

## **GAMES 13**

### **JOHN TURPIN'S RIDE**

A bar of some sort across one end of the hall. Beyond that a chair for each Patrol, with a number of small articles on it. A knotting rope for each Patrol. Players alternate between John Turpin and Black Bess.

At a signal, Turpin ties a rope around Bess' waist, jumps on Bess' back and is ridden to the hitching rail outside the inn. Here the Scout makes fast with the Highwayman's Hitch, goes under the rail, picks up an article from the chair, and (this is the point) if Black Bess is still there, remounts and rides back to the starting point.

But Black Bess is a mettlesome steed and tries to get free by tugging on the halter round the waist. (Black Bess is honour bound to do this.) If Turpin has not made the hitch so that Bess is haltered to the free end, Turpin must chase Bess back to the starting point and repeat the process before the next pair takes over.

### **KNOTTING RACE**

The Patrol forms up in a straight line and numbers off, but be sure that you spread the age of the Scouts through the line. Each Patrol has a length of rope, and the last Scout (maybe the 6th Scout if six in the Patrol) stands opposite the centre of his/her Patrol.

The 1st Scout ties one end of the rope around themselves with a BOWLINE. The 2nd Scout ties their rope on the end with a REEF KNOT. The 3rd Scout ties their rope to the other end of No.2's SHEETBEND. The 4th Scout ties their rope to other end of No.3's FISHERMAN KNOT. The 5th Scout ties their rope to the other end of No.4's CLOVEHITCH. The 6th Scout ties a SHEEPSHANK in the middle.

Other knots can be used to give variations to this game.

### **KNOTTING IN PAIRS**

Players in pairs; each player has a piece of rope and puts one hand behind their back. The pairs then try to tie their two ropes together with whatever knot is desired. The first pair to successfully tie a knot wins.

### **SPUD**

Scouts are spread out over the playing area. One Scout is stationed in the centre of the area with a soft rubber ball. On a signal he/she drops the ball and calls out the name of a Scout who has to run to the ball. As soon as that Scout touches the ball he/she yells out "Halt" and all Scouts must freeze. The Scout with the ball tries to hit any of the motionless Scouts from the spot where the ball was touched.

If a hit is scored, the Scout who is hit must grab the ball, command "Halt" and so on. If the thrower misses, a "SPUD" is scored against them and the game recommences by the ball being dropped again in the centre as at the start of the game. When a Scout has three spuds against him/her, a harmless penalty of some sort could be given to that Scout.