

Knot Tying

(Apprentice)

Chief Judge: Chris Booth

Mean Time: 45 Seconds

Drop Dead Time: 60 Seconds

Event Summary: The Apprentice will tie 5 knots. The start line will be 5' from the first knot station with each knot station being separated 5' apart. The finish line will be 5' from the last knot station. Each knot station will be labeled of which knot is to be tied. The knots to be tied will include a running bowline, square knot, clove hitch, timber hitch, and a rolling bend (knots will be tied around a crossarm or wire). Braided ½" rope will be provided for the knots. For reference, use the McGraw Hill 12th or 13th edition of "The Lineman's and Cableman's Handbook".

Event Description:

1. The apprentice will be allowed a 5-minute setup time. The team may direct questions to the judge at this time.
2. The apprentice will stand behind the start line.
3. Time will begin at the judge's signal.
4. Must attempt to tie all 5 knots.
5. PPE is required (hardhat, safety glasses, leather gloves).
6. Time will stop when the apprentice rings the bell located beyond the last knot station.
7. Judging will continue until each knot has been checked by the judge and the competitors have returned the event back to its original condition.
8. All general rules apply.

