

## **Event #3: All Tied Up and Batty Jack Scoring Guidelines**

### **Material to be provided by Station Master:**

4 baseball bats

Stopwatches

Patrols will provide their own rope

This will be a timed event. The patrol will line up as a patrol and stay in order. On Scout Command the first patrol member will spin around 5 times with his head on a bat. Then he will take the bat and run to the tying point. There he will be given a knot to tie. If the Scout cannot tie the knot he will return to the patrol and the next Scout will spin around the bat and then attempt the knot. When the knot is tied correctly the patrol member will return to his patrol, hand the bat to the next Scout, and go to the end of the line. Each Scout will bat spin prior to tying a knot. Patrol members will cycle through until all 7 knots are tied correctly. Five points will be awarded for each knot tied correctly.

To successfully complete this event will require the following knots to be tied correctly: square knot, timber hitch, clove hitch, two half hitches, bowline, taut line, and sheet bend.

Bonus points may be earned for speed in tying all knots:

Under 5 minutes	15 pts
5-6 minutes	12 pts
6-7 minutes	9 pts
7-8 minutes	6pts
8-9 minutes	3 pts
9 minutes or more	0 pts

Total points possible: 50 points