

# KNOT RELAY

- 1<sup>ST</sup> SCOUT TAKES 1<sup>ST</sup> ROPE AND TIES CLOVE HITCH TO STARTING POLE.
- 2<sup>ND</sup> SCOUT TIES BOWLINE ON FREE END OF 1<sup>ST</sup> ROPE.
- 3<sup>RD</sup> SCOUT TAKES 2<sup>ND</sup> ROPE AND TIES TWO HALF HITCHES THROUGH THE LOOP MADE BY THE BOWLINE.
- 4<sup>TH</sup> SCOUT TAKES 3<sup>RD</sup> ROPE AND CONNECTS IT TO THE FREE END OF THE 2<sup>ND</sup> ROPE WITH A SQUARE KNOT.
- 5<sup>TH</sup> SCOUT TIES A TIMBER HITCH TO ONE END OF THE LOG WITH THE FREE END OF THE 3<sup>RD</sup> ROPE.
- 6<sup>TH</sup> SCOUT TIES A SHEEP SHANK IN THE MIDDLE OF THE 2<sup>ND</sup> OR 3<sup>RD</sup> ROPE.
- 7<sup>TH</sup> SCOUT TAKES A 4<sup>TH</sup> ROPE AND TIES A TIMBER HITCH TO THE OTHER END OF THE LOG.
- 8<sup>TH</sup> SCOUT TAKES A 5<sup>TH</sup> ROPE AND TIES IT TO THE FREE END OF THE 4<sup>TH</sup> ROPE WITH A SHEET BEND.
- 9<sup>TH</sup> SCOUT TIES THE FREE END OF THE 5<sup>TH</sup> ROPE AROUND THE FINISHING POLE AND TIGHTENS IT UP UNTIL THE LOG IS LIFTED OFF THE GROUND

