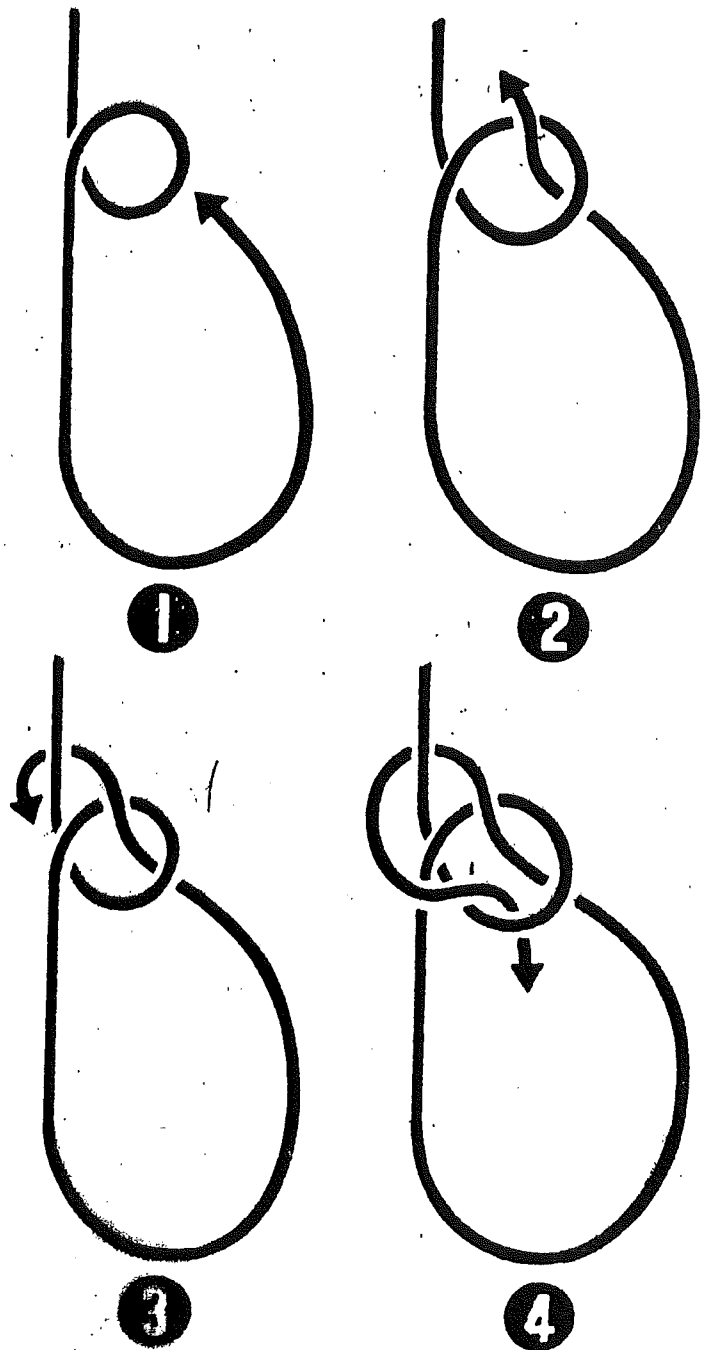
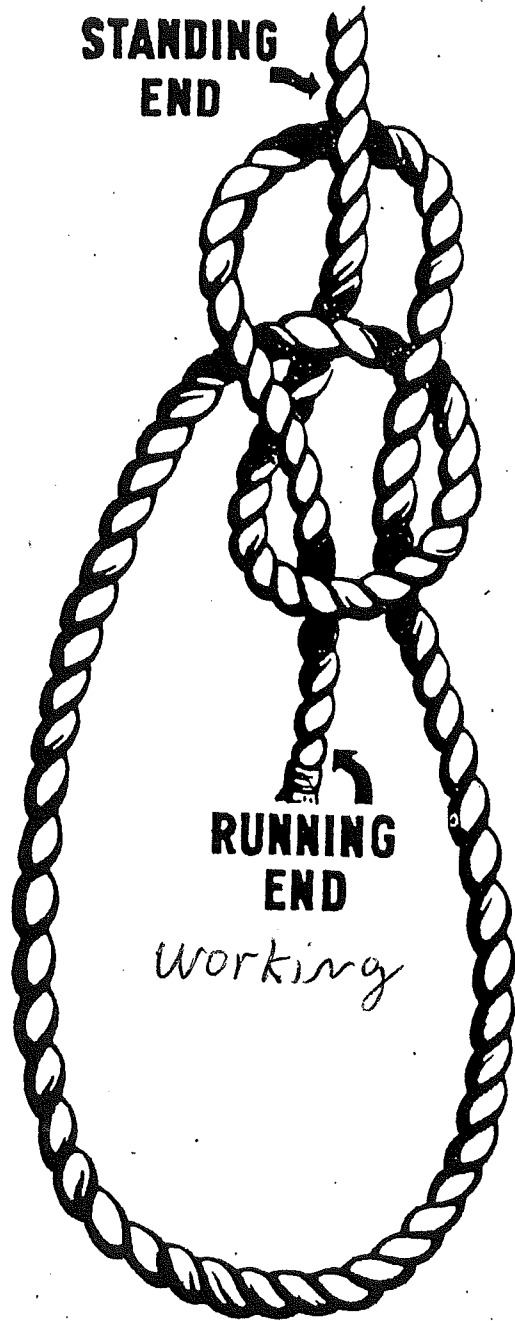
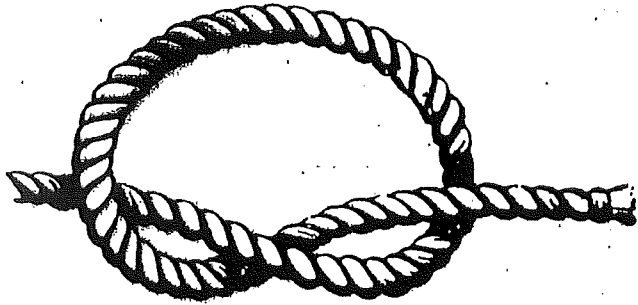


# KNOTS USED IN RESCUE

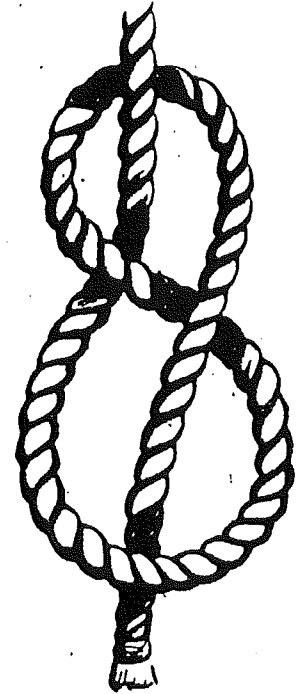


## BOWLINE

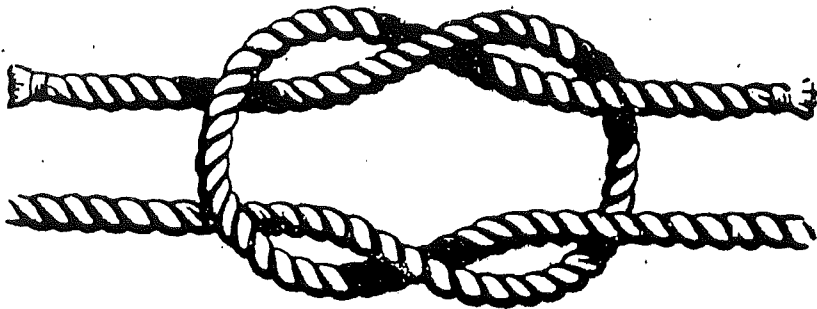
# **KNOTS USED IN RESCUE**



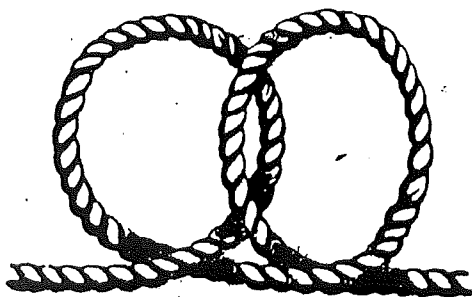
**THUMB KNOT**



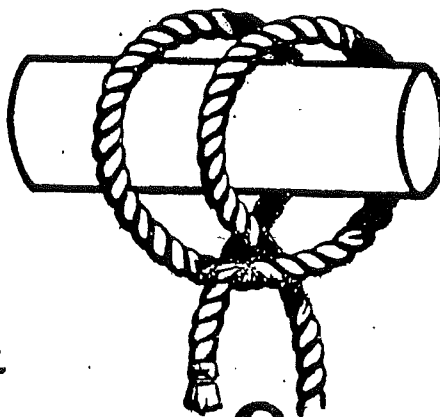
**FIGURE-OF-EIGHT  
KNOT**



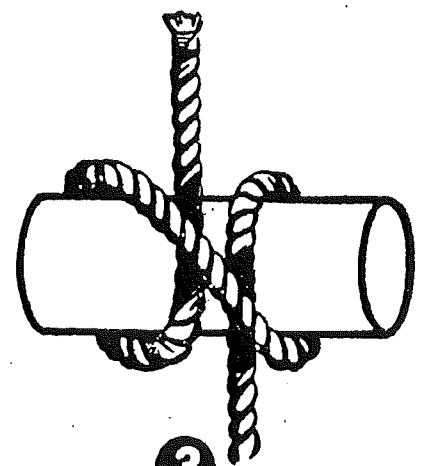
**REEF KNOT**



**1**



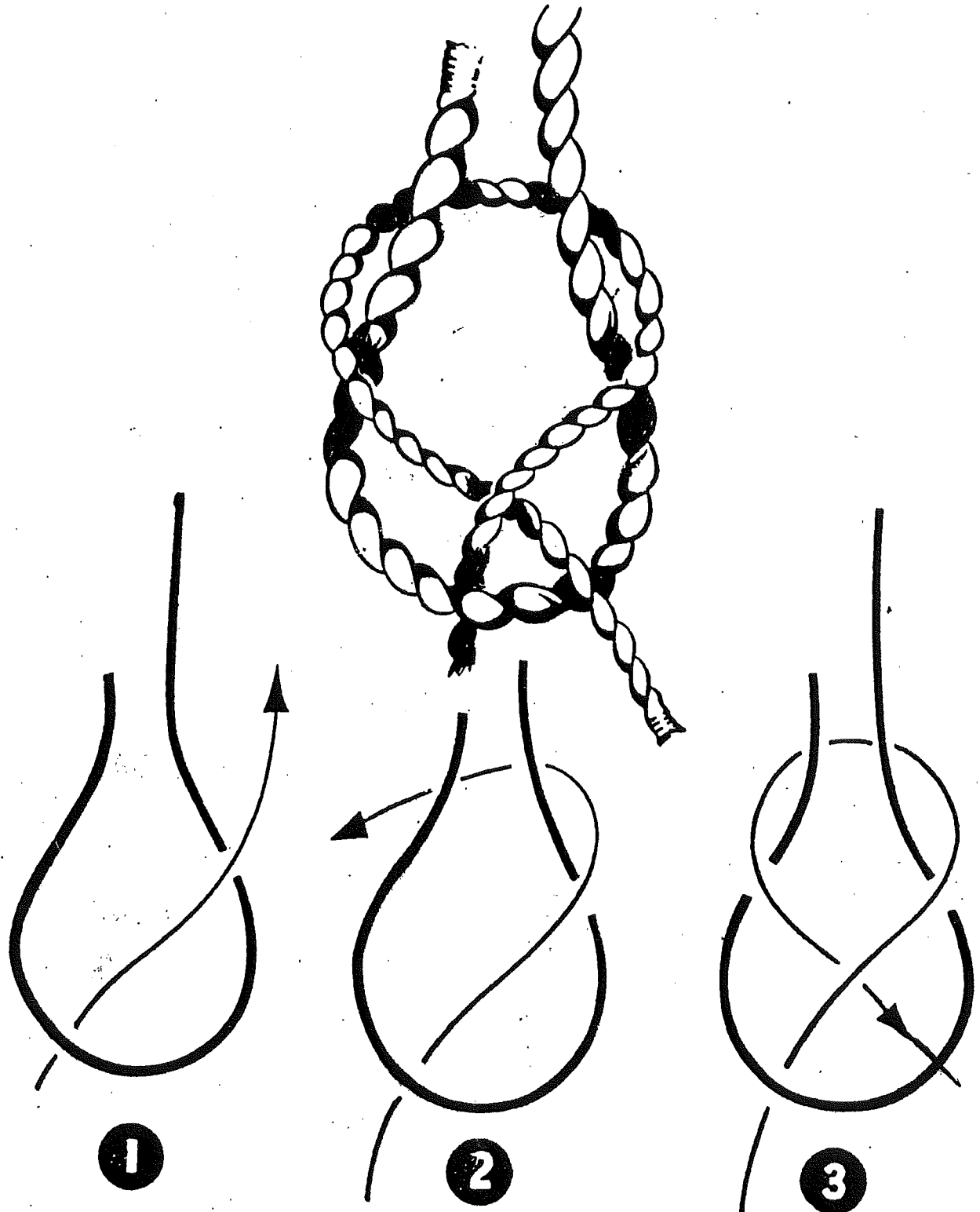
**2**



**3**

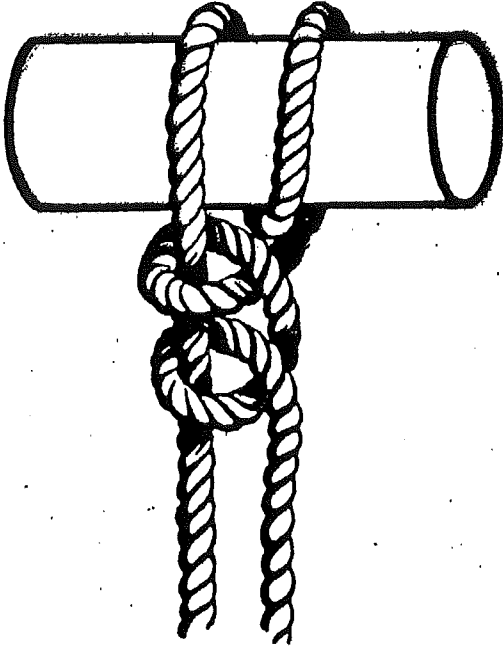
**CLOVE HITCH**

# KNOTS USED IN RESCUE

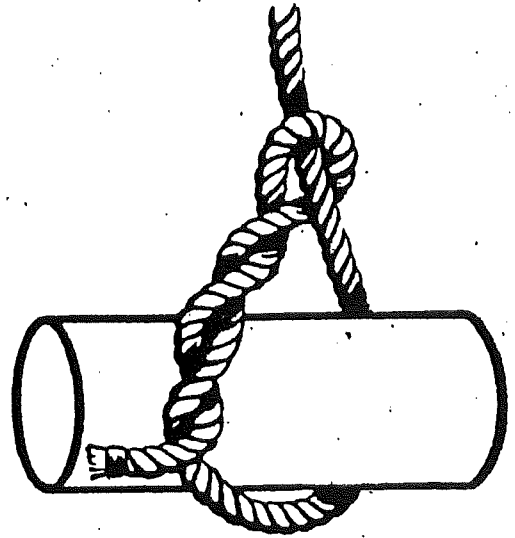


**SINGLE SHEET BEND**

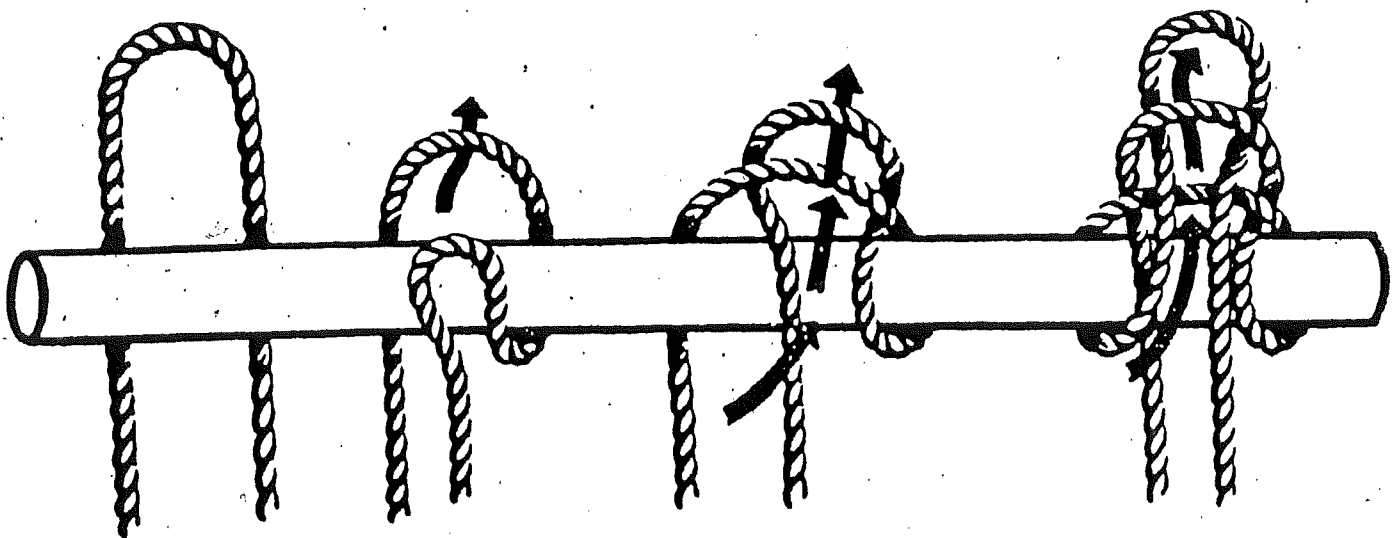
# **KNOTS USED IN RESCUE**



**ROUND TURN AND  
TWO HALF HITCHES**



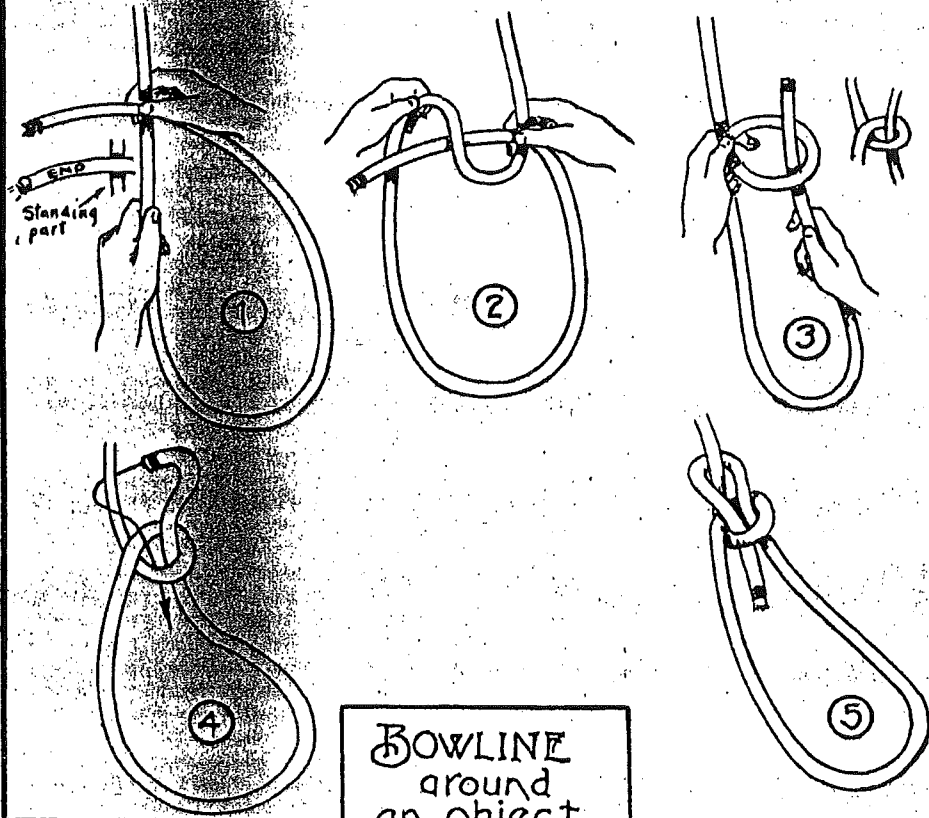
**TIMBER HITCH**



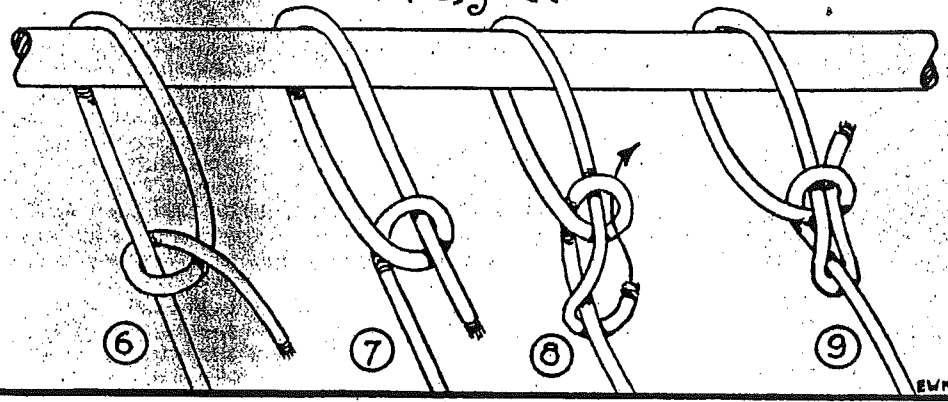
**DRAW HITCH**

# BOWLINE KNOT

## FREE BOWLINE.



## BOWLINE around an object.



EWK

# THE SHEEPSHANK.

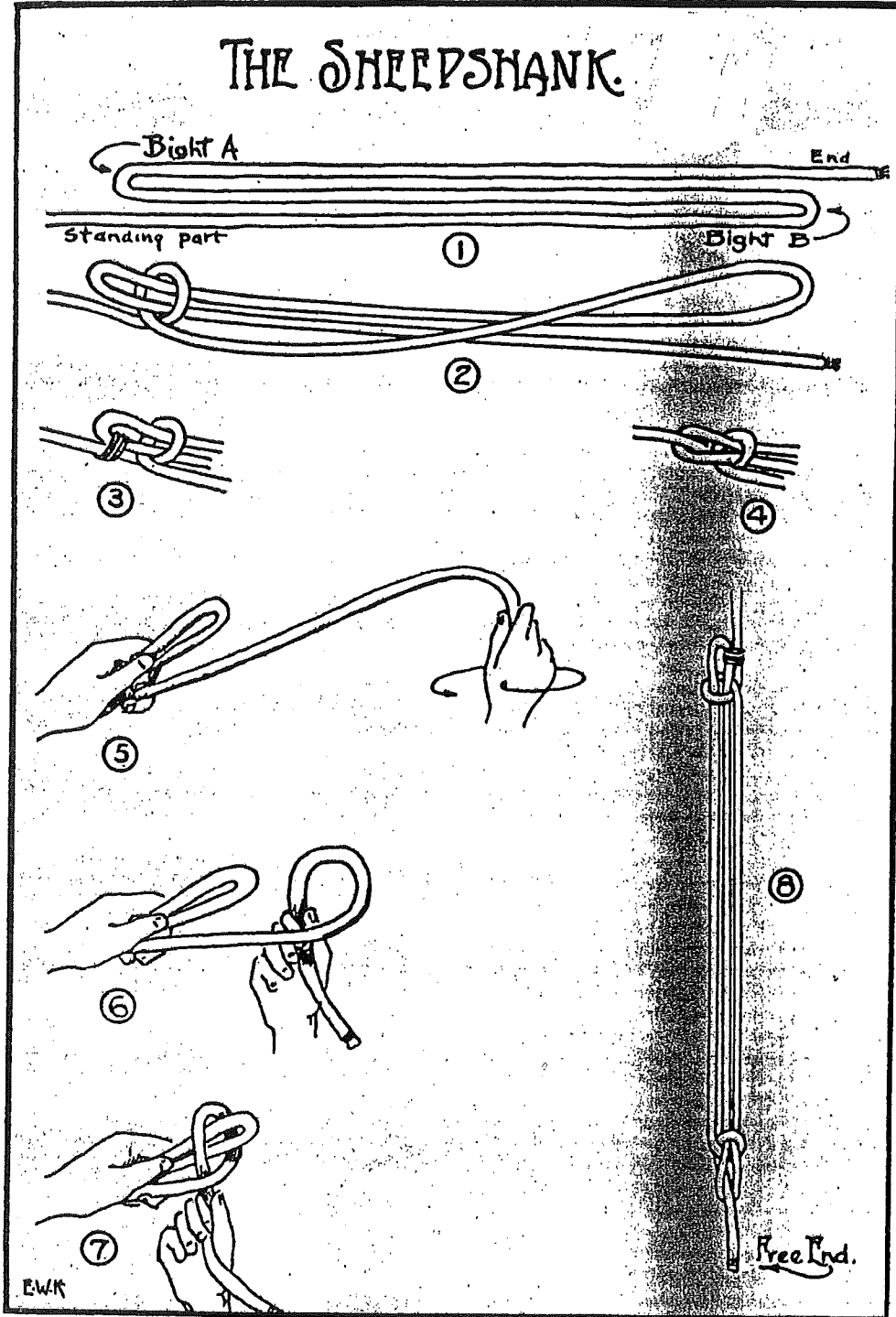


PLATE 11

Figure-of-eight loop

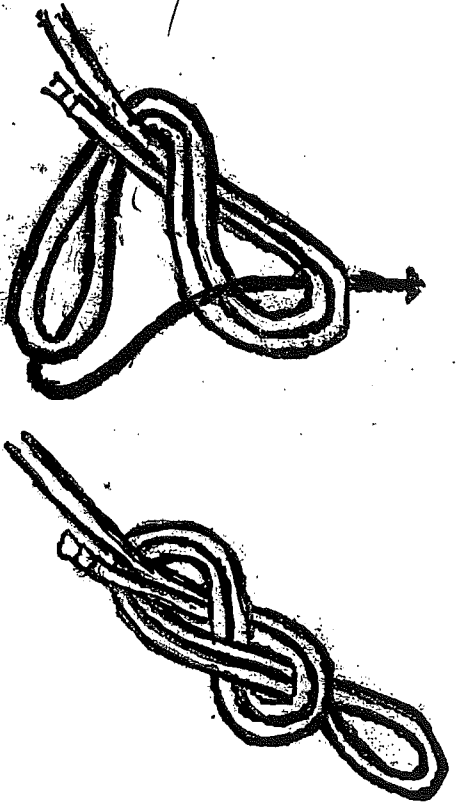
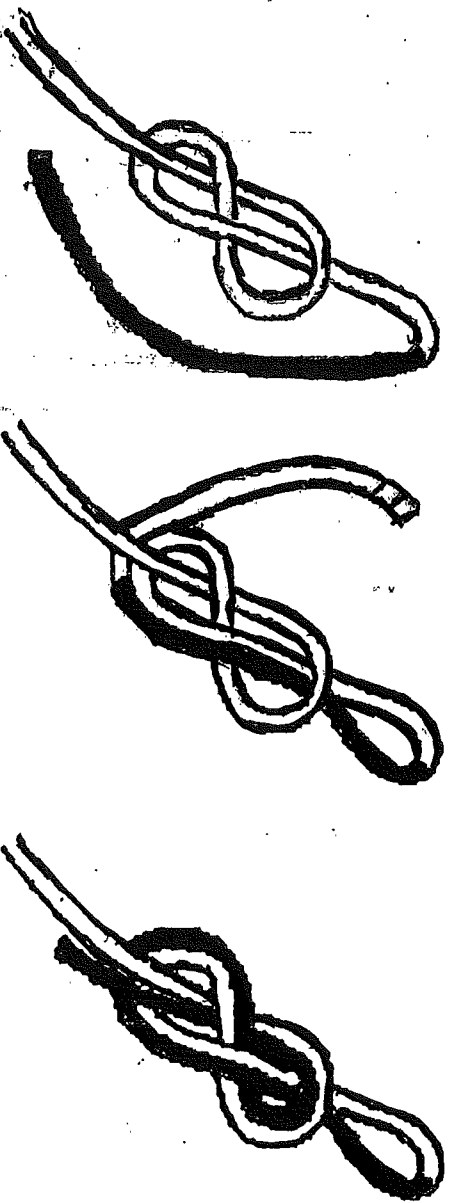
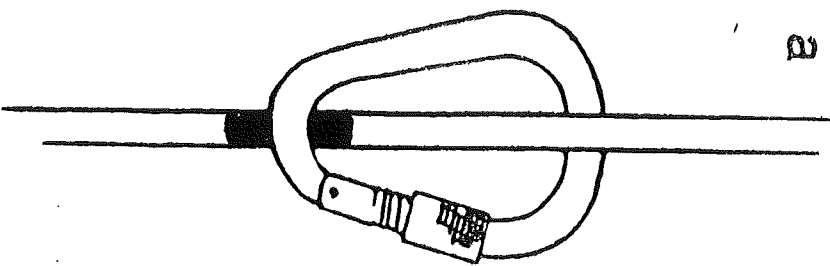


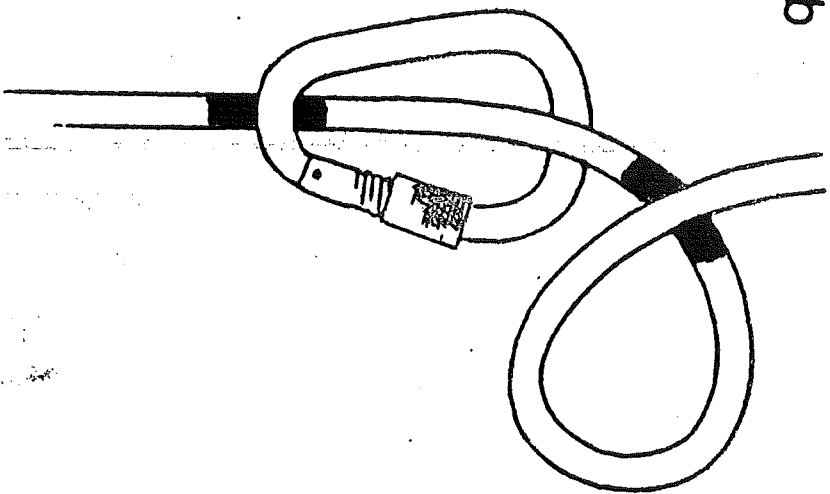
Figure-of-eight re-threaded



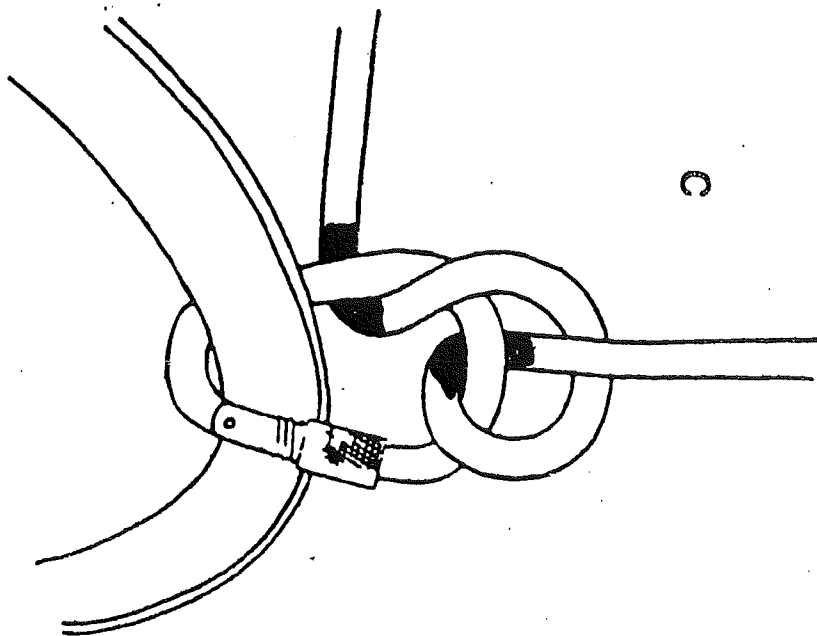
a



b



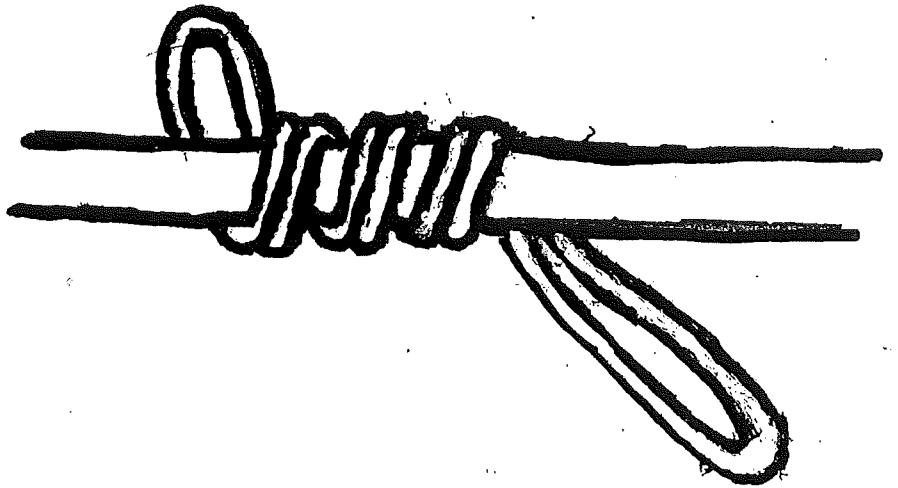
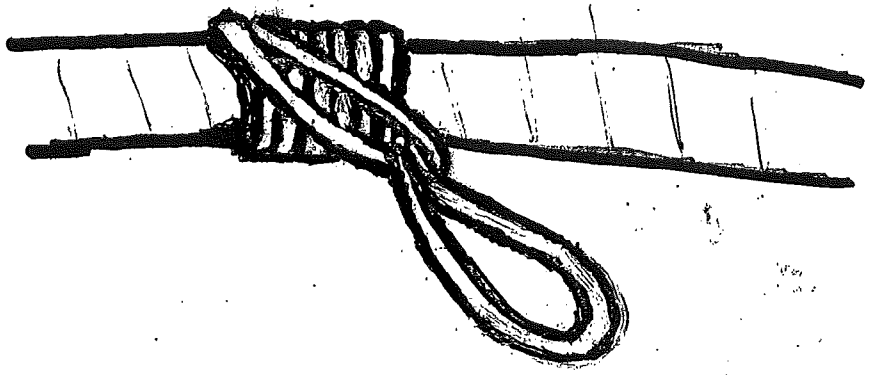
c



*The Mimer hitch*



# The Hedden Knot,



# Prusik Loop

