



Florida Association of Fire Rescue Cadets



Knot Relay

2025 Gator Games

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. Each cadet will get two opportunities. One opportunity will be a knot on a loop/bight. The second opportunity will be tying a knot around an object.

Requirements:

- Each Post can enter a maximum of three teams consisting of four Cadets/Explorers
- No Cadet/Explorer can participate in this event twice.

Rules:

- Each team member will begin in the designated Starting Box.
- On the judge's "Go" command:
 - First Opportunity
 - The first team member will proceed around a barrier to grab a card and rope on the judge's table and tie the knot described on the card.
 - The team members must only flip over 1 knot card upon arrival at the table. No picking up another one (**10 seconds each infraction**)
 - Once completed, they will place the knot and card together in the designated spot on the completion table.
 - The member must then go back and tag the next participant.
 - Second Opportunity
 - The first team member will proceed around a barrier to grab a card and rope on the judge's table and tie the knot around an object described on the card. The object to tie the knot around will be located in a designated area.
 - Each Knot must be on a separate piece of the PVC stand. (See picture)
 - Once complete, they will place the card next to the object in designated area.
 - The member must then go back and tag the next participant.
- This process continues until all eight (8) knots have been tied.
- The team members can walk or run during this event, it is a relay competition.
- Each team member must be physically tagged before they can leave the staging area. (**10 Second Penalty**)
- Participants cannot correct another participants knot or correct a previous knot (**Knot will not be accepted**)
- After the last member completes their knot, participant 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:

- 1 point for each correct response (8 points max.)
- All ties in points will be decided by the fastest times plus any penalties.

Knots:

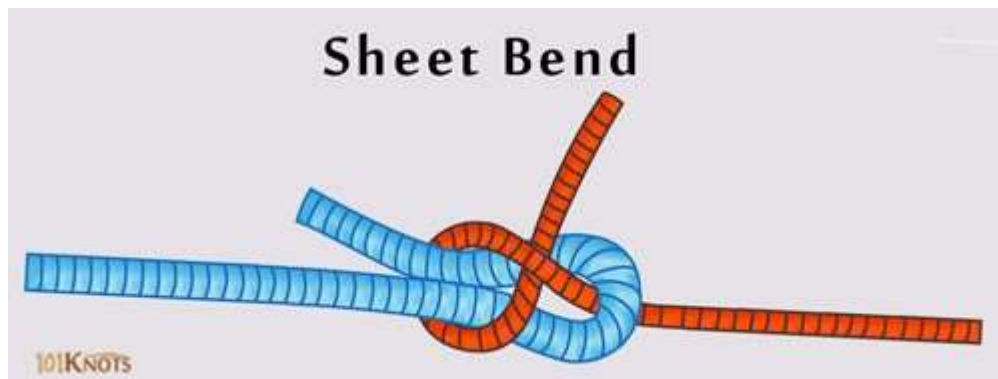
Free hand

- Becket Bend
- Double Loop Figure 8
- Bowline
- Figure 8 on a bight

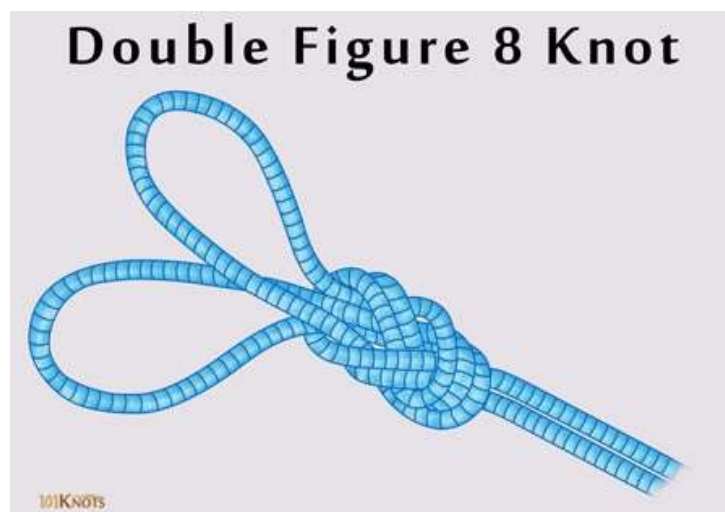
Around an Object

- Clove Hitch
- Figure 8 Follow Through
- Bowline
- Girth Hitch (Will need to tie a water knot with webbing first)

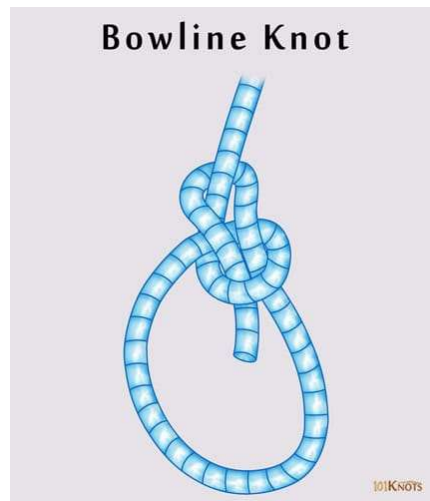
- Beckett / Sheep Bend



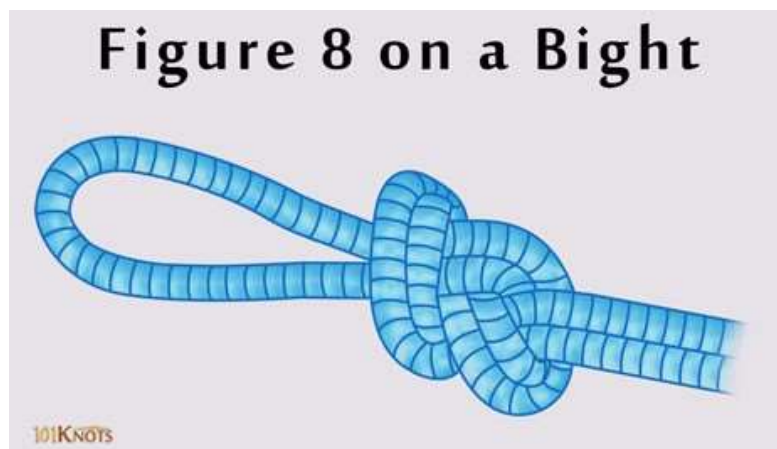
- Double Loop Figure 8



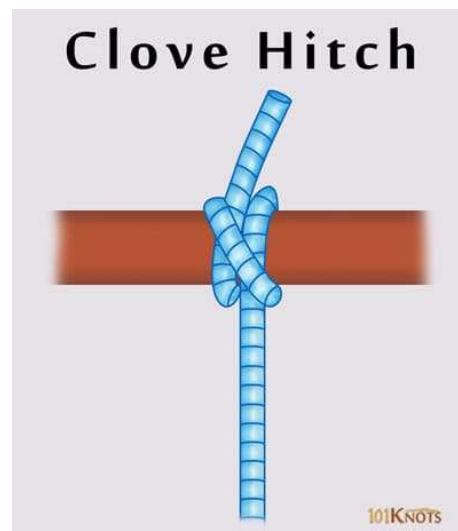
- Bowline



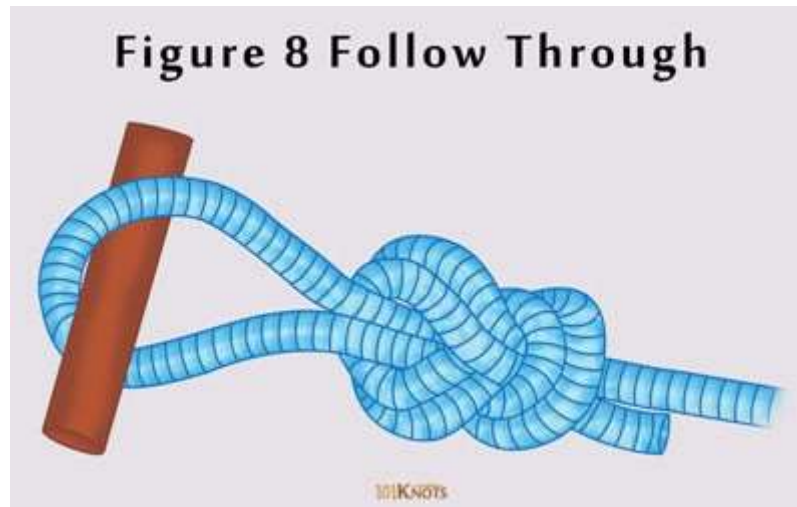
- Figure 8 on a bight



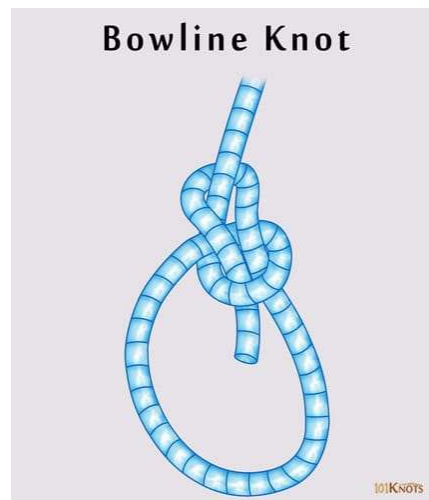
- Clove hitch around an object



- Figure 8 follow through



- Bowline around an object (**NOT PICTURED AROUND AN OBJECT**)



- Girth Hitch around an object- Must also tie the water knot in the webbing



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