

TROOP 113 Knot Kninja

To Start

Everyone will begin at White Cord. You will be given a length of White Cord rope after completing the four requirements for this rank. This will be part of your required uniform and should be worn to all scout functions that require a Class A uniform.

Advancement

In order to advance a level, the participant must demonstrate the knots or techniques listed for that rank and tell how each is useful. There will be a limit of two attempts for each knot. After proving knowledge and ability in a particular level, you will be awarded a length of rope indicating the color you just completed. All Knot Levels must be worn on the belt or belt loop. Knot Masters or Black Cord Knotters may wear theirs as a Solomon Bar or Bugle Cord or any other decorative knot. If you are the first person to achieve that level, testing for that level will be done with at least one Scout and one Scouter and you will provide documentation as to what the finished knot looks like and its uses. The advancing Knotter may not view the documentation during the test.

Testing

Testing will be allowed 15 minutes before and 15 minutes after each scout meeting or during the meeting as time allows. Testing may also be done at campouts. You may only test one time per day.

Challenges

Any Scout or adult may challenge another scout or adult at the same level or below. At that point, the challenger names any two (2) knots from the current rank and below. If the challenged Scout cannot tie the selected knots in two (2) attempts, he will be given the rope of the level before and not allowed to test for his current level until the next opportunity. If the challenger cannot tie the knot, he also will be given the rope of the previous level and not allowed to test for his current level until the next opportunity. You may only challenge or be challenged one time per meeting or campout. A Scout or adult can be challenged if not wearing their required knot regalia.

Knot Kninja

There can be only one Knot Kninja at a time. The first person to earn the Black Cord becomes the Knot Kninja. The Knot Kninja can only be challenged once a day while on a camping trip by another Black Cord Knotter. The challenger will name two knots from any level for the Knot Kninja to tie. If the Knot Kninja correctly ties the two knots within two tries, that person remains the Knot Master. If the Knot Kninja fails to tie the knot or knots, the Knot Kninja selects one of the two knots from the challenge and one additional knot from any level for the challenger to tie. If the challenger ties both knots correctly, then the challenger becomes the new Knot Kninja. A new Knot Kninja may not be challenged until the next campout.

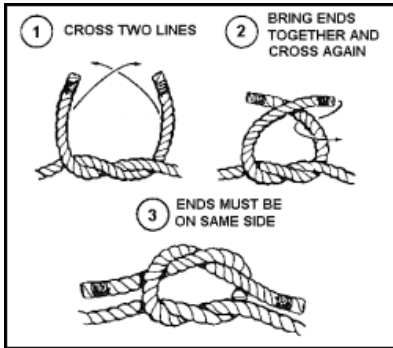
<u>WHITE</u>	<u>YELLOW</u>	<u>ORANGE</u>	<u>GREEN</u>	<u>BLUE</u>	<u>PURPLE</u>	<u>RED</u>	<u>BROWN</u>	<u>BLACK</u>
<u>Overhand</u>	<u>Bowline</u>	<u>Sheet Bend</u>	<u>Round Lashing</u>	<u>Diagonal Lashing</u>	<u>Prusik</u>	<u>Water</u>	<u>Cleat</u>	<u>Short splice</u>
<u>Square</u>	<u>Whip End</u>	<u>Sheep Shank</u>	<u>Square Lashing</u>	<u>Tripod Lashing</u>	<u>Trucker's Hitch</u>	<u>Snare</u>	<u>Loop</u>	<u>End splice</u>
<u>Coil</u>	<u>Taunt-line</u>	<u>Clove Hitch</u>	<u>Floor Lashing</u>	<u>Ladder Hitch</u>	<u>Swiss Seat</u>	<u>Surgeon's Knot</u>	<u>Fisherman's</u>	<u>Eye splice</u>
<u>Lark's Head</u>	<u>Two Half-Hitches</u>	<u>Timber Hitch</u>			<u>Bowline on a bight</u>	<u>Alpine Butterfly</u>	<u>One-Handed Bowline</u>	<u>Solomon Bar</u>
		<u>Figure 8</u>			<u>Clinch</u>	<u>Stopper (Ashley)</u>	<u>Rolling Hitch</u>	<u>Monkey's fist</u>
					<u>Figure 8 Follow Through</u>	<u>Wireman's Knot</u>	<u>Packer's Knot</u>	

Level 1(White)

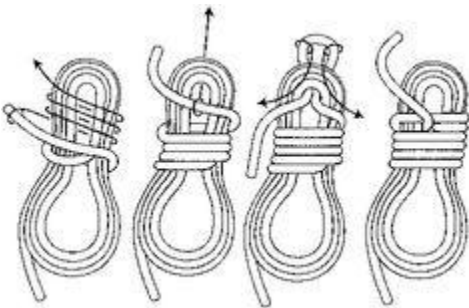
Overhand Knot-Most basic knot and the beginning of many knots. Use as grips along lifeline. Difficult to untie.



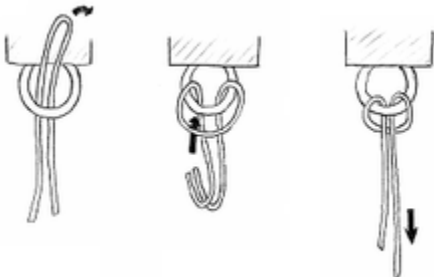
Square Knot-Join two ropes of equal size.



Coil Rope-Compact, tangle-free to store rope.

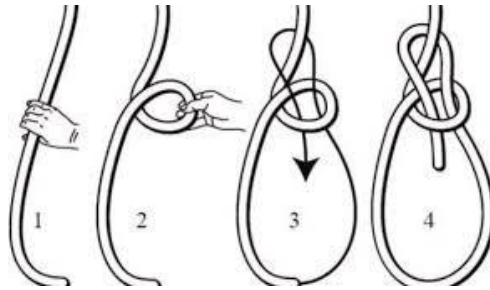


Lark's Head-Secure mid-section rope to a ring or pole.

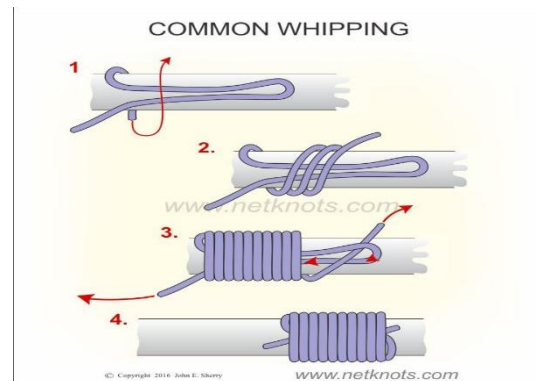


Level 2(Yellow)

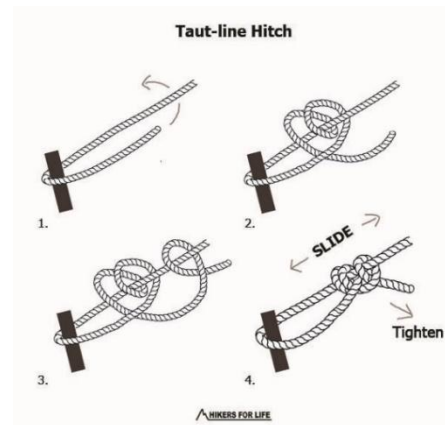
Bowline-Most useful knot. Does not move and is easily untied.



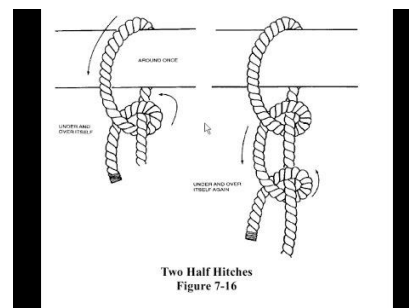
Whip Rope End-Secure natural rope from fraying.



Taut-line-Adjustable hitch for tent guy lines.

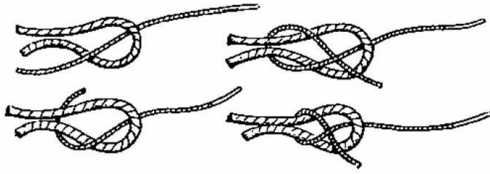


Two half-hitches-Join rope end to ring or pole.

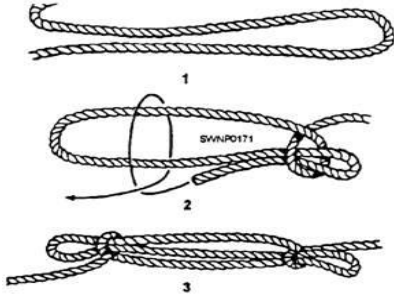


Level 3(Orange)

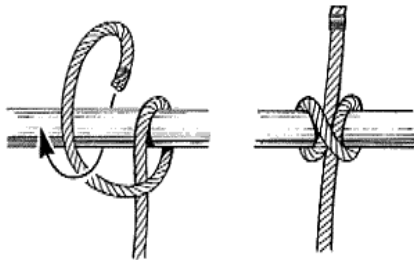
Sheet Bend-Join ropes of unequal size.



Sheep Shank-Shorten a rope of any size.



Clove Hitch-Simple way to fasten a rope to an object.



Clove Hitch

Timber Hitch-More secure than half-hitch on a log.

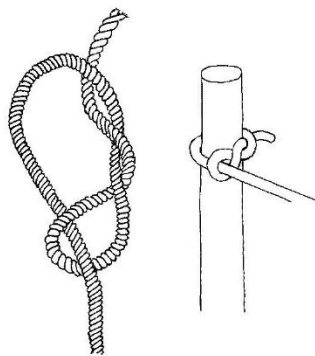
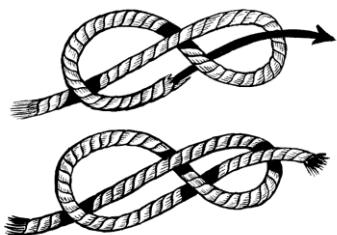
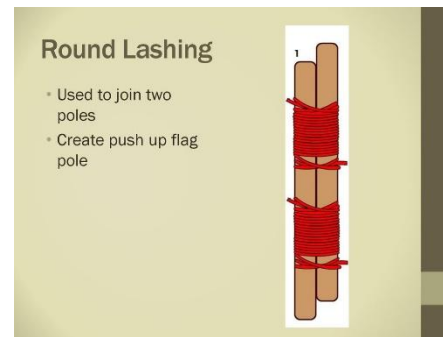


Figure 8-Most common stopper knot.

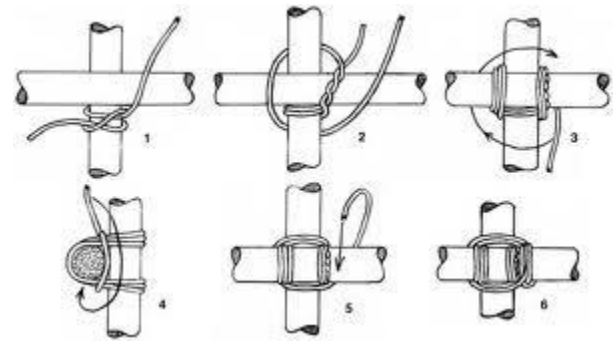


Level 4(Green)

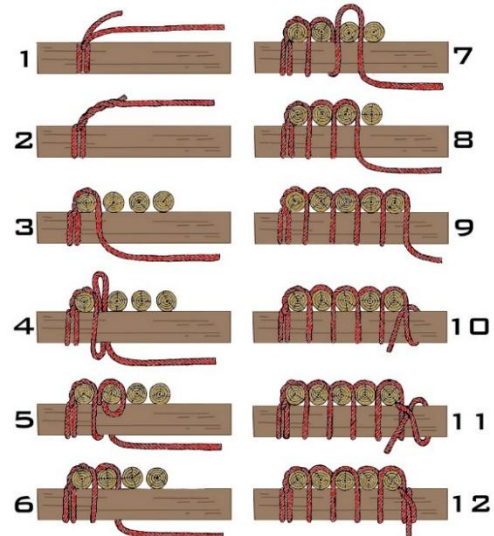
Round Lashing-Join two parallel poles.



Square Lashing-Join poles at 90° angle.

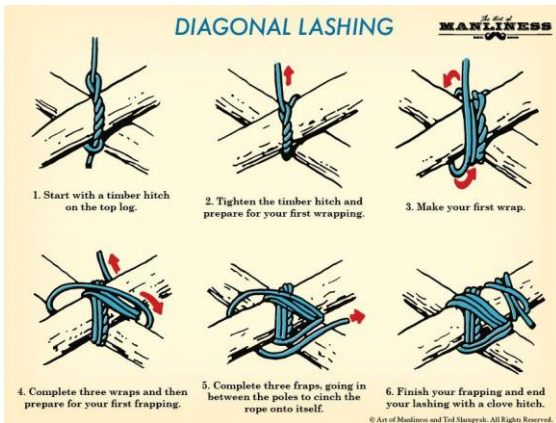


Floor lashing-To create a flat surface from poles.

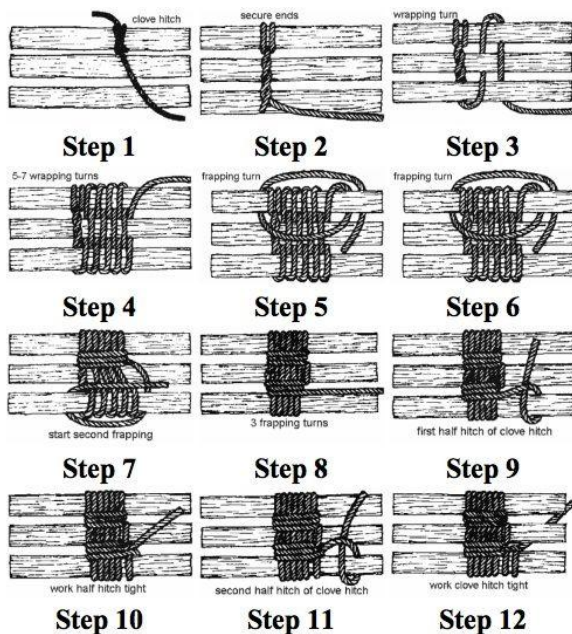


Level 5(Blue)

Diagonal Lashing-Join other angles of poles.

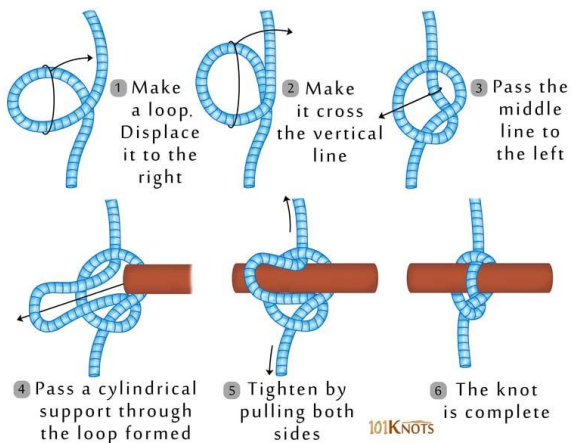


Tripod Lashing-Secure three poles together.



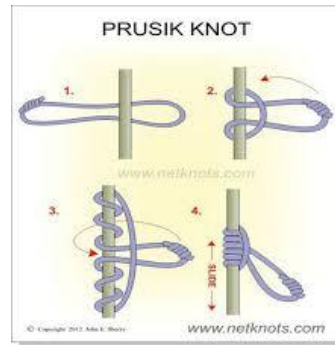
Ladder Hitch-Secure a pole mid-line.

Marlinspike Hitch Instructions

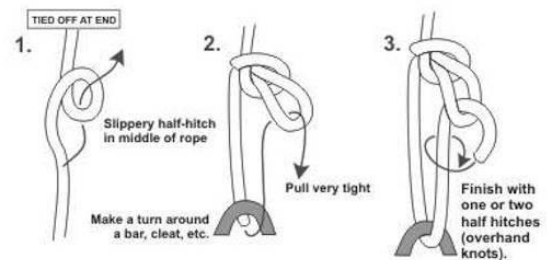


Level 6(Purple)

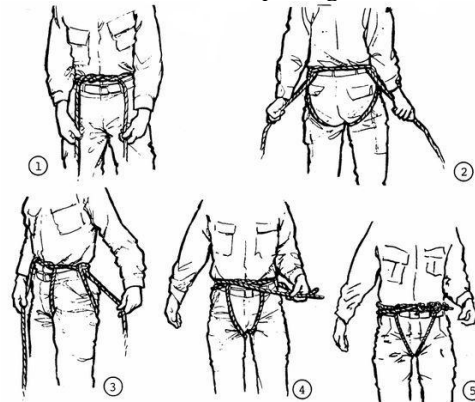
Prusik Knot-Join a loop to a line that is adjustable for climbing or ridgeline.



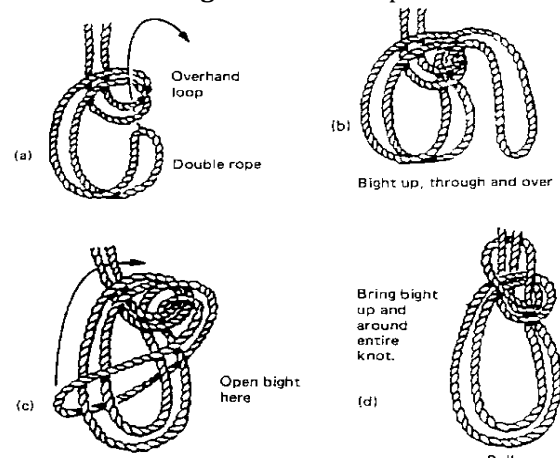
Trucker's Hitch-Creates a tight line with a mechanical advantage.



Swiss Seat-Used for repelling or one line bridge.



Bowline on a Bight-Create a simple rescue harness.



Clinch Knot-Tie a hook or lure to a line.

Tying a Clinch Knot

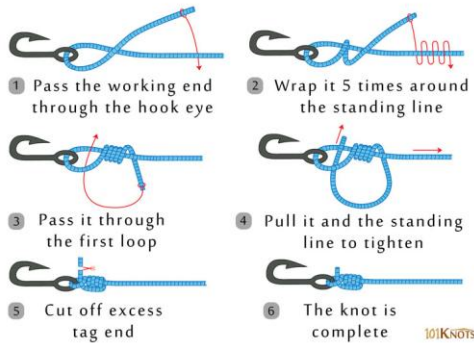
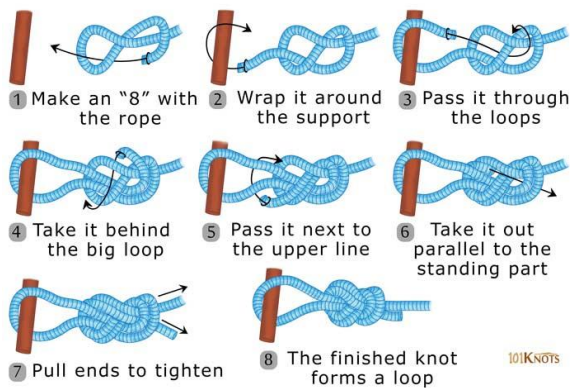


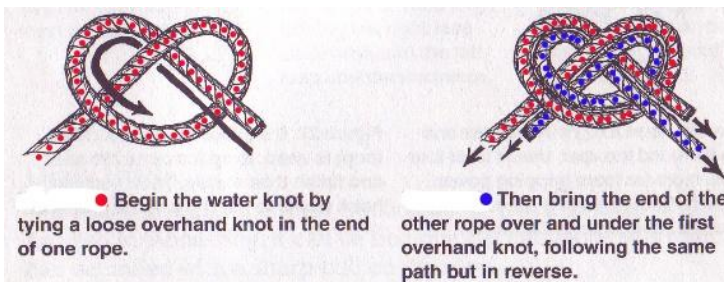
Figure 8 Follow Through-Secure line to carabiner for climbing.

Figure 8 Follow Through Tying Steps

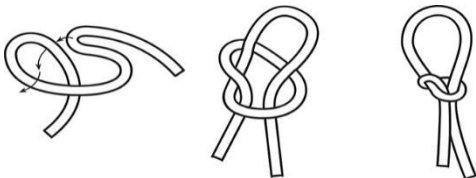


Level 7 (Red)

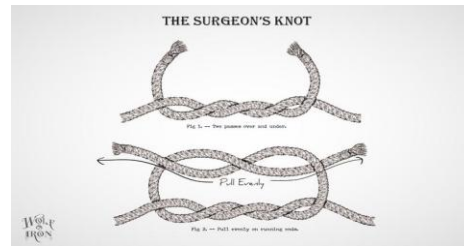
Water Knot-Join two straps or line.



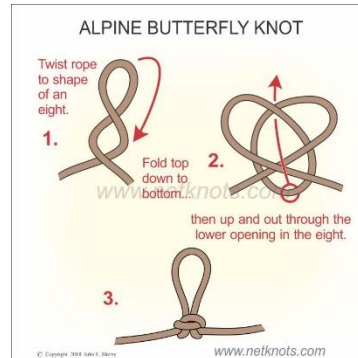
Poacher's or Snare Knot-Used to trap animals.



Surgeon's Knot-Square knot with extra hold for a second crossing.

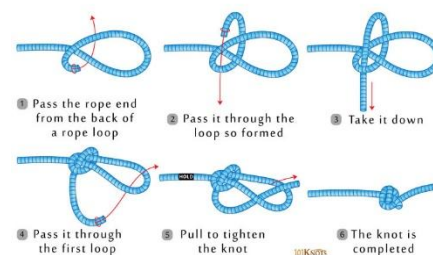


Alpine Butterfly-Create non slip loop in the bight of a rope.

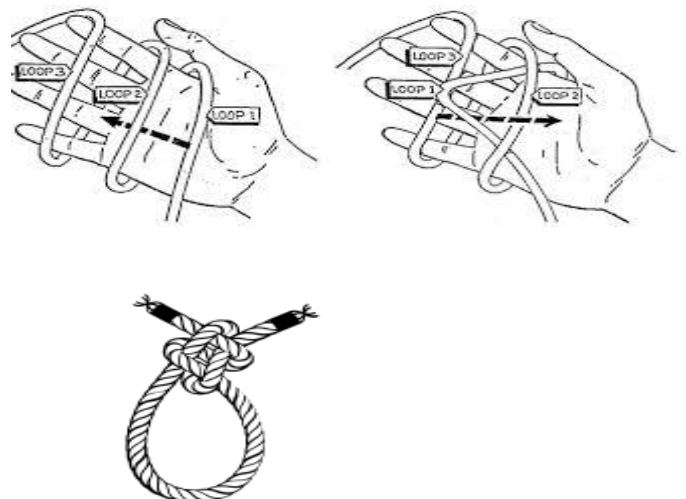


Stopper Knot-Creates a larger stopper than fig.8.

Ashley Stopper Knot Instructions



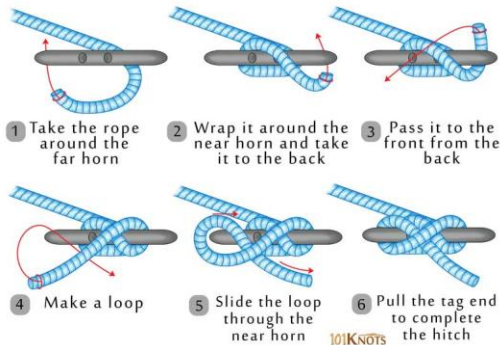
Wireman's Knot-Form a strong mid-line loop.



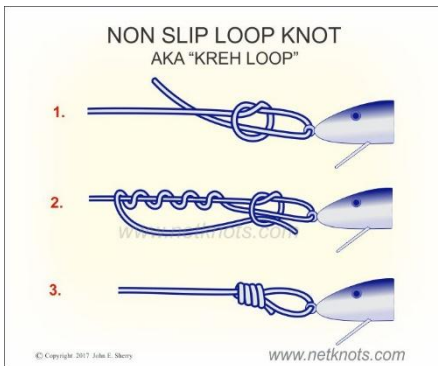
Level 8(Brown)

Cleat Knot-Fasten rope to a cleat.

Cleat Hitch Instructions

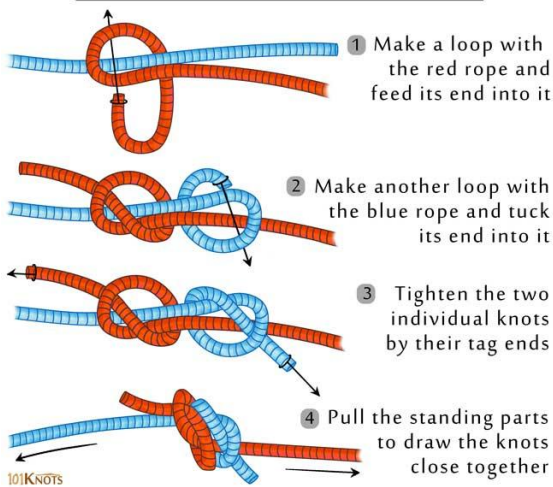


Loop Knot-Attach a lure to fishing line.

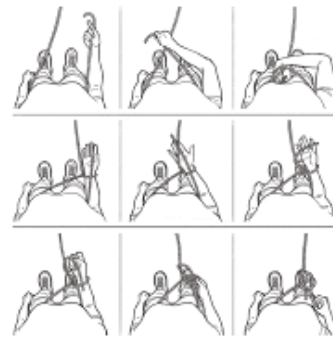


Fisherman's Knot-More secure way to join equal ropes.

Fisherman's Knot Tying



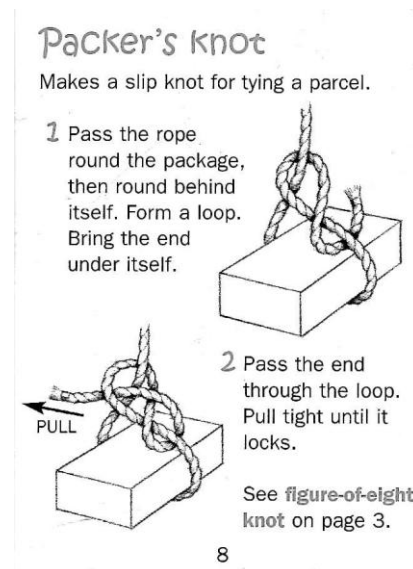
One-Handed Bowline-Emergency rescue harness, tied by person in distress.



Rolling Hitch-Takes the pressure off a line or pole in one direction, away from the working end. Useful in a winch override.



Packer's Knot



Level 9 KNOT NINJA(Black)*

Short Splice

Back or End Splice

Eye Splice

Monkey's Fist

Solomon Bar

*Use online resources to tie these knots like animatedknots.com