**Bowline/Sheet-bend Draw**

<http://www.macscouter.com/games/V2_MoreTeam.asp>

Have the group divide into pairs. Each pair lines up across from each other. Each Scout is given a piece of rope long enough to tie around his/her waist and leave a couple of extra feet. These ropes should be on the ground by the scout's feet.

At the GO signal, each scout picks up his/her rope and ties a bowline around their waist. Then they join the rope with their partners rope using a sheet-bend. They then back up until the ropes become taught, lean back and hold their hands in the air.

As a Patrol competition, the first patrol to have all of their pairs done, wins. As an individual competition, each team competes independently. Check the knots, if they are wrong, have them start over, with time running.