



It's Pirate Night on board one of our Disney Cruise Line® Ships! Swab the deck, hoist the anchor, and trim the main sails! Your crew must secure the scenic for unpredictable seas ahead, raise the mizzen mast to fly your pirate flag and tow the cargo into a designated port!

THE EVENT

This is a relay, as your team uses three ropes and several specified knots to latch scenic cargo to a road case, raise the mast and pull it carefully into a designated outlined storage spot.

The first rope is tied to the side of the road case using a clove hitch, with a locking half hitch, but the rope is not long enough to secure the load!

The second rope is tied to the first rope using a sheet bend, making the combined ropes long enough! These two combined ropes are then used to tie down the "plank" on top of the road case and are long enough to haul up the mast using a trucker's hitch with an alpine butterfly knot.

Finally, the third rope is attached to a handle on the side of the road case using a bowline, and that rope is used to pull the road case into its designated "docking" position before stopping the clock.

Your knots will be inspected to make sure they are correctly tied, leaving at least a 6" tail at each end.

NOTE: In the Final Round, your team may be asked to draw numbers to determine your team order, and which knot each team member will need to tie!

Knot tying features many variations. Refer to animatedknots.com to know what our judges will be looking for. As always, in real life you should make your rope and knot choices based on actual circumstances. This challenge is simply designed to test your ability to tie these very useful knots in a fun and piratical way!

REQUIRED SEQUENCE

The team waits behind a table with all three ropes on it. The road case is across the room with the unsecured "pirate cargo". This cargo includes a plank with a mast socket and a mast with flag and eyelet. A taped-out "port" location for the road case is marked on the floor, closer to the table.

PLAYER 1 takes ROPE 1 and ties an end to one handle of the road case, using a CLOVE HITCH with a HALF HITCH LOCKING KNOT, then passes the free end of rope up through a hole in the plank, before running back and tagging Player 2. (Refer to "Clove Hitch (Rope End)" and "Half Hitch" at animatedknots.com)

PLAYER 2 takes ROPE 2 and ties it to the free end of ROPE 1, using a SHEET BEND, then passes it down through the hole at the other end of the plank, wrapping around the case handle and passing it back up through the same hole. After placing the mast in its socket, laying down, Player 2 tags Player 3. (Refer to "Sheet Bend" at animatedknots.com)

PLAYER 3 passes the free end of ROPE 2 through the mast eyelet, then uses a TRUCKER'S HITCH with ALPINE BUTTERFLY KNOT as the return loop, leaving the free end to pass through and around the hole in the plank to haul the mast up and tie down the cargo. Player 3 tags Player 4. (Refer to "Trucker's Hitch" and "Alpine Butterfly Loop" at animatedknots.com)

PLAYER 4 takes ROPE 3 and ties it to the marked handle on the side of the road case, using a BOWLINE, and uses it to tow the road case into the marked location on the floor before running back to the table to stop the clock. (Refer to "Bowline" at animatedknots.com).

PENALTIES ISSUED FOR:

- Going out of sequence.
- Putting any part of the rope in your mouth.
- Each incorrectly tied knot or knot that comes untied.
- Any tail shorter than 6".
- Using your hands to raise the mast rather than rope.
- Stopping time with the road case outside the taped out "secure" location, or without the pirate flag flying.
- Disregard for the spirit of the event or objectives of the exercise.
- No penalties will occur for emphasizing your "R"s when cheering on your teammates. "You ARRRRR doing great, Matey!"

