

All Tied Up – Everything you need to know for tying up your Cub Scouts!

Materials: Wolf book, Bear book, Webelos book, BS book, Pioneering MB book, a couple of knot books, ¼” manila rope, 1’ long – one end w/ Sailmaker’s whip, other end free, sisal twine, Indian Rope Maker and rope made from it, 2-20’ foot coiled ropes, waxed thread for whipping, knife, lighter, gorilla sticks, 2 poles for hitches, 4’ piece of rope, Quadruple ½ hitch knot with frayed ends, Troop 501 Knot Board, Handouts – Knot Test (2), Knot Games, Cub Knot Story, Indian Rope Maker, Turk’s Head, Monkey Fist, 1-2/3 foot piece of nylon rope.

Learning Objectives: By the end of this class, be able to:

1. Pass and teach Elective 17 from the Wolf Book – pg 184-189
2. Pass and teach Achievement 22 from the Bear book, - pg 142-149
3. Tie all the knots required for the Webelos Outdoorsman Pin,
4. Help your Scouts learn the importance of knots and how to have fun with them.

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Glossary of rope terms:

- Running End – the end of the rope.
- Bight – the loop formed when a rope is doubled back upon itself.
- Standing Part – the part of the rope that is fixed or under tension.

Fusing – Take a lighter and burn the ends of Man-made rope material.

Whipping - 1st thing we want to do is whip your ropes so they do not fray. I’ll demonstrate it and talk it thru, and then we’ll do one together. Watch 1st then we’ll do it. Take your Manila rope and the waxed thread. Make a bight w/ the thread and lay it on the unwhipped running end of your rope. Wrap the thread around the loop towards the end of the rope. When you have a whipping at least as long as the rope is thick (at least ¼”), tuck the free end of the thread in the loop and pull the other thread. Pull the knot formed into the middle of the whipping. This whipping is called the English Whipping. The whipping on the other end of your rope is called a Sailmaker’s Whipping and will last much longer because the whipping is secured to the rope. Bear achievement 22

Knots - A knot in a rope is something that is easy to tie. A good knot is something that is easy to tie and easy to untie. Now we’ll go thru the knots you, as Leaders, need to know.

- 1) Square Knot – 5 minutes: - Wolf elective 17,
 - a) Take one piece of rope and tie a Square Knot. What is the phrase that goes thru your mind when you tie it? (Right over left, left over right). Those who can tie it already help those who can’t.
 - b) Used for tying 2 ropes together. Also called the joining knot and is required to be demonstrated when joining BS.
- 2) Double Overhand Knot – 2 minutes: - Wolf elective 17,
 - a) Take two pieces of rope side by side and tie an overhand knot.
 - b) Used for joining two ropes together.
- 3) Sheet Bend – 5 minutes: - Bear achievement 22
 - a) Use the nylon rope and the Manila rope.
 - b) Make a bight in the Manila
 - c) With the nylon, go up thru the bight and around behind the Manila, then under the nylon.
 - d) Used to join ropes of different sizes.
- 4) Two Half Hitches – 5 minutes: - Bear achievement 22
 - a) Hitches always go or flow in the same direction – not back on itself.

- b) One loop around a pole with an overhand (= one $\frac{1}{2}$ hitch), then in the same direction one loop around the rope also with an overhand (= the other $\frac{1}{2}$ hitch).
- c) Used to tie a rope around objects; pole, ring, tree,
- 5) **Taut-line Hitch** – 6 minutes: - Webelos Outdoorsman
 - a) Start with a $\frac{1}{2}$ hitch but add an extra loop. (do it again)
 - b) Then add another loop on the outside of the knot – 2 loops inside, 1 loop outside, all in the same direction.
 - c) An adjustable knot used for guy lines on tents.
- 6) **Clove Hitch** – 5 minutes: - Webelos Outdoorsman
 - a) Circle the pole once, then again making an “X”. Tuck the running end under the “X”.
 - b) Used to start many lashings or secure the end of a rope to a pole or tree.
- 7) **Bowline** – 8 minutes (1-handed too if time): - Bear achievement 22
 - a) Make a hole in the ground with a tree standing tall
 - b) Rabbit comes out of the hole, circles the tree, and then back down in the hole.
 - c) Grab the rabbit and the rabbit trail in one hand and the tree in the other and pull. It is the rabbit trail that makes the loop.
 - d) Useful when you need a loop on the end of a rope that will not slip or want to tie a rope around a tree, or a boat to a dock.

Coiling and throwing a rope – 10 minutes: - Bear achievement 22

- ~Foot long coils with a $\frac{1}{2}$ twist.
- $\frac{1}{2}$ of the rope with the weight in the throwing hand, the other $\frac{1}{2}$, with the end secured, in the other hand.
- Practice your underhand throws.

Making a rope – 10 minutes: - Bear achievement 22

- See handout. Make if time or play some games>

Knot games – Rest of the period:

- Play Knot Step Contest, if time

Summary:

Knots are fun. They are something the Scouts will use all their life. The better they know the knots we have learned today (found in your Wolf, Bear, and Webelos books), the easier they will have it in BS where they need to know these things. Please fill out the course evaluation.

Sources of materials:

Rope – Manila, Nylon, Polypro – OSH, Home Depot

Waxed Thread – <http://www.shipstore.com/ss/html/CON/CON3MBC.html>

Good knot web pages – Pack 114 (<http://www.creighton.edu/~bsteph/pack114/library/links.html>)

Books and CDs are at the Scout Shop.