## Knot Knotes

Square Knot: right over left, left over right (bind two ropes together, not a reliable knot)

Double Bow: Bunny ears (tie shoes)

Slip: make a loop around a pole and tie a simple overhand knot around the standing part, should "noose" tight on pole when pulled (noose items together)

Timber Hitch: lay rope around "log", bring around and loop running part three times (loggers used to pull logs)

Clove Hitch: lay rope over pole, bring running end around, cross over, bring running end back around, and place running end under "X" and tighten (tie up a horse)

Bowline: overhand loop, bunny under through "hole", around the "tree", back down through "hole", hold bunny's ears and pull on tree (tie a tire swing, this knot must be tied around something)

Sheet Bend: same as bowline but ties two ropes of different sizes together

Sheep Shank: three underhand loops stacked on top of each other, pull out middle loop holding loops with thumbs and dressing knot with fingers (shortens rope or strengthens weak spot in rope)

Fisherman's: lay ends side by side and make simple knots with each end in opposite fashion so knots lay perfectly together when pulled together; also known as lover's knot (tie two ropes or strings together, used with fishing line)

Carrick bend: underhand loop, place running end of other rope under loop (centered inside loop leaving enough running end to weave) and weave over, under, over, under (the rope lying center under the first loop), and over; looks like a heart when dressed (decorative knot for clothing)

Overhand knot: simplest knot (stopper knot)

Figure eight: bend rope (on the "bite") twist two times, put running end through end loop and pull (stopper knot)

Stevadore's knot: as figure eight but with three twists (stopper knot)

Fireman's or Fire Escape: series of underhand loops stacked upon each other, place standing end through all loops and pull carefully (to escape from 2<sup>nd</sup> story fire)