

Knot Relay II

Participants: 6- Pathfinder from each club

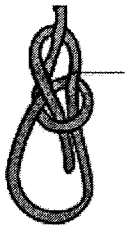
Equipment provided by each club: 6 - 3' long sash cords, 1 - short stick a minimum of 18" long.

Procedure: The team of six Pathfinders assembles at the starting line. At the signal the first Pathfinder runs to the judge and draws one of six 3"x5" cards with the name of a knot to tie. Once the judge determines the knot is tied correctly the Pathfinder returns back to their team and the second Pathfinder runs to the judge and draws their card and ties the knot stated. Again when the judge determines the knot is tied correctly the Pathfinder returns to their team and the third Pathfinder proceeds and does the same procedure on through the rest of the team until all the cards have been drawn and tied.

Scoring: This is a timed event. A maximum of 15 minutes time limit.

Knots for the event: 6 of the 8 knots below will be used in the event.

Bowline



Sheet Bend



Sheep Shank



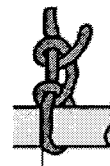
Over Hand



Clove Hitch



Two Half-Hitches



Square (Reef)



Figure Eight

