



CADET COMBAT CHALLENGE



Knot Tying Relay

Objective:

This event allows a team of four to demonstrate their ability to successfully tie eight (8) designated knots as quickly and accurately as possible.

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 Box.
 - On the judge's "Go" command:
 - The first team member will grab a card and rope on the judge's table and tie the knot on the card.
 - Once completed, they will place the knot and card together in the designated spot on the table.
 - The member must then go back and tag the next participant.
 - This process continues until all eight (8) knots have been tied.
 - The last member, after completing their knot, must go to the finish line to stop the timer.
 - The knots should be dressed with all slack removed.
 - Once a team member is tagged, no knot can be fixed.

Scoring

- Primary scoring is based on accuracy. Teams will ranked first by the number of correctly tied knots.
- Time is the tiebreaker. If multiple teams tie in accuracy, the fastest team wins.
 - Example: A team that ties all 8 knots correctly in 2:00 will rank higher than a team that ties 7 correctly in 1:30.

Knot list

- Figure eight
- Figure eight on a bight
- Figure eight bend
- Double figure eight
- Bowline with safety



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- Double over hand
- Double over hand bight
- Double over hand band
- Butterfly knot
- Handcuff knot
- Water knot
- Square knot

Penalties:

A 10-second penalty will be imposed for each of the following rule infractions:

1. Exiting the start box before the command “Go” or before being tagged by the previous Cadet
2. Not placing the knot with card on the judge’s table

Disqualifications:

- Flipping over more than one card.
- Attempting to look over the partition (attempting to cheat).
- Any act considered dangerous and likely to result in injury.

