point for each knot tied successfully.
- The armed guard of the rope will know where the demonstration knots are, so these are the least safe spots to try. (But if you need help that is the risk you have to take!)
- Either set a time limit, or allow a set number of attempts per patrol member. I would prefer a set time, but each girl must have at least one try.