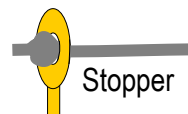


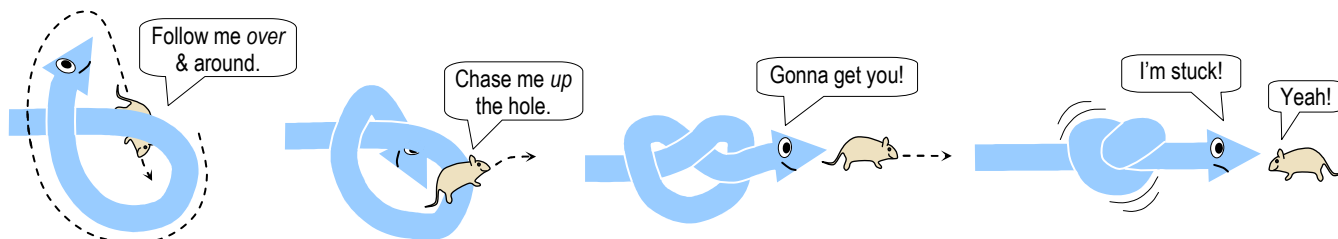
# Overhand Knot

Simple Knot, Thumb Knot, Half Knot

This is the basic "pinching" hole used in many other knots.



## Overhole & Up



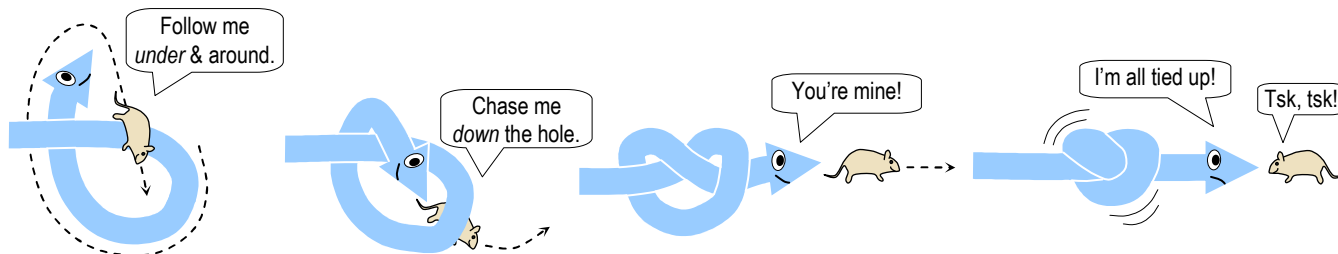
**Knot Talk**  
Overhole, Around, & Up



Over goes with Up

"Knot Talk" is what you can say or think when tying a knot.

## Underhole & Down

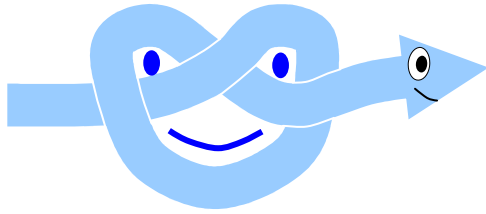


**Knot Talk**  
Underhole, Around, & Down

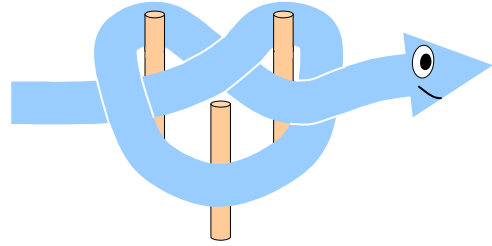


Under goes with Down

# Overhand Anatomy



**Happy Face  
Pretzel**



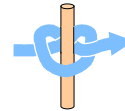
**3 Openings**  
Inserting objects yields  
related knots



**Heart**



Half  
Hitch



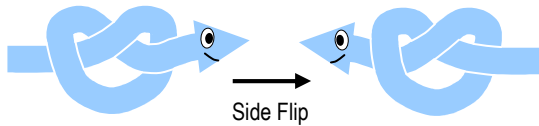
Half Knot  
Hitch



Half  
Hitch

## Overhand Flips

CW = Clockwise    CCW = Counterclockwise

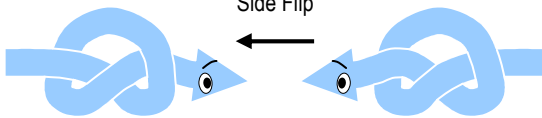


Left-to-Right  
CW  
Overhole  
Below body

Right-to-Left  
CCW  
Underhole  
Below body

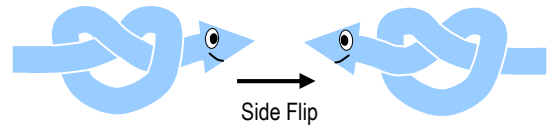


Back  
Flip



Left-to-Right  
CCW  
Underhole  
Above body

Right-to-Left  
CW  
Overhole  
Above body

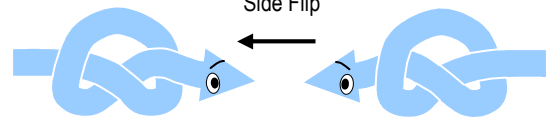


Left-to-Right  
CW  
Underhole  
Below body

Right-to-Left  
CCW  
Overhole  
Below body



Back  
Flip



Left-to-Right  
CCW  
Overhole  
Above body

Right-to-Left  
CW  
Underhole  
Above body

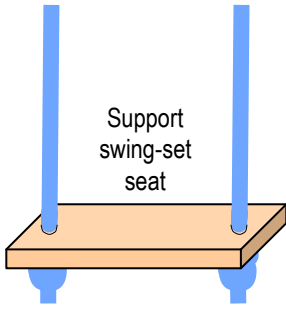
The variations  
from flipping  
even the  
simplest knot  
can be  
overwhelming.

Those shown  
here don't  
include  
SnakeEye  
traveling  
vertically or  
diagonally.

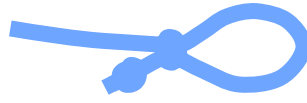
There's no  
need to learn  
or memorize  
any particular  
configuration.

It's enough to  
be able to  
retrace and  
recognize a  
knot in  
whatever  
configuration it  
occurs.

# Overhand Uses



Support swing-set seat



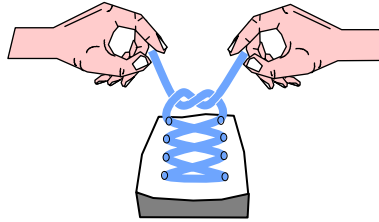
Prevent rope from slipping through another knot



Keep end of frayed rope from unraveling



Close neck of trash bag



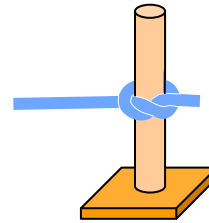
First part of shoelace knot



Knobs along Fire Escape rope



Knob to grab when pulling rope

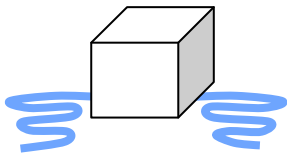


Half Knot Hitch (not secure)

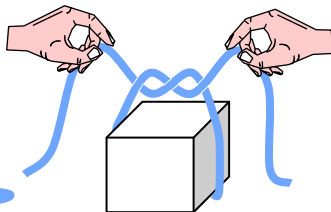


This is a really clever use!

# Object Lifter



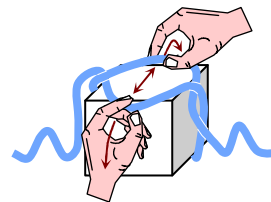
Place object on rope



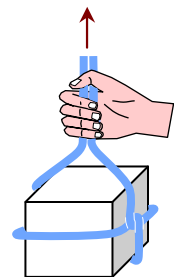
Tie loose overhand above



Pull center crossing apart



Drape over sides of object



Lift ends of rope