



## CORE Skill:

# ROPES

A thorough knowledge of ropes and knots is a key supporting Skill to the SURVIVOR CORE Trait. Ropes and knots are used in many activities to include building structures by lashing poles together, camping, climbing, fishing and wilderness survival.

**REQUIREMENTS:** All Rangers must be proficient with rope terms, how to tie various knots, whipping and fusing rope, and coiling a rope. The requirements for the **ROPES** Skill at each Rank are listed below.

### **3<sup>RD</sup> CLASS RANGER:**

- **Coiling a rope**
- **Terms:**
  - *Running End*
  - *Standing Part*
- **Knots:**
  - *Overhand Knot*
  - *Square Knot*
  - *Bowline*
- **Challenge-Based Testing (CBT) Classroom and Field Component**

### **2<sup>ND</sup> CLASS RANGER:**

- **Demonstrate all 3<sup>rd</sup> Class Requirements**
- **Fusing a rope**
- **Terms:**
  - *Overhand Loop*
  - *Underhand Loop*
  - *Bight*
- **Knots:**
  - *Taut-line Hitch*
  - *Sheet Bend*
  - *Two Half Hitches*
- **Challenge-Based Testing (CBT) Classroom and Field Component**

### **1<sup>ST</sup> CLASS RANGER**

- **Demonstrate all 3<sup>rd</sup> and 2<sup>nd</sup> Class Requirements**
- **Whipping a rope**
- **Terms:**
  - *Turn*
  - *Round Turn*
  - *Hitch*
  - *Dress a knot*
- **Knots:**
  - *Timber Hitch*
  - *Clove Hitch*
  - *Slip Knot*
- **Challenge-Based Testing (CBT) Classroom and Field Component**

### **REFERENCES AND ADDITIONAL RESOURCES:**

- <http://www.animatedknots.com/>
- <http://www.folsoms.net/knots/>