

Knot Tying

(Journeyman)

Chief Judge: Chris Booth

Mean Time: 45 Seconds

Drop Dead Time: 60 Seconds

Event Summary: Each team member 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. Teams will be allowed a 5-minute setup time. The team may direct questions to the judge at this time.
2. Team 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. The last team member will ring the bell for time to stop time. **All team members must be across the line before the bell is rang.**
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.

