

3. Know the Ropes

Opening

(For a Unit of at least 12 Guides) Form a circle, squat down and join hands. A leader breaks the join and starts 'weaving' around the circle, over one link and under the next. Keep going until the leader returns to her place in the circle. Once everyone is tightly woven, stand up and sign an opening song.

Ahoy me hearties! Today's adventure is about a trip on a pirate ship...

Cabin boy games

Prove you have the skills to be a pirate

Captain's Coming

Line up down the centre of the room to start, with a leader calling any of the following. The last person to follow an instruction or reach a spot becomes a 'spotter' and looks for others who are last. Continue until only one person is left.

Captain's Coming

All line up, stand at attention and salute.

Bow

Run to the 'front' of the room.

Stern

Run to the 'back' of the room.

Port

Facing the 'front' of the room, port is the left wall. Run to port.

Starboard

Facing the 'front' of the room, starboard is the right wall. Run to starboard.

Man overboard

Lie on back, swim

Submarines

Lie on back and stick on leg straight up. (the periscope)

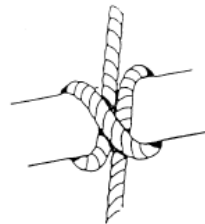
Man the Lifeboats

Find a partner, sit together, and row!

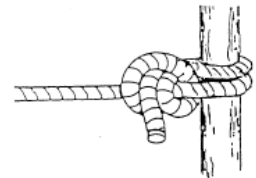
Crocodile!

Lie on tummy, with hands together over head

BASIC KNOTS



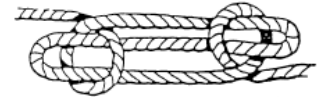
Clove Hitch



Round turn and Two Half Hitches



Sheet Bend



Sheep shank

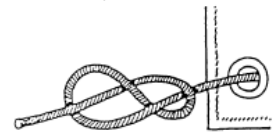


Figure of Eight Knot



Bowline



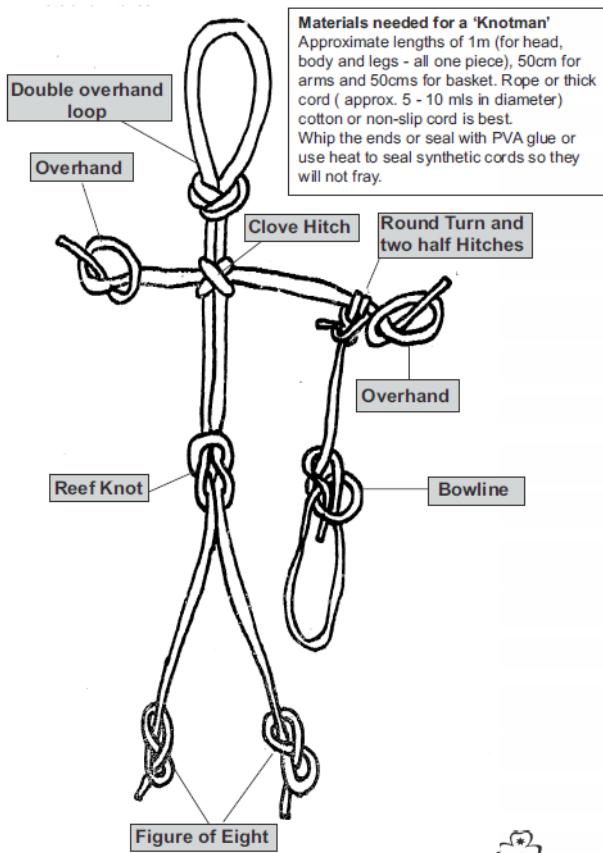
Reef Knot

Knot Me

A relay game for Patrols. Start by practising a knot, any of those shown above are fine. Prepare a set of cards as follows:

- ▶ Eyes closed
- ▶ Behind your back
- ▶ With gloves on
- ▶ With your toes
- ▶ Just as you like
- ▶ Above your head

Patrol members take turns to run across the room, pull one of the cards out of a hat, tie the knot using the method and show it to a leader before returning to tag the next person.



Big Beetle

A Patrol race

Each beetle needs:

- ▶ 8 short pieces of rope (string)
- ▶ 1 beetle head (cardboard with hole for attaching to body)
- ▶ 2 antennae - 2 chenille sticks
- ▶ 2 eyes - 2 large circles

Patrols need:

- ▶ A bucket
- ▶ Large dice
- ▶ Tape
- ▶ Long piece of rope
- ▶ Short rope

Each girl throws a dice in turn. A 6 must be thrown first to get the body (the bucket). Then when a 5 is thrown, the head is attached with a reef knot. Then when a 4 is thrown, the legs are attached with reef knots. At the 3, the tail is attached, which is a short piece of rope tied in a reef knot. When the next player rolls a 2, the antennae are stuck to head with tape.

When a 1 is thrown, tape the eyes into place. When the beetle is complete, a long rope is tied around the neck and the beetle is dragged across the finishing line some distance away.

Sail the Seven seas

Now you are more skilful, you will join the pirate crew outdoors on your ship. Travel to the dock to join your ship. Do this by gathering together all inside a loop of rope (your vehicle) and moving together.

As recruits, your Patrol has many small jobs to tackle on board. Start by making a 'Knot Man' for each member so you can show the Captain how skilful you all are.

Noughts and Crosses

Your boat is becalmed so with more spare time, you all practise knot skills by making a game set for each pair of pirates. The game is made with two sticks lashed together to two other sticks making a grid of nine squares. Decide how to make counters – use bottle tops and paint them, or find pebbles of two different colours.

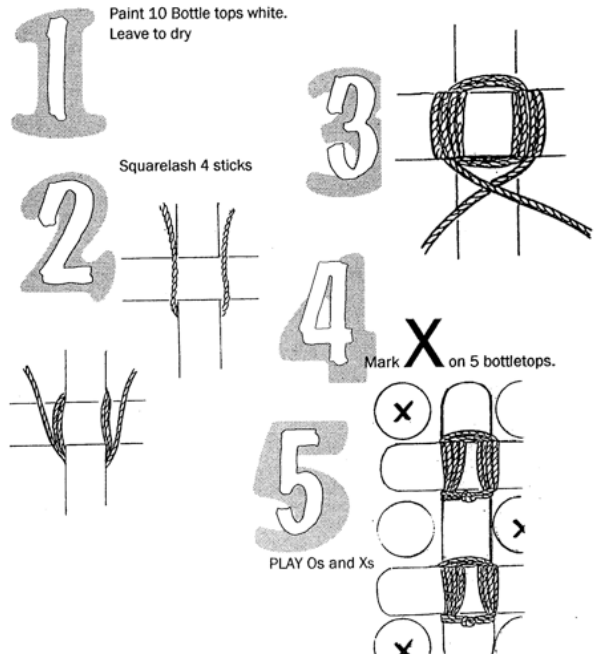
Square Lash Instructions

What you need

- Ten bottle tops
- Four sticks about the same length

- Cord
- White Paint
- Marking Pens

What to do





Transport chariots

The wind picks up, and you sail to a town to get fresh food. Unfortunately, a storm damaged the wharf and it is impossible to get off and on the ship except by getting wet. With stores to load, your Patrol is ordered to make a chariot.

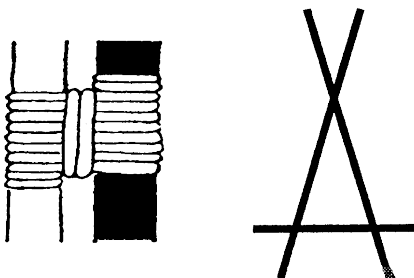
You need:

- ▶ 2 x timber 1.5 - 2 m long
- ▶ 1 x timber 1 m long
- ▶ 3 lashing ropes 2m long
(all lengths are approximate, test timber for strength)

Method:

1. Shear lash two long pieces of timber at about three quarters the distance from the bases of each pole. Make sure the lash is tight.
2. Pull out the base to make a triangle. This will tighten your lashing.
3. Square lash the cross bar onto the frame.
4. Add reins, streamers or any extra bits to improve its performance. Can you add some wheels?

Shear Lashing Instructions



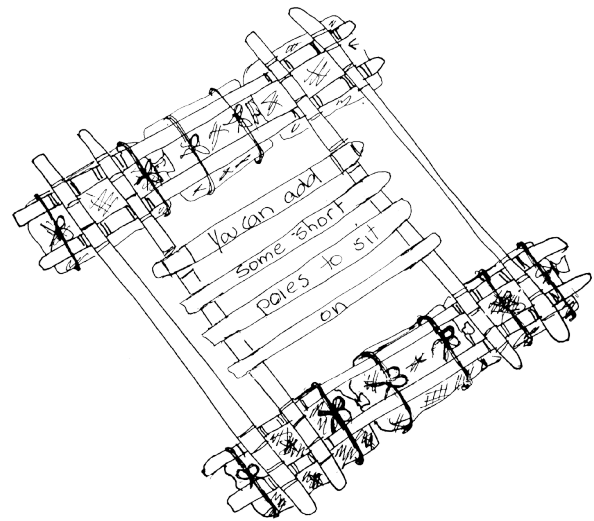
NOTES FOR RIDING

Try to keep a foot in each corner to balance
Going over bumps = a hard ride!

Man Overboard!

Once you are back at sea your Patrol hears that the Captain is going to get rid of sailors by throwing them overboard at sea. You decide to steal some supplies and build a raft so you can escape. Design and make a raft. The design here is an example. You will need 6 floating bags or containers.

Float your raft in quiet water that is shallow (up to chest deep). Celebrate your escape by getting back to shore and dancing a jig.



CHECK!

- Be able to swim 50m
- Wear a PFD
- Have a qualified supervisor

Closing

Form a circle. Finish by asking Guides to list the Patrol skills and knotting skills they practised. Talk about why being part of a small group such as a Patrol is a good way to learn and develop skills. Sing Taps.