



CADET COMBAT CHALLENGE



Knot Under Pressure Relay

Objective:

This event allows a team of four to rotate through stations to correctly tie, apply, and identify knots under time pressure while performing light physical tasks.

Requirements:

- Each Post can enter a maximum of three (3) teams, each consisting of four (4) cadets/explorers.
- No cadet/explorer can participate in this event more than once.

Rules:

- **Staging Area:**
 - Each team member will begin in the designated Starting chairs.
 - On the judge's "Go" command:
 - The first team member will go to Station 1.
 - Once completed, they will then go back and tag the next participant.
 - This process continues until all eight (8) stations have been completed.
 - The time will stop when the last member sits in the chair.
 - The knots should be dressed with all slack removed.
 - Once a team member is tagged, no knot can be fixed.

Station Breakdown

- **Station 1: Anchor & Go**
 - Tie a **Clove Hitch** to secure a rope to a post
 - Follow immediately with an **Overhand Knot** as a stopper
 - Must be tight and dressed properly before moving on
- **Station 2: Rescue Loop**
 - Tie a **Figure 8 on a Bight**
 - Clip it to a carabiner attached to a "victim" dummy or object
 - Must hold weight (judge will pull to test)
- **Station 3: Quick Tie Identification**
 - Cadet is handed a pre-tied knot pile
 - Must correctly identify:
 - **Alpine Butterfly**
 - **Double Fisherman's Knot**
 - Knots must be placed in the correct designated pre-labeled space.



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- **Station 4: Hoist Setup**
 - Tie a **Bowline with Safety**
 - Attach to a simulated tool or bucket
 - Must be secure enough for a short lift
- **Station 5: Midline Mastery**
 - Tie an **Alpine Butterfly** in the middle of the rope
 - Must not use rope ends
 - Judge will check placement and structure
- **Station 6: Rope Join**
 - Tie a **Double Fisherman's Knot**
 - Connect two ropes securely
 - Must be symmetrical and tight
- **Station 7: Webbing Task**
 - Use webbing to tie a **Water Knot**
 - Wrap around an object (like a hose bundle or prop victim)
 - Must be flat and properly dressed
- **Station 8: Final Finish**
 - Tie a standard **Figure 8**
 - Then place rope in a designated bin correctly
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Scoring

- Fastest time wins (time plus penalties)

Penalties:

- Incorrect knot: +20 sec each
- Unsafe knot (would fail in real use): +30 sec
- Failure to complete station: +45 sec
- Coaching from spectators: +10 sec
- Dropped equipment / sloppy rope management: +5 sec

Disqualifications:

- Any attempt to cheat.
- Any act considered dangerous and likely to result in injury.



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Knots List

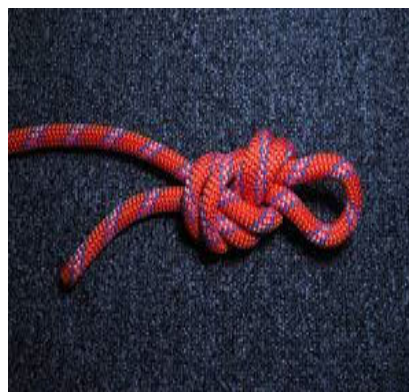
Overhand Knot



Figure 8



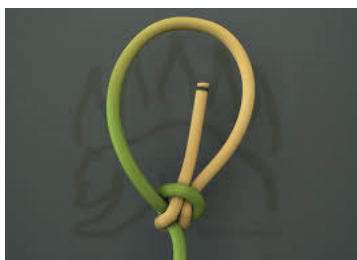
Figure 8 on a Bight



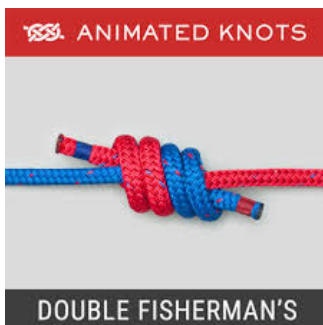
Clove Hitch



Bowline



Double Fisherman's Bend



Alpine Butterfly



Water Knot

