

“Knot Master” Program

Troop 395

The purpose of the program is to give scouts an incentive to learn and maintain a knowledge in the skill of knot tying. The method by which this program will achieve that purpose is by fostering a friendly skill building competition divided into two paths which hopefully can appeal to the majority of scouts. The first skill path is the “Knot Ninja”, this is a skill test based not only on knowledge but also on the speed with which a scout can complete the knowledge level. The second skill path is the “Knot Sage”, this skill set is based on a mastery of ever increasingly different knots and lashings that a scout can learn and demonstrate their proficiency with. The “Knot Master” rank is achieved by showing proficiency in both paths of the “Knot Master” program on the advice of the Scoutmaster or his/her designee. The skill paths are to be observed and awarded by the current “Knot Master” or the Scoutmaster in the absence of a “Knot Master”. All requests for advancement are to be submitted to the current “Knot Master” in advance at least one meeting prior to requested advancement. Only one rank advancement per meeting may be achieved per scout and the rank must be maintained for at least four consecutive regularly scheduled Troop meetings. Both skill paths can be modified by the Scoutmaster as he/she sees fit or the Senior Patrol leader with a majority vote of the Patrol Leaders' Council.

“Knot Ninja”

There are six ranks to be achieved in this path, the knots within this path must be tied within the time limit specified and are cumulative so that each rank includes the knots demonstrated in the previous rank. After successful demonstration of the required skill level the “Knot Master” may confer the rank to a scout with permission of the Scoutmaster. If at any time an Assistant Scoutmaster or a “Knot Ninja” of a higher rank challenges a scout and the scout is unable to complete the challenge in the required time limit the scout may be reduced to the previous rank at the discretion of the “Knot Master” or Scoutmaster.

Rank	Knots	Time limit
White	Square knot	1 minute
Red	Clove hitch Two half hitches Bowline	4 minutes
Yellow	Sheet Bend Taut-line hitch Timber hitch	5 minutes
Green	Fisherman's knot Figure eight knot Sheepshank	7 minutes
Purple	Surgeon's knot Improved cinch knot	8 minutes
Black	French Bowline Slippery sheet bend Mooring hitch	10 minutes

“Knot Sage”

There are six ranks to be achieved in the “Knot Sage” path, these knots and/or lashings are cumulative and include the knots/lashings of the previous rank. Each knot/lashing must be demonstrated to the current “Knot Master's” or the Scoutmaster or his/her designee's satisfaction with a reasonable time limit afforded to the scout. After successful demonstration of the required skill level the “Knot Master” may confer the rank to a scout with permission of the Scoutmaster. If at any time an Assistant Scoutmaster or a “Knot Sage” of a higher rank challenges a scout to tie any knot/lashing within the scope of their rank and the scout is unable to complete the challenge in a reasonable time frame the scout may be reduced to the previous rank at the discretion of the “Knot Master” or Scoutmaster. The final rank in “Knot Sage” requires that a scout create something decorative and/or useful using the knots introduced here or introduce a new and useful knot to the program, each of which will be ultimately determined by the “Knot Master” with the approval of the Scoutmaster or his/her designee.

Rank	Knot(s)/Lashing(s)
White	Square knot Sheet bend Clove hitch Timber hitch Two Half hitches Taut-line hitch
Red	Bowline Figure eight knot Clove hitch on a bight Bowline on a bight Sheepshank Tiller's hitch Square lashing
Yellow	Diagonal lashing Sheer lashing Tripod lashing Surgeons knot Thief knot Bowtie knot Fisherman's knot
Green	Cinch Knot (improved) Trucker's hitch Alpine Butterfly Monkey's fist Chinese Button Turks head Daisy Chain
Purple	Braid Knot Square Sinnet

	Round Sinnet Cobra Stitch Camp Gadget
Black	Combine two or more knots into a decorative or functional rope project. Introduce a new knot to “Knot Sage” path.