

THE KNOTTY GAME

A board game utilizing knot tying instruction and practice. Players get to move more spaces for tying harder knots. Players can look at a picture for help, but will not get to move as many spaces.

Instructions:

Print out this file;

Cut out the cards on pages 3, 4 and 5;

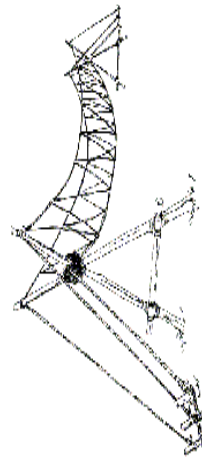
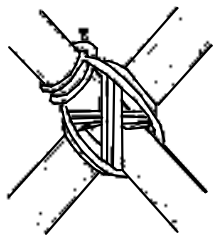
Get a few pieces of rope and some small objects to use for playing pieces.

Game Play:

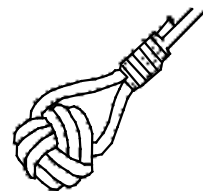
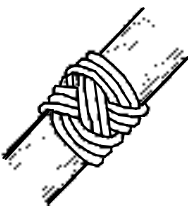
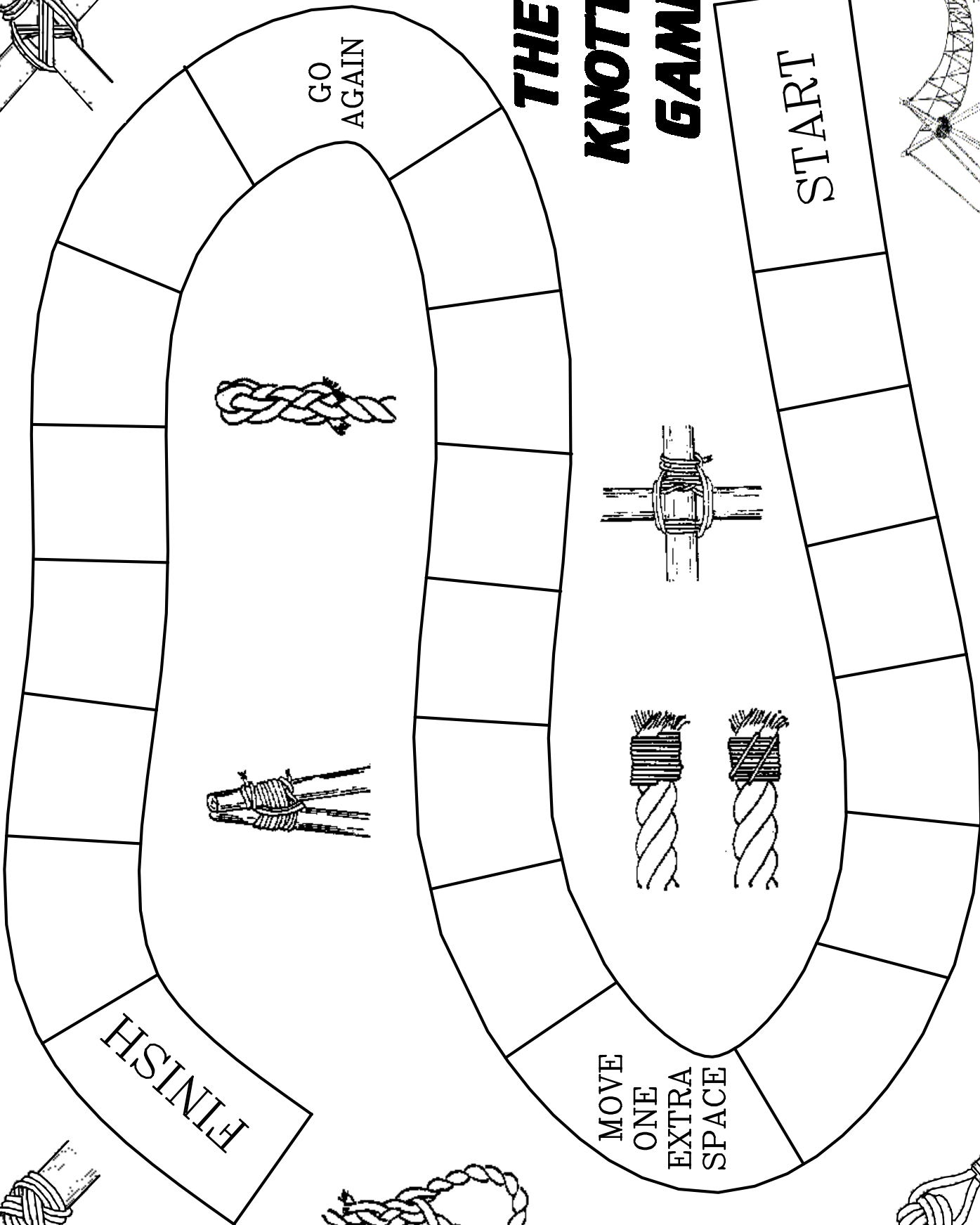
Have all players sit around the game board, put the cards in a pile. Decide which player goes first. The player to the left of the first player draws a card and reads it to the first player. The first player should perform the task shown on the card. Play should then rotate around the board. If all cards are used, shuffle them up and keep playing.

Need another game board or more cards, download the file from:

<http://www.geocities.com/byrdscouter/>



THE KNOTTY GAME



FINISH

GO AGAIN

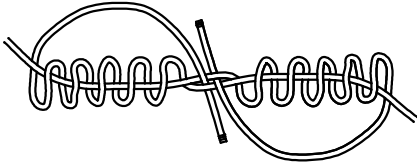
MOVE ONE EXTRA SPACE

START

BLOOD KNOT

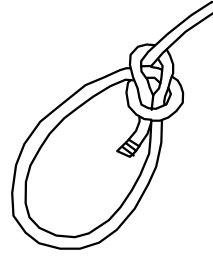


USED TO CONNECT TWO
PIECES OF FISHING LINE.



TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

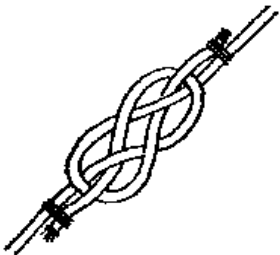
BOWLINE



USED TO MAKE A LOOP
THAT WILL NOT SLIP.
SOMETIMES CALLED THE
RESCUE KNOT.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

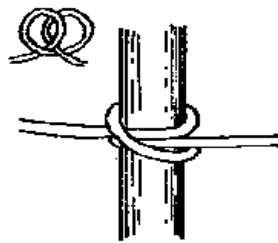
CARRICK BEND



USED TO CONNECT TWO
ROPES TOGETHER UNDER
HIGH STRESS SITUATIONS.
LOOKS DIFFERENT WHEN
PULLED TIGHT.

TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

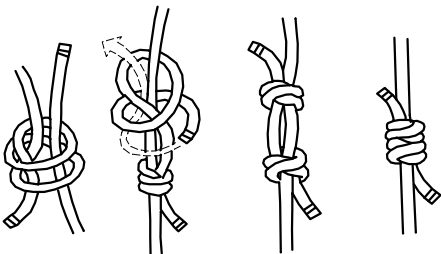
CLOVE HITCH



USED TO CONNECT A ROPE
TO AN OBJECT SUCH AS A
POLE OR POST. ALSO USED
IN LASHINGS.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

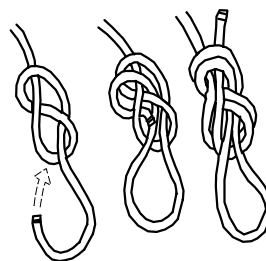
GRAPEVINE KNOT



USED TO
CONNECT TWO
PIECES OF ROPE
UNDER
EXTREMELY HIGH
STRESS
SITUATIONS.
ALSO CALLED A
DOUBLE
FISHERMANS KNOT

TIE IT NOW, MOVE 6 SPACES
LOOK AT PICTURE AND TIE, MOVE 3 SPACES
CAN'T TIE IT AT ALL, MOVE 1 SPACE

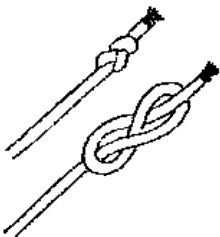
FIGURE 8 FOLLOW THRU



USED TO MAKE A LOOP
THAT WILL NOT SLIP FOR
HIGH STRESS SITUATIONS.
ALSO CALLED THE
RE-WOVEN FIGURE EIGHT.
A CLIMBERS BASIC TIE-IN
KNOT.

TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

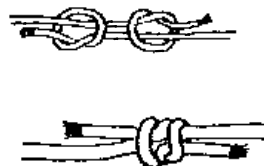
FIGURE 8 KNOT



A STOPPER KNOT. THE BASIS
FOR MANY OTHER USEFUL
KNOTS

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACE
CAN'T TIE IT AT ALL, STAY PUT

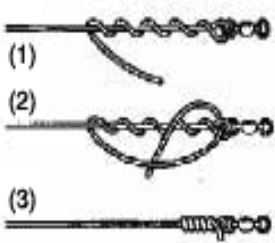
FISHERMANS KNOT



USED TO CONNECT TWO
PIECES OF ROPE OR LINE
UNDER HIGH STRESS
SITUATIONS

TIE IT NOW, MOVE 3 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACE
CAN'T TIE IT AT ALL, STAY PUT

IMPROVED CLINCH KNOT



USED TO CONNECT A HOOK, LURE OR SWIVEL TO A FISHING LINE

TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

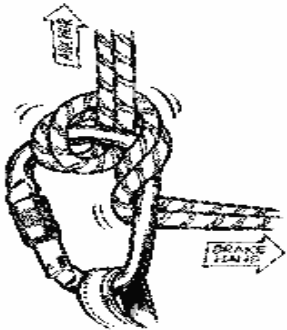
LARKS HEAD



USED TO QUICKLY AND TEMPORARILY CONNECT A LINE TO A POST OR RING, NOT VERY STRONG

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACE
CAN'T TIE IT AT ALL, STAY PUT

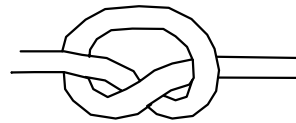
MUNTER HITCH



USED BY CLIMBERS TO PROVIDE VARYING TENSION TO A ROPE WHILE RAPPELING AND BELAYING

TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

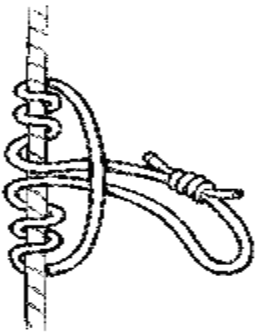
OVERHAND KNOT



PROBABLY THE SIMPLEST KNOT, USED AS A STOPPER KNOT. ALSO CALLED THE THUMB KNOT. THE BASIS FOR MANY OTHER USEFUL KNOTS.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

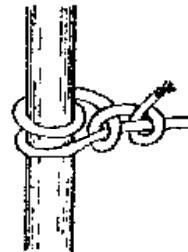
PRUSIK KNOT



USED BY CLIMBERS TO CONNECT A SMALL LOOP TO A LINE TO USE AS AN ASCENDER. THE LOOP WILL SLIP WHEN LOOSE BUT WILL HOLD UNDER SIDWAYS PRESSURE

TIE IT NOW, MOVE 4 SPACES
LOOK AT PICTURE AND TIE, MOVE 2 SPACES
CAN'T TIE IT AT ALL, STAY PUT

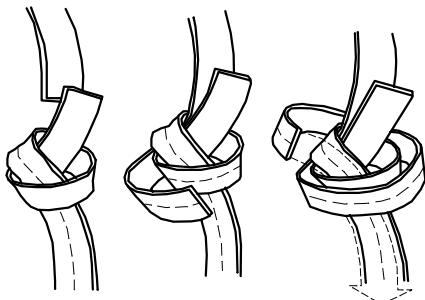
ROUND TURN WITH 2 HALF HITCHES



VERY STRONG HITCH USED TO CONNECT A ROPE TO A POST OR POLE

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACE
CAN'T TIE IT AT ALL, STAY PUT

WATER KNOT



USED TO CONNECT TWO PIECES OF ROPE OR WEBBING TOGETHER, A FOLLOW THRU OVERHAND KNOT. ALSO CALLED THE RING BEND.

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACES
CAN'T TIE IT AT ALL, STAY PUT

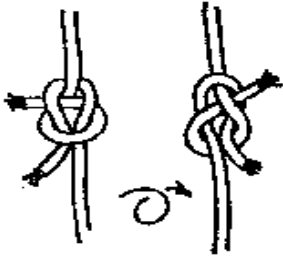
SHEEPSHANK

USED TO TEMPORARILY SHORTEN A ROPE



TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACES
CAN'T TIE IT AT ALL, STAY PUT

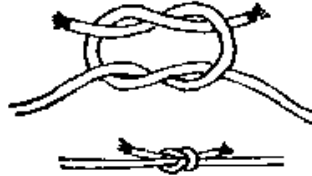
SHEET BEND



USED TO CONNECT TWO
PIECES OF DIFFERENT
SIZED ROPE

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

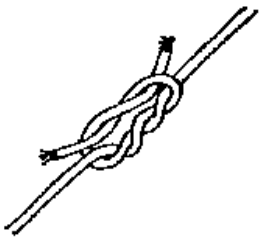
SQUARE KNOT



USED TO CONNECT THE
ENDS OF A PIECE OF
ROPE OR TWO PIECES OF
THE SAME SIZE AND TYPE
OF ROPE. ALSO CALLED
THE REEF KNOT OR
JOINING KNOT. WILL SLIP
UNDER HEAVY STRAIN.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

SURGEONS KNOT



USED FOR SUTURES AND
BANDAGES, BASICALLY A
SQUARE KNOT WITH AN
EXTRA LOOP TO HELP THE
FIRST PART STAY TIGHT
WHILE COMPLETING THE
KNOT.

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACE
CAN'T TIE IT AT ALL, STAY PUT

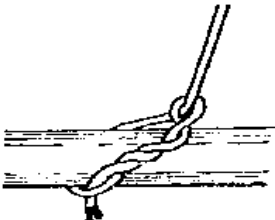
TAUTLINE HITCH



MAKES A LOOP THAT WILL
SLIP WHEN YOU PUSH THE
KNOT, BUT WILL HOLD WHEN
PRESSURE IS APLIED TO THE
ROPE. USEFULL FOR GUY
LINES.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

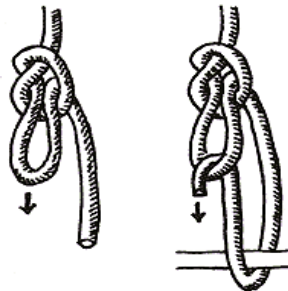
TIMBER HITCH



USED TO QUICKLY AND
TEMPORARILY TIE A ROPE TO
A POST OR POLE. ALSO
USED IN LASHINGS.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

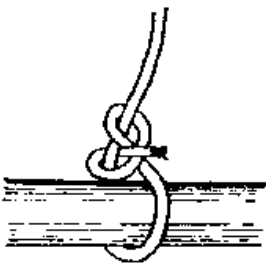
TRUCKERS HITCH



USED TO TIE A ROPE TO AN
OBJECT AND THEN PUT
TENSION ON THE ROPE. CAN
BE TIED OFF TO MAINTAIN
TENSION.

TIE IT NOW, MOVE 2 SPACES
LOOK AT PICTURE AND TIE, MOVE 1 SPACES
CAN'T TIE IT AT ALL, STAY PUT

TWO HALF HITCHES



USED TO CONNECT A ROPE
TO A POST, POLE OR OTHER
OBJECT.

TIE IT NOW, MOVE 1 SPACE
LOOK AT PICTURE AND TIE, STAY PUT
CAN'T TIE IT AT ALL, MOVE BACK A SPACE

KNOT RELATED TERMS

SHOW THE FOLLOWING



BIGHT **LOOP** **HALF-HITCH** **ROUND TURN**

SHOW THEM ALL NOW, MOVE 2 SPACES
LOOK AT PICTURE AND SHOW, MOVE 1 SPACE
CAN'T SHOW THEM ALL, MOVE BACK A SPACE