

HIGHLINE KNOTS

Resource: <https://www.animatedknots.com/>

TERMINATION HITCH

[To attach highline fixed end to tree saver.]

BOWLINE

BASIC MUNTER HITCH

MUNTER WITH "MULE" to tie off



IN-LINE LOOP KNOTS

[To create mechanical advantage.]

(A) SLIP KNOT

(B) DIRECTIONAL FIGURE 8

(C) ALPINE BUTTERFLY



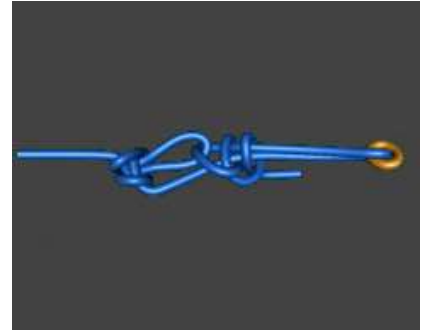
TRUCKER'S HITCHES

[To create mechanical advantage.]

(A) TRUCKER'S HITCH

(B) TRUCKER'S HITCH

(C) TRUCKER'S HITCH



FRICTION HITCHES

[To replace IN-LINE LOOP.]

PRUSIK

KLEIMHEIST

PROGRESS CAPTURE

USING A KLEIMHEIST



HIGHLINE TIPS

HIGHLINE FIXED-END TERMINATION HITCHES

- OPTION: OKAY USE A DOUBLE HALF-HITCH for termination knot at fixed end of highline
PROS: Familiar knot; quick and easy to tie
CONS: Can be very hard to untie under tension or even after tension is released
- OPTION: BETTER USE A BOWLINE
PROS: Familiar knot; quick and easy to tie; easy to untie even after high tensioning
CONS: Cannot be untied under tension
- OPTION: BEST USE A MUNTER HITCH
PROS: Easy to tie; easy to release even when under high tension (therefore SAFER)
CONS: Many will have to learn a new (but very useful) knot :-}

HIGHLINE IN-LINE LOOP KNOT

- OPTION: OKAY USE A SLIP KNOT for the truckers hitch IN-LINE LOOP
PROS: Quick and easy to tie; BETTER with an extra twist!
CONS: Can be hard to untie after tensioning
- OPTION: BETTER USE A BETTER KNOT for the truckers hitch IN-LINE LOOP
PROS: Aids setup; non-slip knots like *Directional Figure 8* and *Alpine Butterfly* don't slide during setup and don't jam after tensioning
CONS: None
- OPTION: BEST USE A FRICTION KNOT (PRUSIK) or other friction knot instead of an IN-LINE LOOP
PROS: Adjustable; allows in-line connection to be easily moved
CONS: Add'l expense (\$0-\$12 ea.); more gear to pack

OPTIONAL HARDWARE

- OPTION: GOOD ADD CARABINERS to IN-LINE LOOP and TREE-SAVER
PROS: Speeds / aids setup (no need to run long tail of highline thru the TREE-SAVER ring or IN-LINE LOOP; just "clip in!"); reduces friction; increases system efficiency
CONS: Add'l expense (\$8-\$12 ea.); more gear to pack
- OPTION: BETTER ADD PULLEYS to CARABINERS at IN-LINE LOOP and TREE-SAVERS
PROS: Further reduces friction *significantly*; further increases efficiency
CONS: Add'l expense (\$15-\$40 ea.); more gear to pack
- OPTION: BEST ADD PROGRESS CAPTURE FRICTION HITCH (PRUSIK)
PROS: Aids in tensioning the system; especially for one-person setup
CONS: Add'l expense (\$0-\$12 ea.); more gear to pack