



Pathfinder Honour: Requirements & Framework

Knot Tying 1

Part of Recreation Category of Honours

Honour Patch



Part of Wilderness
Master Honour



Snapshot of Honour

This honour gets you started with knots that you'll use for the rest of your life.

You'll learn about ropes and how to care for them. Terms such as bight, bend, standing part, running end, turn, loop and whipping will be familiar to you.

You'll know how to tie basic knots such as *Granny knot*, *Square knot*, *Overhand knot*, *Clove hitch* and *Bowline*. Then there's common knots - *Carrick bend*, *Figure Eight*, *Fisherman's knot*, *Prussik knot*, *Sheepshank*, *Sheet bend*, and *Timber hitch* to name some.

Best of all, you'll use your creativity to make a knot board to display your handiwork.

Honour History:

Original Honour: 1975, Author not known.

General Conference: Reviewed 2001.

South Pacific Division: Reviewed July 2010.

John Sommerfeld, Brian Kross, South Queensland Conference; Andrew West, North New Zealand Conference

Knot Tying 1 Honour

Honour Framework: [Compulsory items are underlined. Others are for guidance]

#Skill Level:	Level 2
<u>Pre-requisites:</u>	Nil
Preparation Time:	Average (4-8 hrs)
Physical Requirements:	Minimal
Equipment/Materials Required:	Ropes for knots, material for knot board
Location:	Indoors; Outdoors
Sabbath Appropriate:	Not likely
<u>Safety & Legal Requirements:</u>	Refer to and comply with Local, State and Country Requirements. All duty of care must be complied with.
Links to P/F Curriculum: (Cards, Speciality, Pursuits), or AO Modules	
Suggested Teaching / Presentation method(s):	Presentation and Discussion; Excursion; Practical application;
Recommended Assessment:	Workbook & Assessment Sheet which has a checklist of practical requirements and a short test to check knowledge of the honour.
List of Resources:	See Trainer's Notes

#Skill Level. A General Conference term which broadly describes typical physical and mental development. Level 1 (Friends, Companions); Level 2 (Explorers, Rangers); Level 3 (Voyagers, Guides)

Honour Components:

Requirements:	See following page
Trainer's Notes:	Knot Tying Honour Trainer's Notes
Student's Workbook:	Knot Tying Honour Workbook
Assessment Sheet:	Knot Tying Honour Assessment (On SPD Honour Website but Leader's level access is required)

Knot Tying 1 Honour

Requirements

Source: General Conference of SDA, 22 May 2010.

<http://gcyouthministries.org/Ministries/Pathfinders/Honors/tabid/85/agentType/View/PropertyID/309/Default.aspx>

Notes: *Any Additional South Pacific Division (SPD) Requirements are in italics*

~~Strikethroughs~~ show parts not applicable to the SPD.

The knots required by the GC honour have been replaced by two categories of knots – basic knots and common knots. See Requirements 6 and 7.

1. Define the following terms:
 - a. Bight
 - b. Running end
 - c. Standing part
 - d. Underhand loop
 - e. Overhand loop
 - f. Turn
 - g. Bend
 - h. Hitch
 - i. Splice
 - j. Whipping
2. Know how to care for rope.
3. Describe the difference between laid rope and braided rope ~~and~~. List three *features* or uses ~~of~~ for each.
4. Identify the following types of rope:
 - a. Manila
 - b. Sisal
 - c. Nylon
 - d. Polypropylene
5. What are some advantages and disadvantages of synthetic rope?
- ~~6. Do the following to rope:~~
 - ~~a. Splice~~
 - ~~b. Eye Splice~~
 - ~~e. Back Splice~~
 - ~~d. Finish the end of a rope with a double crown or whipping, or a Matthew Walker's knot.~~
- ~~7. Make a six foot (2 metre) piece of three strand rope from native materials or twine.~~
6. Make a knot board showing the following knots.

Basic knots

 - a. Granny knot
 - b. Square (or Reef) knot
 - c. Overhand knot
 - d. Clove hitch
 - e. Bowline
 - f. Two half hitches

Common knots

 - g. Double bow
 - h. Slip knot
 - i. Fisherman's knot
 - j. Sheep shank
 - k. Sheet bend
 - l. Timber hitch
 - m. Taut line hitch
 - n. Figure eight knot
 - o. Bowline on a bight
 - p. Prusik knot
 - q. Carrick bend
 - r. Surgeon's knot
 - s. Figure eight on the bight
 - t. Retrace (or Follow Through) figure eight knot.
7. Demonstrate the ability to tie from memory the 6 basic knots as well as 10 knots of your choice from the list of common knots above.

General Conference Reference No: YOU5830 Knot Tying