

KNOTMASTER PROGRAM

**BOY SCOUTS OF
AMERICA**
Troop 708
Columbia, MO



Level	Rope Color	Knots/Lashings/Splices Required
1	Pink	Square knot, Overhand knot.
2	Yellow	Square knot, Overhand knot, Two half hitches, Taut-line hitch.
3	White	Square knot, Overhand knot, Figure Eight knot, Two half hitches, Taut-line hitch, Timber hitch, Clove hitch, Bowline.
4	Blue	Square knot, Overhand knot, Figure Eight knot, Two half hitches, Taut-line hitch, Timber hitch, Clove hitch, Bowline, Sheet bend, Sheep shank, Square lashing, Diagonal lashing, Shear lashing.
Scout Knotmaster	Purple	Square knot, Overhand knot, Figure Eight knot, Two half hitches, Taut-line hitch, Timber hitch, Clove hitch, Bowline, Sheet bend, Sheep shank, Square lashing, Diagonal lashing, Shear lashing, Bowline on a bight, Draw hitch, Butterfly, two knots of choice from the Pioneering merit badge book.
Troop Knotmaster	Green	Square knot, Overhand knot, Figure Eight knot, Two half hitches, Taut-line hitch, Timber hitch, Clove hitch, Bowline, Sheet bend, Sheep shank, Square lashing, Diagonal lashing, Shear lashing, Bowline on a bight, Draw hitch, Butterfly, two knots of choice from the Pioneering merit badge book, End splice, Eye Splice, Short splice, five more knots of choice from the Pioneering merit badge book.
Knotmaster Mentor	Red	Square knot, Overhand knot, Figure Eight knot, Two half hitches, Taut-line hitch, Timber hitch, Clove hitch, Bowline, Sheet bend, Sheep shank, Square lashing, Diagonal lashing, Shear lashing, Bowline on a bight, Draw hitch, Butterfly, End splice, Eye Splice, Short splice, all knots from the Pioneering merit badge book. Introduce two unique knots to other Knotmasters.

Knots of Choice from the Pioneering merit badge book

Double sheet bend	Rolling hitch	Carrick bend
Constrictor	Water knot	Pipe hitch
Cat's paw	Fisherman's knot	Hondo
Masthead (Jury knot)	Prusik	Barrel hitch
Figure Eight follow through	Figure Eight on a Bight	

Description of the Program

The purpose of the Knotmaster Program is to encourage scouts to learn the uses, classifications and, of course, how to tie knots commonly used in scouting. The scout earns a colored rope to signify his mastery of the knots required at a particular level. To earn a rope, the scout must be “tested” (see description of the test, below) by a Troop Knotmaster or Scout Knotmaster. Every scout begins by testing to earn his pink rope. Then, only ONE level can be advanced per scout meeting or event. On campouts, a scout can advance ONE level per day.

The Test

To advance to the next level, a scout must request to be tested by a Knotmaster (purple or green rope). For each knot tied, the scout must be able to tie the knot within two attempts, state the type of knot (i.e. joining, slip, rescue, etc.) and give one or more examples of how the knot should be used. The knots are not useful unless the scout knows how to use them!

Display of the Rope

The rope is part of the scout uniform for this troop. It is to be worn at all times during scout activities. Pink and yellow ropes are worn wrapped around the waist, tied in a square knot. All other colors may be tied or coiled and clipped to a carabineer hanging from the belt.

Lost or Forgotten Ropes

If a scout forgets to wear his rope to a meeting or other scouting activity, he will be given a pink rope to wear for that scout event. The pink rope group might be assigned “special” duties for the event such as clean-up detail, latrine duty, etc. If a scout loses his rope, it may be replaced for a fee of fifty cents, but only after the scout has tied all of the knots for his level.

The Challenge

A scout can be challenged by any other scout at the same level or able to tie any knot required for his level. Only the Scout Knotmaster (green rope) and Knotmaster Mentor (are rope) levels are exempt from challenge. When a challenge is issued, the challenger must pick a Knotmaster (purple, green or red rope) to judge the challenge. From that point, the following procedure is used:

1. The challenger names the knot to be tied by the challenger.
2. The challenged scout has up to two opportunities to tie the knot.
3. The judge will inspect the knot and decide if it was tied correctly.
4. If the challenged scout fails to tie the knot correctly, his rope will be taken and replaced with a pink rope*.
5. The challenger must also be able to tie the knot and steps 3 and 4 are followed for the challenger as well.

* At the next opportunity for testing, a scout who failed a change knot may test up to the level of rope that he had previously lost. If successful, he would exchange his pink rope for the rope lost in the challenge.