

## 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;

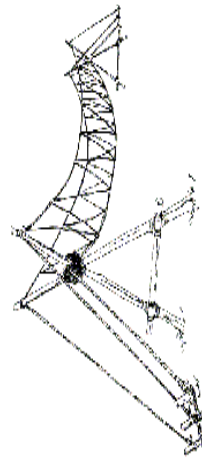
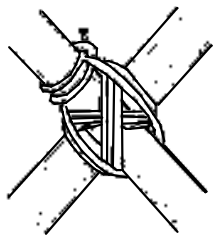
Get a few pieces of rope and some small objects to use for playing pieces.

### **Game Play:**

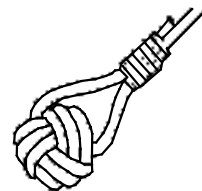
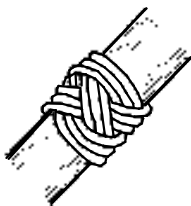
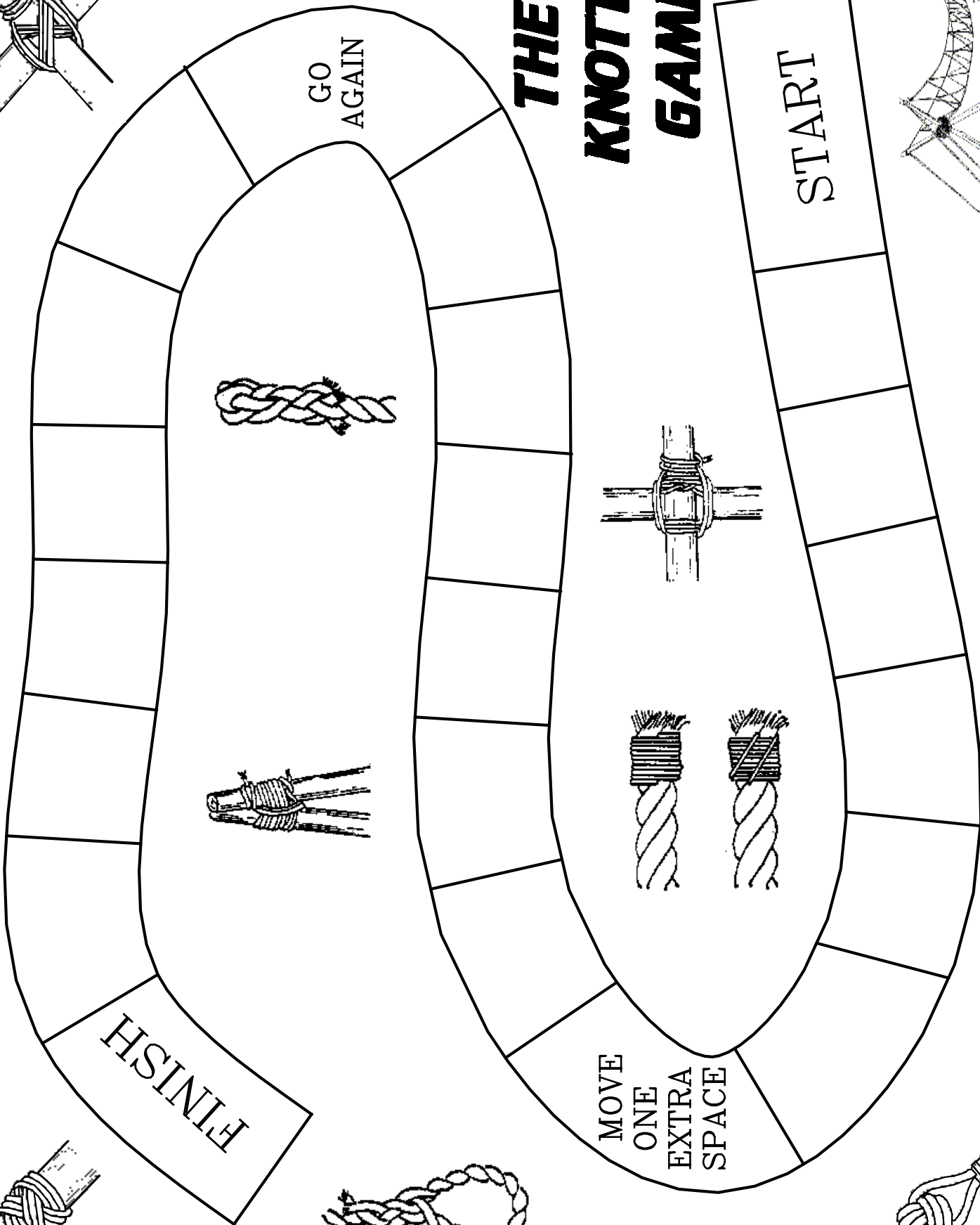
Have all players sit around the game board, put the cards in a pile. Decide which player goes first. The player to the left of the first player draws a card and reads it to the first player. The first player should perform the task shown on the card. Play should then rotate around the board. If all cards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

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

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



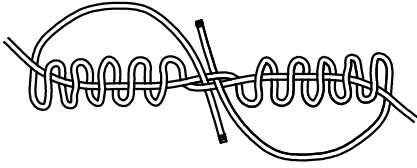
# THE KNOTTY GAME



## BLOOD KNOT

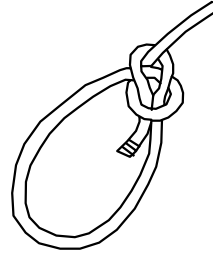


USED TO CONNECT TWO  
PIECES OF FISHING LINE.



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

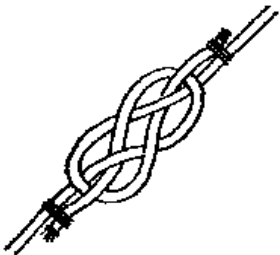
## BOWLINE



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

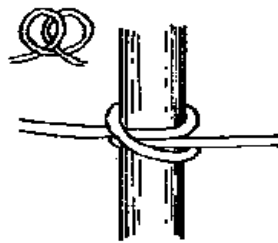
## CARRICK BEND



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

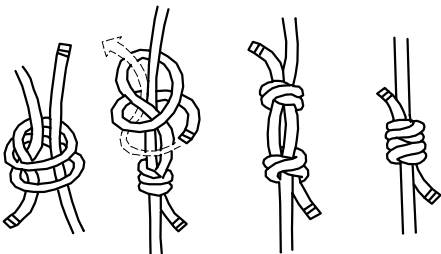
## CLOVE HITCH



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

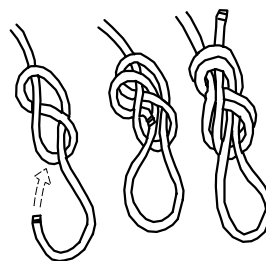
## GRAPEVINE KNOT



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

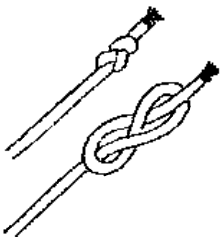
## FIGURE 8 FOLLOW THRU



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

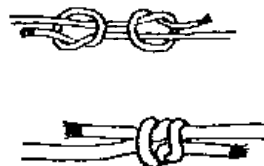
## FIGURE 8 KNOT



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

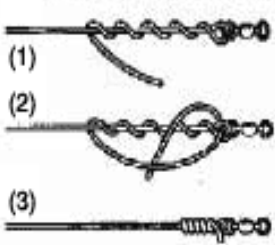
## FISHERMANS KNOT



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

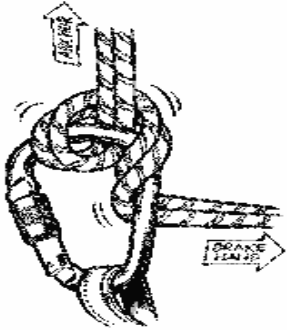
## LARKS HEAD



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

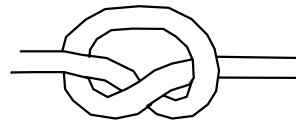
## MUNTER HITCH



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

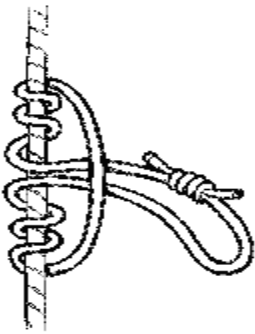
## OVERHAND KNOT



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

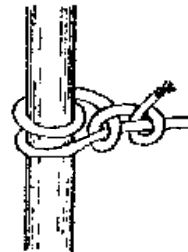
## PRUSIK KNOT



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

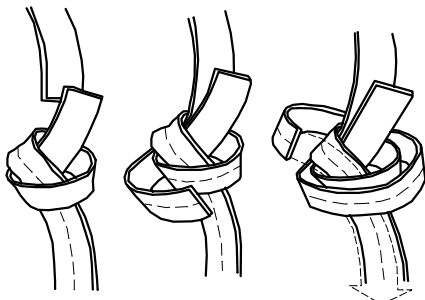
## ROUND TURN WITH 2 HALF HITCHES



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

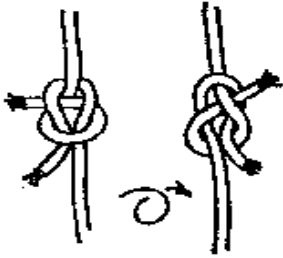
## SHEEPSHANK

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

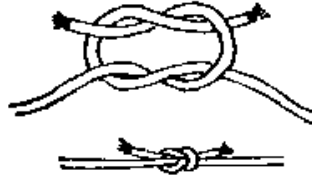
## SHEET BEND



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

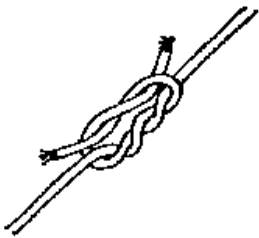
## SQUARE KNOT



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

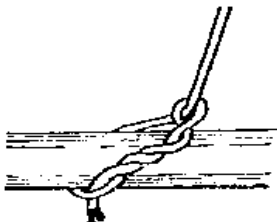
## TAUTLINE HITCH



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

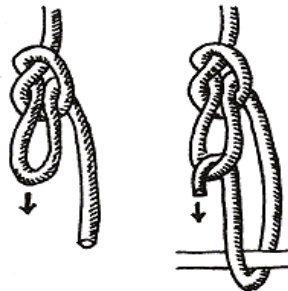
## TIMBER HITCH



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

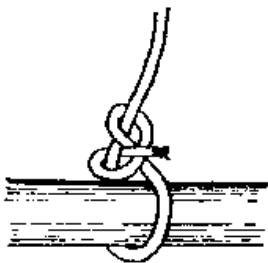
## TRUCKERS HITCH



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