

## Rigging

Tying basic knots is an essential skill for a wide range of technicians who use it for everything from hauling equipment to the **catwalk** to properly **rigging** scenery.

### Tech Challenge Event: Knot tying

#### Individual Event

Two people per team can try this event, only one try per person with the best time for the team counting to the score.

In this challenge, individuals will be asked to correctly tie a series of commonly used knots for properly rigging scenery. Participants must tie knots correctly with a minimum of a 6" tail on all knot ends. Task completed when the contestant signals with hands-up.

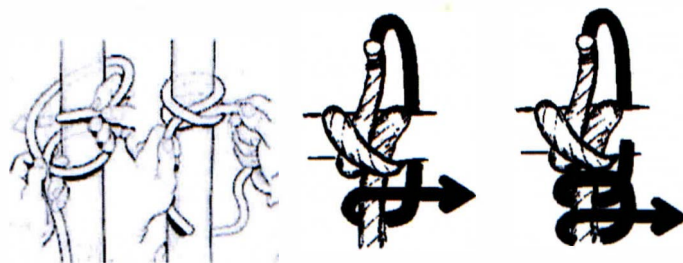
The maximum time allotted is two minutes.

#### Rules and required sequence

1. Leave the start line
2. Tie a clove hitch on the pipe stand.
3. Tie two half hitches, locking knots, on the clove.
4. Tie a second line to the first with a sheet bend, a tailor's knot. Participants must put the tails for the backward sheet bend on the same side.
5. Use the end of the second line and tie a bowline around the handle of a bucket. Participants must put the tail for the outside bowline on the inside of the loop.
6. Contestant signals with hands up.



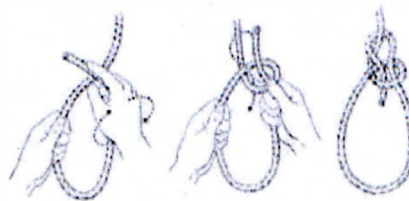
Knot terminology



Clove hitch with two half hitches



Sheet bend



Bowline

**Penalties: Knot tying**

Add the following time for:

Placing rope in the mouth	5 seconds
Failed knots or incorrectly tied knots (penalty for each)	2 seconds
Not having a minimum of 6" tail on all knot ends	2 seconds
Outside bowline: Tail on outside of loop	5 seconds
Backward sheet bend: Tails on opposite sides	5 seconds
Failure to follow the sequence	5 seconds
Blatant disregard for the rules	disqualified