

Troop 180

KNOT MASTER

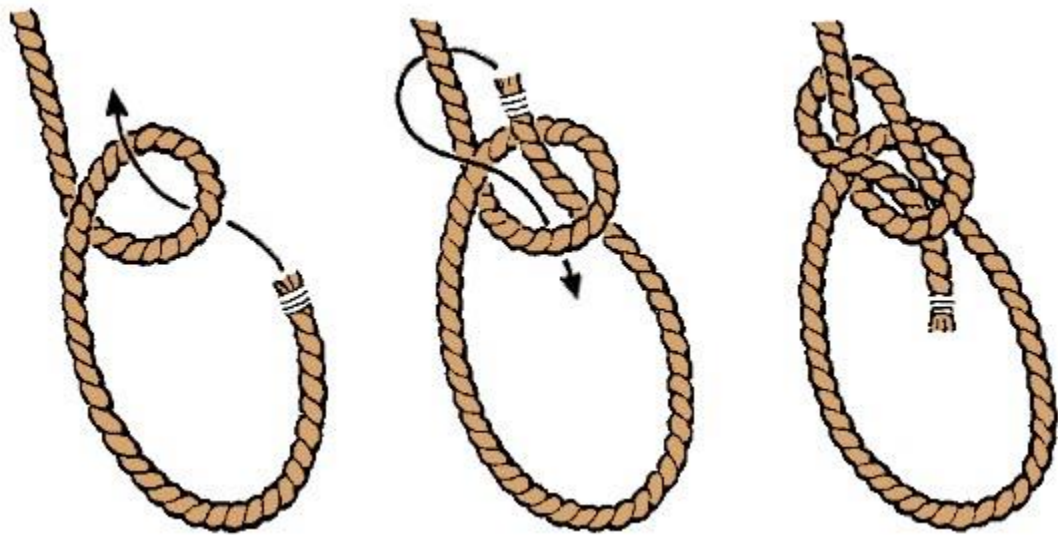


Table of Contents

Introduction.....	4
Colors of the levels	5
Rules and Bylaws of the Program.....	5
How to Begin	5
Challenging	5
Testing.....	6
Practice Rope	6
Exemption.....	6
Level One – White Seizing.....	7
Square Knot.....	7
Two Half Hitches	7
Taut-line Hitch	7
Sheet Bend	8
Bowline	8
Standard Whipping	9
Close Band Seizing.....	9
Level Two – Gold Seizing.....	10
Clove Hitch	10
Timber Hitch.....	10
Square Lashing.....	11
Diagonal Lashing	12
Sheer Lashing.....	13
Tripod Lashing	13
Round Lashing	14
Level Three –Blue Seizing	15
Surgeons Knot.....	15
Fisherman’s Knot.....	15
Double Fisherman’s Knot.....	16
Larks Head Knot	16
Cinch Knot	17
Slip Knot	17
Double Sheet Bend.....	18
Constrictor Knot.....	18
Level Four – Green Seizing.....	19
Figure Eight Knot.....	19
Alpine Butterfly	19
Water/Bow Knot	19

Knot Master Program – Troop 180

Figure Eight Loop 20

Munter Hitch 20

Prusik Knot 21

Level Five – Red Seizing..... 21

Truckers Hitch..... 21

Sheepshank Knot..... 22

Yosemite Bowline 22

Bowline on a Bight 23

French Bowline 24

Perfection Loop..... 24

Level Six – Brown Seizing 25

Anchor Bend 25

Double Carrick Bend 25

Clove Hitch on a Bight..... 26

Mooring Hitch..... 26

Pipe Hitch..... 27

Rolling Hitch..... 27

Level Seven – Black Seizing 28

Half Windsor Tie 28

Full Windsor Tie 28

Masthead Knot 29

Diamond Knot..... 30

Monkey Fist Knot 31

Turks Head Knot..... 32

Thief Knot 32

Introduction

Knots have been around since the dawn of man and have played a crucial role in the advancement of civilizations for centuries. Early ropes were made from the simplest things such as weeds, bark and animal intestines. Over the years better and better materials were discovered and rope became stronger and stronger. As the rope became more advanced, so did the methods for which it was being used. Knots were created for special purposes and the knowledge of how to tie those knots were passed down from generation to generation. Knots in scouting have been a fundamental skill and requirement for rank advancement since its beginning over a hundred years ago. By each Scout learning and mastering how to tie knots, they help keep an age old art alive that has been developed over thousands of years.

The “Troop 180 Knot Master Program” was designed to provide each scout an opportunity to learn essential knots, as well as the fun knots that you can use to amaze your friends. When starting the program, the scout will be given a 36” inch piece of Troop Paracord rope tied with a Diamond Knot also known as your “Noodles”.



The Noodles will be worn attached to the scouts right epaulette strap button. Upon completion of the first level the Scout will seize the two ends of the rope together with a Close Band Seizing knot in the color of Level One (White). Once a seizing has been applied, it is no longer referred to as Noodles, it is now the Knot Master Seizing.

The rope shall be worn as part of the uniform allowing the scout to wear the rope at all scout functions, and displays his success in completing Levels. After successful completion of each additional level of the Knot Master Program they will earn an additional color seizing on the rope depicting the level completed. The scout can continue to progress through all 7 levels of the Knot Master Program receiving a different color seizing for each level.

Colors of the levels

The colors of the levels also have meanings and are borrowed from liturgical traditions. The scout will learn the significance and meaning of each color as he progresses through the Knot Master Program. The levels of the program are:

Level 1 – White symbolizes purity and virtue

Level 2 – Gold symbolizes light and value

Level 3 – Blue symbolizes hope and grace

Level 4 – Green symbolizes nature and growth

Level 5 – Crimson Red symbolizes fire and blood

Level 6 – Brown symbolizes earth and humility

Level 7 – Black symbolizes authority and power

Rules and Bylaws of the Program

There are 6 to 8 items on each level of the program. They may be knots, lashings, whippings, seizings or splices. As the levels go higher, the items become more difficult and require increased determination to perfect

How to Begin

To begin the scout must learn and become proficient with the knots of the Level One. He will have to tie all the knots and explain their purpose or use. When he is ready to be tested, a Knot Master Chief (an adult that has demonstrated that he knows all the knots in the knot master program) or a scout that has reached the Knot Master Level will test him. The knot will be judged for correctness and dress. If the knot is basically correct but tied sloppy, the scout will need to retie the knot again making sure it is neat and dressed correctly. He will be allowed 10 minutes to tie all the knots for the level he is testing for. He will only be allowed two attempts for any one knot. If he is unsuccessful in tying any single knot after his second attempt, he will not be successful for that level and will need to wait until the next meeting to try again.

Challenging

A scout or scouter can be challenged by another scout or scouter at the same level or above, to tie one knot required at his level. Using his practice rope, he will only get two attempts to tie the knot correctly. If the scout(er) fails to tie the knot that he is being challenged to tie, he will drop back one level. The seizing on his paracord rope will be removed and he will have to re-earn it again.

The challenger must also be able to tie the knot he is challenging the other scout(master) to tie. Once the first scout finishes the attempt, the challenger must also tie the knot. However, the challenger will only get one attempt to tie the knot correctly. If he fails to tie the knot he has challenged the other scout to tie, he will lose his seizing and drop back one level or to the level of the knot he was unable to tie, *regardless if the first scout was successful or not.*

Testing

Testing will only take place on troop outings and at troop meetings, as time allows. Individual Patrol outings or meetings (other than during a troop meeting) are not valid testing times. Testing will not be done at any other time other than the above.

Practice Rope

A practice rope and carabiner should be carried at all times by the scout who is participating in the Knot Master Program. It will be coiled neatly and carried on a carabiner on the right hip or tied together using a Single or Double Fisherman's Knot and looped from the left shoulder to right hip. The practice rope is important because if you are challenged and you do not have a rope, or cannot find one, you will be dropped back one level, and one level only, automatically. A good quality 5mm climbing style rope is recommended for its excellent knot tying feel.

Exemption

Once a scout has reached the 7th level of the Knot Master Program and has earned his Black seizing, he is exempt from being challenged by other scouts that are not Knot Masters. A Knot Master can only be challenged by another Knot Master or a Knot Master Chief.

Level One – White Seizing

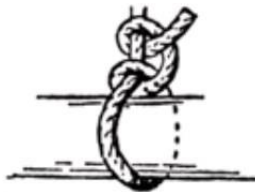
This level introduces the eight basic knots of scouting. These knots are the most common used throughout scouting and for the rest of your life. In addition, these are the basis for future knots and lashings. They are Square Knot, Sheet Bend, Clove Hitch, Two Half Hitches, Bowline, Timber Hitch, Taut-Line Hitch and the Sheepshank

Square Knot



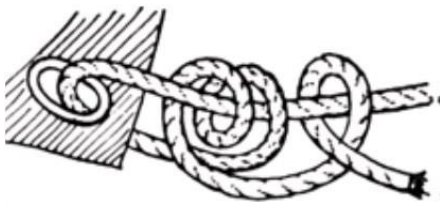
The Square Knot is a common and simple binding knot. It is used to connect two ropes of equal size. You can loosen the square knot easily by either pushing the ends toward the knot or by "upsetting" the knot by pulling back on one end and pulling the other through the loops.

Two Half Hitches



This is a reliable and useful knot for attaching a rope to a pole or boat mooring. As its name suggests, it is two half hitches, one after the other. To finish, push them together and snug them by pulling on the standing part.

Taut-line Hitch



The Taut-line hitch is an adjustable loop knot for use on lines under tension. It is useful when the length of a line will need to be periodically adjusted in order to maintain tension. It is made by tying a Rolling hitch around the standing part after passing around an anchor object. Tension is maintained by sliding the hitch to

Knot Master Program – Troop 180

adjust size of the loop, thus changing the effective length of the standing part without retying the knot. It is typically used for securing tent lines in outdoor activities involving camping.

Sheet Bend



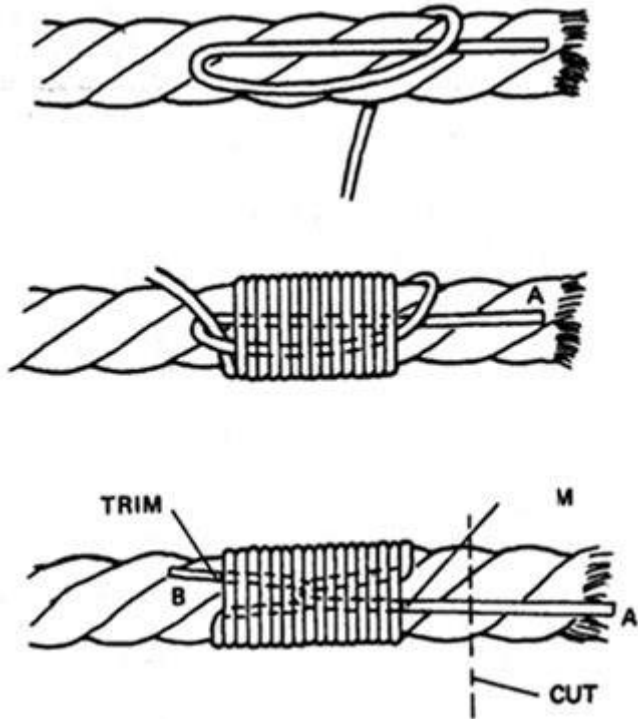
The sheet bend is the most important knot for joining two rope ends, especially if the ropes are of different sizes. Sailors named it in the days of sailing ships when they would "bend" (tie) the "sheets"(ropes attached to the clew of the sail). Begin with a bight in the larger rope. Then weave the end of the smaller rope through the eye, around the bight, and back under itself. Snug it carefully before applying any strain to the knot.

Bowline



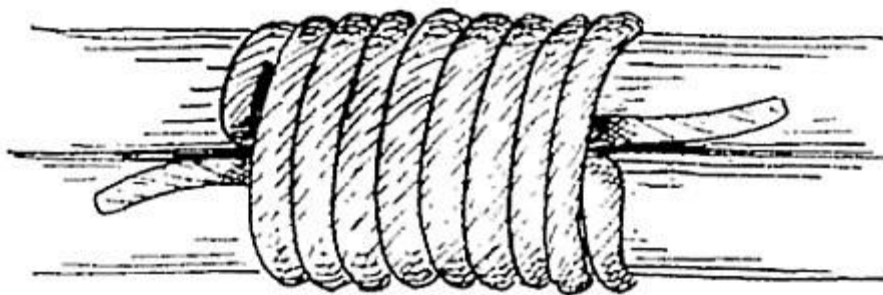
The bowline has been called the king of knots. It will never slip or jam if properly made and, thus, is excellent for tying around a person in a rescue. Begin by formatting an overhand loop in the standing part. Then take the free end up through the eye, around the standing part and back where it came from.

Standard Whipping



Whip the ends of ropes to prevent fraying and to prolong the life of the rope. Whipping also provides a uniform end to makes untying the rope easier. Use a whipping material that is a much smaller diameter than the rope you are going to whip. Begin with the running end “A” of the whipping material lined up with the running end of the rope. Create a bight loop approximately 1” above where you will start you whipping. Start looping the whipping material around the rope in a location where the rope is still tightly woven. End by passing the end “B” through the original loop and pulling the running end “A” to draw the loop inside the whipping. Trim both ends close to the whipping.

Close Band Seizing

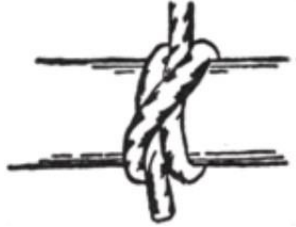


The Close Band seizing knot is useful for fastening two ropes side by side and will be used for the insignia seizing for each completed Knotmaster level. The knot is tied in the same fashion as the “Ordinary Whipping” above.

Level Two – Gold Seizing

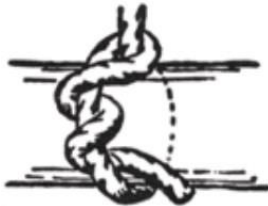
Level two consists of lashings which are essential for the boy scout to know for setting up camp gateways and gadgets.

Clove Hitch



The clove hitch, along with the bowline and the sheet bend, is often considered one of the most essential knots. It consists of two identical half hitches made successively around an object. It is most effective used as a crossing knot. Although it can be used as a binding knot, it is not particularly secure in that role. Because it passes around an object in only one direction, it puts very little strain on the rope fibers.

Timber Hitch

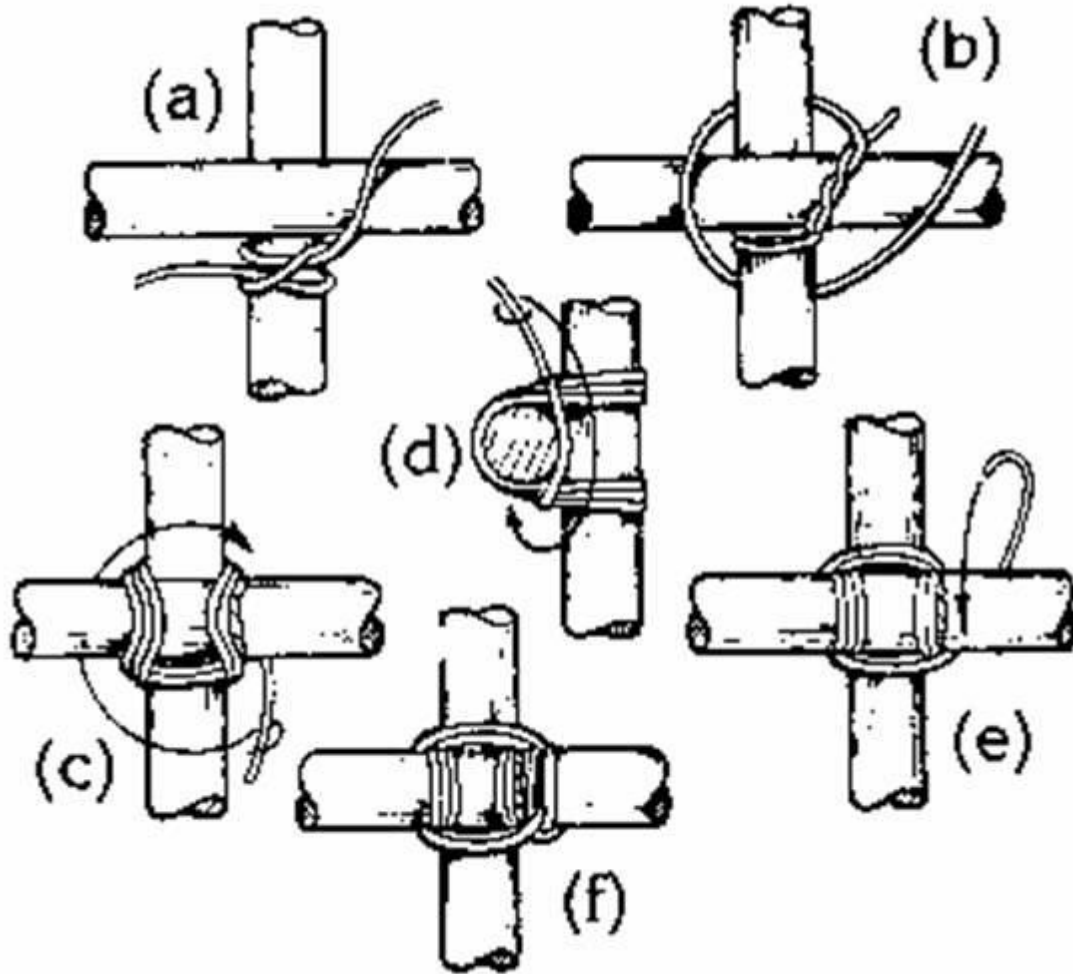


The timber hitch is a knot used to attach a single length of rope to a piece of wood. This is an important hitch, especially for dragging a heavy object like a log. It will hold firmly so long as there is a steady pull; slacking and jerking may loosen it. The timber hitch is also useful in pioneering when attaching two timbers together.

When it is used for dragging, a simple hitch should be added near the front end of the object to guide it. To make the knot, pass the rope completely around the wood. Pass the running end around the standing part, then through the loop that you have just formed. Make three turns around the loop then pull on the standing part to tighten. Take care that you double the rope back on itself before making the three turns, or it won't hold. Three are recommended for natural rope such as jute, whereas five turns are needed on synthetic rope like nylon.

The extension of any knot is what is done with the rest of the rope between the ends. This level you master the art of lashing. The lashings are essential for pioneering activities to create camp gadgets, tripods, flag poles, towers, and bridges. Each of the lashings use knots from the previous level. A true Knot Master has a complete knowledge of how to use knots and rope, and this level will get you there.

Square Lashing



Use a square lashing for binding together two poles that are at right angles or square (90 degrees angle) with one another.

Step 1- Place two poles in position.

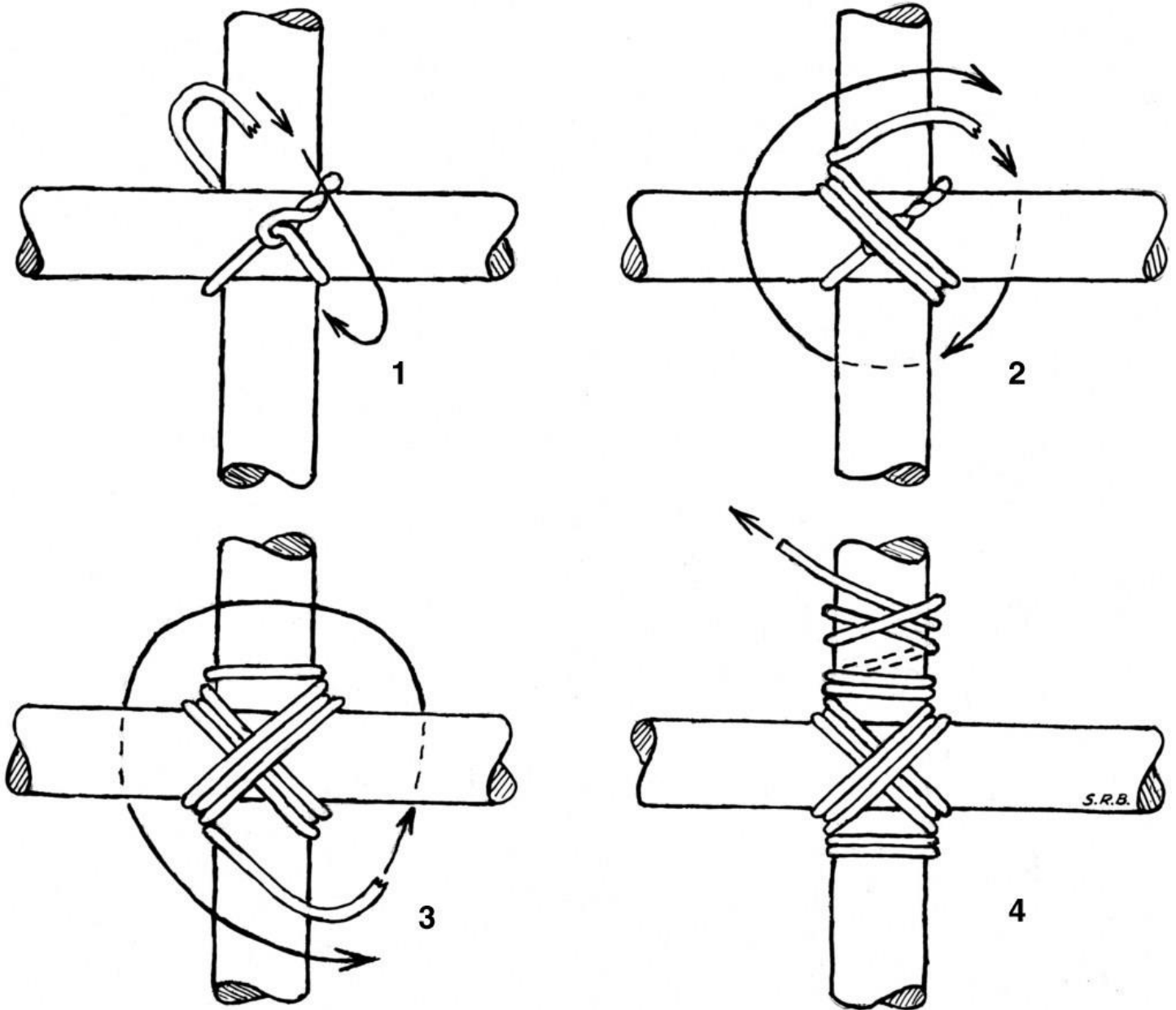
Step 2- Tie a clove hitch around the bottom pole near the crosspiece.

Step 3- Make three tight wraps around both poles. As you form the wraps, lay the rope on the outside of each previous turn around the top pole, and on the inside of each previous turn around the bottom pole.

Step 4- Wind two fraps around the wraps, pulling the rope very tight.

Step 5- Finish with a clove hitch around the top pole.

Diagonal Lashing



A Diagonal Lashing is used to bind two poles together at angles other than 90 degrees.. Often used for securing diagonal braces used to hold a structure rigid.

Step 1- Tie a timber hitch around both poles and pull it snug.

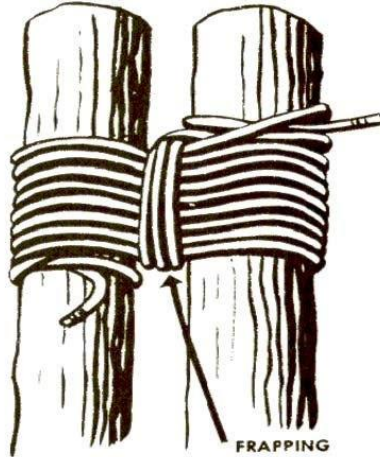
Step 2- Make three tight wraps around the poles, laying the wraps neatly alongside the timber hitch

Step 3- Make three more wraps across the first three.

Step 4- Cinch down the wraps with two fraps between poles.

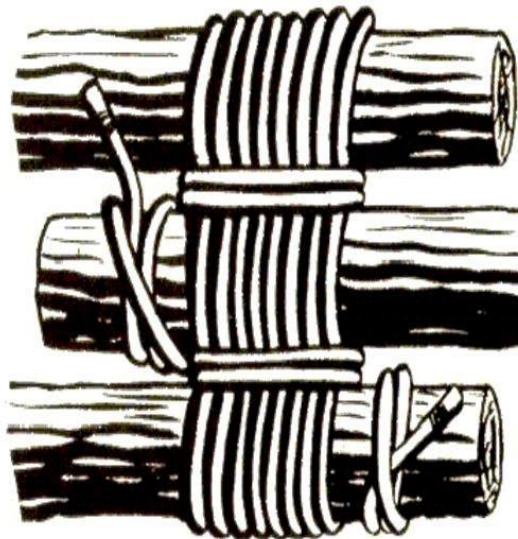
Step 5- Tie off the rope with a clove hitch.

Sheer Lashing



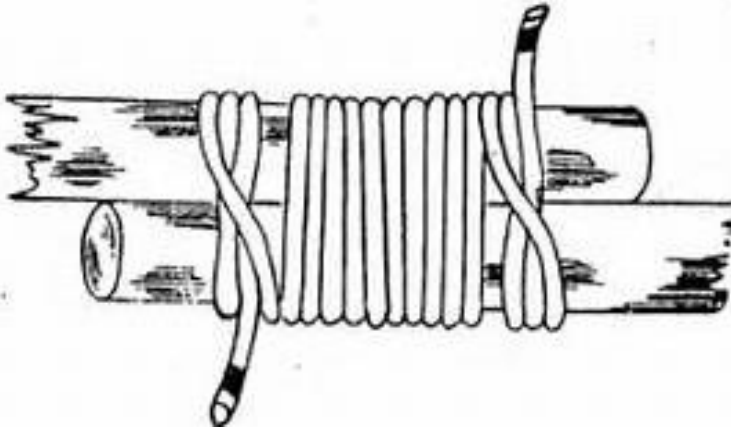
A sheer lashing is often used to bind adjacent poles together. The frapping turns are used to tighten the lashing. A loose Sheer Lashing made around the ends of two poles will allow the poles to be opened out and used as an A-frame. Use an over under technique to allow room for frapping.

Tripod Lashing



The tripod lashing is a sheer lashing that binds three poles together at the same point. The tripod lashing gets its name from the fact that its most common use is the construction of a tripod. The tripod lashing can be used just about anywhere in a structure that three poles cross each other at the same point and the same time in the sequence of construction. Tripod lashing takes two main forms; with racked wrapping turns (the rope is woven between the poles) and with plain wrapping turns (the rope is wrapped around the poles without weaving the rope between the poles). When the lashing is made with racking turns the rope contacts each pole around its entire circumference; this contact makes the tripod lashing with racking turns the most secure form of tripod lashing; therefore tripod lashing with racking turns should be used when safety is important. However, for light structures where there would be no danger if the lashing slipped, the faster to tie tripod lashing with plain wrapping turns may be used.

Round Lashing

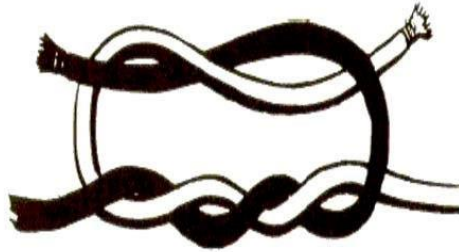


Used to lash two poles together (constructing a flagpole). The lashing begins and ends with a clove hitch that goes around both poles.

Level Three –Blue Seizing

Level three consist of a combination of utility and fishing knots.

Surgeons Knot



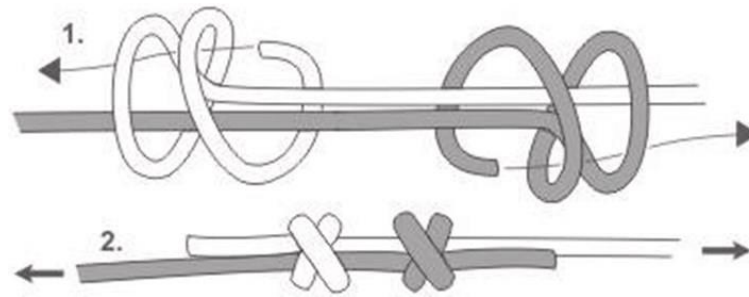
The surgeon's knot is a simple modification to the square knot. It adds an extra twist when tying the first throw, forming a double overhand knot, thus adding friction, which makes the knot more secure. This knot is named for the fact that it is commonly used by surgeons in situations where it is important to maintain tension on a suture. Surgeon's knots are used in fly-fishing as well as in tying packages.

Fisherman's Knot



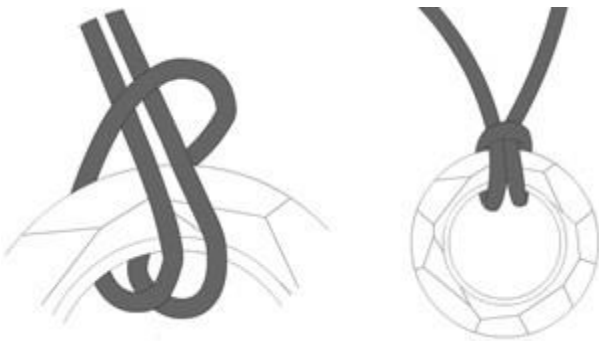
The Fisherman's knot is a specialized bend. It consists of two overhand knots wrapped around each other. It requires little dexterity to tie, so is often used in stubborn materials. When tightened, it becomes fairly compact, and the free ends can be cropped very close to the knot. These qualities make it very useful for fishing line-it is less likely to jam a fishing rod, and is easier to tie with cold, wet hands. To tie the fisherman's knot, lay the two ends to be tied alongside each other and facing opposite ways. Tie an overhand knot on the first rope and pass the second rope through the loop formed. Tighten the overhand knot, to prevent the line inside it from flopping around. Then tie another overhand knot on the second rope with the first rope passing through it. This know can be used to secure the practice rope looped from the left shoulder to right hip for the knotmaster program.

Double Fisherman's Knot



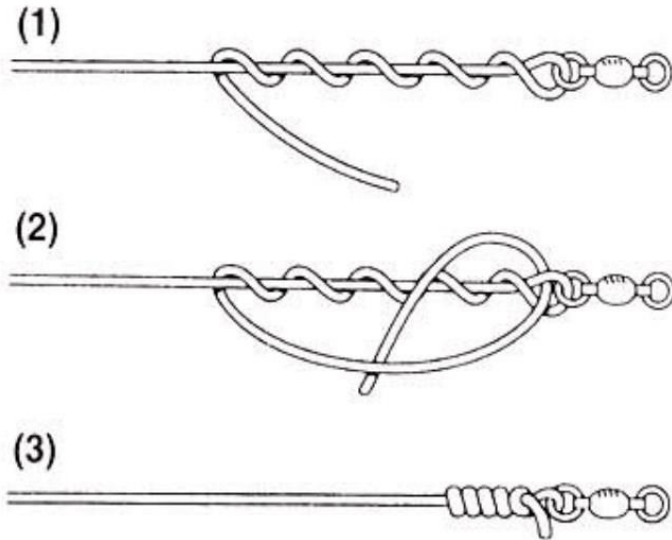
The Double Fisherman's Knot is the traditional knot to tie two ropes together for rappelling but has generally fallen out of favor for other knots like the double figure-8 knot. It can be difficult to check visually and is often difficult to untie after being weighted, particularly if the ropes are wet. This knot is best used for tying thin pieces of accessory cord like Spectra together for anchors or slinging nuts like Hexentrics. It's also called the grapevine knot.

Larks Head Knot



Securely attaches a rope to a ring or pole.

Cinch Knot



The Clinch knot provides one good method of securing fishing line to a hook, lure, or swivel. The "improved" version used here includes an extra tuck under the final turn. It is commonly used to fasten the leader to the fly. It is not recommended if you are using over 12lb test line. When tying it, it is important to wind the loops as a neat spiral round the standing line. Hold the loops under your fingers as you wind the line on.

Slip Knot



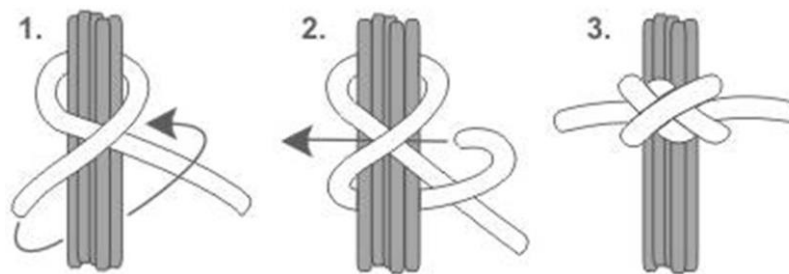
It's a Slip Knot. If tied around another line, it could be pulled or 'run' along it. But, pulling would also tighten it and sometimes there could be too much friction.

Double Sheet Bend



When lines are of unequal diameter or rigidity it is necessary for security to "double" the sheet bend by making an additional round turn below the first and again bringing the working end back under itself. The free ends should end up on the same side of the knot for maximum strength

Constrictor Knot



This is a close relative of the Clove Hitch and is used in tying sacks with heavy string or cord. The Constrictor Knot (ABOK # 1188, p 216.) deserves to be much more widely known and used. It is an excellent quick temporary whipping for a fraying rope's end and can be used to keep a rope's end together while it is being whipped. It securely ties the neck of a sack or bag; it has been used as a temporary hose clamp; and it can be used to hold items together for gluing.¹

¹ <http://www.animatedknots.com/constrictorend/index.php?LogoImage=LogoGrog.jpg&Website=www.animatedknots.com>

Level Four – Green Seizing

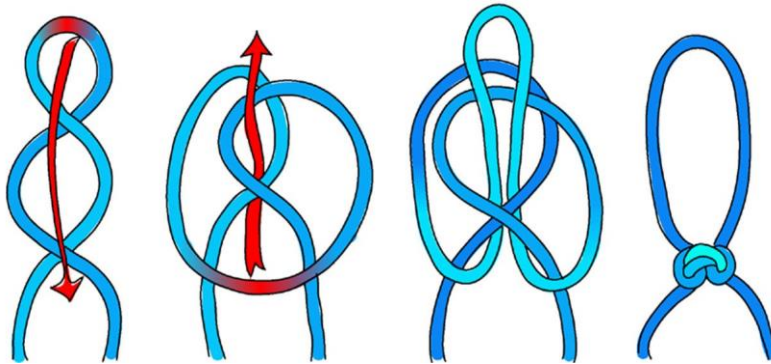
Level four consist of a useful knots for climbing

Figure Eight Knot



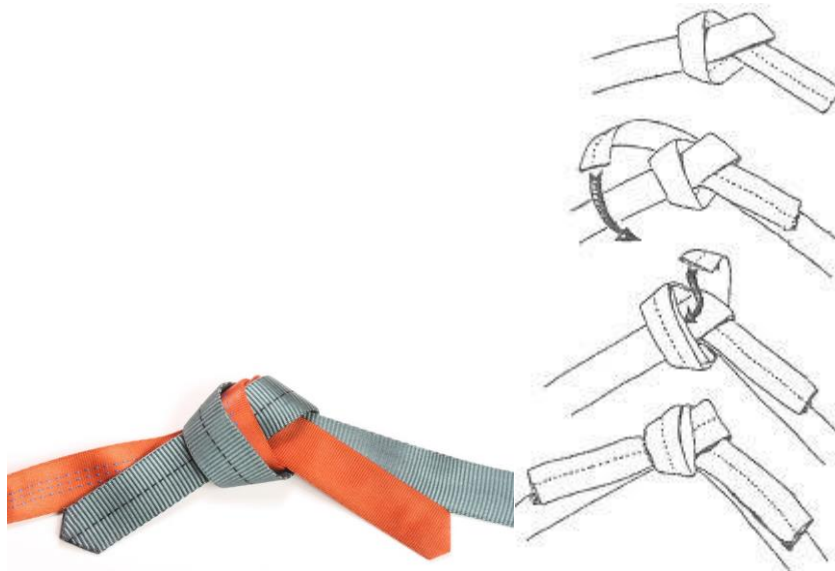
The figure-eight knot is very important in both sailing and rock climbing as a method of stopping ropes from running out of retaining devices.

Alpine Butterfly



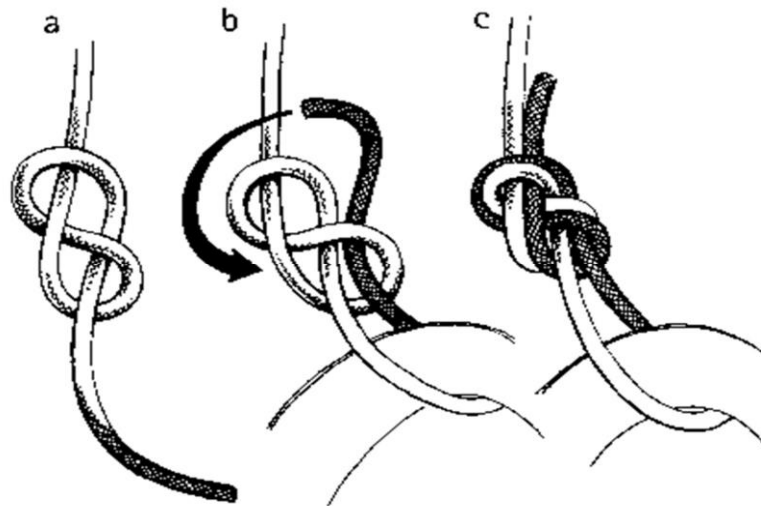
This is the best knot for making a nonslip loop in the bight of a rope. Simply twist two loops into the rope. Bring the top of the top loop around the bottom of the rope and back through backside of the second loop. Adjust as necessary.

Water/Bow Knot



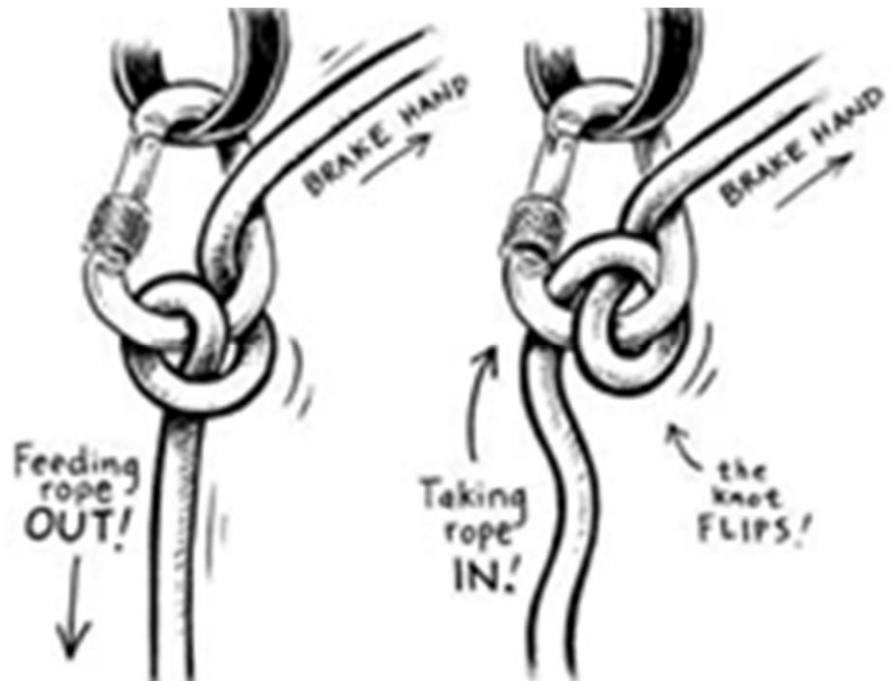
This knot is known as a Water Knot to the climbing folk and as a Retrace Overhand because of how it is tied. It is often used for tying flat webbing into a continuous loop to make a runner (which can be tricky) It is quite strong but can be very difficult to untie. That is actually a good thing when you're hanging off a rock on one!

Figure Eight Loop



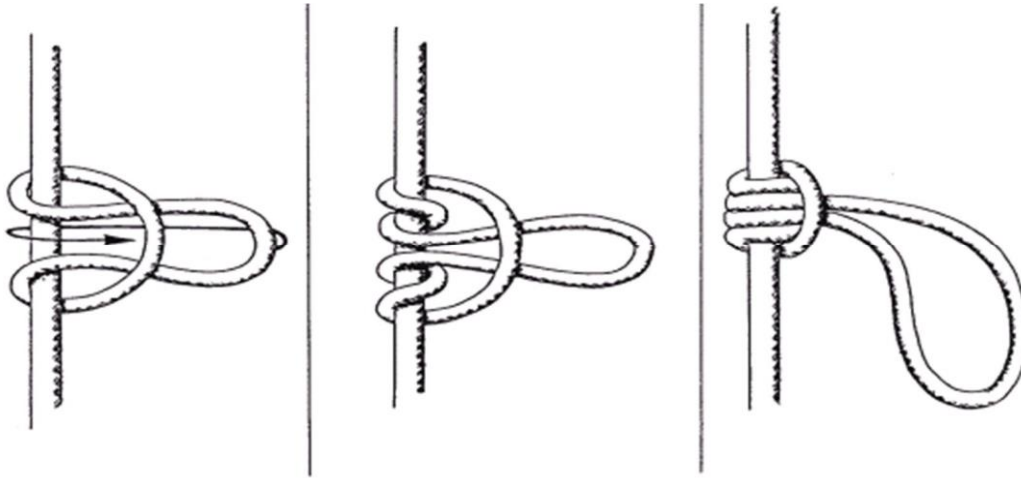
Much used by mountain climbers, it makes a nonslip loop in any part of the rope. It can be tied quickly and easily in difficult situations. This can be another loop end knot that can be used to form a running loop.

Munter Hitch



The handy Munter hitch serves both as a belay and rappel knot for single person belays and systems only. Works whether the rope is being paid out or in and can also be used as part of a load release hitch.

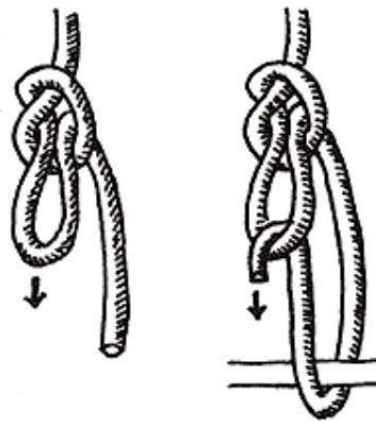
Prusik Knot



Its principal use is allowing a rope to be climbed. Two Prusik loops are alternately slid up the static rope: a long Prusik loop allows the climber to lift himself using leg power, and a second short Prusik loop is attached to the harness. ² <http://www.rescueresponse.com/html/news04-02/technique.html>

Level Five – Red Seizing

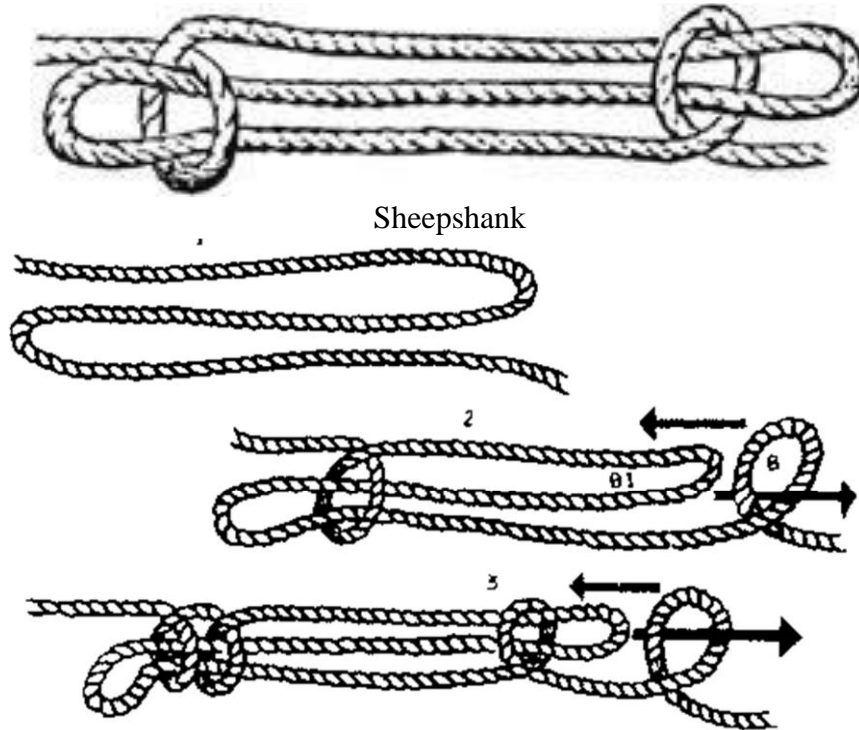
Truckers Hitch



The Trucker's Hitch has the distinctive feature of providing a three to one mechanical advantage when being tightened. It is a valuable knot – particularly for securing loads or tarpaulins. There are several variations of the knot, all of which use a loop in the standing part of the rope as a make-shift pulley in order to obtain a 3 to 1 mechanical advantage. The diagram above is widely used today. It is composed of three parts: a loop, a purchase, and two half hitches. An eye is formed by twisting the rope after which a loop is passed through the

eye. The purchase is then created by passing the free end round the hook and then back through the loop. After tightening, the tail is used to tie two half hitches below the original loop.

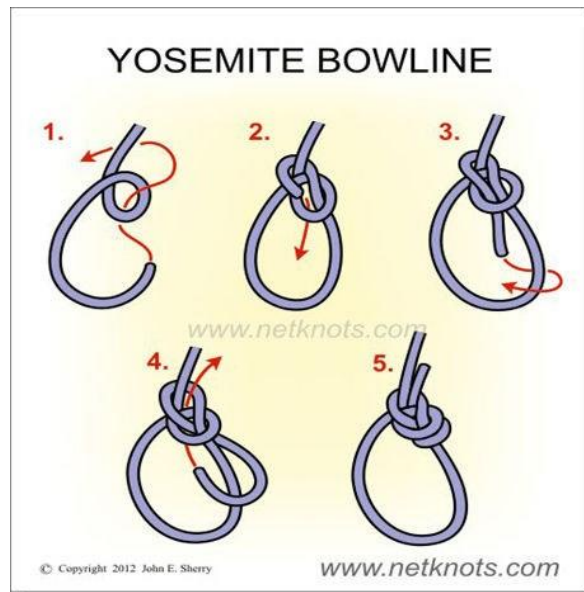
Sheepshank Knot



Sheepshank Knot finished with two half-hitches

The Sheepshank knot is used to shorten a length of rope. The knots will only hold as long as there is tension on the rope. Adding an extra half-hitch will help hold knots when not under tension.

Yosemite Bowline

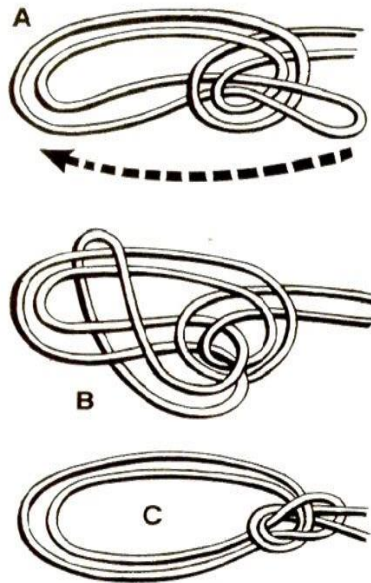


Knot Master Program – Troop 180

A Yosemite bowline is a very secure loop knot and is a version of the Bowline with the free end wrapped around one leg of the loop and tucked back through the knot, commonly known as a "Yosemite finish." In addition to being more secure than a standard bowline, the Yosemite variant is also easier to untie after a load. Climbers often make use of the advantages it offers over other knots in using the knot as an alternative tie-in to the Figure Eight, and to secure heavy loads such as haul bags.

The only downside to the Yosemite Bowline is that it is more difficult to visually inspect than the Figure Eight.²

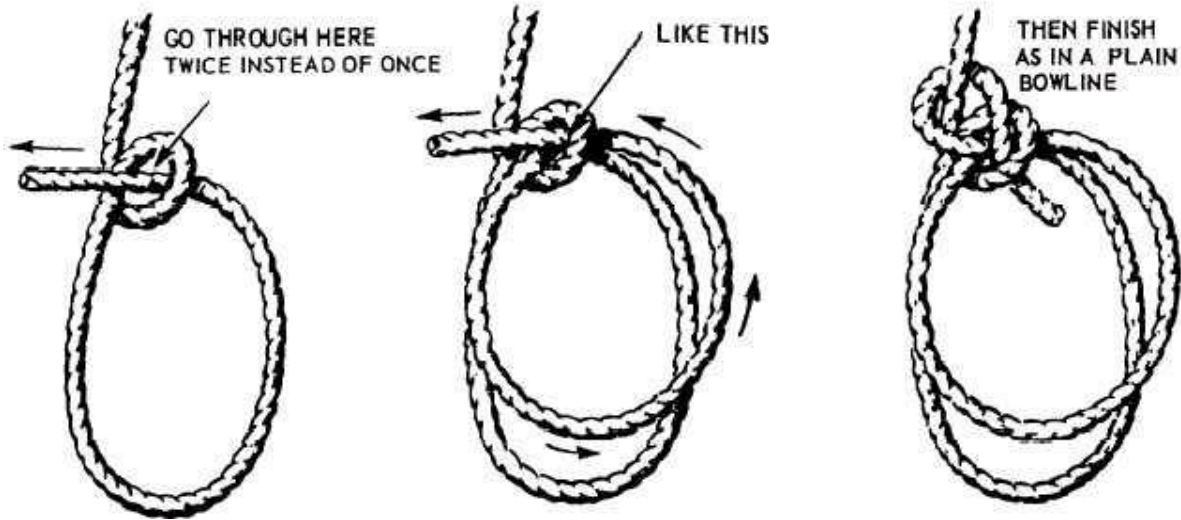
Bowline on a Bight



The bowline on a bight forms two loops, but they must be of the same size. Start by making a good-size bight and an overhand loop. Bring the end loop and bring it down and around the entire knot. Set the knot securely before putting weight on it.

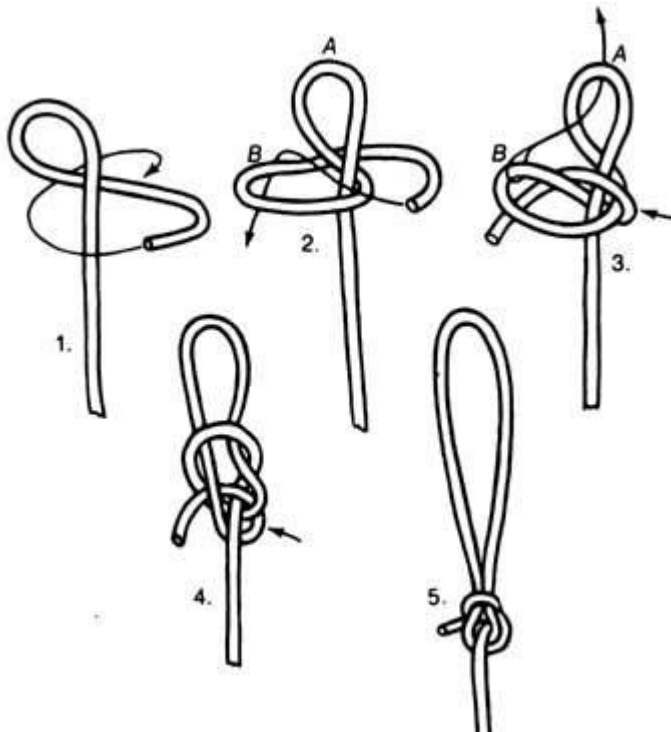
² http://www.netknots.com/rope_knots/yosemite-bowline

French Bowline



The French Bowline, also known as the Portuguese Bowline, is similar to the regular bowline but it has two loops. The two loops are adjustable in size. You can pull rope from one loop into the other, even when the knot is tight.

Perfection Loop

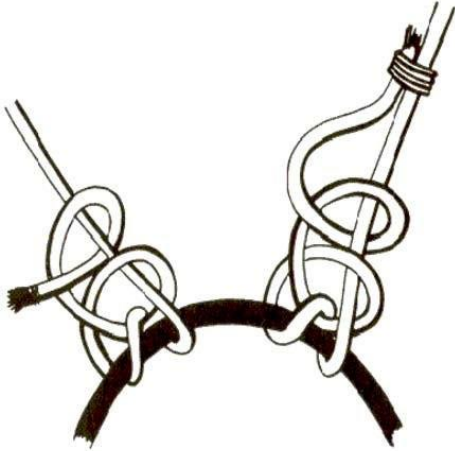


The Perfection Loop is a fixed loop at the end of a rope or leader. It is unique in that the standing end of the rope is centered on the loop.

Level Six – Brown Seizing

These Bends and Bights are advanced knots but they are still very common in the overall family of knots. The advanced Scout should be able to use these knots at will for everything from setting up camp to First Aid techniques. The Advanced Knot Master at this level is becoming the authority on knots and can assist any level of scout with the correct knot for a particular use.

Anchor Bend



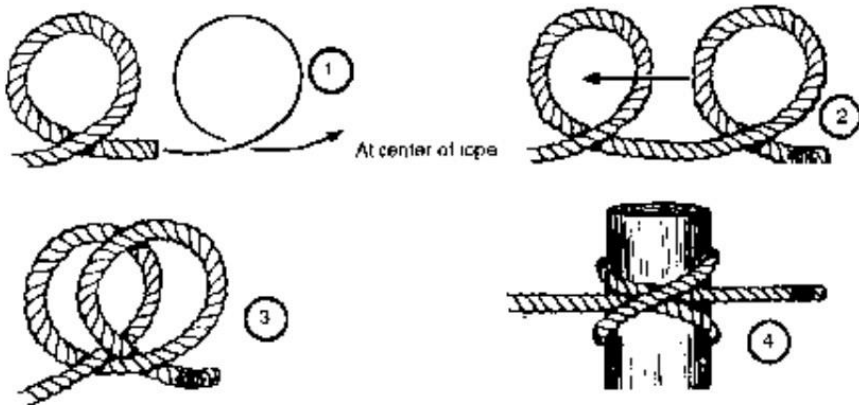
The Anchor bend, which is actually a hitch not a bend, is also called the Fisherman's Bend. This knot is one of the strongest hitches. Begin by taking two turns around the post or ring. Then bring the end over the standing part and through the loop. Finish with two half hitches on the standing end. This can be made more secure by seizing the ends of the rope.

Double Carrick Bend



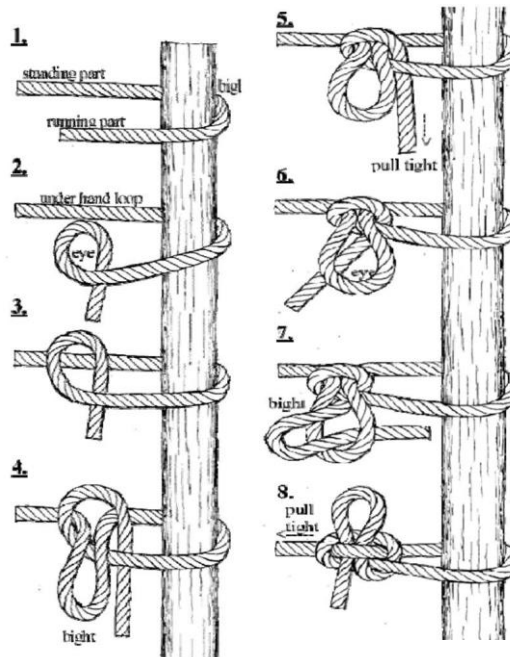
The Double Carrick bend is a knot used for joining two lines. It is particularly appropriate for very heavy rope or cable that is too large and stiff to easily be formed into other common bends. It will not jam even after carrying a significant load or being soaked with water.

Clove Hitch on a Bight



The nearest there is to a general utility hitch. It is easy to tie in a number of different ways and to untie. It has a wide variety of uses.

Mooring Hitch

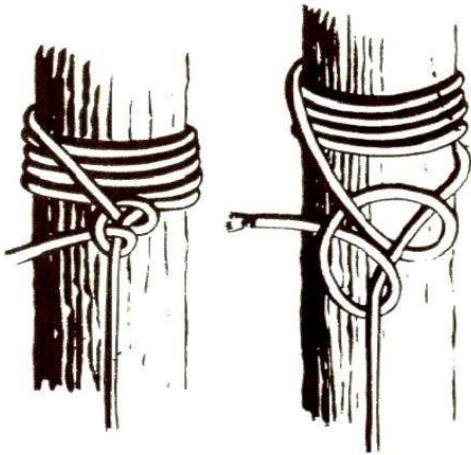


An underhand loop toggled to the standing part with a bight made in the running end. Used to securely tie off a rope so that it can be quickly untied, especially a small boat to a dock or piling. A secure knot that is easily tied or untied in wet or dry rope; when properly tied a non-closing loop is formed, this allows the hitch to move up

Knot Master Program – Troop 180

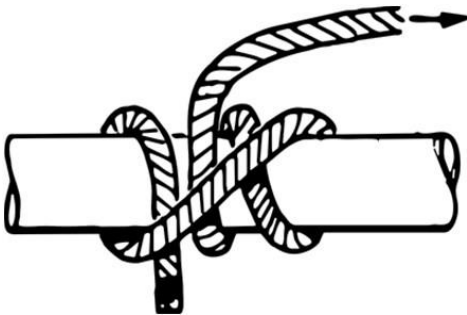
or down a piling as the water level changes. (1) Take a bight around an object. (2) Form an underhand loop in the running part. (3) Place the eye of the underhand loop over the standing part. (4) Pull a bight of the standing part through the eye of the underhand loop. (5) Pull the underhand loop tight around the bight. (6) Place the running part under the eye of the bight that was pulled through the underhand loop. (7) Pull a bight of the running part through the eye of the standing part bight. (8) Pull on the standing part to tighten the standing part bight around the running part bight.

Pipe Hitch



The Pipe Hitch is useful for lifting a bar or post straight up, as in pulling it out of the ground. To tie it, take four or five turns around the post. Cross the end over and finish with two Half Hitches around the standing part. An added hitch is usually taken higher on the post with the standing part to keep the post vertical.

Rolling Hitch



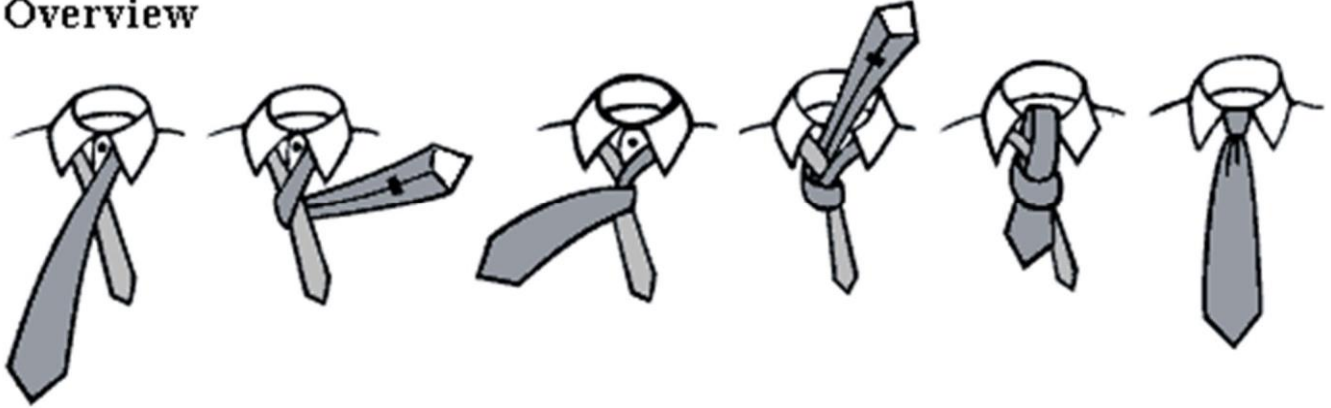
The rolling hitch (or Magnus hitch) is a knot used to attach a rope to a rod, pole, or other rope. A simple friction hitch, it is used for lengthwise pull along an object rather than at right angles. The rolling hitch is designed to resist lengthwise movement for only a single direction of pull. A common usage while sailing is for rigging a stopper to relax the tension on a sheet so that a jammed winch or block can be cleared.

Level Seven – Black Seizing

These knots are going to be a little more challenging than the rest of the knots you have mastered thus far. A few of these are very useful in your daily lives and will be used for years to come as the “goto” knots. Others are more for decoration and plain skill. Once you have mastered these knots you will truly be a Knot Master!

Half Windsor Tie

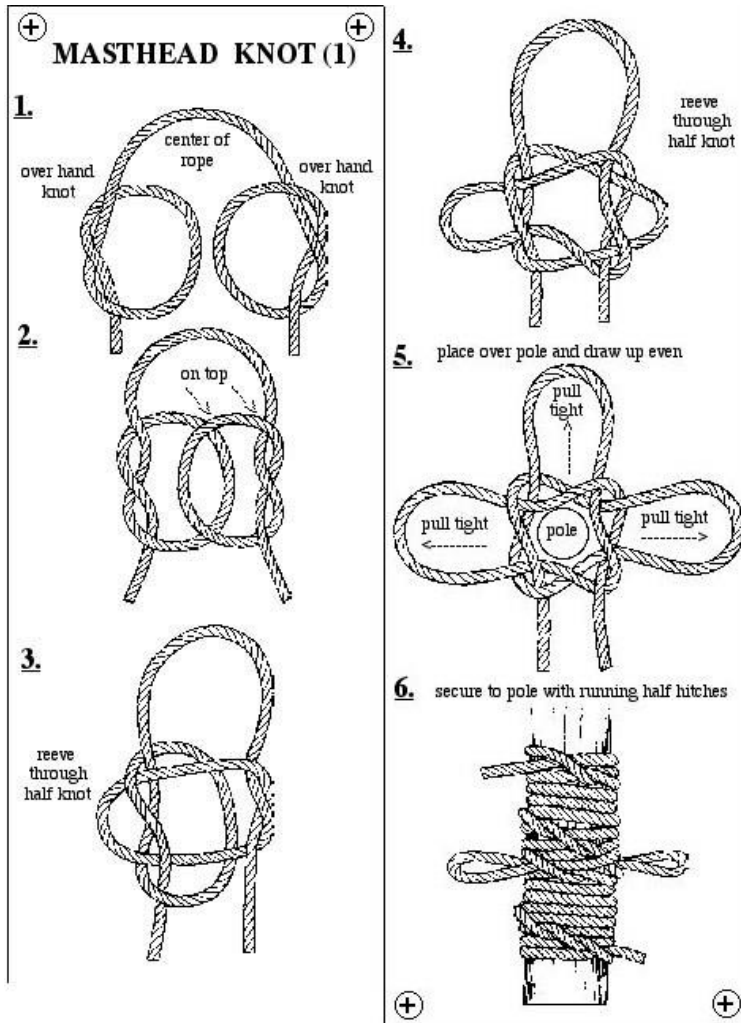
Overview



Full Windsor Tie



Masthead Knot



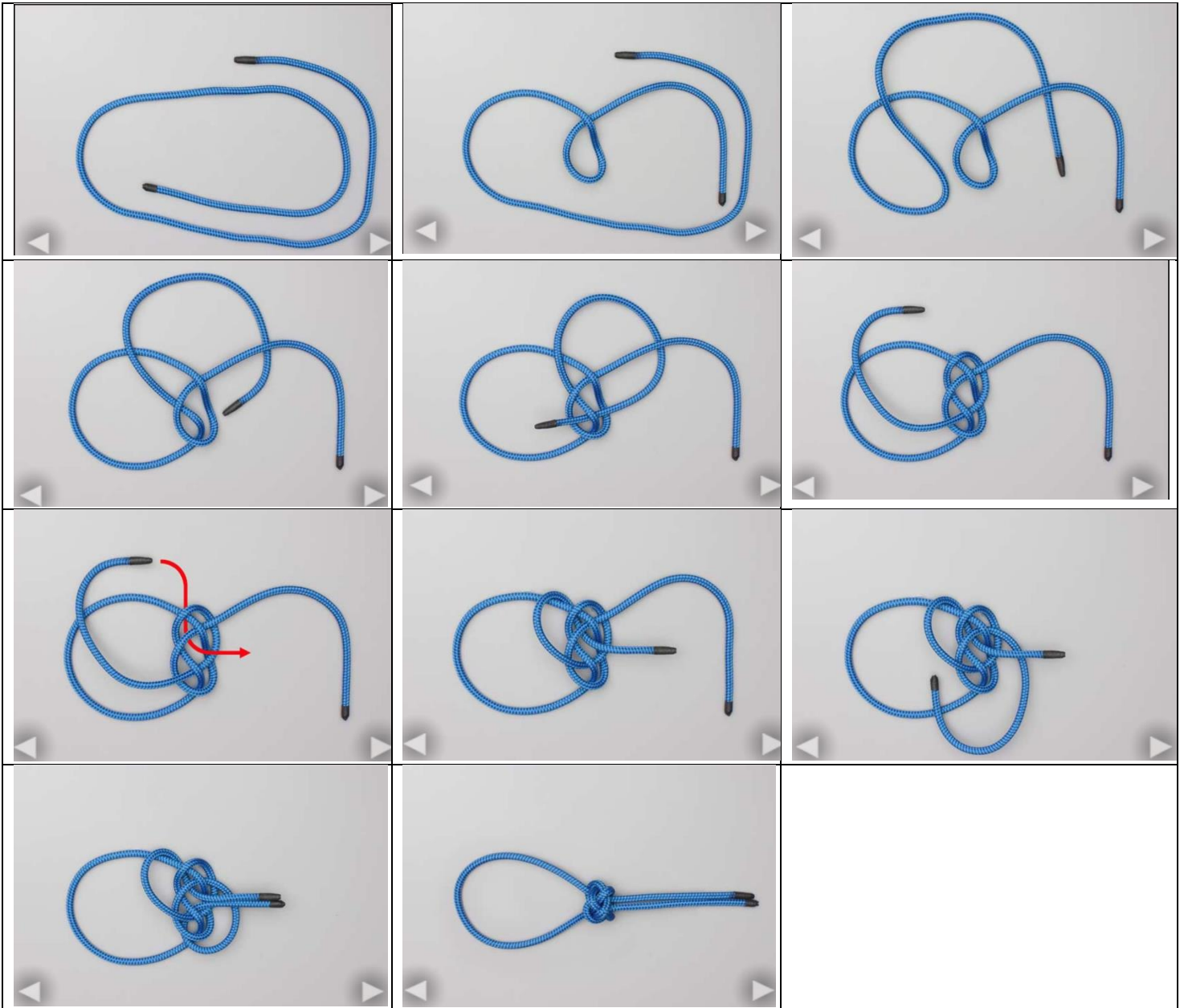
A multiple loop knot formed by reeving the loosely made loops of two over hand knots through each other and then securing the knot to a mast (pole).

On board ship, a masthead knot was used to rig a temporary mast if the mast was lost in battle or during a storm. On land a masthead knot can be used to rig a gin pole or a flag pole.

There are several forms of the Masthead Knot. This form of the Masthead Knot was chosen for its symmetry and the ease of transition to the running half hitches used to secure it to the pole.

(1) Loosely tie two over hand knots. (2) Place the loop of one overhand knot on top of the loop of the loop of the other over hand knot. (3&4) Reeve the loops of the overhand knot through the half knot part of the opposite overhand knot. (5) Place over a pole and draw the three loops up even. (6) Secure to the pole with a series of running half hitches above and below the mast head knot.

Diamond Knot



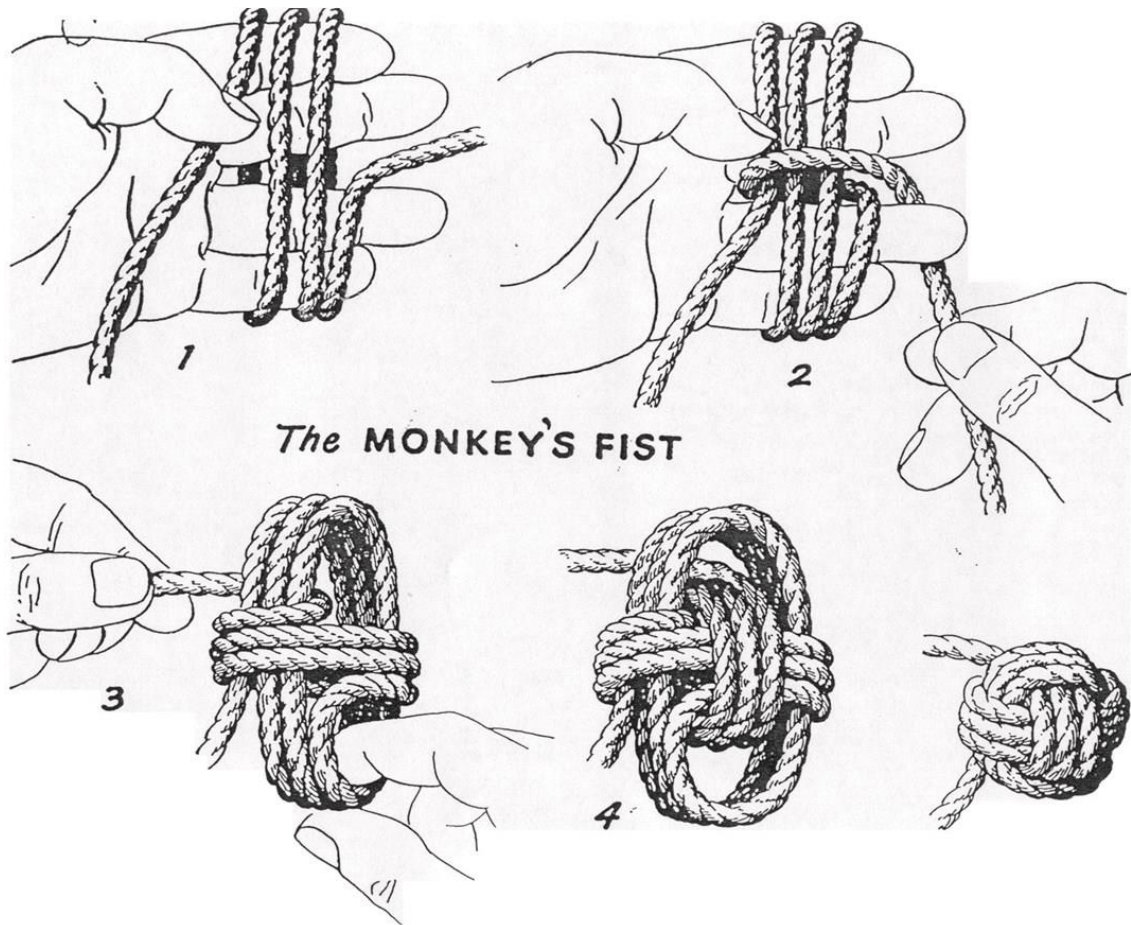
The Diamond Knot (or knife lanyard knot or friendship knot) is used as a decoration and joining knot in a cord with a loop such as a Whistle lanyard. This is the knot that was used to create the Knot Master lanyard to host the colored seizings that you earn.

Step 1 the diamond knot begins as a carrick bend with the ends exiting diagonally opposite each other.

Step 2 each working end is then passed over the other ropes standing part.

Step 3 Then the ends are passed up through the center of the carrick bend from below. The knot is then gently rearranged and tightened so that the ends emerge from the knot parallel and opposite their standing part.

Monkey Fist Knot



The Monkey Knot is typically tied at the end of a rope to serve as a weight or an anchor. The knot is usually tied around a small weight, such as a stone, marble, tight fold of paper or a piece of wood. A thicker line will require a larger object in the center to hold the shape of the knot.

Step 1 Place the rope in your hand and leave about 3 inches below the bottom of your hand to tighten the rope.

Step 2 wrap the rope around your four fingers vertically three times. Keep the rope you are wrapping in your hand. Keep the rope tight over your fingers.

Step 3 Separate your fingers and pass the end of the rope between the fingers in the middle. Horizontally wrap the end of the rope down and around the wrapped ropes two times and then wrap the end of the rope around just one side of the ropes once.

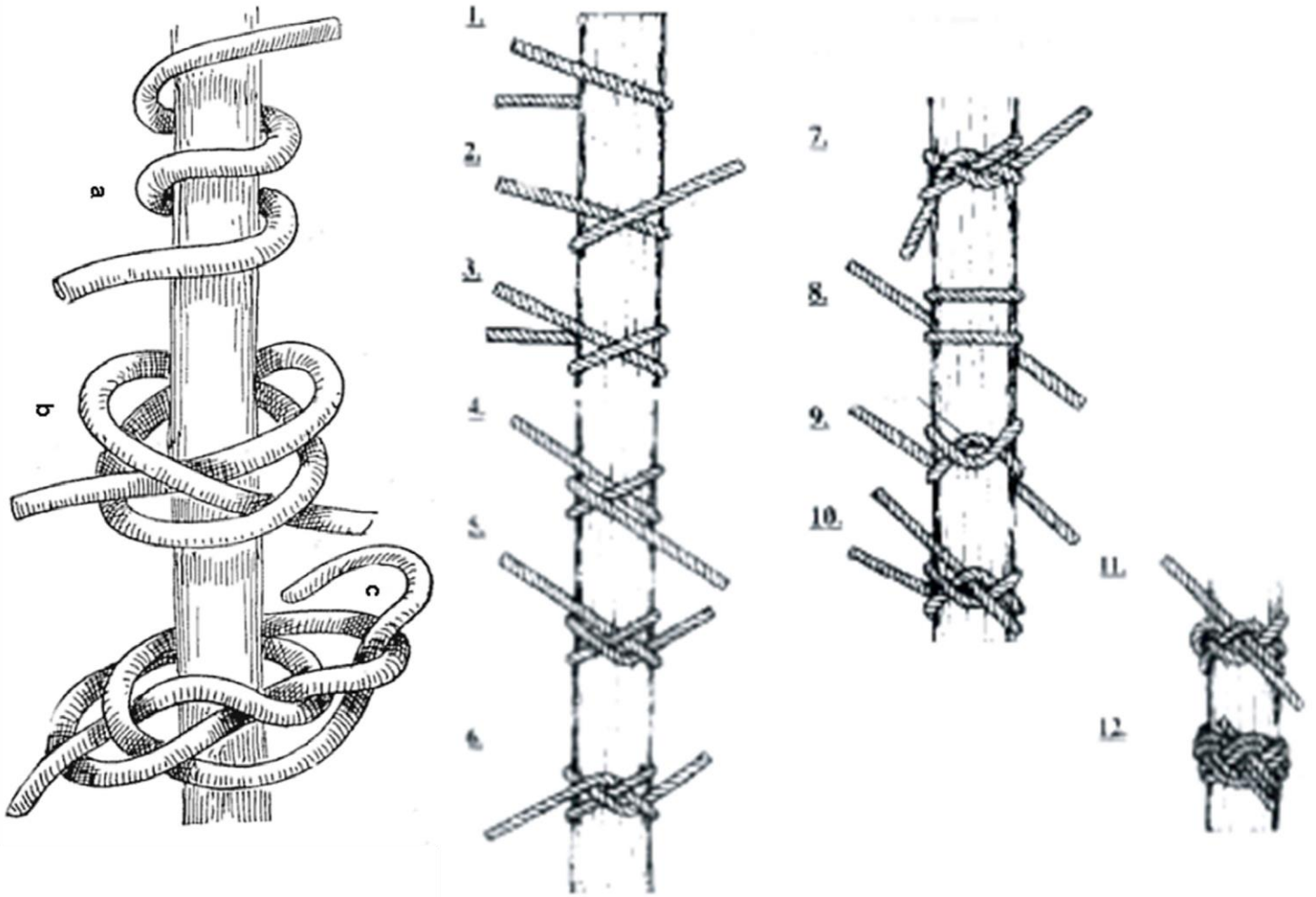
Step 4 Slide the rope off your Fingers and hold the bottom of the loop between your forefinger and thumb. Vertically wrap the end of the rope around inside pieces three times.

Step 5 Wrap the rope inside the vertical loop across the horizontal loop and loop around three times.

Step 6 Pull the two ends to the knot tight. This makes the sturdy and gives it weight. Step

7 Tie the loose end of the rope to hold the knot in place.

Turks Head Knot



A Turks head Knot is a decorative knot with variable number of interwoven strands, forming a closed loop. The name is used to describe the general family of all such knots rather than one individual knot. While generally seen made around a cylinder, the knot can be deformed into a flat mat-like shape. The Turks head is used as a woggle by Scouts Leaders who complete their training course were thus awarded with the Wood Badge insignia.

Each type of Turk's head knot is classified according to the number of leads and bights and method of construction. The number of bights is the number of crossings it makes as it goes around the circumference of the cylinder. The number of leads is the number of strands around the circumference of the cylinder, before doubling, tripling, etc. Depending on the number of bights and leads, a Turk's head may be tied using a single strand or multiple stands.

Thief Knot



The Thief Knot is useful when you tie a bag of possessions closed, but suspect someone might go into it. It looks to most people like a square knot. When the thief re-ties it, he almost certainly will use a square knot, letting you know someone was in your bag.

Knot Master Program – Troop 180

Troop 180 Knot Master	Troop 180 Knot Master	Troop 180 Knot Master	Troop 180 Knot Master
Level One – White Seizing	Level One – White Seizing	Level One – White Seizing	Level One – White Seizing
Square Knot	Square Knot	Square Knot	Square Knot
Two Half Hitches	Two Half Hitches	Two Half Hitches	Two Half Hitches
Taut-line Hitch	Taut-line Hitch	Taut-line Hitch	Taut-line Hitch
Sheet Bend	Sheet Bend	Sheet Bend	Sheet Bend
Bowline	Bowline	Bowline	Bowline
Fisherman’s Knot	Fisherman’s Knot	Fisherman’s Knot	Fisherman’s Knot
Standard Whipping	Standard Whipping	Standard Whipping	Standard Whipping
Close Band Seizing	Close Band Seizing	Close Band Seizing	Close Band Seizing
Level Two – Gold Seizing	Level Two – Gold Seizing	Level Two – Gold Seizing	Level Two – Gold Seizing
Clove Hitch	Clove Hitch	Clove Hitch	Clove Hitch
Timber Hitch	Timber Hitch	Timber Hitch	Timber Hitch
Square Lashing	Square Lashing	Square Lashing	Square Lashing
Diagonal Lashing	Diagonal Lashing	Diagonal Lashing	Diagonal Lashing
Sheer Lashing	Sheer Lashing	Sheer Lashing	Sheer Lashing
Tripod Lashing	Tripod Lashing	Tripod Lashing	Tripod Lashing
Round Lashing	Round Lashing	Round Lashing	Round Lashing
Level Three –Blue Seizing	Level Three –Blue Seizing	Level Three –Blue Seizing	Level Three –Blue Seizing
Surgeons Knot	Surgeons Knot	Surgeons Knot	Surgeons Knot
Fisherman’s Knot	Fisherman’s Knot	Fisherman’s Knot	Fisherman’s Knot
Larks Head Knot	Larks Head Knot	Larks Head Knot	Larks Head Knot
Cinch Knot	Cinch Knot	Cinch Knot	Cinch Knot
Slip Knot	Slip Knot	Slip Knot	Slip Knot
Double Sheet Bend	Double Sheet Bend	Double Sheet Bend	Double Sheet Bend
Constrictor Knot	Constrictor Knot	Constrictor Knot	Constrictor Knot
Level Four – Green Seizing	Level Four – Green Seizing	Level Four – Green Seizing	Level Four – Green Seizing
Figure Eight Knot	Figure Eight Knot	Figure Eight Knot	Figure Eight Knot
Alpine Butterfly	Alpine Butterfly	Alpine Butterfly	Alpine Butterfly
Water/Bow Knot	Water/Bow Knot	Water/Bow Knot	Water/Bow Knot
Figure Eight Loop	Figure Eight Loop	Figure Eight Loop	Figure Eight Loop
Munter Hitch	Munter Hitch	Munter Hitch	Munter Hitch
Prusik Knot	Prusik Knot	Prusik Knot	Prusik Knot
Level Five – Red Seizing	Level Five – Red Seizing	Level Five – Red Seizing	Level Five – Red Seizing
Truckers Hitch	Truckers Hitch	Truckers Hitch	Truckers Hitch
Sheepshank Knot	Sheepshank Knot	Sheepshank Knot	Sheepshank Knot
Yosemite Bowline	Yosemite Bowline	Yosemite Bowline	Yosemite Bowline
Bowline on a Bight	Bowline on a Bight	Bowline on a Bight	Bowline on a Bight
French Bowline	French Bowline	French Bowline	French Bowline
Perfection Loop	Perfection Loop	Perfection Loop	Perfection Loop
Level Six – Brown Seizing	Level Six – Brown Seizing	Level Six – Brown Seizing	Level Six – Brown Seizing
Anchor Bend	Anchor Bend	Anchor Bend	Anchor Bend
Double Carrick Bend	Double Carrick Bend	Double Carrick Bend	Double Carrick Bend
Clove Hitch on a Bight	Clove Hitch on a Bight	Clove Hitch on a Bight	Clove Hitch on a Bight
Mooring Hitch	Mooring Hitch	Mooring Hitch	Mooring Hitch
Pipe Hitch	Pipe Hitch	Pipe Hitch	Pipe Hitch

Knot Master Program – Troop 180

Rolling Hitch	Rolling Hitch	Rolling Hitch	Rolling Hitch
Level Seven – Black Seizing	Level Seven – Black Seizing	Level Seven – Black Seizing	Level Seven – Black Seizing
Half- Windsor Tie	Half- Windsor Tie	Half- Windsor Tie	Half- Windsor Tie
Full Windsor Tie	Full Windsor Tie	Full Windsor Tie	Full Windsor Tie
Masthead Knot	Masthead Knot	Masthead Knot	Masthead Knot
Diamond Knot	Diamond Knot	Diamond Knot	Diamond Knot
Monkey Fist Knot	Monkey Fist Knot	Monkey Fist Knot	Monkey Fist Knot
Turks Head Knot	Turks Head Knot	Turks Head Knot	Turks Head Knot
Thief Knot	Thief Knot	Thief Knot	Thief Knot