

## Chain Gang Knot Race Scoring Guidelines

### Material to be provided by District:

Cones  
16 short pieces of rope  
Clipboard  
Pencil  
2 Stop watches  
Event score sheet

The patrol lines up side by side. On go, they tie their legs together with short pieces of rope using a square knot. They must then race to the knot line (15 yards) and tie all seven knots listed on the knot line and then race back. The seven knots to be tied are: square knot, clove hitch, sheet bend, bowline, timber hitch, taut-line hitch, and two half hitches. Each member of the patrol must tie a knot. If there are fewer than seven member in the patrol, some members will have to tie a second knot. The winner will be determined by the patrol that ties all seven knots correctly and most quickly returns to the start line.

5 points will be awarded for each knot tied correctly

Additional points are awarded at the end of the day for fastest times in the event:

Fastest time	30 pts
2 <sup>nd</sup> place	27 pts
3 <sup>rd</sup> place	24 pts
4 <sup>th</sup> place	21 pts
5 <sup>th</sup> place	18 pts
6 <sup>th</sup> place	15 pts
7 <sup>th</sup> place	12 pts
8 <sup>th</sup> place	9 pts
9 <sup>th</sup> place	6 pts
10 <sup>th</sup> place	3 pts
11 <sup>th</sup> place and lower	0 pts

Total points possible: 65 points

