

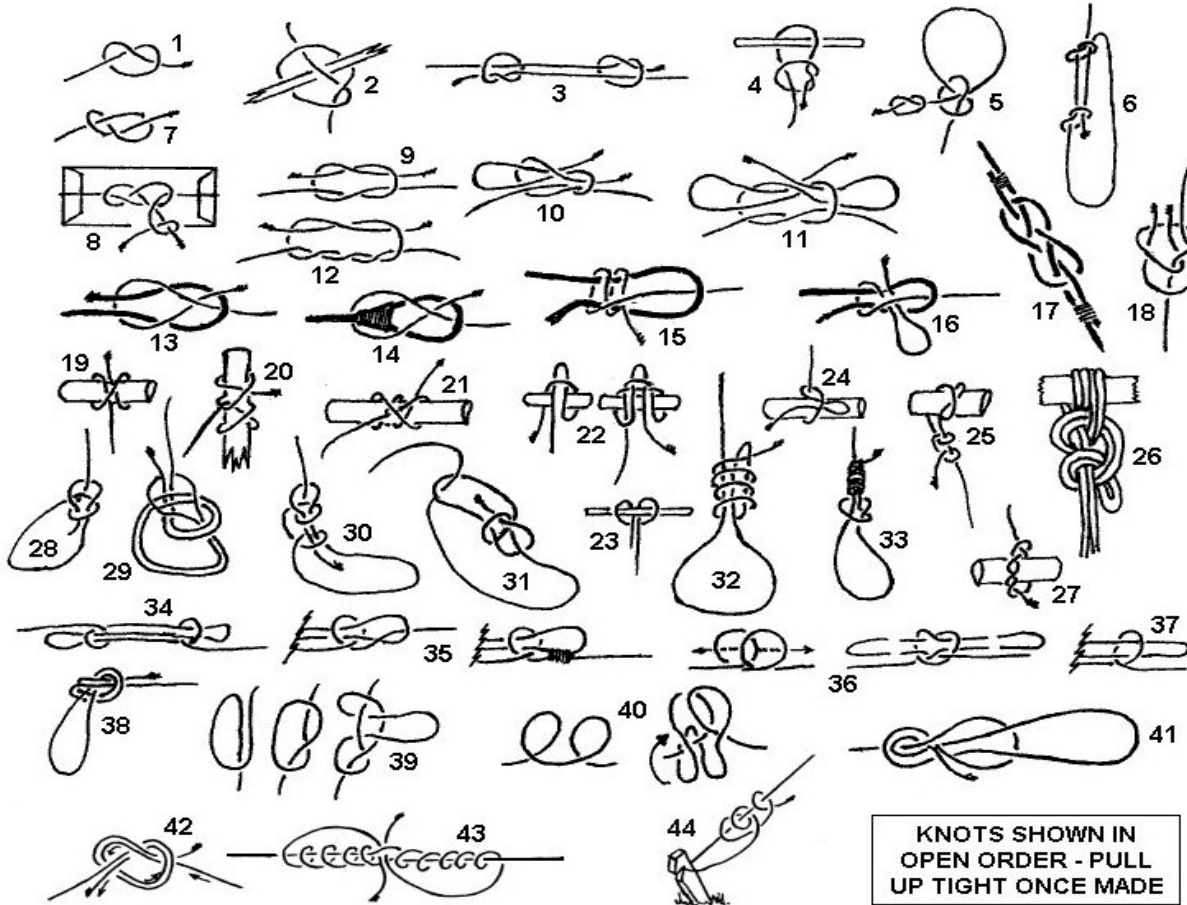
Knots & Knotting

Technical Terms in Knotting:

- *Standing End* – The long end of the rope too long to use or already attached to something.
- *Running End* or *Working End* – The end of the rope you are going to tie your knot with. Both ends could be your *Running Ends*.

Useful tips:

Always practise tying knots using proper rope or cord and not string. Get to know what the finished knot looks like, then you will know what you're aiming at. You should become so practised at tying knots (which is the only way to get to know them – by practice), that you should be able to tie any knot in any position, eyes closed, behind your back, in the dark, etc. Speed will also come with constant practice.



Some Common Knots and their Uses:

1. **Thumb Knot:** End of rope, hanking and lots more.
2. **Marline Spike / Lever Hitch:** Spar to rope for pulling.
3. **Fisherman's Knot:** Tying two wet / slippery ropes.
4. **Slip Knot:** Temporary hold.
5. **Lariat Knot:** Well balanced loop / Honda for a Lariat.
6. **Guy-Line Hitch:** Improve guy lines on tents.
7. **Figure-of-eight Knot:** Same as (1) – but stronger.
8. **Packer's Knot:** For parcels, easy tighten.
9. **Reef Knot:** Joining rope / cord of the same thickness.
10. **Single Slip Reef:** Temporary tie, easy to undo.
11. **Double Slip Reef:** Tie shoes / temporary tie.
12. **Surgeon's Knot:** Variation of (9) – holds while tying.
13. **Sheet Bend:** Joining odd thickness ropes.
14. **Sheet Bend:** Same as (13) but on a loop.
15. **Double Sheet Bend:** Very unequal / wet ropes.
16. **Swab Hitch / Slippery Sheet Bend:** For quick release.
17. **Carrick Bend:** 'Bending' large thick ropes together.
18. **Binder Turn:** If knot to go through machine / pulley.
19. **Clove Hitch:** Temporary tie / starting lashings.
20. **Rolling Hitch:** Sideways pull under strain.
21. **Magnus Hitch:** Tie off, using rope friction to hold.
22. **Highwayman's Hitch:** To secure, but loosen easily.
23. **Larks Head:** Various uses like (4), easy to undo.
24. **Half Hitch:** Temporary tie, easy to undo.
25. **Round Turn & Two Half Hitches:** Rope under strain.
26. **Round Turn & Two Half Hitches:** If Rope too long.
27. **Timber Hitch:** Starting Diagonal Lashing / securing.
28. **Bowline:** Loop at rope end / rescue loop.
29. **Bowline-on-a-Bight:** Double loop rope end / rescue.
30. **Water Bowline:** Prevents knot 'jamming' when wet.
31. **Running Bowline:** Useful running noose / loop.
32. **Hangman's Noose / Jack Ketch's Collar:** Run loop.
33. **Hangman's Noose:** Used as a non-running loop.
34. **Sheepshank:** Temporary method to shorten a rope.
35. **Sheepshank:** Two methods of locking the knot.
36. **Fireman's Chair Knot:** Two loops rope end / rescue.
37. **Fireman's Chair Knot:** Method of locking.
38. **Double Overhand Knot:** Quick loop at rope end.
39. **Man Harness Knot:** Loop in middle of a rope.
40. **Middleman's Knot:** Loop in middle of a rope.
41. **Rover Noose:** Loop in middle or end of a rope.
42. **Fisherman's Surgeon Knot:** To join fish line / nylon.
43. **Blood Knot:** To join fish line / nylon filament.
44. **Taut-line Hitch:** Temporary guy line / slip tie off