

# **Knotty-Silent Ball**

Submitted for Troop 495

by Keith D. Kaiser

This is a favorite game of our troop, we have shared it with many other troops in the district and it was the spotlight game at a recent Round Table.

This game is excellent practice in learning to tie knots and do lashing, or variations to learn first aid or any other skill you desire.

## **Materials:**

A ball, a soft, foam rubber football works real well (it's harder to catch),  
Two or more pieces of rope, each about two feet long,  
Two or more short poles (1/2 broom handles work great),  
Scout Handbook,  
Forty Knots Bandana (suggested).

## **The Object:**

The object is to be the last one in the game.

## **The Game:**

The players' form a circle, they can stand or sit, in chairs or on the ground, any number can play but it's best if you have at least five or six.

Each boy tosses the ball to another boy, but not to the boy immediately next to him that is not allowed until there are 4 or less still in the game.

If the boy misses the ball then he must go to the center of the circle and tie a knot. The Scoutmaster or an older boy acting as the judge chooses the knot. Try to choose a knot the boy needs to learn or needs for rank advancement. Let the boys use the bandana and Scout Handbook as resources on how to tie it. The game continues around the boy tying the knot adding a little pressure for him to tie it quickly and accurately.

Once the knot is tied correctly, he may return to the game, after two visits to the center he is out of the game, this is the "knotty" part of the game. The "silent" part requires that no-one make any noise while the game is in progress, this includes laughing, joking, chair sliding, the judge rules on all sounds. As before if a sound is heard the boy must tie a knot before he can rejoin the game.

**Additional Rules:**

No hitting the boy in the center, doing so gets you sent to the center to tie a knot. Tossing the ball too hard, below the knees or out of easy reach means a trip to the center.

Once out of the game leave the circle until the next game, the length of the game can be controlled by how many trips each boy gets to the center to tie a knot.