Journeyman Event – **KNOT TYING**

Event Time: 45 Seconds
Drop Dead Time: 60 Seconds

Each team member will tie 5 knots. All three team members will begin at the same time. The start line will be 5 feet from the first knot stations with each knot station being separated 5 feet apart. The finish line will be 5 feet from the last knot stations. 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 to or around a pole, crossarm, or wire). Braided 1/2 inch rope will be provided for the knots. For Reference, use the McGraw Hill 10th or 11th edition of "THE LINEMAN'S AND CABLEMAN'S HANDBOOK".

1. Teams will have 5 minutes to look over the event and ask questions.

2. Teammates will stand behind the start line and will all go at the same time.

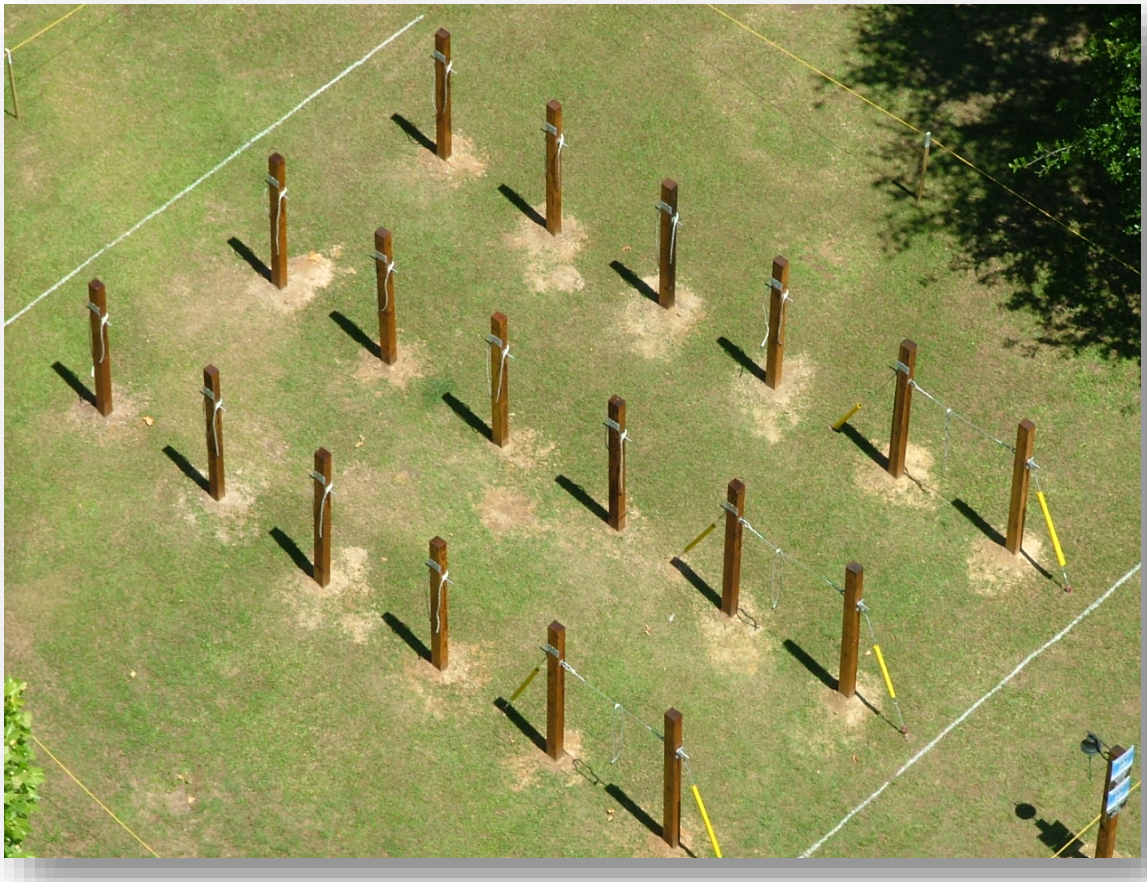
3. Time will begin at the judge's signal.

4. Each competitor must attempt to tie each knot.

5. PPE is required. (hardhat, safety glasses, leather gloves)

6. Teams will ring the bell to **stop time** but only after all three teammates have crossed the finish line.

7. Judging will stop after the judges have checked the knots and the competitors have returned the arena back to its original state for the next team to compete.

8. Team deductions will not be averaged.

All general rules apply.