

8 RYA Knots

Figure of Eight Knot



Round Turn and Two Half Hitches



Clove Hitch



Rolling Hitch



Bowline



Reef Knot



Sheet Bend



Double Sheet Bend



Figure of Eight Knot

Make a bight near the end of the rope



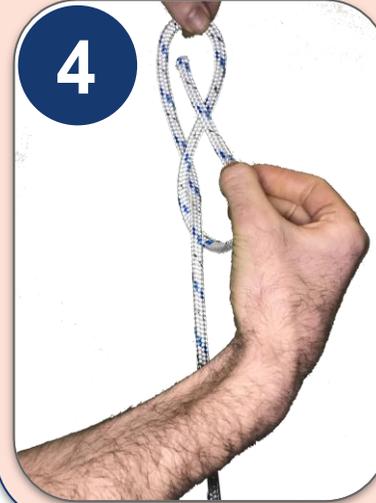
Take the working end of the rope and pass it across the front of the standing end



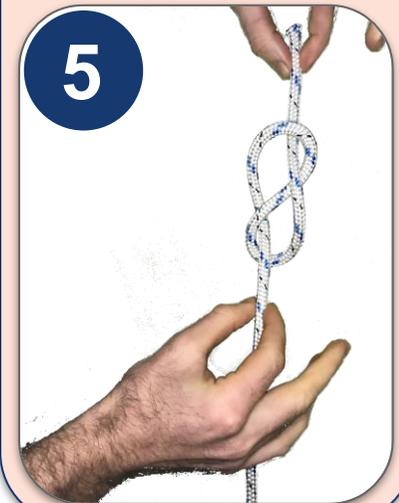
Continue to take the working end around the back of the standing end



Now, pass the working end through the eye which has been created



Pull the standing end and working end tight to finish the figure of eight knot

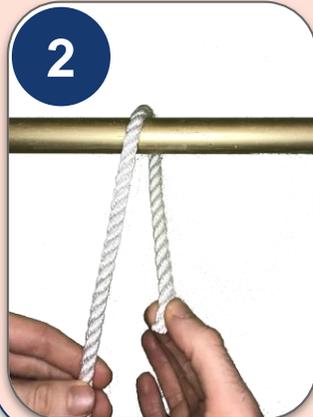


Round Turn and Two Half Hitches

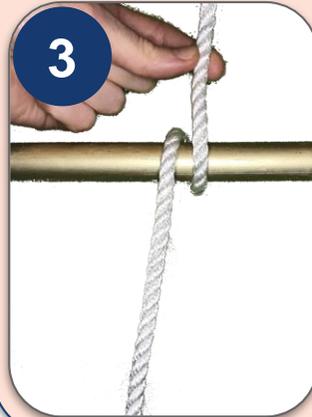
Hold the rope up to the bar/ring/object you wish to tie it to



Lay the rope over the top of the object and down behind it



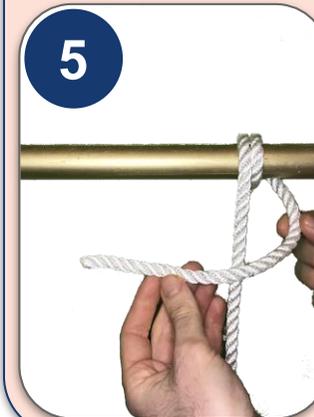
Bring the rope back up the front side of the object



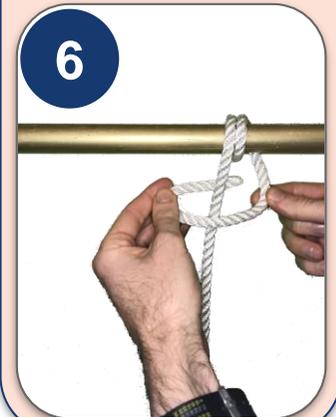
And back down behind again to complete a full turn around the object



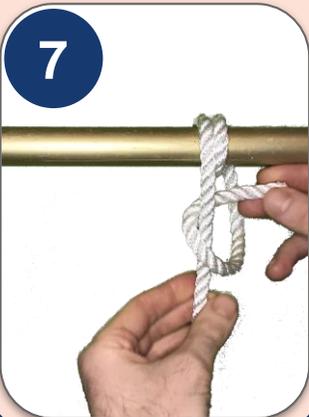
To make the half hitches, bring the working end around the front of the standing end



Pass the working end behind the standing end



And pull through the gap created between the rope



Pull tight, that is the first half hitch



Repeat steps 5-8, bring the working end back around the front of the standing end



Back around the back of the standing end



And through the gap to make the second half hitch

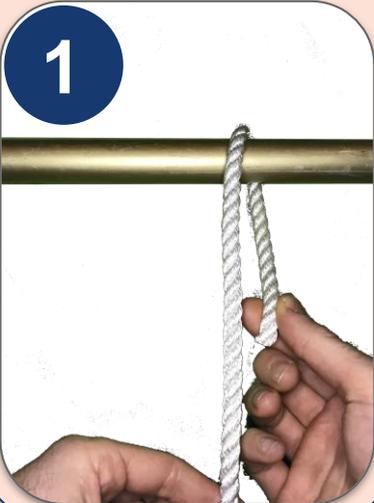


Pull tight and this hitch is ready to weight



Clove Hitch

Lay the rope over the bar you wish to tie on to



Bring the working end up the front of the bar and cross it over the standing end



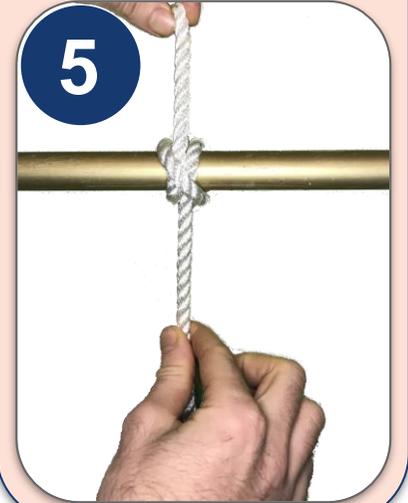
Take the working end back behind the bar, whilst still crossed over the standing end



Pass the working end underneath the hitch on the bar, parallel to the standing end

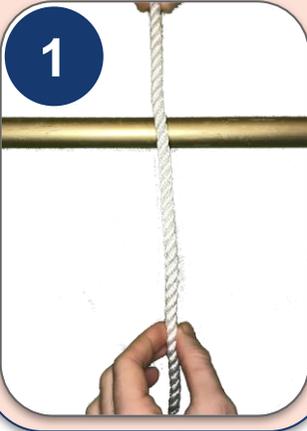


Pull the knot tight and the hitch is ready to use



Rolling Hitch

Lay the rope over the object we wish to use a rolling hitch on



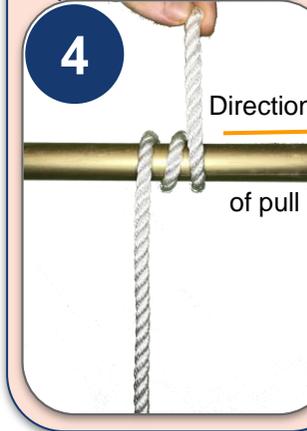
Take the rope over and behind the object in the direction we want to grip and pull the rolling hitch



Continue to make a complete turn around the object



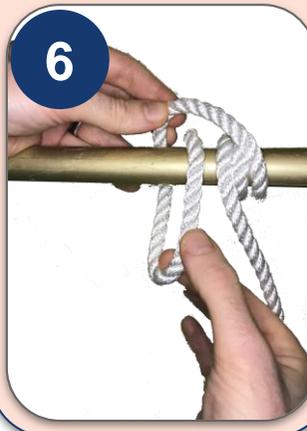
Go around once more, we ultimately want 2 complete turns in the direction we want to grip and pull the rolling hitch



Take the working end over the front of the turns and back down behind the object



Pass the working end up under the hitch parallel to the standing end, similar to a clove hitch



Pull the hitch tight and check it has been tied correctly

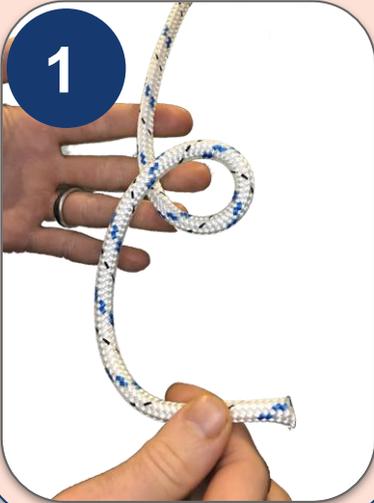


We can now pull on the rope laterally. The hitch will grip the object it has been tied to



Bowline

Make a turn in the rope with the working end on top



Pass the working end up through the turn we created



Pass the working end around the back of the standing end



And back down through the turn

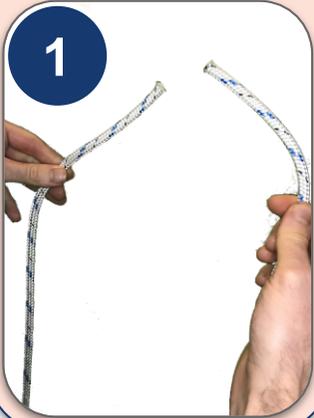


Pull the working end and standing end tight. It is essential this knot is pulled tight

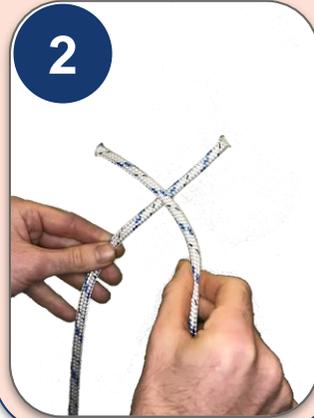


Reef Knot

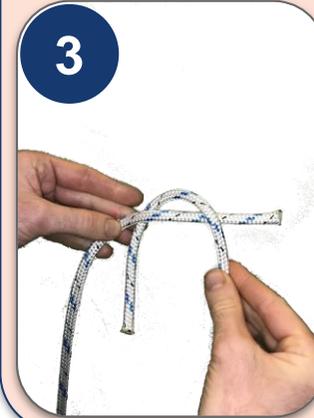
Take two ends of the same rope



Cross the two ends over with the right hand end on top



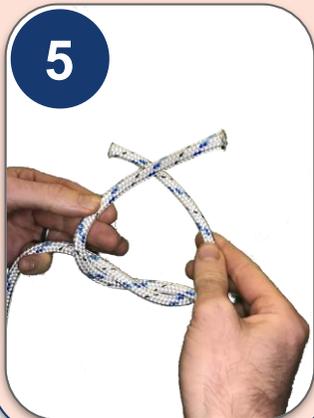
Pass the right hand end over and behind the left hand end



And back up to complete a turn around the left hand end



Now cross the now left hand end over the now right hand end



Pass the left end over, behind and back up the front to complete an opposite turn



Pull the two working ends and the two standing ends tight

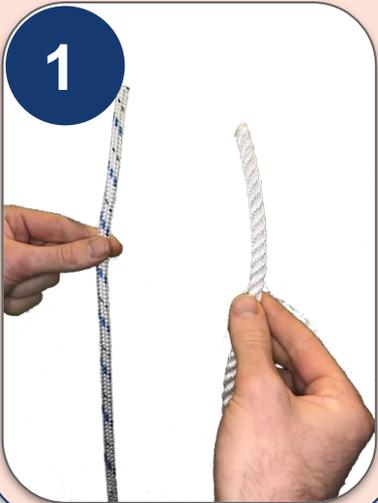


This reef knot is now ready to be weighted.



Sheet Bend

Take two ends of different ropes



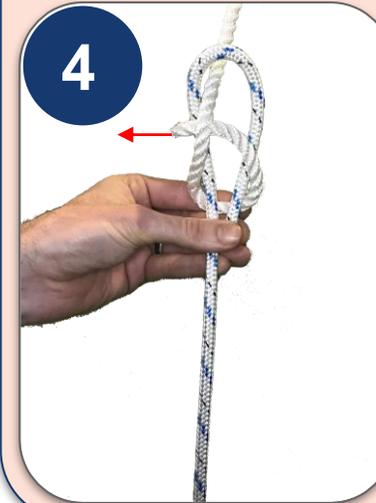
Make a bight in the least flexible rope and pass the more flexible rope up through



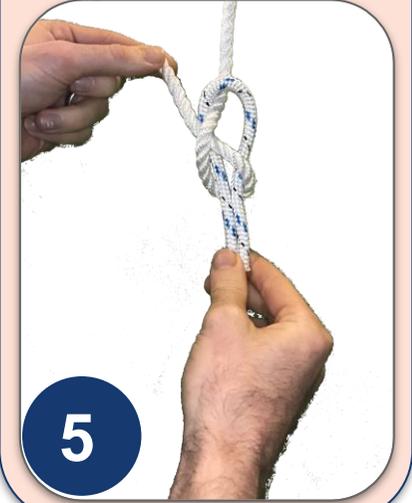
Take the flexible rope around the back of the bight



Bring it back around the front and pass it under itself

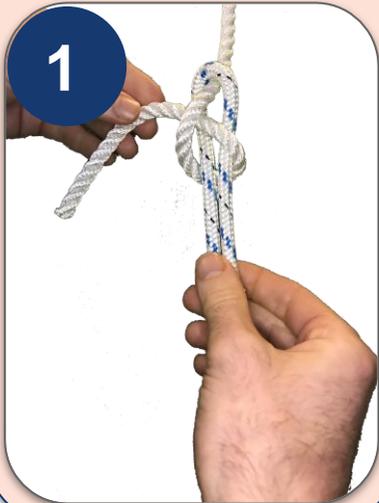


Pull tight, this sheet bend is ready to be weighted

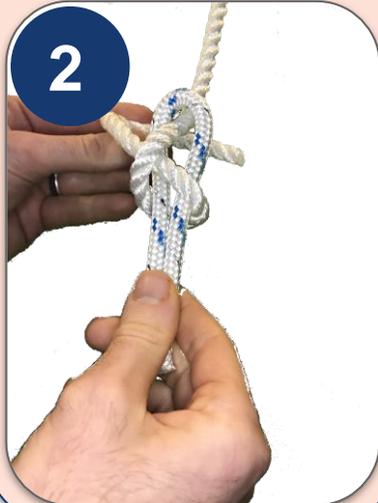


Double Sheet Bend

Start by tying a single sheet bend



Take the working end of the flexible rope around the back of the bight



Pass the working end back under itself, parallel to the initial sheet bend



Pull tight and check the knot



Once pulled tight this knot is ready to be weighted

