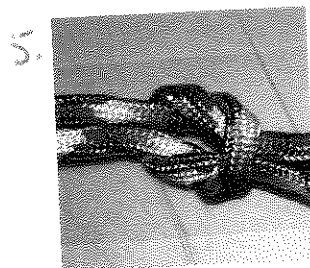
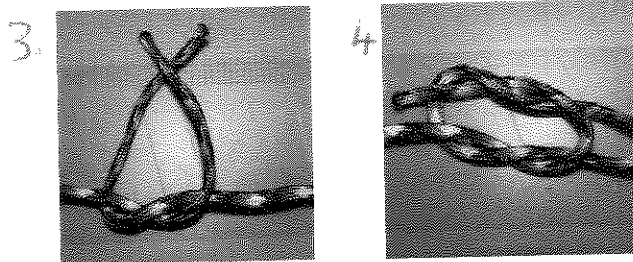
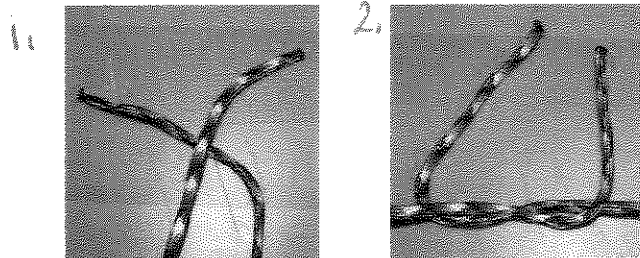


Knots PS 1.4

Knot Name: REEF KNOT or SQUARE KNOT

Uses: a secure and stable knot ideal for connecting lines and a general tying knot. eg tying a bundle of wood.

How to tie: Pass the free end of a line over itself to form a loop and then pass it under the main line to create a figure of eight.



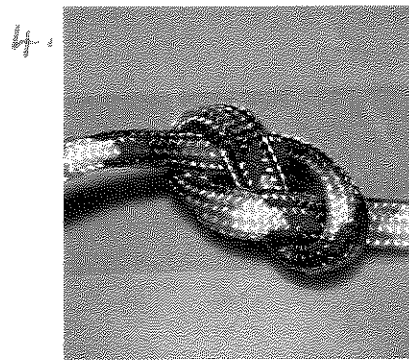
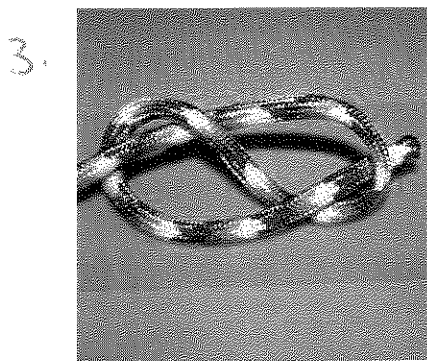
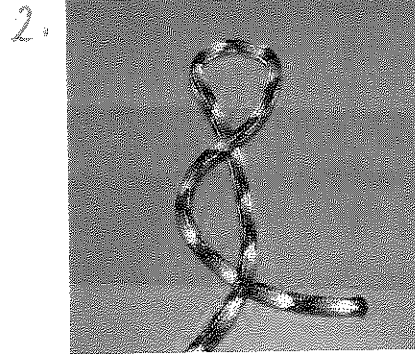
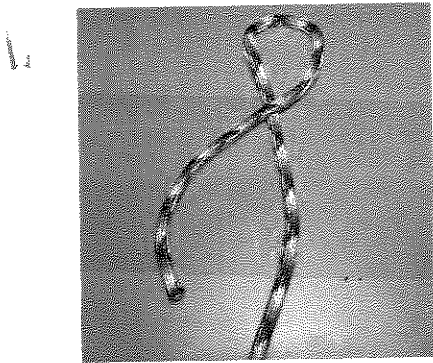
- Joining two ropes
- Anchor point
- Adjusting tension

Knots PS 1.4

Knot Name: FIGURE OF EIGHT, FLEMISH KNOT

Uses: The figure 8 makes a stopper knot at the of a line, and it's necessary to use this knot in order to tie several other more complex knots.

How to Tie: Pass the free end of a line over itself to form a loop and then pass it under the main line to create a figure of eight. Now pass the line's end through the original loop. Then pull the knot tight.



Joining two ropes

Anchor point

Adjusting tension

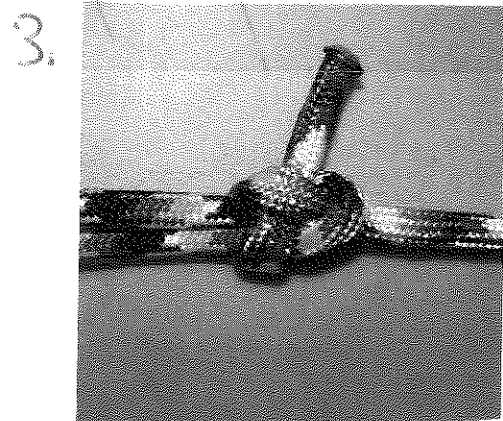
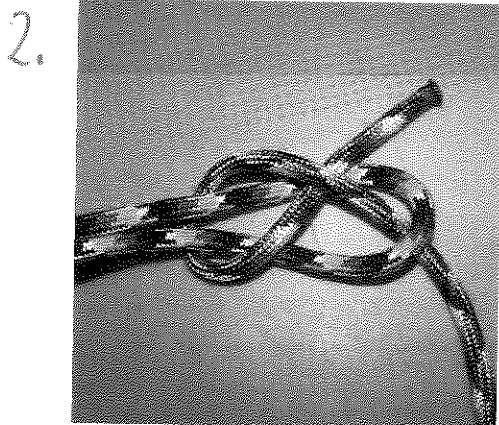
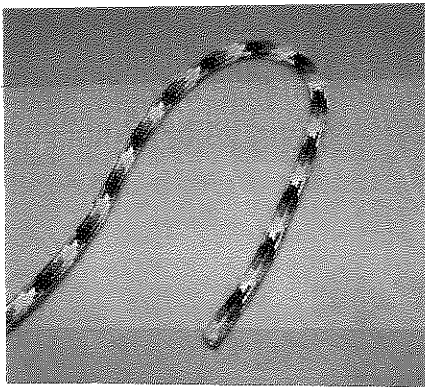
Knots PS 1.4

Knot Name: SHEET BEND

Uses: Nothing works better for tying different types of material together and joining different thicknesses of rope. This knot even joins together lines or materials that normally couldn't be joined together.

How to Tie: With the sheet bend, you bend the thicker, more slippery rope into a 'j' shape (like a fish hook).

You then pass the other rope through the fish hook from behind, wrap around the entire fishhook once and then tuck the line under itself.



Joining two ropes

Anchor point

Adjusting tension