

# Official Rules

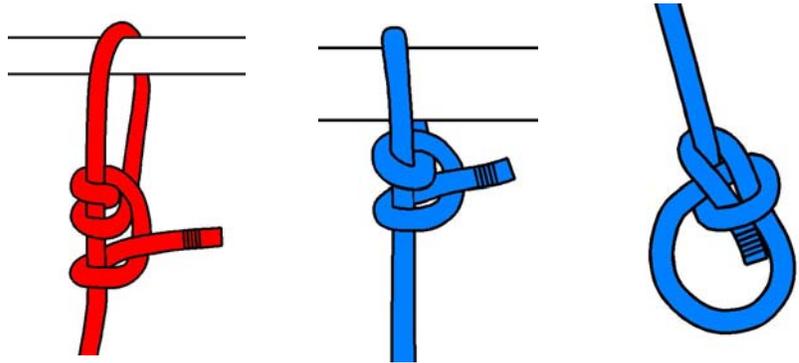
Written by Christopher Conrad, Assistant Scoutmaster, Troop 165

## Boy Scout Knot Tying Challenge

This challenge is intended to encourage scouts to practice and master the seven knots featured in the Boy Scout Handbook.

### Seven Scout Knots

1. Bowline
2. Sheet Bend
3. Square Knot
4. Two Half Hitches
5. Taut-line Hitch
6. Timber Hitch
7. Clove Hitch

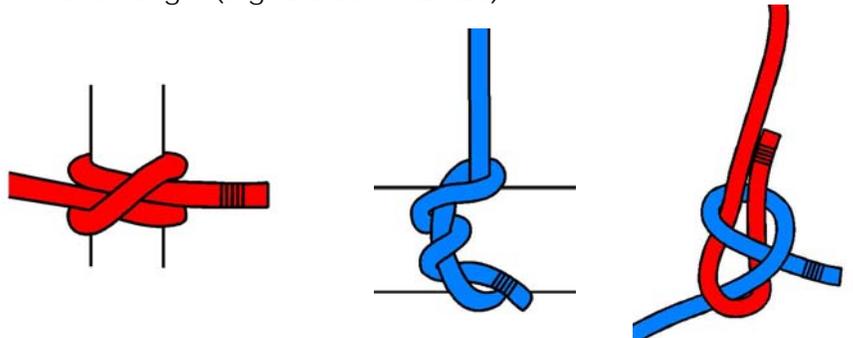


### Materials

1. Knots will be tied with seven pieces of pliable, 1/8"-3/16" diameter cord (e.g. clothesline) that are each 3'-0" in length.
2. A ~1" diameter rod at least 4'-0" in length (e.g. a broom handle).
3. Stopwatch

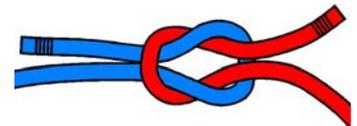
### Participants

1. Knot Tyer
2. Timekeeper
3. Judge
4. (2) Stick Holders



### Setup

1. The two Stick Holders set the height of the stick at a level as directed by the Knot Tyer.
2. One or both of the Stick Holders may be asked by the Knot Tyer to keep their end of the stick free for the tying of a specific knot. In this case the stick may be held approximately 6" from the end.
3. All seven pieces of cord will be hung on the horizontal stick (the positioning and dangling length are at the discretion of the Knot Tyer).
4. If there is an audience the Knot Tyer should face them.
5. The Judge should stand next to the Knot Tyer.
6. The Timekeeper should be positioned to see the action.



### Knot Tying

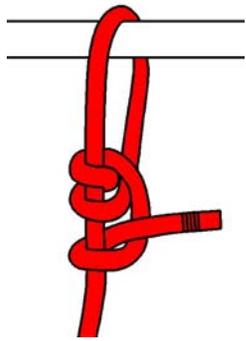
1. Knot tying and timing will begin with a verbal "Go" signal from the Timekeeper.
2. The Knot Tyer may not touch any piece of cord before the "Go" signal.
3. The seven scout knots may be tied in any order.
4. The four Hitches (Taut-line, Clove, Timber and Two Half) must be tied to the stick.

5. The other three knots (Bowline, Square and Sheet Bend) may be tied around the stick or tied free and dropped.
6. Pieces of cord may not be tied together.
7. The Judge may remind the Knot Tyer which knots he has left to tie.
8. To signal his/her completion of all seven knots, and for the Timer to stop the stopwatch, the word "Done" must be voiced by the Knot Tyer.
9. All seven knots must be tied in less than two minutes.

## Judging Knots

1. To meet the challenge all knots must be well-tied, not too loose and must be easily identifiable as the intended knot.
2. Knots will be evaluated as they are tied and the Judge may make comments to the Knot Tyer as he/she progresses (e.g. "that Square Knot is perfect" or "you must retie that Taut-line Hitch").
3. The Judge should advise the Knot Tyer when a specific knot is not correct and must be re-tied, as long as it is done within the two-minute time limit and before the Knot Tyer has said "Done".
4. The evaluation of knot quality is at the sole discretion of the Judge.

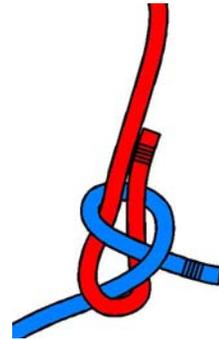
How fast can you tie the seven knots featured in the  
**Boy Scout Handbook?**



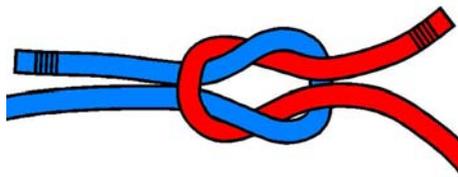
Taut-Line Hitch



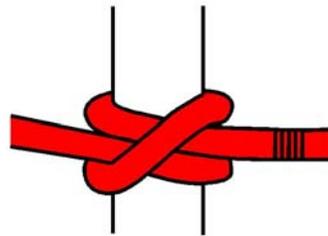
Bowline



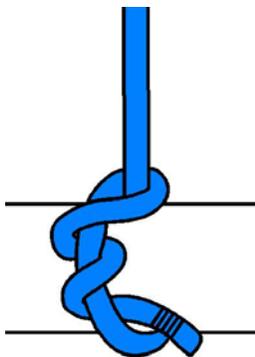
Sheet Bend



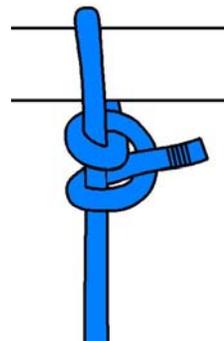
Square Knot



Clove Hitch



Timber Hitch



Two-Half Hitches