

Knots

en.wikibooks.org

July 2, 2016

On the 28th of April 2012 the contents of the English as well as German Wikibooks and Wikipedia projects were licensed under Creative Commons Attribution-ShareAlike 3.0 Unported license. A URI to this license is given in the list of figures on page 95. If this document is a derived work from the contents of one of these projects and the content was still licensed by the project under this license at the time of derivation this document has to be licensed under the same, a similar or a compatible license, as stated in section 4b of the license. The list of contributors is included in chapter Contributors on page 87. The licenses GPL, LGPL and GFDL are included in chapter Licenses on page 99, since this book and/or parts of it may or may not be licensed under one or more of these licenses, and thus require inclusion of these licenses. The licenses of the figures are given in the list of figures on page 95. This PDF was generated by the \LaTeX typesetting software. The \LaTeX source code is included as an attachment (`source.7z.txt`) in this PDF file. To extract the source from the PDF file, you can use the `pdfdetach` tool including in the `poppler` suite, or the <http://www.pdfabs.com/tools/pdftk-the-pdf-toolkit/> utility. Some PDF viewers may also let you save the attachment to a file. After extracting it from the PDF file you have to rename it to `source.7z`. To uncompress the resulting archive we recommend the use of <http://www.7-zip.org/>. The \LaTeX source itself was generated by a program written by Dirk Hünninger, which is freely available under an open source license from http://de.wikibooks.org/wiki/Benutzer:Dirk_Huenniger/wb2pdf.

Contents

1	Introduction	3
1.1	Usage	3
2	Rope	7
2.1	Construction	8
2.2	Styles of rope construction	8
2.3	Handling rope	11
2.4	Line	12
3	Synthetic fibre	13
3.1	Strength	13
3.2	Specialty synthetics	14
4	Webbing	15
4.1	Sporting goods	16
5	Caring for cordage	17
5.1	Coiling	17
6	Properties of knots	19
6.1	Properties	19
7	Components	21
7.1	Components	21
8	Bowline	25
8.1	Usage	26
8.2	Tying	27
8.3	Related knots	29
9	Constrictor	31
9.1	Usage	31
9.2	Tying	31
9.3	Variations	34
9.4	Releasing	36
9.5	Security	36
10	Figure-eight knot	39
11	Lark's head	41

12 Reef knot	43
12.1 Tying a reef knot	43
12.2 Uses	44
12.3 Related knots	45
12.4 References	46
12.5 External references	46
13 Sheet bend	49
14 Double sheet bend	51
15 Two half-hitches	53
16 Bend knots	55
16.1 Bend knots	55
17 Binding knots	57
17.1 Friction knots	57
17.2 Whipping and seizing knots	57
18 Decorative knots	59
18.1 Decorative knots	59
19 Heaving knots	61
20 Hitch knots	63
20.1 Hitch knots	63
21 Lashing	65
21.1 Technique	65
21.2 Types	65
22 Loop knots	67
22.1 Loop knots	67
23 Seizing knots	69
23.1 Seizing knots	69
24 Sinnet knots	71
25 Rope splicing	73
25.1 Types of splices	74
25.2 External links	76
26 Stopper knots	77
26.1 Stopper knots	77
27 Trick knots	79
28 Whipping	81
28.1 Types of whipping knots	82

28.2 Alternatives to whipping	83
29 Contributors	87
List of Figures	95
30 Licenses	99
30.1 GNU GENERAL PUBLIC LICENSE	99
30.2 GNU Free Documentation License	100
30.3 GNU Lesser General Public License	101

1 Introduction

A **knot** is a method for fastening or securing linear material such as rope¹ by tying or interweaving. It may consist of a length of one or more segments of rope, string, webbing², twine³, strap⁴ or even chain interwoven so as to create in the line the ability to bind to itself or to some other object - the "load".

1.1 Usage

There are a large variety of knots and each knot has specific properties and suitability for a range of tasks. Some knots are well-adapted to attach to particular objects such as another rope, cleat, ring, or stake. Other knots are made to bind or constrict around an object. Decorative knots usually bind to themselves to produce attractive patterns. Choosing the correct knot for the job at hand is one of the most fundamental aspects of using knots well. However, if memory is limited, three of the most useful knots are the bowline⁵, the sheet bend⁶, and the clove hitch⁷.

1.1.1 Learning

The number of books, websites, videos, and other resources available to those interested in learning about knots is a testament to the value they hold for humankind. While some people possess an innate ability to look at a diagram or photo and tie the illustrated knot, for others the initial stages of learning are best accomplished by being shown knot tying methods by a person who already knows them. Knot tying skills are often transmitted by sailors, scouts, climbers, cavers, arborists, rescue professionals, fishermen, and surgeons. After mastering a few basic knots, the diagrams and photos become easier to interpret and use to continue the learning process. As more knots are learned, patterns begin to become evident in their structure and methods of tying. The learning of knots rewards practice and patience.

1 Chapter 2 on page 7

2 Chapter 4 on page 15

3 <https://en.wikibooks.org/wiki/Knots%2FNatural%20fibre%2FTwine>

4 <https://en.wikibooks.org/wiki/Knots%2FNatural%20Fibre%2FStrap>

5 Chapter 8 on page 25

6 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FSheet%20bend>

7 <https://en.wikibooks.org/wiki/Knots%2FHitch%20knots%2FClove%20hitch>

1.1.2 Applications

Knots are essential in many industrial, occupational, recreational, and domestic settings. Even simple activities such as running a load from the hardware store to home can result in disaster if a clumsy twist in a cord passes for a knot. Truckers needing to tie down a load may use a trucker's hitch⁸, gaining mechanical advantage. Knots can save the spelunker from foolishly becoming buried under millions of tons of rock. Whatever the activity, such as sailing on the water or climbing on a cliff-side rock, learning well-tested knots prior to some hazardous activity introduces a critical measure of safety. In addition to safety, appropriate knots can prevent the necessity of cutting lines.

1.1.3 Basic useful knots

Some of the most useful everyday knots are the following. Most are both secure and easy to untie:

- For tying a loop in the end of a rope, as around your waist or to secure a ring or grommet: the bowline⁹.
- For tying the ends of two ropes together: the sheet bend¹⁰ works well even with two different ropes. This is just as easy to tie but much more secure than the square knot¹¹. If one rope is much thicker than the other, a double sheet bend¹² is better. (Materials such as cables which are not easily tied may sometimes be joined by two interlocking bowlines instead.)
- The fisherman's knot¹³ is similar but easier to tie with cold, wet hands.
- For flat material such as (seat)belts, the water knot¹⁴ is best. (However, this is a poor knot for tying ropes.)
- For tying a rope to a pole, the buntline hitch¹⁵. A slipped variant is useful for quick release. If both ends of the line will be loaded, then the clove hitch¹⁶ will suffice.
- On square posts where the clove hitch is not secure, two half-hitches¹⁷ is good. It can be hard to untie, so the slipped variant may be useful.
- The timber hitch¹⁸ works well on rough surfaces, including square timber, especially under constant strain, but isn't secure if the load jumps around. The Killick hitch¹⁹ is a variant used for hoisting rocks and other odd shapes.
- The rolling hitch²⁰ is useful when you don't want a rope to slide up on down a pole, or when tying one rope to the middle of another.

8 <https://en.wikibooks.org/wiki/Knots%2FBinding%20knots%2Ftrucker%27s%20hitch>

9 Chapter 8 on page 25

10 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FSheet%20bend>

11 Chapter 12 on page 43

12 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FSheet%20bend>

13 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FFisherman%27s%20bend>

14 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FWater%20knot>

15 <https://en.wikibooks.org/wiki/Knots%2FHitch%20knots%2FBuntline%20hitch>

16 <https://en.wikibooks.org/wiki/..%2FHitch%20knots%2FClove%20hitch>

17 Chapter 15 on page 53

18 <https://en.wikibooks.org/wiki/..%2FHitch%20knots%2FTimber%20hitch>

19 <https://en.wikibooks.org/wiki/..%2FHitch%20knots%2FKillick%20hitch>

20 <https://en.wikibooks.org/wiki/..%2FHitch%20knots%2FRolling%20hitch>

- For a clothesline or other line that sags over time, the taut-line hitch²¹ can be ratcheted up to take out the slack.
- The trucker's hitch²² is useful for clinching down a load.
- The sheep shank²³ is useful for taking slack out of the middle of a rope, but will only hold as long as there's strain on the rope.
- The constrictor knot²⁴ works well for making bundles or tying the neck of a sack. However, it is nearly impossible to untie once tightened, and will likely need to be cut with a knife.
- The alpine butterfly²⁵ puts a secure loop in the middle of a rope when the ends aren't free.
- For climbing a rope, the Prusik knot²⁶ allows you to make footholds out of loops of narrower rope which ratchet up the main rope. (The loop can be made by tying together the ends of a rope with a double fisherman's knot²⁷.)
- The diamond hitch²⁸ works well for packing trail animals.
- The figure-of-eight knot²⁹ stops the end of a rope from slipping through a hole or other tight spot.

21 <https://en.wikibooks.org/wiki/...%2FLoop%20knots%2FTaut-line%20hitch>

22 <https://en.wikibooks.org/wiki/...%2FBinding%20knots%2FTrucker%27s%20hitch>

23 <https://en.wikibooks.org/wiki/Knots%2FSeizing%20knots%2FSheepshank>

24 Chapter 9 on page 31

25 <https://en.wikibooks.org/wiki/Knots%2FLoop%20knots%2FAlpine%20butterfly>

26 <https://en.wikibooks.org/wiki/...%2FHitch%20knots%2FPrusik%20hitch>

27 <https://en.wikibooks.org/wiki/...%2FBend%20knots%2FDouble%20fisherman%27s%20bend>

28 <https://en.wikibooks.org/wiki/...%2FHitch%20knots%2FDiamond%20hitch>

29 Chapter 10 on page 39

2 Rope



Figure 1 Coils of rope used for long-line fishing

A **rope** is a length of fibres, twisted or braided together to improve strength for pulling and connecting. It has tensile strength¹ but is too flexible to provide compressive strength² (it can be used for pulling, but not pushing). Rope is thicker and stronger than similarly constructed cord, line, string, or twine.

¹ <https://en.wikipedia.org/wiki/tensile%20strength>

² <https://en.wikipedia.org/wiki/compressive%20strength>

2.1 Construction

Common materials for rope include *./Natural fibres*³ such as Manila hemp⁴, hemp⁵, linen⁶, cotton⁷, coir⁸, jute⁹, and sisal¹⁰.

Synthetic fibres¹¹ include polypropylene¹², nylon¹³, polyesters¹⁴ (e.g. PET¹⁵, LCP¹⁶, HPE¹⁷, Vectran¹⁸), polyethylene¹⁹ (e.g. Spectra²⁰), aramids²¹ (e.g. Twaron²², Technora²³ and Kevlar²⁴) and polyaramids²⁵ (eg Dralon²⁶, Tiptolon²⁷). Some ropes are constructed of mixtures of several fibres or use co-polymer fibres.

2.2 Styles of rope construction

2.2.1 Laid or twisted rope

Laid rope, also called *twisted rope*, is historically the prevalent form of rope, at least in modern Western history. Most twisted rope consists of three strands and is normally right-laid, or given a right-handed twist. Typically, a three strand laid rope is called a plain or hawser-laid rope. A four strand rope is usually called *shroud-laid*, and a rope twisted out of 3 or more ropes is called *cable-laid*.

-
- 3 <https://en.wikibooks.org/wiki/./Natural%20fibres%2F>
 - 4 <https://en.wikipedia.org/wiki/Manila%20hemp>
 - 5 <https://en.wikipedia.org/wiki/hemp>
 - 6 <https://en.wikipedia.org/wiki/linen>
 - 7 <https://en.wikipedia.org/wiki/cotton>
 - 8 <https://en.wikipedia.org/wiki/coir>
 - 9 <https://en.wikipedia.org/wiki/jute>
 - 10 <https://en.wikipedia.org/wiki/sisal>
 - 11 Chapter 3 on page 13
 - 12 <https://en.wikipedia.org/wiki/polypropylene>
 - 13 <https://en.wikipedia.org/wiki/nylon>
 - 14 <https://en.wikipedia.org/wiki/polyester>
 - 15 <https://en.wikipedia.org/wiki/polyethylene%20terephthalate>
 - 16 <https://en.wikipedia.org/wiki/LCP>
 - 17 <https://en.wikipedia.org/wiki/HPE>
 - 18 <https://en.wikipedia.org/wiki/Vectran>
 - 19 <https://en.wikipedia.org/wiki/polyethylene>
 - 20 <https://en.wikipedia.org/wiki/Dyneema>
 - 21 <https://en.wikipedia.org/wiki/Aramid>
 - 22 <https://en.wikipedia.org/wiki/Twaron>
 - 23 <https://en.wikipedia.org/wiki/Technora>
 - 24 <https://en.wikipedia.org/wiki/Kevlar>
 - 25 <https://en.wikipedia.org/wiki/polyaramid>
 - 26 <https://en.wikipedia.org/wiki/Dralon>
 - 27 <https://en.wikipedia.org/wiki/Tiptolon>



Figure 2 Rope making using the twisted rope method on a 1928 Metters Rope Making Machine

Twisted ropes are built up in three steps. First, fibers are gathered and spun to form yarns. A number of these yarns are then twisted together to form strands. The strands are then twisted together to form the rope. The twist of the yarn is opposite to that of the strand, and that in turn is opposite to that of the rope. This counter-twisting helps keep the rope together. On the other hand, rope constructed in this manner untwists under tension, which is the cause of spinning, kinking, hockling and stretching. Any rope of this type must be bound²⁸ at its end by some means to prevent untwisting. Twisted ropes have a preferred direction for coiling. Normal right laid rope should be coiled *with the sun*, or clockwise, to prevent kinking. Coiling this way imparts a twist to the rope. One of the drawbacks of this construction is that every fiber is exposed to abrasion numerous times along the length of the rope. This means that the rope can degrade to numerous inch-long fiber fragments, which is not easily detected visually.

28 Chapter 28 on page 81

2.2.2 Braided rope



Figure 3 Thick decorative rope.

Braided ropes are generally made from nylon, polyester or polypropylene. Nylon is chosen for its elastic stretch properties and good resistance to ultraviolet light. Polyester is about 90% as strong as nylon but stretches less under load, is more abrasion resistant, has better UV resistance, and has less change in length when wet. Polypropylene is preferred for low cost and light weight (it floats on water).

Single braid consists of even number of strands, eight or twelve being typical, braided into a circular pattern with half of the strands going clockwise and the other half going anticlockwise. The strands can interlock with either twill or plain weave. The central void may large or small; in the former case the term **hollow braid** is sometimes preferred. **Double braid**, also called **braid on braid**, consists of an inner braid filling the central void in an outer braid, that may be of the same or different material. Often the inner braid fiber is chosen for strength while the outer braid fiber is chosen for abrasion resistance. In **solid braid** the strands all travel the same direction, clockwise or anticlockwise, and alternate between forming the outside of the rope and the interior of the rope. This construction is popular for general purpose utility rope but rare in specialized high performance line.

Kernmantle rope²⁹ has a core (kern) of long twisted fibers in the center, with a braided outer sheath or mantle of woven fibers. The kern provides most of the strength (about 70%), while the mantle protects the kern and determines the handling properties of the rope (how easy it is to hold, to tie knots in, and so on). In dynamic climbing line, the core fibers are usually twisted, and chopped into shorter lengths which makes the rope more stretchy. Static kernmantle ropes are made with untwisted core fibers and tighter braid, which causes them to be stiffer in addition to limiting the stretch.

²⁹ <https://en.wikipedia.org/wiki/Kernmantle%20rope>

Braided ropes (and objects like garden hoses, fiber optic³⁰ or coaxial³¹ cables, etc.) that have no *lay*, or inherent twist, will uncoil better if coiled into *figure-8*³² coils, where the twist reverses regularly and essentially cancels out.

2.2.3 Other types

Plaited rope is made by braiding twisted strands, and is also called *square braid*. It is not as round as twisted rope and coarser to the touch. It is less prone to kinking than twisted rope and, depending on the material, very flexible and therefore easy to handle and knot. This construction exposes all fibers as well, with the same drawbacks as described above. **Brait rope** is a combination of braided and plaited, a non-rotating alternative to laid three-strand ropes. Due to its excellent energy-absorption characteristics, it is often used by arborists. It is also the most popular rope for anchoring and can be used as mooring warps. This type of construction was pioneered by Yale Cordage.

2.3 Handling rope



Figure 4 Cordage aboard the French training ship *Mutin*

³⁰ <https://en.wikipedia.org/wiki/optical%20fiber>

³¹ <https://en.wikipedia.org/wiki/coaxial%20cable>

³² <https://en.wikipedia.org/wiki/figure%208>

Rope made from hemp, cotton or nylon is generally stored in a cool dry place for proper storage. To prevent kinking it is usually coiled. To prevent fraying or unraveling, the ends of a rope are bound with twine, tape, or heat shrink tubing. The ends of plastic fiber ropes are often melted and fused solid.

If a load-bearing rope gets a sharp or sudden jolt or the rope shows signs of deteriorating, it is recommended that the rope be replaced immediately and should be discarded or only used for non-load-bearing tasks.

2.4 Line

A piece of rope that has a specific purpose is called a line, especially in nautical usage. Examples include clothesline, chalk line, anchor line, stern line, fishing line, and so on.

3 Synthetic fibre

Synthetic fibres include polypropylene¹, nylon², polyesters³ (e.g. PET⁴, LCP⁵, HPE⁶, Vectran⁷), polyethylene⁸ (e.g. Spectra⁹), aramids¹⁰ (e.g. Twaron¹¹, Technora¹² and Kevlar¹³) and polyaramids¹⁴ (eg Dralon¹⁵, Tiptolon¹⁶). Some ropes are constructed of mixtures of several fibres or use co-polymer fibres.

Here, we will talk about the generic *kinds* of synthetic cordage — if you require specific information on a particular fiber, you should consult the spec sheet available from the retailer.

3.1 Strength

Synthetic fibres are stronger than natural fibres, so they are preferred for high-performance applications such as climbing. As well, they are resistant to rot and mildew, and aren't edible so rodents will not eat the cordage.

3.1.1 Water

Nylon loses about 15% of its strength when wet, which is recovered again when dry. Polyester is slightly weaker than nylon, but retains its strength whether wet or dry. Polypropylene degrades when exposed to UV¹⁷ radiation, unless specifically treated.

-
- 1 <https://en.wikipedia.org/wiki/polypropylene>
 - 2 <https://en.wikipedia.org/wiki/nylon>
 - 3 <https://en.wikipedia.org/wiki/polyester>
 - 4 <https://en.wikipedia.org/wiki/polyethylene%20terephthalate>
 - 5 <https://en.wikipedia.org/wiki/LCP>
 - 6 <https://en.wikipedia.org/wiki/HPE>
 - 7 <https://en.wikipedia.org/wiki/Vectran>
 - 8 <https://en.wikipedia.org/wiki/polyethylene>
 - 9 <https://en.wikipedia.org/wiki/Dyneema>
 - 10 <https://en.wikipedia.org/wiki/Aramid>
 - 11 <https://en.wikipedia.org/wiki/Twaron>
 - 12 <https://en.wikipedia.org/wiki/Technora>
 - 13 <https://en.wikipedia.org/wiki/Kevlar>
 - 14 <https://en.wikipedia.org/wiki/polyaramid>
 - 15 <https://en.wikipedia.org/wiki/Dralon>
 - 16 <https://en.wikipedia.org/wiki/Tiptolon>
 - 17 <https://en.wikipedia.org/wiki/Ultraviolet>

3.1.2 Elasticity

Nylon stretches, which means it will absorb some of the energy of sudden loading — this means there is a lesser risk of breakage from suddenly overloading. This makes it suitable as a tow rope, certain climbing ropes (though not all), for mooring boats, and fishing lines. These applications require cordage which can withstand shock-loading. Nylon returns to its original length after unloaded.

Polyester is not elastic — what little elasticity it has is removed during the manufacturing process. This makes it ideal for applications where shock-loading is unlikely and stretch is undesirable. One such application is on sailboats: the shrouds, stays, and other standard vertical rigging as well as halyards, sheets and other running rigging through blocks, tackles or purchases.

Polypropylene is weaker still, but is very cheap, and floats. This makes it ideal for non-technical applications such as rescue lines and ski tow lines.

3.2 Specialty synthetics

Kevlar, Twaron and Technora

These are aramid derivatives

Spectra and Dyneema

HMPE or high modulus polyethylene (UV-stable)

Vectran

LCP or poly(p-phenylene-3,6 benzobisoxazole)

These synthetics are quite expensive, but have higher tensile strength than steel. Some have poor resistance to abrasion, low flex fatigue or are UV-unstable. However, when you buy cordage, they will normally have a polyester sheath which protects the inner cordage. These types of cordage are suitable for technical applications — check the specs for further information.

4 Webbing

Webbing is a fabric woven as a flat strip or tube of varying width and fibers often used in place of rope. The name webbing comes from the meshed material frequently used in its construction, which resembles a web. It is a versatile component used in climbing, slacklining, furniture manufacturing, automobile safety, auto racing, towing, parachuting, military apparel, and many other fields. Modern webbing is often made from exceptionally high-strength material, such as Dyneema¹, Nylon², Polyester³, and Kevlar⁴. Webbing is both light and strong, with breaking strengths⁵ readily available in excess of 10,000 lb⁶ (44.4 kN⁷)

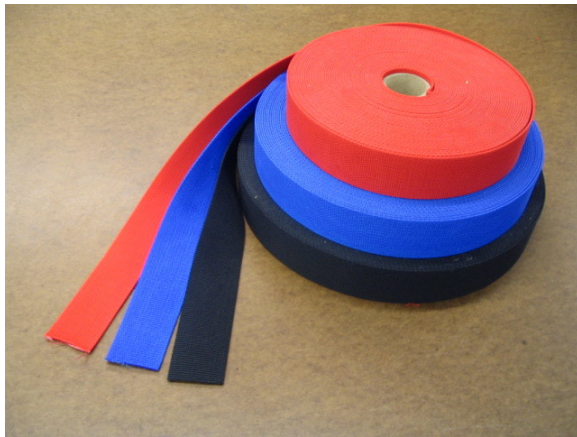


Figure 5 2 inch^a (50 mm^b) Nylon^c webbing as used in auto racing^d harnesses

- ^a <https://en.wikibooks.org/wiki/inch>
- ^b <https://en.wikibooks.org/wiki/Millimetre>
- ^c <https://en.wikibooks.org/wiki/Nylon>
- ^d <https://en.wikibooks.org/wiki/auto%20racing>

-
- ¹ <https://en.wikipedia.org/wiki/Dyneema>
 - ² <https://en.wikipedia.org/wiki/Nylon>
 - ³ <https://en.wikipedia.org/wiki/Polyester>
 - ⁴ <https://en.wikipedia.org/wiki/Kevlar>
 - ⁵ <https://en.wikipedia.org/wiki/Tensile%20strength>
 - ⁶ <https://en.wikipedia.org/wiki/Pound-force>
 - ⁷ <https://en.wikipedia.org/wiki/newton>

4.1 Sporting goods

In rock climbing, nylon webbing is used in slings⁸, runners, harnesses⁹, anchor extensions, etriers (ladders) and quickdraws¹⁰. The most popular webbing is one inch but it is available in two and three inch widths which in earlier days were often used in lieu of climbing harnesses. Wrapped around the waste several times, they were less bulky and more comfortable than the old school method of tying the rope around the waste. More elaborate configurations would include leg loops, which were essential to hold a climber who had fallen or otherwise found themselves dangling. If left supported only by rope or webbing wrapped around the waste, breathing would be constricted and many climbers died as a result of the lack of support which did not constrict the diaphragm.

Narrower webbing is frequently looped through chockstones which are typically metal in shapes such as hexagonal, square, tubular, T, etc., and which are jammed into cracks as safety anchors. In other cases, webbing is looped over rock outcroppings. Unlike tubular rope, webbing is less likely to inch its way off the rock. Note that webbing construction is either utterly flat or flat-tubular; the latter tends to handle better but knots are more likely to jam.

The most popular knots in webbing are the water knot and the grapevine knot. The latter is stronger, but uses more webbing for the knot. It is customary to leave a couple inches extending from the knot, and in many cases climbers tape the ends down onto the main loops. Webbing is also less expensive than rope of similar size particularly kernmantle rope which requires elaborate and expensive manufacturing. Unlike rope, which has manufacturers seeking brand identification and customer loyalty, webbing manufacture is typically generic. Climbing shops sell it off of a spool on a per yard or per foot basis. It is cut with a hot wire as is nylon rope, which prevents fraying and unravelling. However, when webbing does fray and unravel, the result is less disastrous than with rope, which is another albeit minimal advantage. Webbing suffers the drawback of less elasticity than perlon rope, and it may be more difficult to handle with gloves or mittens on. ¹¹¹²¹³

8 <https://en.wikipedia.org/wiki/sling%20%28climbing%20equipment%29>

9 <https://en.wikipedia.org/wiki/climbing%20harness>

10 <https://en.wikipedia.org/wiki/quickdraw>

11 Royal Robbins, Basic Rockcraft

12 Royal Robbins, Advanced Rockcraft

13 The Freedom of the Hills by the Seattle Mountaineers

5 Caring for cordage

Cordage is often expensive, and may be difficult to replace. For all cordage, there are some things you can do to maximize its lifespan:

- Protect cordage from rough treatment
- Do not stand on cordage, especially synthetics
- Keep cordage away from chemicals, oil, grease dirt and grit
- Avoid extremes of cold or heat
- Limit exposure to sunlight, even for UV-stable cordage
- Thoroughly wash and rinse your cordage regularly
- Keep natural fibre ropes dry
- Only short lengths of non-production rope should be folded; everything else should be coiled.
- Load-bearing cordage must be inspected regularly
 - Look for cut or frayed fibres, wrinkled or ruptured sheath, glazing/fusing from thermal friction
 - Even though the sheath is flawless, it may mask internal damage
- Keep a log for load-bearing cordage
 - Cordage with a history of hard work, or severe shock-loading should be retired or downgraded
 - Base your cordage life cycle on the specifications and the specific applications. Ask your vendor for assistance, if necessary, or get training.

5.1 Coiling

6 Properties of knots

UNKNOWN TEMPLATE bookify

6.1 Properties

6.1.1 Strength

Knots invariably weaken the rope they are made in. When knotted rope is strained to its breaking point, it almost always fails in or near the knot, unless it is defective or damaged elsewhere. The bending, crushing, and chafing forces that hold a knot in place also unevenly stress the rope fibers and ultimately lead to the reduction of strength. The exact mechanisms that cause the weakening and failure are complex and are the subject of continued study.

The relative knot strength, also called **knot efficiency**, is the breaking strength of a knotted rope as a proportion of the breaking strength of the rope without the knot. There are many difficulties in determining an overall numeric knot efficiency for a given knot. This is due to the many factors that can affect the results of a knot efficiency test: the type of fiber, the style of rope, the size of rope, whether it is wet or dry, how the knot is dressed before loading, how rapidly the knot is loaded, whether the knot is repeatedly loaded, and so on. With those limitations noted, most common knots have an efficiency between 40% and 80%.

While some rope splices¹ can retain nearly the full strength of the rope when forming loops and bends, conventional knots are much more practical in most situations. Thus the prudent knot user will always allow for a large safety margin in the strength of rope chosen for a task due to the weakening effects of knots, ageing, damage, shock loading, etc. In general, the **safe working load** is often specified as between 10% and 20% of the rated breaking strength of the rope being used.<http://www.boatsafe.com/marlinespike/safeload.htm> For safety of life applications many other factors come into play which are beyond the current scope of this article. Experienced practitioners should always be consulted before using ropes and knots when safety of life, limb, or property is involved.

6.1.2 Security

Even if the rope does not break, a knot may still fail to hold. A knot which holds firm under a variety of adverse conditions is said to be more secure than one that does not. The main ways knots fail to hold are:

¹ <https://en.wikibooks.org/wiki/Rope%20splicing>

Slipping

The tension from the load causes the rope to work back through the knot in the direction of the load. If this continues far enough, the working end will pass into the knot and the knot unravels and fails. This behavior can be worsened when the knot is repeatedly strained and let slack, dragged over rough terrain, or repeatedly impacted such as against a mast or flagpole.

Even with secure knots, some slippage may occur as the knot is first put under real tension. This can be dealt with by leaving plenty of rope at the working end outside of the knot and by dressing the knot cleanly and tightening it as fully as possible before loading. In some cases the use of a stopper knot or, even better, a backup knot can prevent the working end from passing through the knot, but it is generally better to use a more secure knot if one is observed to slip. In life critical uses backup knots are often added to already secure knots in order to maximize safety.

Capsizing



Figure 6

Capsizing (or spilling) a knot is changing its form, rearranging its parts, usually by pulling on specific ends in specific ways. Some knots when used in an inappropriate way tend to capsize easily or even spontaneously. Often the capsized form of the knot offers little resistance to slipping or unraveling. For an excellent example of a knot that capsizes dangerously, see the discussion of the reef knot used as a bend.

Sometimes a knot is intentionally capsized as a method of tying another knot, such as the "lightning method" of tying a Bowline. Some knots, such as the Carrick Bend², are generally tied in one form and then capsized to attain a stronger or more stable form.

Sliding

In knots that are meant to grip another object, failure can be defined as the knot moving relative to the object being gripped. While the knot itself does not fail, it ceases to perform the desired function. For example a simple Rolling Hitch³ tied around a railing and pulled parallel to the railing might hold to a certain tension and then start sliding. Sometimes this can be corrected by working-up the knot tighter before subjecting it to load but usually a knot with more wraps, or a different size or type of rope will need to be used.

2 <https://en.wikibooks.org/wiki/Carrick%20Bend>

3 <https://en.wikibooks.org/wiki/Rolling%20hitch>

7 Components

7.1 Components

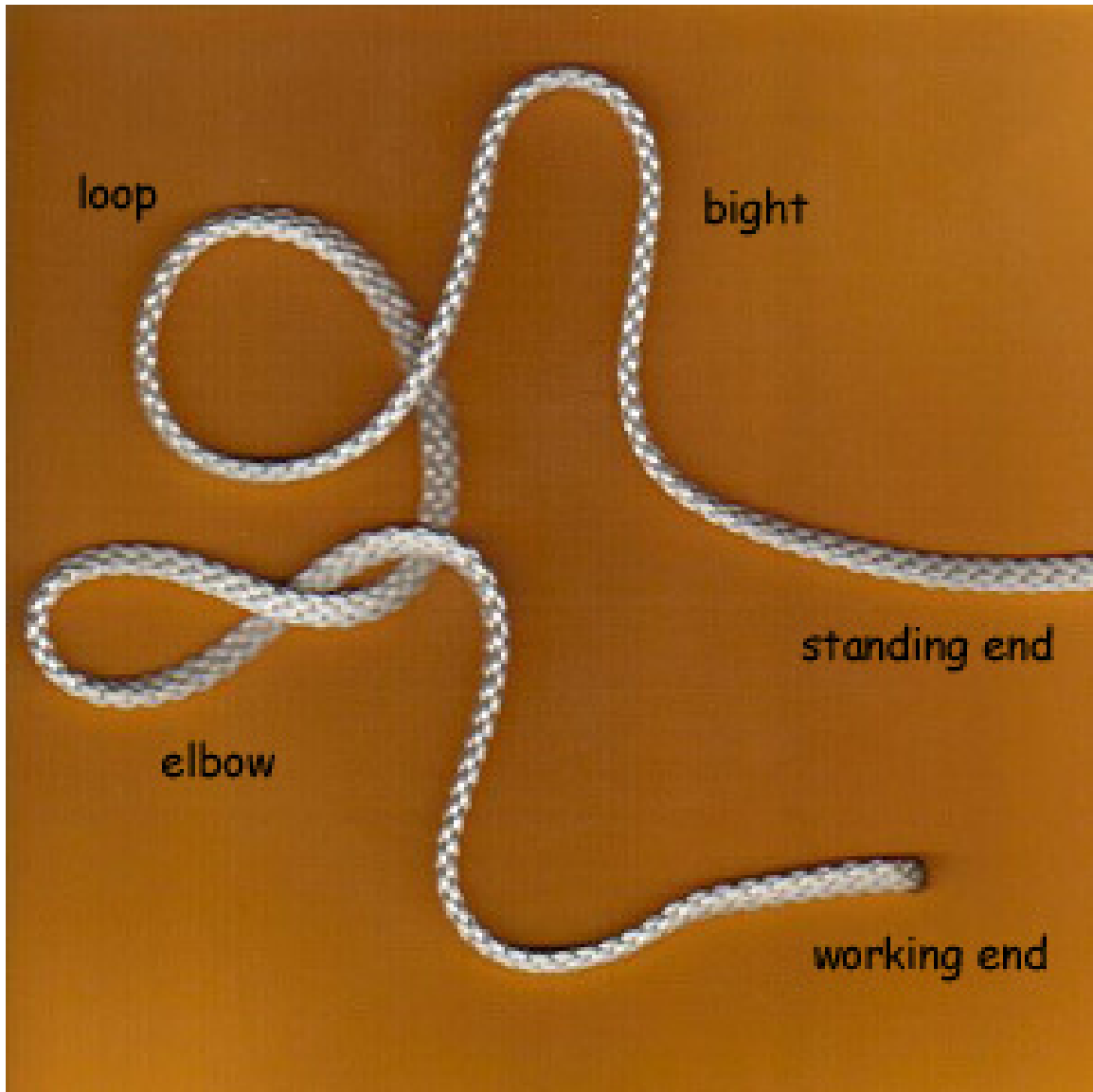


Figure 7 Knot components

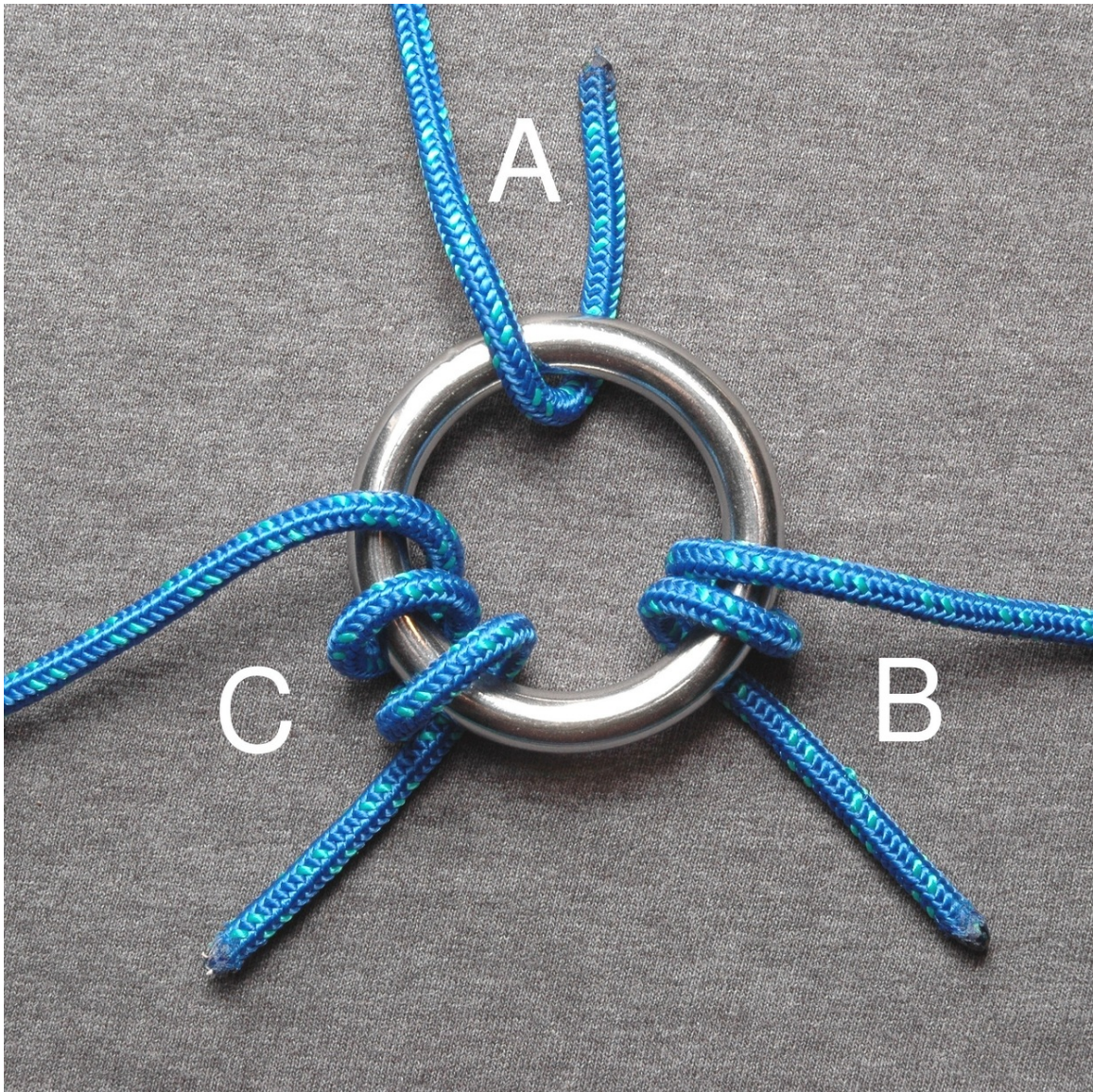


Figure 8 A: Turn
B: Round turn
C: Two round turns

Bight

The center part of a length of rope, string, or yarn as opposed to the ends.

- A **"bight"** is any curved section, slack part, or loop between the ends of a rope.
- The phrase **"in the bight"** implies a U-shaped section of rope is itself being used in making a knot. Many knots can be tied either with the end or *in the bight*.

Bitter end

This is a commonly misused term, meaning the end of the line at the bitts. A *bitt* is a metal block with a crosspin used for tying lines to, found on docks.

Loop

A full circle formed by passing the working end over itself. Note that the term 'loop' is also used to refer to a category of knots (see 'Categories' below).

Elbow

Two crossing points created by an extra twist in a loop.

Standing end

The end of the rope not involved in making the knot, often shown as unfinished.

Standing part

Section of line between knot and the standing end.

Turn

- A **turn** or **single turn** is a single pass behind or through an object.
- A **round turn** is the complete encirclement of an object; requires two passes.
- **Two round turns** circles the object twice; requires three passes.

Working end

The active end of a line used in making the knot. May also be called the 'running end'.

Working part

Section of line between knot and the working end.

8 Bowline



Figure 9

The **bowline** (*bow-linn*) is an ancient but simple knot used to form a fixed loop at the end of a rope. The structure of the bowline is identical to that of the sheet bend¹, except the bowline forms a loop in one rope and the sheet bend joins two ropes. Along with the sheet bend and the clove hitch², is often considered one of the most essential knots.

The name has an earlier meaning, dating to the age of sail. On a square-rigged ship, a bowline (sometimes spelled as two words, *bow line*) is a rope that holds the edge of a square sail towards the bow of the ship and into the wind, preventing it from being taken aback³.

1 <https://en.wikibooks.org/wiki/Knots%2FBend%20knots%2FSheet%20bend>

2 <https://en.wikibooks.org/wiki/Knots%2FHitch%20knots%2FClove%20hitch>

3 <https://en.wiktionary.org/wiki/take%20aback>

A ship is said to be on a "taut bowline" when these lines are made as taut as possible in order to sail close-hauled⁴ to the wind.

8.1 Usage



Figure 10 The bowline makes a good leash or other loose attachment.

⁴ <https://en.wikipedia.org/wiki/points%20of%20sail>

The bowline is used mainly to make a temporary loop at the end of a line. Like the other similar knots, it can be made and then secured over an object like a post. Since the bowline is generally tied with the working end⁵, it can be passed through a ring or other object before the knot is tied. This feature makes the bowline a convenient and useful loop knot.

The bowline, or more commonly one of its variations such as the double bowline⁶, is sometimes used by climbers to tie the end of the rope to a climbing harness, or the like. The advantage of the bowline in this application is that the knot is easy to untie even after it has been loaded. The disadvantage is that, while it is a very strong knot under load, it has a tendency to loosen up and become untied when it is unloaded and shaken around over a period of time, as might happen during a climb. Several other knots are more commonly used in modern climbing technique.

This knot can be used in an emergency to hoist a person to safety, since the loop can slipped over a victim's torso, under the armpits, and it will not tighten around the victim's chest and prevent breathing. This is useful when a rescue harness is not available.

The bowline is commonly used in sailing small craft, for example to fasten a halyard⁷ to the head of a sail or to tie a jib sheet⁸ to a clew⁹ of a jib¹⁰.

A rope with a bowline retains about 65% of its strength at the location of the knot.

8.2 Tying

A mnemonic used to teach the tying of the bowline is to imagine the end of the rope as a rabbit, and where the knot will begin on the standing part, a tree trunk. First a loop is made near the end of the rope, which will act as the rabbit's hole. Then the "rabbit" comes up the hole, around and under the tree, and then back down the hole. When this configuration is tightened, a bowline has been tied. An alternative "lightning method" can also be used.

5 <https://en.wikibooks.org/wiki/Knots%2FParts%20of%20the%20knot>

6 <https://en.wikibooks.org/wiki/Knots%2FLoop%20knots%2FDouble%20bowline>

7 <https://en.wikipedia.org/wiki/halyard>

8 <https://en.wikipedia.org/wiki/jib%20sheet>

9 <https://en.wikipedia.org/wiki/clew>

10 <https://en.wikipedia.org/wiki/jib>



Figure 11 The rabbit hole. (Take note of which end is over which.)

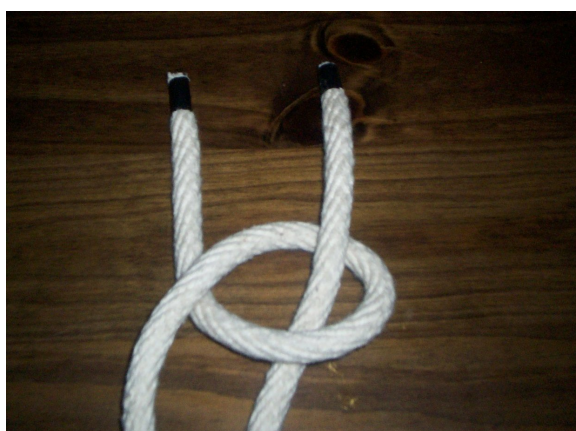


Figure 12 Out comes the rabbit,



Figure 13 runs around the tree,



Figure 14 and hops back into its hole.

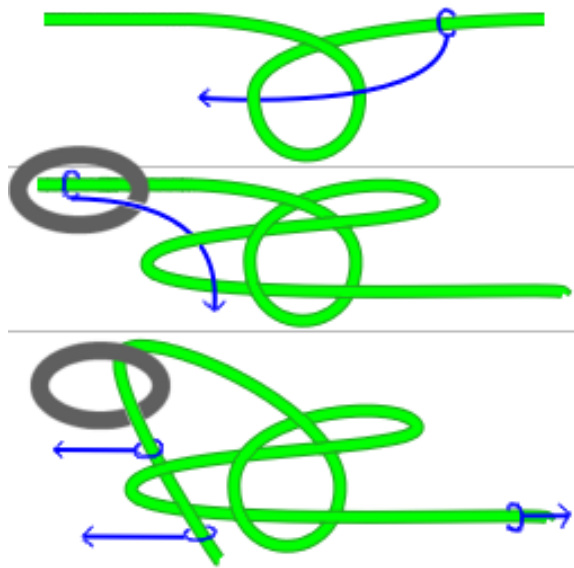


Figure 15 Lightning method, tied on a ring. Pull per the blue arrows.

8.3 Related knots

- Category:Knots/Bowlines¹¹

Bowline¹² Bowline¹³

¹¹ <https://en.wikibooks.org/wiki/Category%3AKnots%2FBowlines>

¹² <https://en.wikibooks.org/wiki/Category%3AKnots%2FBowlines>

¹³ <https://en.wikibooks.org/wiki/Category%3AKnots%2FBasic%20knots>

9 Constrictor

The **Constrictor knot** is one of the most effective binding knots. Simple and secure, it is a harsh knot which can be difficult or impossible to untie once tightened. It is made similarly to a clove hitch but with one end passed under the other, forming an overhand knot under a riding turn. The **Double constrictor knot** is an even more robust variation having two riding turns.

9.1 Usage

The Constrictor knot is appropriate for situations where secure temporary or semi-permanent binding is needed. Made with small-stuff it is especially effective, as the binding force is concentrated over a smaller area. Tied over soft material, such as the neck of a bag, use hard stiff cord. Tied over a hard surface, use soft stretchy line. The Constrictor knot's severe bite, which makes it so effective, can damage or disfigure items it is tied around. To exert extreme tension on the knot without injuring the hands fashion handles for the ends using Marlinespike hitches made around two rods.

Constrictor knots can be for used for temporarily binding the fibres of a rope or strand end together while splicing or when cutting to length and before properly whipping the ends. Constrictor knots can also be quite effective as improvised hose clamps or cable ties. Noted master-rigger Brion Toss says of the Constrictor, "To know the knot is to constantly find uses for it...."

9.2 Tying

The method shown below is the most basic way to tie the knot. Other methods exist which can be used to tied it in the hand or over the end of the object to be bound.

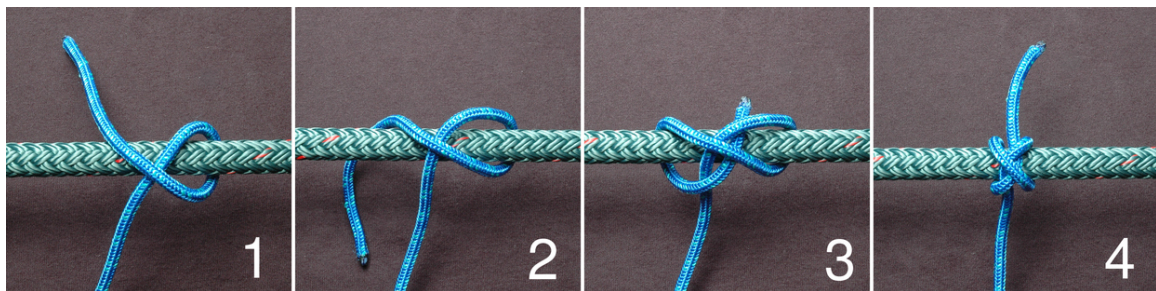


Figure 16

1. Make a turn around the object and bring the working end back over the standing part.
2. Continue around behind the object.
3. Pass the working end over the standing part and then under the riding turn and standing part, forming an overhand knot under a riding turn.
4. Be sure the ends emerge between the two turns as shown. Pull firmly on the ends to tighten.

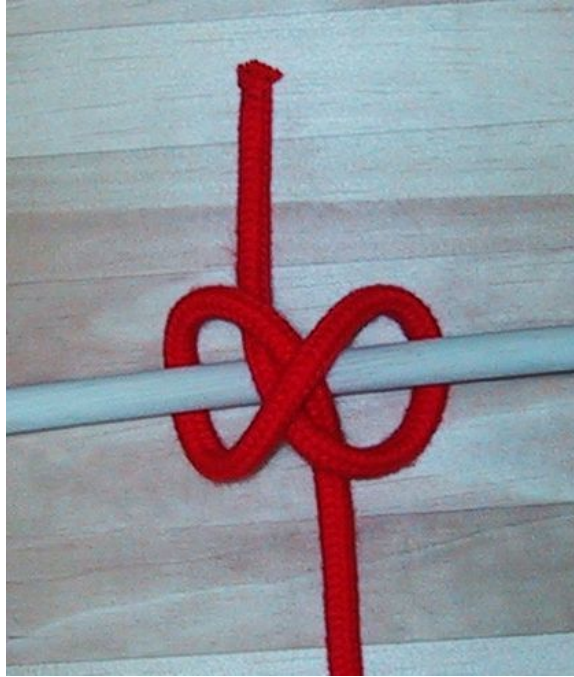


Figure 17



Figure 18

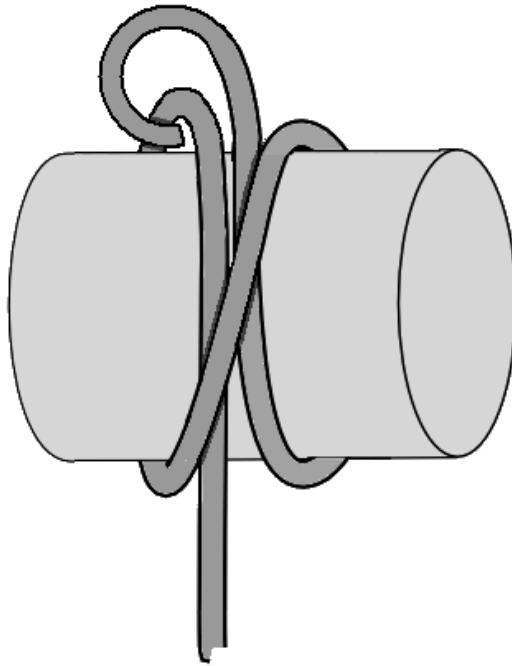


Figure 19

9.3 Variations

9.3.1 Double constrictor knot

If a stronger and even more secure knot is required an extra riding turn can be added to the basic knot to form a Double constrictor knot. It is particularly useful when tying the knot with very slippery twine, especially when waxed. Adding more than one extra riding turn does not add to its security and makes the knot more difficult to tighten evenly.

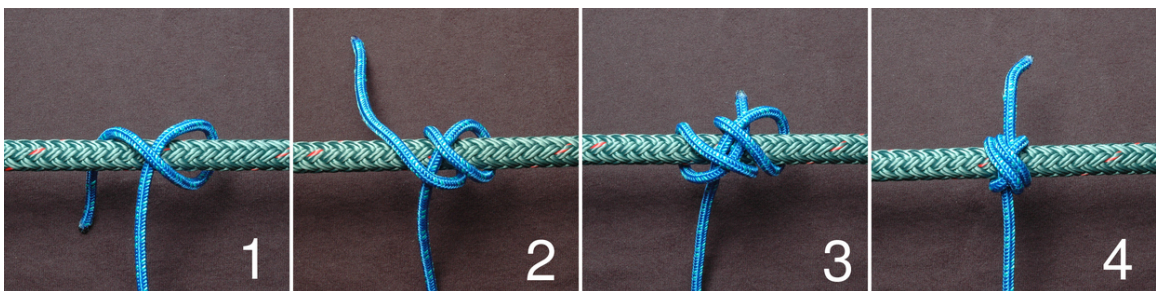


Figure 20 [click for full size](#)

1. Make a turn around the object and bring the working end back over the standing part.
2. Make a second turn following the same path as the first

3. Pass the working end over the standing part, then under *both* riding turn and standing part, forming an overhand knot under two riding turns.
4. Be sure the ends emerge between the turns as shown. The Double constrictor may require more careful dressing to distribute the tension throughout the knot. After working up fairly tight, pull firmly on the ends to finish.

9.3.2 Slipped Constrictor knot

This variation is useful if it is known beforehand that the constrictor will need to be released. Depending on the knotting material and how tightly it is cinched, the slipped form can still be very difficult to release.

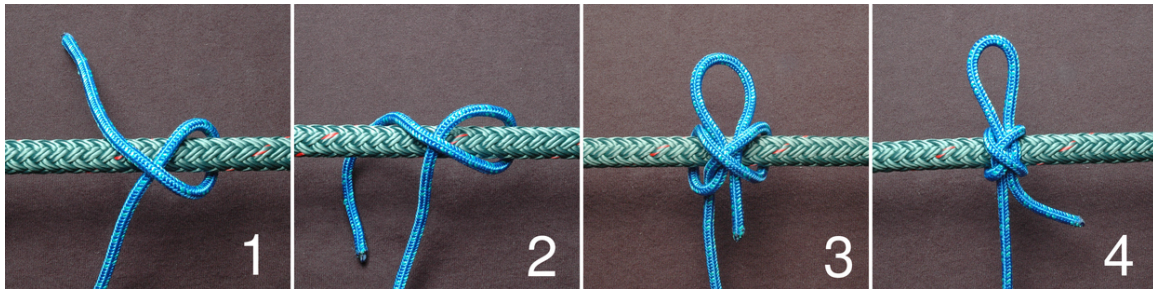


Figure 21 [click for full size](#)

1. Make a turn around the object and bring the working end back over the standing part.
2. Continue around behind the object.
3. Pass a bight¹ under the standing part and riding turn, instead of using the end itself.
4. Be sure the bight and ends emerge between the two turns as shown. To release, tug on the working end so that the bight passes back through the knot.

¹ Chapter 7 on page 21

9.4 Releasing

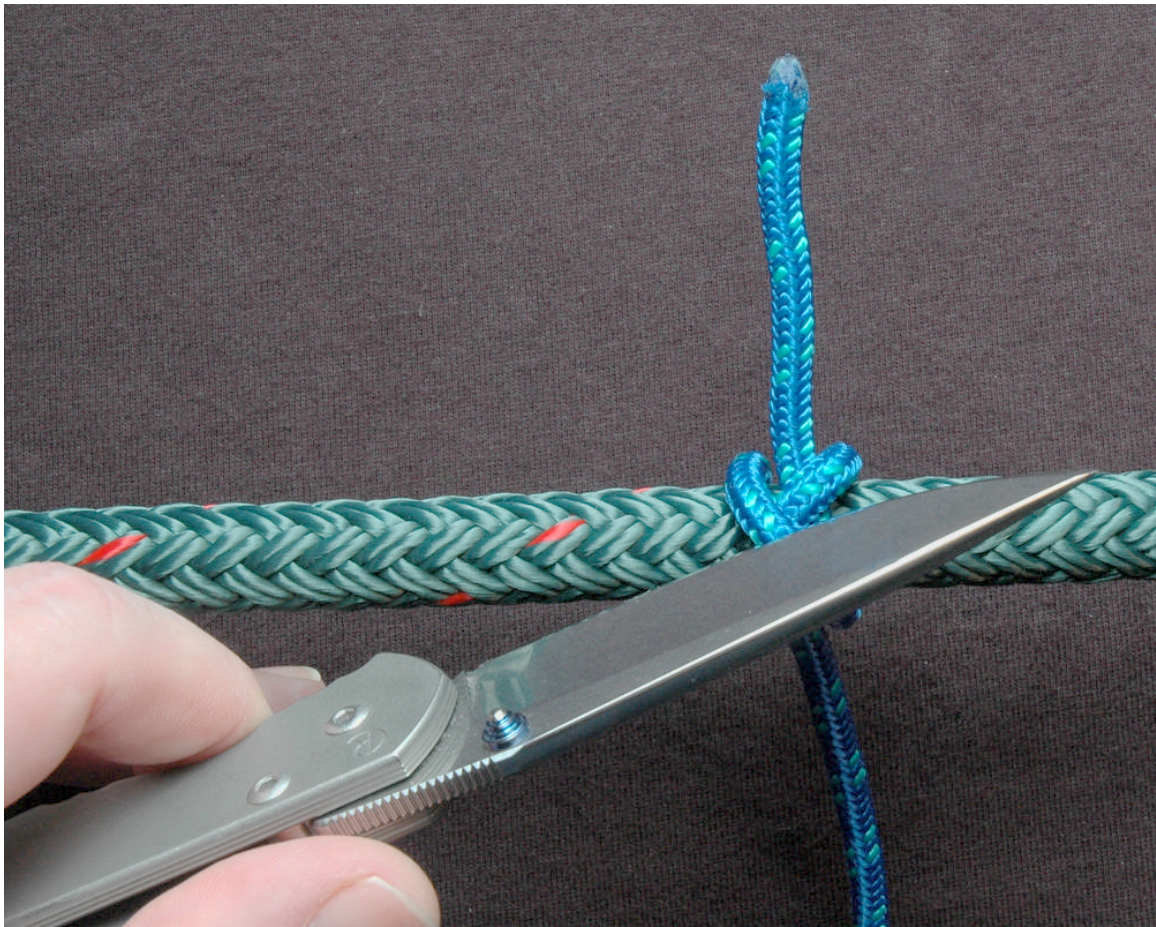


Figure 22 Cutting the riding turn

A heavily tightened Constrictor knot will likely jam. If the ends are still long enough, it may be possible to untie by pulling one end generally parallel to the bound object and a bit up away from it, and prying it into the opposite end's part to open the knot. The use of a pick, marlinespike, or some other tool able to be forced between parts can help.

If the ends have been trimmed short, or the knot is otherwise hopelessly jammed, it can be easily released by cutting the riding turn with a sharp knife. The knot will spring apart as soon as the riding turn is cut. If care is taken not to cut too deeply, the underlying wraps will protect the bound object from being marred by the knife.

9.5 Security

The Constrictor and Double Constrictor are both extremely secure when tied tightly around convex objects with cord scaled for the task at hand. If binding around a not fully convex, or square-edged, object arrange the knot so the overhand knot portion is stretched across a convex portion, or a corner, with the riding turn squarely on top of it. In situations where

the object leaves gaps under the knot and there are no corners, it is possible to finish the Constrictor knot off with an additional overhand knot, in the fashion of a Reef knot, to help stabilize it. Those recommendations aside, Constrictor knots do function best on fully convex objects.

If an item, such as a temporarily whipped rope, is going to be cut very close to where a Constrictor binds it a Boa knot may remain more stable.

Constrictor²

² <https://en.wikibooks.org/wiki/Category%3AKnots%2FBasic%20knots>

10 Figure-eight knot



Figure 23

w:Figure-eight knot (ropes)¹

The figure-eight knot is a simple stopper knot². To tie it, make a loop, then turn the working end around to the other side of the loop and put it through, so that it looks like the picture. It is an overhand knot³ with an extra turn⁴ around the standing part.

Figure-eight knot⁵

1 <https://en.wikipedia.org/wiki/Figure-eight%20knot%20%28ropes%29>

2 Chapter 26 on page 77

3 <https://en.wikibooks.org/wiki/Knots%2FStopper%20knots%2FOverhand%20knot>

4 <https://en.wikibooks.org/wiki/Knots%2FParts%20of%20the%20knot>

5 <https://en.wikibooks.org/wiki/Category%3AKnots%2FBasic%20knots>

11 Lark's head

UNKNOWN TEMPLATE Knot

Cowhitch.png Lark's head When both the standing parts of the rope are available, the cow hitch can be tied in the following manner:

1. Form a bight and pass it through the ring from the underneath.
2. Pull the head of the bight downwards, and reach through it, grabbing both standing parts of the rope.
3. Pull both standing parts of the rope through the bight.

The **lark's head** is a knot (specifically, a hitch). Also called a cow hitch, it comprises two half-hitches tied in opposing directions. The cow hitch is often used to connect loop-ended lanyards to handheld electronic equipment, since it can be tied without access to the ends of the fastening loop.

12 Reef knot

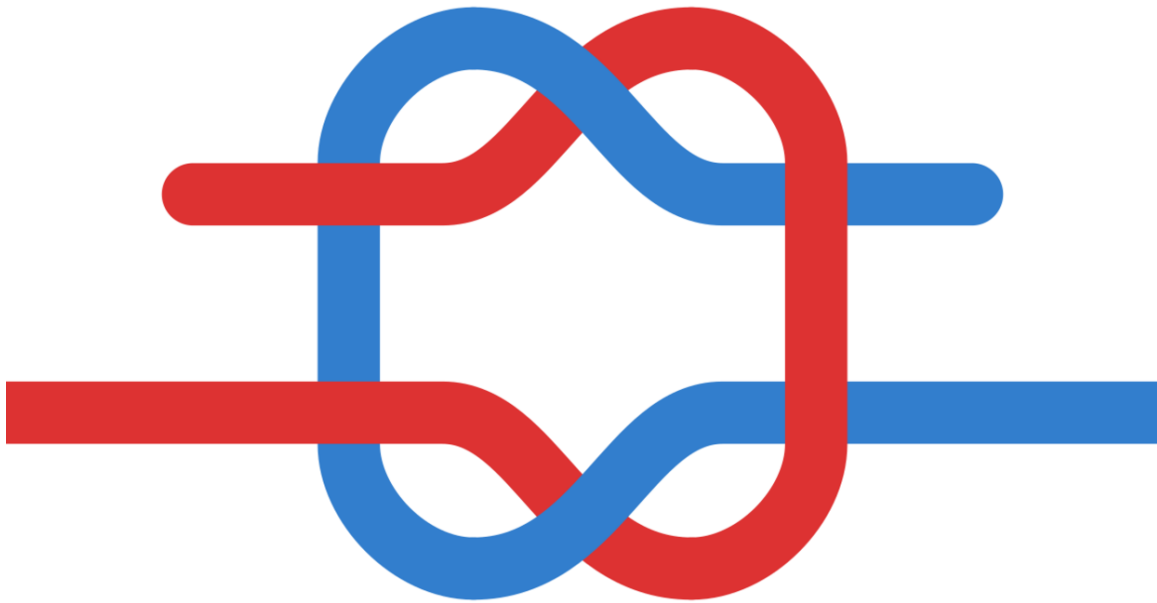


Figure 24

The **reef knot** or **square knot** is a common and simple binding knot¹.

12.1 Tying a reef knot

To tie a reef knot, tie a left-handed overhand knot² and then a right-handed overhand knot or vice versa. (Two consecutive overhands of the same handedness will make a granny knot³.) A common mnemonic for this procedure is "right over left, left over right", which is often appended with the rhyming suffix "... makes a knot both tidy and tight".

The working end⁴s of the reef knot must be *cis* (that is, both at the top or both at the bottom); the other lines lead to the full rope. Otherwise, a thief knot⁵ results. (The "cis" and "trans" terms are derived from terminology used to describe geometric isomerism⁶.)

1 Chapter 17 on page 57

2 <https://en.wikibooks.org/wiki/Knots%2FStopper%20knots%2FOverhand%20knot>

3 <https://en.wikibooks.org/wiki/granny%20knot>

4 <https://en.wikibooks.org/wiki/Knots%2FParts%20of%20the%20knot>

5 <https://en.wikibooks.org/wiki/Knots%2FTrick%20knots%2FThief%20knot>

6 <https://en.wikipedia.org/wiki/geometric%20isomerism>

12.2 Uses

Used to tie two ends of a single line together such that they will secure something that is unlikely to move much. It lies flat when tied with cloth, and has been used for bandages⁷ for millennia. With both ends tucked (slipped) it becomes a good way to tie shoelaces, whilst the non-slipped version is useful for shoelaces that are excessively short. It is also used decoratively and to tie the Obi (or belt) of a martial arts keikogi. Finally, it is quite handy for tying plastic garbage or trash bags, as the knot forms a handle when tied in two twisted "ears".

This knot's name originates from its use to "reef"⁸ sails⁹ (tie part down to decrease effective surface area), where its easy-spilling behavior was very handy. A sailor could collapse it with a pull of one hand; the sail's weight would make the collapsed knot come apart.

The reef knot is one of the key knots of macrame textiles.

12.2.1 Misuse

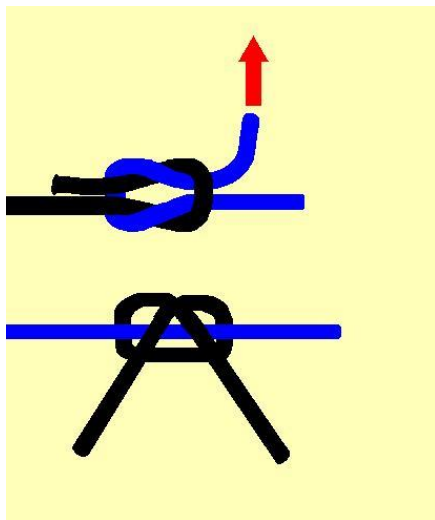


Figure 25 The reef knot can capsize (spill) when one of the free ends is pulled outward.

The reef knot's ease of tying and visually appealing symmetry belie its weakness. It is popular as a general-purpose binding knot. In particular, it figures prominently in Scouting¹⁰ worldwide: each Scout is said to know the square knot, and it is pictured in the international membership badge.

7 <https://en.wikibooks.org/wiki/First%20Aid>

8 <https://en.wikipedia.org/wiki/Reefing>

9 <https://en.wikipedia.org/wiki/sail>

10 <https://en.wikibooks.org/wiki/Scouting>

The International Guild of Knot Tyers warns that this knot should never be used to bend¹¹ two ropes together. A proper bend (such as the double fisherman's knot¹²) should be used instead. Some knotting guides claim that misused reef knots cause more deaths and injuries than all other knots combined.¹³

12.3 Related knots

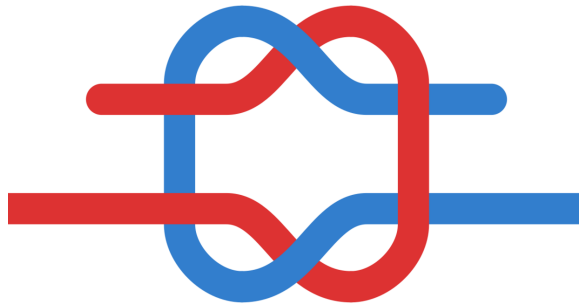


Figure 26 Reef (square) knot

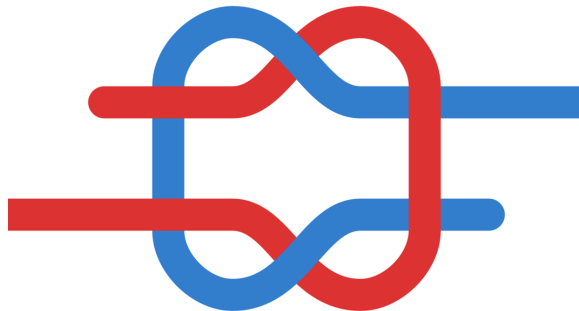


Figure 27 Thief knot

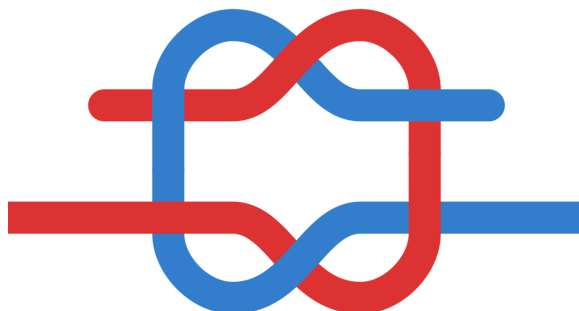


Figure 28 Granny knot

¹¹ Chapter 16 on page 55

¹² <https://en.wikibooks.org/wiki/double%20fisherman%27s%20knot>

¹³ Cassidy 1985, *The Klutz Book of Knots*

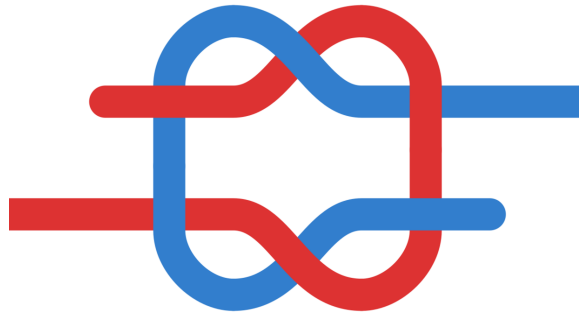


Figure 29 Grief knot

12.3.1 Thief knot

The thief knot is an intentional mis-tie of the knot, where the open ends are on opposite sides. It is traditionally used as an inexpensive method of detecting if a sack was opened where the thief would retie a standard reef knot. However, it does not provide as much strength for binding ropes.

12.3.2 Granny knot

The granny know is a mis-tie of the knot by tying both portions of the knot in the same direction. This knot can release suddenly and unpredictably, and should be avoided.

12.3.3 Grief knot

The grief knot shares common properties of both the thief knot and the granny knot, and likewise it is a weak knot. It is more of a trick knot, as it is possible to "lock" the knot so that it won't slip; however, locking this knot does not guarantee as much strength as the normal reef knot.

12.4 References

- Ashley's Book of Knots ISBN 0-385-04025-3

12.5 External references

- Grog's Animated Knots: How to tie the reef knot¹⁴
- Ian's Shoelace Site: Reef Knot¹⁵

¹⁴ <http://www.animatedknots.com/reef/>

¹⁵ <http://www.fiegegen.com/shoelace/reefknot.htm>

- Notable Knot Index¹⁶
- IGKT Sea Cadet Knots¹⁷
- The Reef Knot Family¹⁸

Reef knot¹⁹

16 http://web.archive.org/20020816021153/www.geocities.com/roo_two/knotindex.html
 17 <http://www.igkt.net/beginners/sea-cadet-knots.html>
 18 http://web.archive.org/20021019072537/www.geocities.com/roo_two/reefknot.html
 19 <https://en.wikibooks.org/wiki/Category%3AKnots%2FBasic%20knots>

13 Sheet bend

UNKNOWN TEMPLATE /Bend knots/Sheet bend

14 Double sheet bend



Figure 30 A double sheet bend

The **double sheet bend** is a variation on the sheet bend¹. If the ropes that one wishes to join in a bend are of greatly different sizes, it may be necessary make the double sheet bend by putting the smaller one under itself twice (first at the bottom of the bight, second nearer the tip) instead of only once (as in a normal sheet bend).

Double sheet bend²

¹ <https://en.wikibooks.org/wiki/..%2FSheet%20bend>

² <https://en.wikibooks.org/wiki/Category%3AKnots%2FDouble%20knots>

15 Two half-hitches

UNKNOWN TEMPLATE Knot

Knot 2 half hitches.jpg Two half hitches

1. Pass end of rope around post or other object.
2. Wrap short end of rope under and over long part of rope, pushing the end down through the loop. This is a half hitch.
3. Repeat on long rope below first half hitch and draw up tight.

This reliable knot is quickly tied and is the hitch most often used in mooring.

UNKNOWN TEMPLATE ifeq:titleparts:PAGENAME

|1}}|Adventist Youth Honors Answer Book^{[1]}}

Two half hitches²

¹ <https://en.wikibooks.org/wiki/Category%3AAdventist%20Youth%20Honors%20Answer%20Book>
² <https://en.wikibooks.org/wiki/Category%3AKnots%2FBasic%20knots>

16 Bend knots

A **bend knot** is a knot used to join two lengths of rope.

Although the Reef knot¹ can be used in this way, it is insecure when used as a bend and so is not classed as one.

16.1 Bend knots

UNKNOWN TEMPLATE Special:PrefixIndex/PAGENAME

/}}

¹ Chapter 12 on page 43

17 Binding knots

A **binding** knot is a knot that may be used to keep an object or multiple loose objects together, using a string or a rope that passes at least once around them. There are various binding knots, divided into two types.

17.1 Friction knots

Friction knots are held in place by the friction¹ between the windings of line. Knotted-ends knots are held in place by the two ends of the line being knotted together.

- /Constrictor/²
- /Miller's knot/³
- /Packer's knot/⁴
- /Reef knot/⁵ (Square knot)
- /Surgeon's knot/⁶
- /Trucker's hitch/⁷
- /Two half hitches/⁸

17.2 Whipping and seizing knots

/Whipping/⁹ and /Seizing/¹⁰ serve a similar function to binding knots, but are classified differently since they contain many turns, like a lashing.

1 <https://en.wikipedia.org/wiki/friction>
2 <https://en.wikibooks.org/wiki/%2FConstrictor%2F>
3 <https://en.wikibooks.org/wiki/%2FMiller%27s%20knot%2F>
4 <https://en.wikibooks.org/wiki/%2FPacker%27s%20knot%2F>
5 <https://en.wikibooks.org/wiki/%2FReef%20knot%2F>
6 <https://en.wikibooks.org/wiki/%2FSurgeon%27s%20knot%2F>
7 <https://en.wikibooks.org/wiki/%2FTrucker%27s%20hitch%2F>
8 <https://en.wikibooks.org/wiki/%2FTwo%20half%20hitches%2F>
9 <https://en.wikibooks.org/wiki/%2FWhipping%2F>
10 <https://en.wikibooks.org/wiki/%2FSeizing%2F>

18 Decorative knots

Decorative knots (as you may have guessed) are knots that are designed to have aesthetic appeal. They are hard and long, but fun to tie.

18.1 Decorative knots

- /Carrick mat/¹
- Monkey fist²
- /Rhona-H mat/³
- /Turk's head knot/⁴

1 <https://en.wikibooks.org/wiki/%2FCarrick%20mat%2F>
2 <https://en.wikibooks.org/wiki/..%2FHeaving%20knots%2FMonkey%20fist>
3 <https://en.wikibooks.org/wiki/%2FRhona-H%20mat%2F>
4 <https://en.wikibooks.org/wiki/%2FTurk%27s%20head%20knot%2F>

19 Heaving knots

Heaving knots make ropes easier to throw.

UNKNOWN TEMPLATE Special:PrefixIndex/PAGENAME

/}}

20 Hitch knots

Hitches are used to tie a rope to something.

20.1 Hitch knots

- /Anchor bend/¹
- /Buntline hitch/²
- /Cat's paw/³
- /Clove hitch/⁴
- /Icicle hitch/⁵
- /Lark's head/⁶ (Cow hitch/Girth hitch)
- /Pipe hitch/⁷
- /Prusik hitch/⁸
- /Round turn/⁹
- Taut-line hitch¹⁰
- /Timber hitch/¹¹
- /Two half hitches/¹²

1 <https://en.wikibooks.org/wiki/%2FAnchor%20bend%2F>
2 <https://en.wikibooks.org/wiki/%2FBuntline%20hitch%2F>
3 <https://en.wikibooks.org/wiki/%2FCat%27s%20paw%2F>
4 <https://en.wikibooks.org/wiki/%2FClove%20hitch%2F>
5 <https://en.wikibooks.org/wiki/%2FIcicle%20hitch%2F>
6 <https://en.wikibooks.org/wiki/%2FLark%27s%20head%2F>
7 <https://en.wikibooks.org/wiki/%2FPipe%20hitch%2F>
8 <https://en.wikibooks.org/wiki/%2FPrusik%20hitch%2F>
9 <https://en.wikibooks.org/wiki/%2FRound%20turn%2F>
10 <https://en.wikibooks.org/wiki/..%2FLoop%20knots%2FTaut-line%20hitch>
11 <https://en.wikibooks.org/wiki/%2FTimber%20hitch%2F>
12 <https://en.wikibooks.org/wiki/%2FTwo%20half%20hitches%2F>

21 Lashing

A **lashing** is an arrangement of rope used to secure two or more items together in a somewhat rigid manner. Lashings are most commonly applied to timber poles, and are commonly associated with the scouting¹ movement and with sailors.

This word usage derives from using whipcord to tie things together.

21.1 Technique

The structure of a lash is nearly the same with any type of lashing: to start, hold two poles in the desired end position. Start a timber hitch² around one of the poles to secure the rope onto the pole (in the case of the stockgrower's lash, an adjustable grip hitch³ or tautline hitch⁴ is used, as a timber hitch can slip when the lash is opened). Start to wrap the rope around the poles (the wrap will change when different lashings are used). Once the rope is wrapped around the poles enough to be very tight, end with two timber hitches and one or two clove hitches⁵.

21.2 Types

- /Square lashing/⁶
- /Diagonal lashing/⁷

1 <https://en.wikibooks.org/wiki/scouting>

2 <https://en.wikibooks.org/wiki/Knots%2FHitch%20knots%2FTimber%20hitch>

3 <https://en.wikibooks.org/wiki/Knots%2FLoop%20knots%2FAdjustable%20grip%20hitch>

4 <https://en.wikibooks.org/wiki/Knots%2FLoop%20knots%2FTaut-line%20hitch>

5 <https://en.wikibooks.org/wiki/Knots%2FHitch%20knots%2FClove%20hitch>

6 <https://en.wikibooks.org/wiki/%2FSquare%20lashing%2F>

7 <https://en.wikibooks.org/wiki/%2FDiagonal%20lashing%2F>

22 Loop knots

The word "loop" has two different senses when used in reference to knots.

- A loop is one of the fundamental structures used to tie knots. Specifically, it is a full circle formed by passing the working end over itself. See knot terminology description image¹.
- A loop is a knot used to create a closed circle in a line.

22.1 Loop knots

- /Adjustable grip hitch/²
- /Alpine butterfly/³
- /Bowline/⁴
- /Bowline on a bight/⁵
- /Figure-eight loop/⁶
- /French bowline/⁷ (Portuguese bowline)
- /Lariat knot/⁸ (Bowstring knot/Honda knot)
- /Man harness knot/⁹
- /Taut-line hitch/¹⁰
- /Triple bowline/¹¹
- /Triple crown knot/¹²
- /Water bowline/¹³
- /Yosemite bowline/¹⁴

1 <https://en.wikibooks.org/wiki/Knots%2FParts%20of%20the%20knot>
2 <https://en.wikibooks.org/wiki/%2FAdjustable%20grip%20hitch%2F>
3 <https://en.wikibooks.org/wiki/%2FAlpine%20butterfly%2F>
4 <https://en.wikibooks.org/wiki/%2FBowline%2F>
5 <https://en.wikibooks.org/wiki/%2FBowline%20on%20a%20bight%2F>
6 <https://en.wikibooks.org/wiki/%2FFigure-eight%20loop%2F>
7 <https://en.wikibooks.org/wiki/%2FFrench%20bowline%2F>
8 <https://en.wikibooks.org/wiki/%2FLariat%20knot%2F>
9 <https://en.wikibooks.org/wiki/%2FMan%20harness%20knot%2F>
10 <https://en.wikibooks.org/wiki/%2FTaut-line%20hitch%2F>
11 <https://en.wikibooks.org/wiki/%2FTriple%20bowline%2F>
12 <https://en.wikibooks.org/wiki/%2FTriple%20crown%20knot%2F>
13 <https://en.wikibooks.org/wiki/%2FWater%20bowline%2F>
14 <https://en.wikibooks.org/wiki/%2FYosemite%20bowline%2F>

23 Seizing knots

23.1 Seizing knots

- /Sheepshank/¹

¹ <https://en.wikibooks.org/wiki/%2FSheepshank%2F>

24 Sinnet knots

Sinnet (or sennit) knots are knots that involve weaving in a pattern.

- /Daisy chain/¹ (Chain sinnet)
- /Five-string English sinnet/²
- /Three-string English sinnet/³

¹ <https://en.wikibooks.org/wiki/%2FDaisy%20chain%2F>

² <https://en.wikibooks.org/wiki/%2FFive-string%20English%20sinnet%2F>

³ <https://en.wikibooks.org/wiki/%2FThree-string%20English%20sinnet%2F>

25 Rope splicing



Figure 31 A line eye-spliced to a snap shackle^a.

^a <https://en.wikibooks.org/wiki/snap%20shackle>

Rope splicing is the forming of a semi-permanent join between two rope¹s or two parts of the same rope by partly untwisting and then interweaving their strands. Splices can be used to form a stopper at the end of a line, to form a loop or an eye in a rope, or for joining two ropes together. The resulting join is stronger than the equivalent using knots although it usually results in a thickening of the line and if subsequently removed a distortion of the rope. Most types of splices are used on 3 strand rope, but some can be done on 12 or greater strand braided rope.

¹ <https://en.wikibooks.org/wiki/rope>

25.1 Types of splices

- **back splice** (also called an **end splice**) - A splice where the strands of the end of the rope are spliced directly back into the end without forming a loop. It is used to finish off the end of the rope to keep it from fraying. The end of the rope with the splice is about twice the thickness of the rest of the rope. With nylon and other plastic materials, the back splice is often no longer used; the rope strands are simply fused together with heat to prevent fraying.



Figure 32 A cut splice

- **cut splice** (originally called cunt splice) - A splice similar to the eye splice. It is typically used for light lines (e.g., the log-line) where a single splice would tend to come undone, the rope being frequently wet. It makes a very strong knot. A cut splice is a join between two ropes, made by splicing the ends slightly apart, to make an eye in the joined rope which lies shut when the rope is taut.

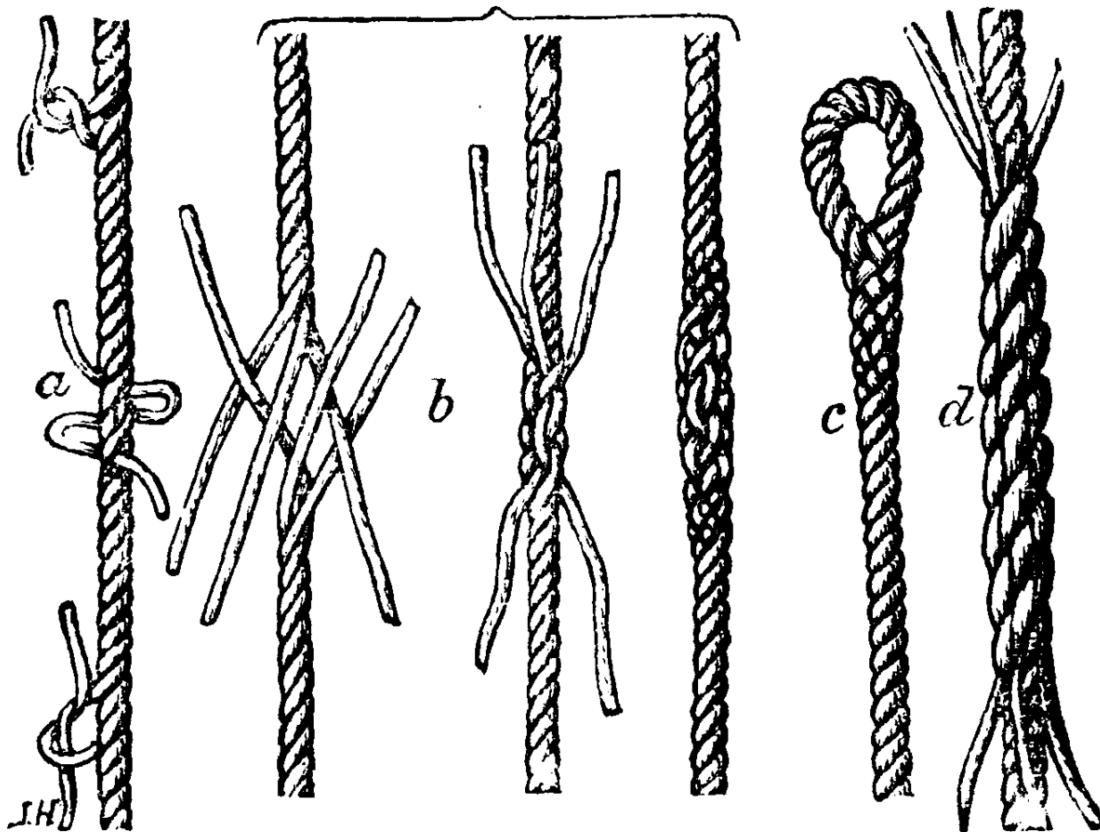


Figure 33 Some examples of splices and splices in progress. a) a long splice almost complete b) the steps in a tapered short splice c) an eye splice d) a short splice

- **eye splice**² - A splice where the working end is spliced into the working part forming a loop.
- **horseshoe splice**
- **long splice** - A **splice** used to join two rope ends forming one rope the length of the total of the two ropes. The long splice, unlike most splice types, results in a splice that is only very slightly thicker than the rope without the splice, but sacrifices some of the strength of the short splice. It does this by replacing two of the strands of each rope end with those from the other, and cutting off some of the extra strands that result. The long splice allows the spliced rope to still fit through the same pulleys, which is necessary in some applications.
- **short splice** - Also a splice used to join the ends of two ropes, but the short splice is more similar to the technique used in other splices and results in the spliced part being about twice as thick as the non spliced part, and has greater strength than the long splice. The short splice retains more of the rope strength than any knots that join rope ends.
- **side splice**

² <https://en.wikibooks.org/wiki/eye%20splice>

Tapering is also sometimes done to make the thicker splice blend or taper into the rest of the rope. It is done either by cutting off a lengthwise part of the end of each strand to make the end of the spliced part thinner or by staggering the strands so that the 2nd strand is interweaved one more time than the first and the third is interweaved an additional time after the 2nd. The staggering brings the splice from twice as thick as the rest of the rope to nearly the same thickness.

A **fid** is a tool (basically a hollow spike) that can be fit over the end of a strand and used to feed it through each loop as needed. It may be required for very tightly wound or large ropes.

A **marlin spike** is a tool, commonly part of a sailor's pocketknife, used to separate strands of rope from one another. It is basically a 3"-4" steel spike, slightly curved, with a non-sharp point that tapers quickly out to a 1/4" to 3/8" shaft in the space of the first 1" length.

25.2 External links

- Eye Splice Animation Using Rope - with Discussion³
- New England Ropes Splicing Guide⁴
- Short splice animation⁵
- Eye splice animation⁶
- William Falconer's Dictionary of the Marine⁷
- Steel: *The Elements and Rigging and Seamanship* (1794) from The Maritime History Virtual Archives⁸
- A. Hyatt Verrill⁹ *Knots, Splices and Rope Work*¹⁰ from Project Gutenberg¹¹
- Guide to Wire-Rope Splicing - Mirror1¹² - Mirror2¹³
- Photos of marlin spikes and fids¹⁴

3 <http://www.animatedknots.com/splice/>

4 <http://www.neropes.com/splice/>

5 http://www.tollesburysc.co.uk/Knots/Rope_splice.htm

6 http://www.tollesburysc.co.uk/Knots/Eye_splice.htm

7 <http://southseas.nla.gov.au/refs/falc/1243.html>

8 [http://www.bruzeli.us.info/Nautica/Etymology/English/Steel\(1794\)_p161.html](http://www.bruzeli.us.info/Nautica/Etymology/English/Steel(1794)_p161.html)

9 <https://en.wikibooks.org/wiki/Alpheus%20Hyatt%20Verrill>

10 <http://www.gutenberg.org/etext/13510>

11 <https://en.wikibooks.org/wiki/Project%20Gutenberg>

12 <http://web.archive.org/web/20060323074613/http://kayfelix.8td.com/splicing.pdf>

13 <http://www.webcitation.org/query?id=1256526041378371&url=www.geocities.com/thelonelysailor/splicing.pdf>

14 <http://home.new.rr.com/theys/>

26 Stopper knots

A stopper knot is a knot that is tied in a rope to stop the end from going through a hole.

26.1 Stopper knots

- /Figure-eight knot/¹
- /Overhand knot/²
- /Overhand knot with draw-loop/³
- /Stevedore knot/⁴

1 <https://en.wikibooks.org/wiki/%2FFigure-eight%20knot%2F>

2 <https://en.wikibooks.org/wiki/%2FOverhand%20knot%2F>

3 <https://en.wikibooks.org/wiki/%2FOverhand%20knot%20with%20draw-loop%2F>

4 <https://en.wikibooks.org/wiki/%2FStevedore%20knot%2F>

27 Trick knots

Knots that are used as part of a magic trick, joke or puzzle.

- /Thief knot/¹

¹ <https://en.wikibooks.org/wiki/%2FThief%20knot%2F>

28 Whipping



Figure 34

A **whipping knot** or **whipping** is a binding of [../Twine/¹](https://en.wikibooks.org/wiki/..%2FTwine%2F) around the end of a rope to prevent the fibres of the rope from unravelling.

When a rope is cut, there is a natural tendency for the cut end to fray. A whipping is one way to try to prevent this, by applying multiple turns of twine (sometimes called "small stuff") tightly around the rope very near the cut end. The whipping can be made neat and permanent by tying it off or sewing the ends of the twine through the rope.

When doing this to thick sailing-ship-type rope, the "small stuff" used was sometimes whipcord², hence the word usage.

Whipping is suitable for synthetic and natural ropes and lines. It is suitable for both stranded and braided ropes, lines and cables (3-strand rope, 4-strand cable and 8-strand multiplait as well as concentric and braided constructions).

Whipping takes time and some skill to apply, and may need specialist equipment (palm, needle etc). It provides a neat, soft, aesthetic, and permanent ending to the rope.

¹ <https://en.wikibooks.org/wiki/..%2FTwine%2F>

² <https://en.wikipedia.org/wiki/whipcord>

28.1 Types of whipping knots



Figure 35 /Sailmaker's whipping/^a

^a <https://en.wikibooks.org/wiki/%2FSailmaker%27s%20whipping%2F>



Figure 36 /West Country whipping/^a

^a <https://en.wikibooks.org/wiki/%2FWest%20Country%20whipping%2F>

- /Common whipping/³
- /Sailmaker's whipping/⁴
- /West Country whipping/⁵
- /Portuguese whipping/⁶

28.2 Alternatives to whipping

28.2.1 Constrictor knot

A Constrictor knot⁷ or a turn of self-adhesive plastic tape can be used temporarily to hold the fibres of a cut line until a final whipping can be applied.

³ <https://en.wikibooks.org/wiki/%2FCommon%20whipping%2F>

⁴ <https://en.wikibooks.org/wiki/%2FSailmaker%27s%20whipping%2F>

⁵ <https://en.wikibooks.org/wiki/%2FWest%20Country%20whipping%2F>

⁶ <https://en.wikibooks.org/wiki/%2FPortuguese%20whipping%2F>

⁷ Chapter 9 on page 31

28.2.2 Melting

The ends of some *../Synthetic fibres*⁸ such as Dacron, Nylon, polyethylene, polyester, or polypropylene may be melted to fuse the fibers together and prevent their ends from fraying. This may be done by cutting through the rope with an electrically heated rope cutter, or cutting with a knife and melting the ends in a flame.

Although quick to apply and taking no great skill to learn, melting has a number of disadvantages. Many believe that melting the ends is most appropriate for finishing small-stuff, but is not recommended for working ropes and lines. Melting the fibers is a relatively poor method of finishing a rope's end, and the end of any rope subject to heavy use should be whipped as well. Melting cannot be done on wet rope and is often untidy when done on used or dirty rope. The melted end will be hard and can cause injury for example if flicked in the face. With age, use and ultraviolet damage, the hard end will crack and the sharp edges so produced can cut the hands in use, especially if the end runs through the palms. The melting process can easily be overheated causing an unsightly, rough, blackened end, especially if a hot flame is used. Melting is difficult to do outdoors in any breeze and, if the rope is overheated or catches fire, can produce toxic fumes in an enclosed space. There is a fire or injury risk on a boat, especially if the fibres catch fire and molten or burning plastic begins to drip.

Melting cannot be used on natural fibre ropes and lines, or on some types of synthetic lines. *../Natural fibres*⁹ like manila¹⁰, sisal¹¹, cotton¹² and hemp¹³ will burn instead of melt. Aramid¹⁴ fiber such as Kevlar¹⁵ cannot be melted - the fibers merely char. Such rope must be finished with an appropriate whipping - ideally one completed with a needle such as a */Sailmaker's whipping*¹⁶ although a */West country whipping*¹⁷ also serves well.

28.2.3 Back splice

Whipping is not to be confused with *../Splicing*¹⁸, which uses the rope's own fibres. Splicing can be used to end a rope, to join two ropes together, or to join one rope to itself to form an eye or loop.

A *../Splicing/Back splice*¹⁹ can be applied to the end of any rope, especially stranded ropes. It is most suitable for bucket ropes and other lanyards.

8 <https://en.wikibooks.org/wiki/..%2FSynthetic%20fibres%2F>

9 <https://en.wikibooks.org/wiki/..%2FNatural%20fibres%2F>

10 <https://en.wikipedia.org/wiki/manila%20hemp>

11 <https://en.wikipedia.org/wiki/sisal>

12 <https://en.wikipedia.org/wiki/cotton>

13 <https://en.wikipedia.org/wiki/hemp>

14 <https://en.wikipedia.org/wiki/Aramid>

15 <https://en.wikipedia.org/wiki/Kevlar>

16 <https://en.wikibooks.org/wiki/%2FSailmaker%27s%20whipping>

17 <https://en.wikibooks.org/wiki/%2FWest%20country%20whipping>

18 <https://en.wikibooks.org/wiki/..%2FSplicing%2F>

19 <https://en.wikibooks.org/wiki/..%2FSplicing%2FBack%20splice%2F>

A back splice adds extra thickness to the end of the rope, so that it will no longer pull through blocks²⁰ and sheaves. The extra thickness may however be seen as an advantage as it allows the user to feel the end of the rope coming into the hand, for example on a bucket lanyard when fetching water from a river bank or from the deck of a boat.

To be truly robust and permanent, the ends of the strands may still need whipping, or the whole splice serving after the back-splice is finished as this work will not be held in permanent tension, and may tend to unravel if banged around in use.

Splicing takes time and skill to apply, and may need special equipment (fid²¹ and small-stuff or self-adhesive tape) while working.

28.2.4 Liquid whipping

Another modern alternative is "liquid whipping". This is a commercial, glue-like product that is used by dipping the end of the rope into the liquid. When it sets, the product is flexible but solid enough to keep the rope together. Liquid whipping can be used on both natural and synthetic fibers.

28.2.5 Aglet

An aglet²² is a permanent ending applied mechanically to bind the end of the rope. A typical example is the plastic aglet at the end of a shoelace. Metal aglets may be crimped²³ onto ropes or cables. Aglets may also be made by melting a softer metal to cap the end of the cable.

20 https://en.wikibooks.org/wiki/block_%28sailing%29

21 <https://en.wikipedia.org/wiki/fid>

22 <https://en.wikipedia.org/wiki/aglet>

23 <https://en.wikipedia.org/wiki/crimp>

29 Contributors

Edits	User
1	AGToth ¹
15	Adrignola ²
1	Almabot ³
1	Amgine ⁴
3	Andre Engels ⁵
1	Angela ⁶
1	Animum ⁷
1	Anthony (usurped)~enwikibooks ⁸
4	Anthony Appleyard ⁹
1	Arbitrarily0 ¹⁰
1	Arch dude ¹¹
2	ArnoldReinhold ¹²
1	Asbestos~enwikibooks ¹³
1	Auntof6 ¹⁴
1	Bdesham ¹⁵
1	Beetstra ¹⁶
1	BenFrantzDale~enwikibooks ¹⁷
1	Bensin ¹⁸
8	Bevo ¹⁹
1	Big Bob the Finder~enwikibooks ²⁰
1	Bletch~enwikibooks ²¹

1	https://en.wikibooks.org/w/index.php%3ftitle=User:AGToth&action=edit&redlink=1
2	https://en.wikibooks.org/wiki/User:Adrignola
3	https://en.wikibooks.org/wiki/User:Almabot
4	https://en.wikibooks.org/w/index.php%3ftitle=User:Amgine&action=edit&redlink=1
5	https://en.wikibooks.org/wiki/User:Andre_Engels
6	https://en.wikibooks.org/wiki/User:Angela
7	https://en.wikibooks.org/wiki/User:Animum
8	https://en.wikibooks.org/w/index.php%3ftitle=User:Anthony_(usurped)~enwikibooks&action=edit&redlink=1
9	https://en.wikibooks.org/wiki/User:Anthony_Appleyard
10	https://en.wikibooks.org/wiki/User:Arbitrarily0
11	https://en.wikibooks.org/wiki/User:Arch_dude
12	https://en.wikibooks.org/wiki/User:ArnoldReinhold
13	https://en.wikibooks.org/wiki/User:Asbestos~enwikibooks
14	https://en.wikibooks.org/wiki/User:Auntof6
15	https://en.wikibooks.org/wiki/User:Bdesham
16	https://en.wikibooks.org/wiki/User:Beetstra
17	https://en.wikibooks.org/w/index.php%3ftitle=User:BenFrantzDale~enwikibooks&action=edit&redlink=1
18	https://en.wikibooks.org/wiki/User:Bensin
19	https://en.wikibooks.org/wiki/User:Bevo
20	https://en.wikibooks.org/w/index.php%3ftitle=User:Big_Bob_the_Finder~enwikibooks&action=edit&redlink=1
21	https://en.wikibooks.org/w/index.php%3ftitle=User:Bletch~enwikibooks&action=edit&redlink=1

1 Blueboy96²²
1 Breno (Usurped)²³
1 Brion VIBBER²⁴
1 Bryan Derksen²⁵
1 CambridgeBayWeather²⁶
2 Canley²⁷
3 Casner²⁸
1 Chris 73²⁹
1 Chris huh³⁰
1 Closedmouth³¹
1 DVD R W³²
3 Damian Yerrick³³
3 Dcljr³⁴
32 Dddstone~enwikibooks³⁵
1 Dedalus³⁶
2 Demi~enwikibooks³⁷
133 Dfred³⁸
1 Dino~enwikibooks³⁹
2 Dirk Hünninger⁴⁰
1 DopefishJustin⁴¹
2 Duk⁴²
2 Eclecticology⁴³
1 Edward⁴⁴
4 Egil⁴⁵
1 Elf⁴⁶

22 <https://en.wikibooks.org/wiki/User:Blueboy96>
23 [https://en.wikibooks.org/w/index.php%3ftitle=User:Breno_\(Usurped\)&action=edit&redlink=1](https://en.wikibooks.org/w/index.php%3ftitle=User:Breno_(Usurped)&action=edit&redlink=1)
24 https://en.wikibooks.org/wiki/User:Brion_VIBBER
25 https://en.wikibooks.org/w/index.php%3ftitle=User:Bryan_Derksen&action=edit&redlink=1
26 <https://en.wikibooks.org/wiki/User:CambridgeBayWeather>
27 <https://en.wikibooks.org/w/index.php%3ftitle=User:Canley&action=edit&redlink=1>
28 <https://en.wikibooks.org/w/index.php%3ftitle=User:Casner&action=edit&redlink=1>
29 https://en.wikibooks.org/wiki/User:Chris_73
30 https://en.wikibooks.org/w/index.php%3ftitle=User:Chris_huh&action=edit&redlink=1
31 <https://en.wikibooks.org/wiki/User:Closedmouth>
32 https://en.wikibooks.org/wiki/User:DVD_R_W
33 https://en.wikibooks.org/wiki/User:Damian_Yerrick
34 <https://en.wikibooks.org/wiki/User:Dcljr>
35 <https://en.wikibooks.org/w/index.php%3ftitle=User:Dddstone~enwikibooks&action=edit&redlink=1>
36 <https://en.wikibooks.org/wiki/User:Dedalus>
37 <https://en.wikibooks.org/wiki/User:Demi~enwikibooks>
38 <https://en.wikibooks.org/wiki/User:Dfred>
39 <https://en.wikibooks.org/w/index.php%3ftitle=User:Dino~enwikibooks&action=edit&redlink=1>
40 https://en.wikibooks.org/wiki/User:Dirk_H%25C3%25BCnniger
41 <https://en.wikibooks.org/w/index.php%3ftitle=User:DopefishJustin&action=edit&redlink=1>
42 <https://en.wikibooks.org/wiki/User:Duk>
43 <https://en.wikibooks.org/wiki/User:Eclecticology>
44 <https://en.wikibooks.org/wiki/User:Edward>
45 <https://en.wikibooks.org/wiki/User:Egil>
46 <https://en.wikibooks.org/wiki/User:Elf>

- 1 EncycloPetey⁴⁷
- 1 Escarbot⁴⁸
- 9 Evil saltine⁴⁹
- 1 Eyrian~enwikibooks⁵⁰
- 1 Firsfron⁵¹
- 1 Fourrohfour~enwikibooks⁵²
- 1 Funandtrvl⁵³
- 1 Gadget850⁵⁴
- 1 Geniac⁵⁵
- 3 Geofferybard⁵⁶
- 2 Glenn~enwikibooks⁵⁷
- 1 Gngarra⁵⁸
- 1 Gwern⁵⁹
- 1 Haabet⁶⁰
- 1 Harryboyles⁶¹
- 1 Hathawayc⁶²
- 1 Hayk⁶³
- 1 Herbythyme⁶⁴
- 6 Heron⁶⁵
- 3 Hu12⁶⁶
- 2 Hyacinth⁶⁷
- 4 Hydrargyrum⁶⁸
- 2 Icey⁶⁹
- 1 Insanity Incarnate⁷⁰
- 2 Interchange88⁷¹

- 47 <https://en.wikibooks.org/wiki/User:EncycloPetey>
- 48 <https://en.wikibooks.org/w/index.php%3ftitle=User:Escarbot&action=edit&redlink=1>
- 49 https://en.wikibooks.org/wiki/User:Evil_saltine
- 50 <https://en.wikibooks.org/wiki/User:Eyrian~enwikibooks>
- 51 <https://en.wikibooks.org/wiki/User:Firsfron>
- 52 <https://en.wikibooks.org/wiki/User:Fourrohfour~enwikibooks>
- 53 <https://en.wikibooks.org/wiki/User:Funandtrvl>
- 54 <https://en.wikibooks.org/w/index.php%3ftitle=User:Gadget850&action=edit&redlink=1>
- 55 <https://en.wikibooks.org/wiki/User:Geniac>
- 56 <https://en.wikibooks.org/wiki/User:Geofferybard>
- 57 <https://en.wikibooks.org/w/index.php%3ftitle=User:Glenn~enwikibooks&action=edit&redlink=1>
- 58 <https://en.wikibooks.org/wiki/User:Gngarra>
- 59 <https://en.wikibooks.org/wiki/User:Gwern>
- 60 <https://en.wikibooks.org/w/index.php%3ftitle=User:Haabet&action=edit&redlink=1>
- 61 <https://en.wikibooks.org/wiki/User:Harryboyles>
- 62 <https://en.wikibooks.org/w/index.php%3ftitle=User:Hathawayc&action=edit&redlink=1>
- 63 <https://en.wikibooks.org/wiki/User:Hayk>
- 64 <https://en.wikibooks.org/wiki/User:Herbythyme>
- 65 <https://en.wikibooks.org/wiki/User:Heron>
- 66 <https://en.wikibooks.org/wiki/User:Hu12>
- 67 <https://en.wikibooks.org/wiki/User:Hyacinth>
- 68 <https://en.wikibooks.org/wiki/User:Hydrargyrum>
- 69 <https://en.wikibooks.org/wiki/User:Icey>
- 70 https://en.wikibooks.org/w/index.php%3ftitle=User:Insanity_Incarnate&action=edit&redlink=1
- 71 <https://en.wikibooks.org/w/index.php%3ftitle=User:Interchange88&action=edit&redlink=1>

2 Interior⁷²
69 Internoob⁷³
1 Isaac Dupree⁷⁴
3 J36miles⁷⁵
1 JamesTeterenko~enwikibooks⁷⁶
1 Jamesooders⁷⁷
1 Jimfbleak⁷⁸
1 Jkasd⁷⁹
1 Joakim~enwikibooks⁸⁰
2 John254⁸¹
1 Johnleemk⁸²
7 Jomegat⁸³
1 Josh Parris⁸⁴
1 Jrosdahl⁸⁵
4 KVDP⁸⁶
1 Kjaergaard~enwikibooks⁸⁷
4 Kosebamse⁸⁸
6 Kwamikagami⁸⁹
5 LHOON⁹⁰
1 Leolaursen⁹¹
5 Leonard G.⁹²
1 Liftarn⁹³
1 LlamaA1⁹⁴
1 Luis Dantas⁹⁵
1 Lupin⁹⁶

72 <https://en.wikibooks.org/wiki/User:Interior>
73 <https://en.wikibooks.org/wiki/User:Internoob>
74 https://en.wikibooks.org/w/index.php%3ftitle=User:Isaac_Dupree&action=edit&redlink=1
75 <https://en.wikibooks.org/wiki/User:J36miles>
76 <https://en.wikibooks.org/wiki/User:JamesTeterenko~enwikibooks>
77 <https://en.wikibooks.org/w/index.php%3ftitle=User:Jamesooders&action=edit&redlink=1>
78 <https://en.wikibooks.org/wiki/User:Jimfbleak>
79 <https://en.wikibooks.org/wiki/User:Jkasd>
80 <https://en.wikibooks.org/w/index.php%3ftitle=User:Joakim~enwikibooks&action=edit&redlink=1>
81 <https://en.wikibooks.org/w/index.php%3ftitle=User:John254&action=edit&redlink=1>
82 <https://en.wikibooks.org/wiki/User:Johnleemk>
83 <https://en.wikibooks.org/wiki/User:Jomegat>
84 https://en.wikibooks.org/w/index.php%3ftitle=User:Josh_Parris&action=edit&redlink=1
85 <https://en.wikibooks.org/w/index.php%3ftitle=User:Jrosdahl&action=edit&redlink=1>
86 <https://en.wikibooks.org/wiki/User:KVDP>
87 <https://en.wikibooks.org/w/index.php%3ftitle=User:Kjaergaard~enwikibooks&action=edit&redlink=1>
88 <https://en.wikibooks.org/wiki/User:Kosebamse>
89 <https://en.wikibooks.org/wiki/User:Kwamikagami>
90 <https://en.wikibooks.org/w/index.php%3ftitle=User:LHOON&action=edit&redlink=1>
91 <https://en.wikibooks.org/wiki/User:Leolaursen>
92 https://en.wikibooks.org/wiki/User:Leonard_G.
93 <https://en.wikibooks.org/wiki/User:Liftarn>
94 <https://en.wikibooks.org/wiki/User:LlamaA1>
95 https://en.wikibooks.org/wiki/User:Luis_Dantas
96 <https://en.wikibooks.org/wiki/User:Lupin>

- 1 Lwan98⁹⁷
- 1 MER-C⁹⁸
- 1 Maias⁹⁹
- 1 Matthewg42~enwikibooks¹⁰⁰
- 2 Mav~enwikibooks¹⁰¹
- 1 Mdd4696¹⁰²
- 62 Mike.lifeguard¹⁰³
- 1 Mikkalai¹⁰⁴
- 2 Mobius¹⁰⁵
- 13 Mstroeck¹⁰⁶
- 1 Nikai¹⁰⁷
- 5 Noldoaran~enwikibooks¹⁰⁸
- 2 Ojw~enwikibooks¹⁰⁹
- 1 Orgullomoore¹¹⁰
- 1 Owen (usurped)~enwikibooks¹¹¹
- 8 Patrick¹¹²
- 1 Pax:Vobiscum¹¹³
- 1 Persian Poet Gal (usurped)~enwikibooks¹¹⁴
- 2 Peter Horn¹¹⁵
- 1 PhilHibbs¹¹⁶
- 1 Piotrus¹¹⁷
- 1 Pollinator~enwikibooks¹¹⁸
- 1 Polyparadigm~enwikibooks¹¹⁹
- 2 Postrach¹²⁰
- 1 Qu3a¹²¹

97 <https://en.wikibooks.org/wiki/User:Lwan98>

98 <https://en.wikibooks.org/wiki/User:MER-C>

99 <https://en.wikibooks.org/wiki/User:Maias>

100 <https://en.wikibooks.org/w/index.php%3ftitle=User:Matthewg42~enwikibooks&action=edit&redlink=1>

101 <https://en.wikibooks.org/w/index.php%3ftitle=User:Mav~enwikibooks&action=edit&redlink=1>

102 <https://en.wikibooks.org/wiki/User:Mdd4696>

103 <https://en.wikibooks.org/wiki/User:Mike.lifeguard>

104 <https://en.wikibooks.org/wiki/User:Mikkalai>

105 <https://en.wikibooks.org/w/index.php%3ftitle=User:Mobius&action=edit&redlink=1>

106 <https://en.wikibooks.org/wiki/User:Mstroeck>

107 <https://en.wikibooks.org/wiki/User:Nikai>

108 <https://en.wikibooks.org/wiki/User:Noldoaran~enwikibooks>

109 <https://en.wikibooks.org/w/index.php%3ftitle=User:Ojw~enwikibooks&action=edit&redlink=1>

110 <https://en.wikibooks.org/wiki/User:Orgullomoore>

111 [https://en.wikibooks.org/w/index.php%3ftitle=User:Owen_\(usurped\)~enwikibooks&action=edit&redlink=1](https://en.wikibooks.org/w/index.php%3ftitle=User:Owen_(usurped)~enwikibooks&action=edit&redlink=1)

112 <https://en.wikibooks.org/wiki/User:Patrick>

113 <https://en.wikibooks.org/wiki/User:Pax:Vobiscum>

114 [https://en.wikibooks.org/w/index.php%3ftitle=User:Persian_Poet_Gal_\(usurped\)~enwikibooks&action=edit&redlink=1](https://en.wikibooks.org/w/index.php%3ftitle=User:Persian_Poet_Gal_(usurped)~enwikibooks&action=edit&redlink=1)

115 https://en.wikibooks.org/wiki/User:Peter_Horn

116 <https://en.wikibooks.org/wiki/User:PhilHibbs>

117 <https://en.wikibooks.org/wiki/User:Piotrus>

118 <https://en.wikibooks.org/w/index.php%3ftitle=User:Pollinator~enwikibooks&action=edit&redlink=1>

119 <https://en.wikibooks.org/wiki/User:Polyparadigm~enwikibooks>

120 <https://en.wikibooks.org/wiki/User:Postrach>

121 <https://en.wikibooks.org/w/index.php%3ftitle=User:Qu3a&action=edit&redlink=1>

- 1 QuantumEleven¹²²
- 1 Quite¹²³
- 5 QuiteUnusual¹²⁴
- 3 RJFJR¹²⁵
- 1 Rama¹²⁶
- 1 Reedy¹²⁷
- 1 Rei-bot¹²⁸
- 2 Rho~enwikibooks¹²⁹
- 3 Rlevse¹³⁰
- 4 Rls~enwikibooks¹³¹
- 2 Rmrfstar¹³²
- 1 Roo72¹³³
- 2 Rossami¹³⁴
- 3 Rotlink¹³⁵
- 1 Royalbroil¹³⁶
- 1 Rtdrury¹³⁷
- 1 Ryanrs¹³⁸
- 4 Salix alba¹³⁹
- 3 Sam Hocevar¹⁴⁰
- 2 Samw¹⁴¹
- 1 SchuminWeb¹⁴²
- 4 Securiger~enwikibooks¹⁴³
- 1 Siberian Husky~enwikibooks¹⁴⁴
- 1 Sigma 7¹⁴⁵
- 7 Sik0fewl~enwikibooks¹⁴⁶

-
- 122 <https://en.wikibooks.org/w/index.php%3ftitle=User:QuantumEleven&action=edit&redlink=1>
 - 123 <https://en.wikibooks.org/wiki/User:Quite>
 - 124 <https://en.wikibooks.org/wiki/User:QuiteUnusual>
 - 125 <https://en.wikibooks.org/w/index.php%3ftitle=User:RJFJR&action=edit&redlink=1>
 - 126 <https://en.wikibooks.org/wiki/User:Rama>
 - 127 <https://en.wikibooks.org/wiki/User:Reedy>
 - 128 <https://en.wikibooks.org/w/index.php%3ftitle=User:Rei-bot&action=edit&redlink=1>
 - 129 <https://en.wikibooks.org/w/index.php%3ftitle=User:Rho~enwikibooks&action=edit&redlink=1>
 - 130 <https://en.wikibooks.org/wiki/User:Rlevse>
 - 131 <https://en.wikibooks.org/w/index.php%3ftitle=User:Rls~enwikibooks&action=edit&redlink=1>
 - 132 <https://en.wikibooks.org/wiki/User:Rmrfstar>
 - 133 <https://en.wikibooks.org/wiki/User:Roo72>
 - 134 <https://en.wikibooks.org/wiki/User:Rossami>
 - 135 <https://en.wikibooks.org/w/index.php%3ftitle=User:Rotlink&action=edit&redlink=1>
 - 136 <https://en.wikibooks.org/wiki/User:Royalbroil>
 - 137 <https://en.wikibooks.org/w/index.php%3ftitle=User:Rtdrury&action=edit&redlink=1>
 - 138 <https://en.wikibooks.org/wiki/User:Ryanrs>
 - 139 https://en.wikibooks.org/wiki/User:Salix_alba
 - 140 https://en.wikibooks.org/wiki/User:Sam_Hocevar
 - 141 <https://en.wikibooks.org/wiki/User:Samw>
 - 142 <https://en.wikibooks.org/w/index.php%3ftitle=User:SchuminWeb&action=edit&redlink=1>
 - 143 <https://en.wikibooks.org/wiki/User:Securiger~enwikibooks>
 - 144 https://en.wikibooks.org/w/index.php%3ftitle=User:Siberian_Husky~enwikibooks&action=edit&redlink=1
 - 145 https://en.wikibooks.org/wiki/User:Sigma_7
 - 146 <https://en.wikibooks.org/wiki/User:Sik0fewl~enwikibooks>

- 1 SimonMayer¹⁴⁷
- 1 Sir Nicholas de Mimsy-Porpington¹⁴⁸
- 1 Sir~enwikibooks¹⁴⁹
- 3 Skapur¹⁵⁰
- 15 Smack¹⁵¹
- 5 SmackBot¹⁵²
- 1 Smokizzy¹⁵³
- 1 Stan Shebs¹⁵⁴
- 5 Stephanieeast¹⁵⁵
- 18 Stewartadcock¹⁵⁶
- 1 Stormie¹⁵⁷
- 1 THEN WHO WAS PHONE?¹⁵⁸
- 1 TUF-KAT¹⁵⁹
- 1 Tabby~enwikibooks¹⁶⁰
- 2 Tarquin~enwikibooks¹⁶¹
- 4 Taxman¹⁶²
- 1 The Anome¹⁶³
- 1 The Founders Intent¹⁶⁴
- 1 The RedBurn¹⁶⁵
- 1 Think outside the box~enwikibooks¹⁶⁶
- 4 Thumperward¹⁶⁷
- 1 Toby Bartels¹⁶⁸
- 1 Tsiaojian lee¹⁶⁹
- 1 Una Smith¹⁷⁰
- 1 Viriditas¹⁷¹

- 147 <https://en.wikibooks.org/wiki/User:SimonMayer>
- 148 https://en.wikibooks.org/wiki/User:Sir_Nicholas_de_Mimsy-Porpington
- 149 <https://en.wikibooks.org/wiki/User:Sir~enwikibooks>
- 150 <https://en.wikibooks.org/w/index.php%3ftitle=User:Skapur&action=edit&redlink=1>
- 151 <https://en.wikibooks.org/wiki/User:Smack>
- 152 <https://en.wikibooks.org/w/index.php%3ftitle=User:SmackBot&action=edit&redlink=1>
- 153 <https://en.wikibooks.org/wiki/User:Smokizzy>
- 154 https://en.wikibooks.org/wiki/User:Stan_Shebs
- 155 <https://en.wikibooks.org/wiki/User:Stephanieeast>
- 156 <https://en.wikibooks.org/wiki/User:Stewartadcock>
- 157 <https://en.wikibooks.org/wiki/User:Stormie>
- 158 https://en.wikibooks.org/w/index.php%3ftitle=User:THEN_WHO_WAS_PHONE%253F&action=edit&redlink=1
- 159 <https://en.wikibooks.org/wiki/User:TUF-KAT>
- 160 <https://en.wikibooks.org/w/index.php%3ftitle=User:Tabby~enwikibooks&action=edit&redlink=1>
- 161 <https://en.wikibooks.org/wiki/User:Tarquin~enwikibooks>
- 162 <https://en.wikibooks.org/wiki/User:Taxman>
- 163 https://en.wikibooks.org/wiki/User:The_Anome
- 164 https://en.wikibooks.org/w/index.php%3ftitle=User:The_Founders_Intent&action=edit&redlink=1
- 165 https://en.wikibooks.org/wiki/User:The_RedBurn
- 166 https://en.wikibooks.org/w/index.php%3ftitle=User:Think_outside_the_box~enwikibooks&action=edit&redlink=1
- 167 <https://en.wikibooks.org/wiki/User:Thumperward>
- 168 https://en.wikibooks.org/wiki/User:Toby_Bartels
- 169 https://en.wikibooks.org/w/index.php%3ftitle=User:Tsiaojian_lee&action=edit&redlink=1
- 170 https://en.wikibooks.org/w/index.php%3ftitle=User:Una_Smith&action=edit&redlink=1
- 171 <https://en.wikibooks.org/wiki/User:Viriditas>

- 1 WadeSimMiser¹⁷²
- 1 Wapcaplet~enwikibooks¹⁷³
- 1 Wegge¹⁷⁴
- 1 Whispering¹⁷⁵
- 2 Wizard191¹⁷⁶
- 2 Xania¹⁷⁷
- 2 Xxagile¹⁷⁸
- 1 Yosri¹⁷⁹
- 1 Zandperl~enwikibooks¹⁸⁰
- 1 Zippanova¹⁸¹

172 <https://en.wikibooks.org/w/index.php%3ftitle=User:WadeSimMiser&action=edit&redlink=1>

173 <https://en.wikibooks.org/w/index.php%3ftitle=User:Wapcaplet~enwikibooks&action=edit&redlink=1>

174 <https://en.wikibooks.org/wiki/User:Wegge>

175 <https://en.wikibooks.org/wiki/User:Whispering>

176 <https://en.wikibooks.org/w/index.php%3ftitle=User:Wizard191&action=edit&redlink=1>

177 <https://en.wikibooks.org/wiki/User:Xania>

178 <https://en.wikibooks.org/wiki/User:Xxagile>

179 <https://en.wikibooks.org/wiki/User:Yosri>

180 <https://en.wikibooks.org/wiki/User:Zandperl~enwikibooks>

181 <https://en.wikibooks.org/w/index.php%3ftitle=User:Zippanova&action=edit&redlink=1>

List of Figures

- GFDL: Gnu Free Documentation License. <http://www.gnu.org/licenses/fdl.html>
- cc-by-sa-3.0: Creative Commons Attribution ShareAlike 3.0 License. <http://creativecommons.org/licenses/by-sa/3.0/>
- cc-by-sa-2.5: Creative Commons Attribution ShareAlike 2.5 License. <http://creativecommons.org/licenses/by-sa/2.5/>
- cc-by-sa-2.0: Creative Commons Attribution ShareAlike 2.0 License. <http://creativecommons.org/licenses/by-sa/2.0/>
- cc-by-sa-1.0: Creative Commons Attribution ShareAlike 1.0 License. <http://creativecommons.org/licenses/by-sa/1.0/>
- cc-by-2.0: Creative Commons Attribution 2.0 License. <http://creativecommons.org/licenses/by/2.0/>
- cc-by-2.0: Creative Commons Attribution 2.0 License. <http://creativecommons.org/licenses/by/2.0/deed.en>
- cc-by-2.5: Creative Commons Attribution 2.5 License. <http://creativecommons.org/licenses/by/2.5/deed.en>
- cc-by-3.0: Creative Commons Attribution 3.0 License. <http://creativecommons.org/licenses/by/3.0/deed.en>
- GPL: GNU General Public License. <http://www.gnu.org/licenses/gpl-2.0.txt>
- LGPL: GNU Lesser General Public License. <http://www.gnu.org/licenses/lgpl.html>
- PD: This image is in the public domain.
- ATTR: The copyright holder of this file allows anyone to use it for any purpose, provided that the copyright holder is properly attributed. Redistribution, derivative work, commercial use, and all other use is permitted.
- EURO: This is the common (reverse) face of a euro coin. The copyright on the design of the common face of the euro coins belongs to the European Commission. Authorised is reproduction in a format without relief (drawings, paintings, films) provided they are not detrimental to the image of the euro.
- LFK: Lizenz Freie Kunst. <http://artlibre.org/licence/lal/de>
- CFR: Copyright free use.

- EPL: Eclipse Public License. <http://www.eclipse.org/org/documents/epl-v10.php>

Copies of the GPL, the LGPL as well as a GFDL are included in chapter Licenses¹⁸². Please note that images in the public domain do not require attribution. You may click on the image numbers in the following table to open the webpage of the images in your webbrowser.

¹⁸² Chapter 30 on page 99

1	BotMultichill, Diannaa, File Upload Bot (Magnus Manske), MichaelFreyTool, Moros, OgreBot 2, SchlurcherBot, YaCBot	
2	Gnangarra	CC-BY-2.5
3	No machine-readable author provided. HiveHarbingerCOM ¹⁸³ assumed (based on copyright claims)., No machine-readable author provided. HiveHarbingerCOM ¹⁸⁴ assumed (based on copyright claims).	GFDL
4	Dfred, Ibn Battuta, JarektBot, Mattes, Rama, Tano4595	
5	Scottanon ¹⁸⁵ at English Wikipedia ¹⁸⁶	
6	Pearson Scott Foresman ¹⁸⁷	
7	(Automated conversion) ¹⁸⁸ at English Wikipedia ¹⁸⁹ (Original text: <i>en:User:Satsun</i> ¹⁹⁰)	GFDL
8	David J. Fred	CC-BY-SA-2.5
9	Markus Bärlocher	
10	David J. Fred	CC-BY-SA-2.5
11	Patricio.lorente ¹⁹¹ , Patricio.lorente ¹⁹²	CC-BY-SA-2.5
12	Patricio.lorente ¹⁹³ , Patricio.lorente ¹⁹⁴	CC-BY-SA-2.5
13	Patricio.lorente ¹⁹⁵ , Patricio.lorente ¹⁹⁶	CC-BY-SA-2.5
14	Patricio.lorente ¹⁹⁷ , Patricio.lorente ¹⁹⁸	CC-BY-SA-2.5
15	Animalparty, Emijrpb, Hazard-Bot, Ibn Battuta, JarektBot, MGA73bot2, Mfranck	
16	David J. Fred	CC-BY-SA-2.5
17	Chris 73, Hyacinth, Ibn Battuta, JarektBot	
18	Chris 73, Hyacinth, Ibn Battuta, JarektBot	
19	Dantor, Emijrpb, Hazard-Bot, Hyacinth, Ibn Battuta, JarektBot, Lämpel, MGA73bot2, YaCBot	
20	David J. Fred	CC-BY-SA-2.5
21	David J. Fred	CC-BY-SA-2.5
22	David J. Fred	CC-BY-SA-2.5
23	Markus Bärlocher	
24	CountingPine ¹⁹⁹ , CountingPine ²⁰⁰	

183 <http://commons.wikimedia.org/wiki/User:HiveHarbingerCOM>

184 <https://commons.wikimedia.org/wiki/User:HiveHarbingerCOM>

185 <http://en.wikipedia.org/wiki/User:Scottanon>

186 <http://en.wikipedia.org/wiki/>

187 http://en.wikipedia.org/wiki/Pearson_Scott_Foresman

188 [http://en.wikipedia.org/wiki/User:\(Automated_conversion\)](http://en.wikipedia.org/wiki/User:(Automated_conversion))

189 <http://en.wikipedia.org/wiki/>

190 <http://en.wikipedia.org/wiki/User:Satsun>

191 <http://commons.wikimedia.org/wiki/User:Patricio.lorente>

192 <https://commons.wikimedia.org/wiki/User:Patricio.lorente>

193 <http://commons.wikimedia.org/wiki/User:Patricio.lorente>

194 <https://commons.wikimedia.org/wiki/User:Patricio.lorente>

195 <http://commons.wikimedia.org/wiki/User:Patricio.lorente>

196 <https://commons.wikimedia.org/wiki/User:Patricio.lorente>

197 <http://commons.wikimedia.org/wiki/User:Patricio.lorente>

198 <https://commons.wikimedia.org/wiki/User:Patricio.lorente>

199 <http://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

200 <https://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

25	HighHat ²⁰¹ at English Wikipedia ²⁰²	
26	CountingPine ²⁰³ , CountingPine ²⁰⁴	
27	CountingPine ²⁰⁵ , CountingPine ²⁰⁶	
28	CountingPine ²⁰⁷ , CountingPine ²⁰⁸	
29	CountingPine ²⁰⁹ , CountingPine ²¹⁰	
30	Just plain Bill ²¹¹ , Just plain Bill ²¹²	GFDL
31	No machine-readable author provided. BenFrantzDale~commonswiki ²¹³ assumed (based on copyright claims)., No machine-readable author provided. BenFrantzDale~commonswiki ²¹⁴ assumed (based on copyright claims).	GFDL
32	BMacZero, Emijrpbot, Hyacinth, InfoCan, YaCBot	
33	NH ²¹⁵ , NH ²¹⁶	PD
34	User Hella ²¹⁷ on en.wikipedia ²¹⁸	GFDL
35	The original uploader was Grogono ²¹⁹ at English Wikipedia ²²⁰	
36	Grogono ²²¹ at English Wikipedia ²²²	

201 <http://en.wikipedia.org/wiki/User:HighHat>

202 <http://en.wikipedia.org/wiki/>

203 <http://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

204 <https://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

205 <http://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

206 <https://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

207 <http://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

208 <https://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

209 <http://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

210 <https://commons.wikimedia.org/w/index.php?title=User:CountingPine&action=edit&redlink=1>

211 http://commons.wikimedia.org/w/index.php?title=User:Just_plain_Bill&action=edit&redlink=1

212 https://commons.wikimedia.org/w/index.php?title=User:Just_plain_Bill&action=edit&redlink=1

213 <http://commons.wikimedia.org/w/index.php?title=User:BenFrantzDale~commonswiki&action=edit&redlink=1>

214 <https://commons.wikimedia.org/w/index.php?title=User:BenFrantzDale~commonswiki&action=edit&redlink=1>

215 <http://commons.wikimedia.org/wiki/User:NH>

216 <https://commons.wikimedia.org/wiki/User:NH>

217 <http://de.wikipedia.org/wiki/User:Hella>

218 <http://en.wikipedia.org>

219 <http://en.wikipedia.org/wiki/User:Grogono>

220 <http://en.wikipedia.org/wiki/>

221 <http://en.wikipedia.org/wiki/User:Grogono>

222 <http://en.wikipedia.org/wiki/>

30 Licenses

30.1 GNU GENERAL PUBLIC LICENSE

Version 3, 29 June 2007

Copyright © 2007 Free Software Foundation, Inc. <<http://fsf.org/>>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. Preamble

The GNU General Public License is a free, copyleft license for software and other kinds of works.

The licenses for most software and other practical works are designed to take away your freedom to share and change the works. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change all versions of a program—to make sure it remains free software for all its users. We, the Free Software Foundation, use the GNU General Public License for most of our software; it applies also to any other work released this way by its authors. You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for them if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs, and that you know you can do these things.

To protect your rights, we need to prevent others from denying you these rights or asking you to surrender the rights. Therefore, you have certain responsibilities if you distribute copies of the software, or if you modify it: responsibilities to respect the freedom of others.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must pass on to the recipients the same freedoms that you received. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

Developers that use the GNU GPL protect your rights with two steps: (1) assert copyright on the software, and (2) offer you this License giving you legal permission to copy, distribute and/or modify it.

For the developers' and authors' protection, the GPL clearly explains that there is no warranty for this free software. For both users' and authors' sake, the GPL requires that modified versions be marked as changed, so that their problems will not be attributed erroneously to authors of previous versions.

Some devices are designed to deny users access to install or run modified versions of the software inside them, although the manufacturer can do so. This is fundamentally incompatible with the aim of protecting users' freedom to change the software. The systematic pattern of such abuse occurs in the area of products for individuals to use, which is precisely where it is most unacceptable. Therefore, we have designed this version of the GPL to prohibit the practice for those products. If such problems arise substantially in other domains, we stand ready to extend this provision to those domains in future versions of the GPL, as needed to protect the freedom of users.

Finally, every program is threatened constantly by software patents. States should not allow patents to restrict development and use of software on general-purpose computers, but in those that do, we wish to avoid the special danger that patents applied to a free program could make it effectively proprietary. To prevent this, the GPL assures that patents cannot be used to render the program non-free.

The precise terms and conditions for copying, distribution and modification follow. TERMS AND CONDITIONS 0. Definitions.

"This License" refers to version 3 of the GNU General Public License.

"Copyright" also means copyright-like laws that apply to other kinds of works, such as semiconductor masks.

"The Program" refers to any copyrightable work licensed under this License. Each licensee is addressed as "you". "Licensees" and "recipients" may be individuals or organizations.

To "modify" a work means to copy from or adapt all or part of the work in a fashion requiring copyright permission, other than the making of an exact copy. The resulting work is called a "modified version" of the earlier work or a work "based on" the earlier work.

A "covered work" means either the unmodified Program or a work based on the Program.

To "propagate" a work means to do anything with it that, without permission, would make you directly or secondarily liable for infringement under applicable copyright law, except executing it on a computer or modifying a private copy. Propagation includes copying, distribution (with or without modification), making available to the public, and in some countries other activities as well.

To "convey" a work means any kind of propagation that enables other parties to make or receive copies. Mere interaction with a user through a computer network, with no transfer of a copy, is not conveying.

An interactive user interface displays "Appropriate Legal Notices" to the extent that it includes a convenient and prominently visible feature that (1) displays an appropriate copyright notice, and (2) tells the user that there is no warranty for the work (except to the extent that warranties are provided), that licensees may convey the work under this License, and how to view a copy of this License. If the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion. 1. Source Code.

The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

A "Standard Interface" means an interface that either is an official standard defined by a recognized standards body, or, in the case of interfaces specified for a particular programming language, one that is widely used among developers working in that language.

The "System Libraries" of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the public in source code form. A "Major Component", in this context, means a major operating component (kernel, window system, and so on) of the specific essential system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

The "Corresponding Source" for a work in object code form means all the source code needed to generate, install, and (for an executable work) run the object code and to modify the work, including scripts to control those activities. However, it does not include the work's System Libraries, or general-purpose tools or generally available free programs which are used unmodified in performing those activities but which are not part of the work. For example, Corresponding Source includes interface definition files associated with source files for the work, and the source code for shared libraries and dynamically linked subprograms that the work is specifically designed to require, such as by intimate data communication or control flow between those subprograms and other parts of the work.

The Corresponding Source need not include anything that users can regenerate automatically from other parts of the Corresponding Source.

The Corresponding Source for a work in source code form is that same work. 2. Basic Permissions.

All rights granted under this License are granted for the term of copyright on the Program, and are irrevocable provided the stated conditions are met. This License explicitly affirms your unlimited permission to run the unmodified Program. The output from running a covered work is covered by this License only if the output, given its content, constitutes a covered work. This License acknowledges your rights of fair use or other equivalent, as provided by copyright law.

You may make, run and propagate covered works that you do not convey, without conditions so long as your license otherwise remains in force. You may convey covered works to others for the sole purpose of having them make modifications exclusively for you, or provide you with facilities for running those works, provided that you comply with the terms of this License in conveying all material for which you do not control copyright. Those thus making or running the covered works for you must do so exclusively on your behalf, under your direction and control, on terms that prohibit them from making any copies of your copyrighted material outside their relationship with you.

Conveying under any other circumstances is permitted solely under the conditions stated below. Sublicensing is not allowed; section 10 makes it unnecessary. 3. Protecting Users' Legal Rights From Anti-Circumvention Law.

No covered work shall be deemed part of an effective technological measure under any applicable law fulfilling obligations under article 11 of the WIPO copyright treaty adopted on 20 December 1996, or similar laws prohibiting or restricting circumvention of such measures.

When you convey a covered work, you waive any legal power to forbid circumvention of technological measures to the extent such circumvention is effected by exercising rights under this License with respect to the covered work, and you disclaim any intention to limit operation or modification of the work as a means of enforcing, against the work's users, your or third parties' legal rights to forbid circumvention of technological measures. 4. Conveying Verbatim Copies.

You may convey verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice; keep intact all notices stating that this License and any non-permissive terms added in accord with section 7 apply to the code; keep intact all notices of the absence of any warranty; and give all recipients a copy of this License along with the Program.

You may charge any price or no price for each copy that you convey, and you may offer support or warranty protection for a fee. 5. Conveying Modified Source Versions.

You may convey a work based on the Program, or the modifications to produce it from the Program, in the form of source code under the terms of section 4, provided that you also meet all of these conditions:

* a) The work must carry prominent notices stating that you modified it, and giving a relevant date. * b) The work must carry prominent notices stating that it is released under this License and any conditions added under section 7. This requirement modifies the requirement in section 4 to "keep intact all notices". * c) You must license the entire work, as a whole, under this License to anyone who comes into possession of a copy. This License will therefore apply, along with any applicable section 7 additional terms, to the whole of the work, and all its parts, regardless of how they are packaged. This License gives no permission to license the work in any other way, but it does not invalidate such permission if you have separately received it. * d) If the work has interactive user interfaces, each must display Appropriate Legal Notices; however, if the Program has interactive interfaces that do not display Appropriate Legal Notices, your work need not make them do so.

A compilation of a covered work with other separate and independent works, which are not by their nature extensions of the covered work, and which are not combined with it such as to form a larger program, in or on a volume of a storage or distribution medium, is called an "aggregate" if the compilation and its resulting copyright are not used to limit the access or legal rights of the compilation's users beyond what the individual works permit. Inclusion of a covered work in an aggregate does not cause this License to apply to the other parts of the aggregate. 6. Conveying Non-Source Forms.

You may convey a covered work in object code form under the terms of sections 4 and 5, provided that you also convey the machine-readable Corresponding Source under the terms of this License, in one of these ways:

* a) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by the Corresponding Source fixed on a durable physical medium customarily used for software interchange. * b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge. * c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b. * d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a

different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements. * e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

A separable portion of the object code, whose source code is excluded from the Corresponding Source as a System Library, need not be included in conveying the object code work.

A "User Product" is either (1) a "consumer product", which means any tangible personal property which is normally used for personal, family, or household purposes, or (2) anything designed or sold for incorporation into a dwelling. In determining whether a product is a consumer product, doubtful cases shall be resolved in favor of coverage. For a particular product received by a particular user, "normally used" refers to a typical or common use of that class of product, regardless of the status of the particular user or of the way in which the particular user actually uses, or expects to be expected to use, the product. A product is a consumer product regardless of whether the product has substantial commercial, industrial or non-consumer uses, unless such uses represent the only significant mode of use of the product.

"Installation Information" for a User Product means any methods, procedures, authorization keys, or other information required to install and execute modified versions of a covered work in that User Product from a modified version of its Corresponding Source. The information must suffice to ensure that the continued functioning of the modified object code is in no case prevented or interfered with solely because modification has been made.

If you convey an object code work under this section in, or with, or specifically for use in, a User Product, and the conveying occurs as part of a transaction in which the right of possession and use of the User Product is transferred to the recipient in perpetuity or for a fixed term (regardless of how the transaction is characterized), the Corresponding Source conveyed under this section must be accompanied by the Installation Information. But this requirement does not apply if neither you nor any third party retains the ability to install modified object code on the User Product (for example, the work has been installed in ROM).

The requirement to provide Installation Information does not include a requirement to continue to provide support service, warranty, or updates for a work that has been modified or installed by the recipient, or for the User Product in which it has been modified or installed. Access to a network may be denied when the modification itself materially and adversely affects the operation of the network or violates the rules and protocols for communication across the network.

Corresponding Source conveyed, and Installation Information provided, in accord with this section must be in a format that is publicly documented (and with an implementation available to the public in source code form), and must require no special password or key for unpacking, reading or copying. 7. Additional Terms.

"Additional permissions" are terms that supplement the terms of this License by making exceptions from one or more of its conditions. Additional permissions that are applicable to the entire Program shall be treated as though they were included in this License, to the extent that they are valid under applicable law. If additional permissions apply only to part of the Program, that part may be used separately under those permissions, but the entire Program remains governed by this License without regard to the additional permissions.

When you convey a copy of a covered work, you may at your option remove additional permissions from that copy, or from any part of it. (Additional permissions may be written to require their own removal in certain cases when you modify the work.) You may place additional permissions on material, added by you to a covered work, for which you have or can give appropriate copyright permission.

Notwithstanding any other provision of this License, for material you add to a covered work, you may (if authorized by the copyright holders of that material) supplement the terms of this License with terms:

* a) Disclaiming warranty or limiting liability differently from the terms of sections 15 and 16 of this License; or * b) Requiring preservation of specified reasonable legal notices or author attributions in that material or in the Appropriate Legal Notices displayed by works containing it; or * c) Prohibiting misrepresentation of the origin of that material, or requiring that modified versions of such material be marked in reasonable ways as different from the original version; or * d) Limiting the use for publicity purposes of names of licensors or authors of the material; or * e) Declining to grant rights under trademark law for use of some trade names, trademarks, or service marks; or * f) Requiring indemnification of licensors and authors of that material by anyone who conveys the material (or modified versions of it) with contractual assumptions of liability to the recipient, for any liability that these contractual assumptions directly impose on those licensors and authors.

All other non-permissive additional terms are considered "further restrictions" within the meaning of section 10. If the Program as you received it, or any part of it, contains a notice stating that it is governed by this License along with a term that is a further restriction, you may remove that term. If a license document contains a further restriction but permits relicensing or conveying under this License, you may add to a covered work material governed by the terms of that license document, provided that the further restriction does not survive such relicensing or conveying.

If you add terms to a covered work in accord with this section, you must place, in the relevant source files, a statement of the additional terms that apply to those files, or a notice indicating where to find the applicable terms.

Additional terms, permissive or non-permissive, may be stated in the form of a separately written license, or stated as exceptions; the above requirements apply either way. 8. Termination.

You may not propagate or modify a covered work except as expressly provided under this License. Any attempt otherwise to propagate or modify it is void, and will automatically terminate your rights under this License (including any patent licenses granted under the third paragraph of section 11).

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates

your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, you do not qualify to receive new licenses for the same material under section 10. 9. Acceptance Not Required for Having Copies.

You are not required to accept this License in order to receive or run a copy of the Program. Ancillary propagation of a covered work occurring solely as a consequence of using peer-to-peer transmission to receive a copy likewise does not require acceptance. However, nothing other than this License grants you permission to propagate or modify any covered work. These actions infringe copyright if you do not accept this License. Therefore, by modifying or propagating a covered work, you indicate your acceptance of this License to do so. 10. Automatic Licensing of Downstream Recipients.

Each time you convey a covered work, the recipient automatically receives a license from the original licensors, to run, modify and propagate that work, subject to this License. You are not responsible for enforcing compliance by third parties with this License.

An "entity transaction" is a transaction transferring control of an organization, or substantially all assets of one, or subdividing an organization, or merging organizations. If propagation of a covered work results from an entity transaction, each party to that transaction who receives a copy of the work also receives whatever licenses to the work the party's predecessor in interest had or could give under the previous paragraph, plus a right to possession of the Corresponding Source of the work from the predecessor in interest, if the predecessor has it or can get it with reasonable efforts.

You may not impose any further restrictions on the exercise of the rights granted or affirmed under this License. For example, you may not impose a license fee, royalty, or other charge for exercise of rights granted under this License, and you may not initiate litigation (including a cross-claim or counterclaim in a lawsuit) alleging that any patent claim is infringed by making, using, selling, offering for sale, or importing the Program or any portion of it. 11. Patents.

A "contributor" is a copyright holder who authorizes use under this License of the Program or a work on which the Program is based. The work thus licensed is called the contributor's "contributor version".

A contributor's "essential patent claims" are all patent claims owned or controlled by the contributor, whether already acquired or hereafter acquired, that would be infringed by some manner, permitted by this License, of making, using, or selling its contributor version, but do not include claims that would be infringed only as a consequence of further modification of the contributor version. For purposes of this definition, "control" includes the right to grant patent sublicenses in a manner consistent with the requirements of this License.

Each contributor grants you a non-exclusive, worldwide, royalty-free patent license under the contributor's essential patent claims, to make, use, sell, offer for sale, import and otherwise run, modify and propagate the contents of its contributor version.

In the following three paragraphs, a "patent license" is any express agreement or commitment, however denominated, not to enforce a patent (such as an express permission to practice a patent or covenant not to sue for patent infringement). To "grant" such a patent license to a party means to make such an agreement or commitment not to enforce a patent against the party.

If you convey a covered work, knowingly relying on a patent license, and the Corresponding Source of the work is not available for anyone to copy, free of charge and under the terms of this License, through a publicly available network server or other readily accessible means, then you must either (1) cause the Corresponding Source to be so available, or (2) arrange to deprive yourself of the benefit of the patent license for this particular work, or (3) arrange, in a manner consistent with the requirements of this License, to extend the patent license to downstream recipients. "Knowingly relying" means you have actual knowledge that, but for the patent license, your conveying the covered work in a country, or your recipient's use of the covered work in a country, would infringe one or more identifiable patents in that country that you have reason to believe are valid.

If, pursuant to or in connection with a single transaction or arrangement, you convey, or propagate by procuring conveyance of, a covered work, and grant a patent license to some of the parties receiving the covered work authorizing them to use, propagate, modify or convey a specific copy of the covered work, then the patent license you grant is automatically extended to all recipients of the covered work and works based on it.

A patent license is "discriminatory" if it does not include within the scope of its coverage, prohibits the exercise of, or is conditioned on the non-exercise of one or more of the rights that are specifically granted under this License. You may not convey a covered work if you are a party to an arrangement with a third party that is in the business of distributing software, under which you make payment to the third party based on the extent of your activity of conveying the work, and under which the third party grants, to any of the parties who would receive the covered work from you, a discriminatory patent license (a) in connection with copies of the covered work conveyed by you (or copies made from those copies), or (b) primarily for and in connection with specific products or compilations that contain the covered work, unless you entered into that arrangement, or that patent license was granted, prior to 28 March 2007.

Nothing in this License shall be construed as excluding or limiting any implied license or other defenses to infringement that may otherwise be available to you under applicable patent law. 12. No Surrender of Others' Freedom.

If conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot convey a covered work so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not convey it at all. For example, if you agree to terms that obligate you to collect a royalty for further conveying from those to whom you convey the Program, the only way you could satisfy

both those terms and this License would be to refrain entirely from conveying the Program. 13. Use with the GNU Affero General Public License.

Notwithstanding any other provision of this License, you have permission to link or combine any covered work with a work licensed under version 3 of the GNU Affero General Public License into a single combined work, and to convey the resulting work. The terms of this License will continue to apply to the part which is the covered work, but the special requirements of the GNU Affero General Public License, section 13, concerning interaction through a network will apply to the combination as such. 14. Revised Versions of this License.

The Free Software Foundation may publish revised and/or new versions of the GNU General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies that a certain numbered version of the GNU General Public License "or any later version" applies to it, you have the option of following the terms and conditions either of that numbered version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of the GNU General Public License, you may choose any version ever published by the Free Software Foundation.

If the Program specifies that a proxy can decide which future versions of the GNU General Public License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Program.

30.2 GNU Free Documentation License

Version 1.3, 3 November 2008

Copyright (c) 2000, 2001, 2002, 2007, 2008 Free Software Foundation, Inc. <<http://fsf.org/>>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed. 0. PREAMBLE

The purpose of this License is to make a manual, textbook, or other functional and useful document "free" in the sense of freedom: to assure everyone the effective freedom to copy and redistribute it, with or without modifying it, either commercially or noncommercially. Secondly, this License preserves for the author and publisher a way to get credit for their work, while not being considered responsible for modifications made by others.

This License is a kind of "copyleft", which means that derivative works of the document must themselves be free in the same sense. It complements the GNU General Public License, which is a copyleft license designed for free software.

We have designed this License in order to use it for manuals for free software, because free software needs free documentation: a free program should come with manuals providing the same freedoms that the software does. But this License is not limited to software manuals; it can be used for any textual work, regardless of subject matter or whether it is published as a printed book. We recommend this License principally for works whose purpose is instruction or reference. 1. APPLICABILITY AND DEFINITIONS

This License applies to any manual or other work, in any medium, that contains a notice placed by the copyright holder saying it can be distributed under the terms of this License. Such a notice grants a world-wide, royalty-free license, unlimited in duration, to use that work under the conditions stated herein. The "Document", below, refers to any such manual or work. Any member of the public is a licensee, and is addressed as "you". You accept the license if you copy, modify or distribute the work in a way requiring permission under copyright law.

A "Modified Version" of the Document means any work containing the Document or a portion of it, either copied verbatim, or with modifications and/or translated into another language.

A "Secondary Section" is a named appendix or a front-matter section of the Document that deals exclusively with the relationship of the publishers or authors of the Document to the Document's overall subject (or to related matters) and contains nothing that could fall directly within that overall subject. (Thus, if the Document is in part a textbook of mathematics, a Secondary Section may not explain any mathematics.) The relationship could be a matter of historical connection with the subject or with related matters, or of legal, commercial, philosophical, ethical or political position regarding them.

The "Invariant Sections" are certain Secondary Sections whose titles are designated, as being those of Invariant Sections, in the notice that says that the Document is released under this License. If a section does not fit the above definition of Secondary then it is not allowed to be designated as Invariant. The Document may contain zero Invariant Sections. If the Document does not identify any Invariant Sections then there are none.

The "Cover Texts" are certain short passages of text that are listed, as Front-Cover Texts or Back-Cover Texts, in the notice that says that the Document is released under this License. A Front-Cover Text may be at most 5 words, and a Back-Cover Text may be at most 25 words.

A "Transparent" copy of the Document means a machine-readable copy, represented in a format whose specification is available to the general public, that is suitable for revising the document straightforwardly with generic text editors or (for images composed of pixels) generic paint programs or (for drawings) some widely available drawing editor, and that is suitable for input to text formatters or for automatic translation to a variety of formats suitable for input to text formatters. A copy made in an otherwise Transparent file format whose markup, or absence of markup, has been arranged to thwart or discourage subsequent modification by readers is not Transparent. An image format is not Transparent if used for any substantial amount of text. A copy that is not "Transparent" is called "Opaque".

Examples of suitable formats for Transparent copies include plain ASCII without markup, Texinfo input format, LaTeX input format, SGML or XML using a publicly available DTD, and standard-conforming simple HTML, PostScript or PDF designed for human modification. Examples of transparent image formats include PNG, XCF and JPG. Opaque formats include proprietary formats that can be read and edited only by proprietary word processors, SGML or XML for which the DTD and/or processing tools are not generally available, and the machine-generated HTML, PostScript or PDF produced by some word processors for output purposes only.

The "Title Page" means, for a printed book, the title page itself, plus such following pages as are needed to hold, legibly, the material this License requires to appear in the title page. For works in formats which do not have any title page as such, "Title Page" means the text near the most prominent appearance of the work's title, preceding the beginning of the body of the text.

The "publisher" means any person or entity that distributes copies of the Document to the public.

A section "Entitled XYZ" means a named subunit of the Document whose title either is precisely XYZ or contains XYZ in parentheses

Later license versions may give you additional or different permissions. However, no additional obligations are imposed on any author or copyright holder as a result of your choosing to follow a later version. 15. Disclaimer of Warranty.

THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. 16. Limitation of Liability.

IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MODIFIES AND/OR CONVEYS THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. 17. Interpretation of Sections 15 and 16.

following text that translates XYZ in another language. (Here XYZ stands for a specific section name mentioned below, such as "Acknowledgements", "Dedications", "Endorsements", or "History"). To "Preserve the Title" of such a section when you modify the Document means that it remains a section "Entitled XYZ" according to this definition.

The Document may include Warranty Disclaimers next to the notice which states that this License applies to the Document. These Warranty Disclaimers are considered to be included by reference in this License, but only as regards disclaiming warranties; any other implication that these Warranty Disclaimers may have is void and has no effect on the meaning of this License. 2. VERBATIM COPYING

You may copy and distribute the Document in any medium, either commercially or noncommercially, provided that this License, the copyright notices, and the license notice saying this License applies to the Document are reproduced in all copies, and that you add no other conditions whatsoever to those of this License. You may not use technical measures to obstruct or control the reading or further copying of the copies you make or distribute. However, you may accept compensation in exchange for copies. If you distribute a large enough number of copies you must also follow the conditions in section 3.

You may also lend copies, under the same conditions stated above, and you may publicly display copies. 3. COPYING IN QUANTITY

If you publish printed copies (or copies in media that commonly have printed covers) of the Document, numbering more than 100, and the Document's license notice requires Cover Texts, you must enclose the copies in covers that carry, clearly and legibly, all these Cover Texts: Front-Cover Texts on the front cover, and Back-Cover Texts on the back cover. Both covers must also clearly and legibly identify you as the publisher of these copies. The front cover must present the full title with all words of the title equally prominent and visible. You may add other material on the covers in addition. Copying with changes limited to the covers, as long as they preserve the title of the Document and satisfy these conditions, can be treated as verbatim copying in other respects.

If the required texts for either cover are too voluminous to fit legibly, you should put the first one listed (as many as fit reasonably) on the actual cover, and continue the rest onto adjacent pages.

If you publish or distribute Opaque copies of the Document numbering more than 100, you must either include a machine-readable Transparent copy along with each Opaque copy, or state in or with each Opaque copy a computer-network location from which the general network-using public has access to download using public-standard network protocols a complete Transparent copy of the Document, free of added material. If you use the latter option, you must take reasonably prudent steps, when you begin distribution of Opaque copies in quantity, to ensure that this Transparent copy will remain thus accessible at the stated location until at least one year after the last time you distribute an Opaque copy (directly or through your agents or retailers) of that edition to the public.

It is requested, but not required, that you contact the authors of the Document well before redistributing any large number of copies, to give them a chance to provide you with an updated version of the Document. 4. MODIFICATIONS

You may copy and distribute a Modified Version of the Document under the conditions of section 2 above, provided that you release the Modified Version under precisely this License, with the Modified Version filling the role of the Document, this licensing distribution and modification of the Modified Version to whoever possesses a copy of it. In addition, you must do these things in the Modified Version:

* A. Use in the Title Page (and on the covers, if any) a title distinct from that of the Document, and from those of previous versions (which should, if there were any, be listed in the History section of the Document). You may use the same title as a previous version if the original publisher of that version gives permission. * B. List on the Title Page, as authors, one or more persons or entities responsible for authorship of the modifications in the Modified Version, together with at least five of the principal authors of the Document (all of its principal authors, if it has fewer than five), unless they release you from this requirement. * C. State on the Title page the name of the publisher of the Modified Version, as the publisher. * D. Preserve all the copyright notices of the Document. * E. Add an appropriate copyright notice for your modifications adjacent to the other copyright notices. * F. Include, immediately after the copyright notices, a license notice giving the public permission to use the Modified Version under the terms of this license, in the form shown in the table below. * G. Preserve in the license notice the full lists of Invariant Sections and required Cover Texts given in the Document's license notice. * H. Include an unaltered copy of this License. * I. Preserve the section entitled "History", Preserve its Title, and add to it an item stating at least the title, year, new authors, and publisher of the Modified Version as given on the Title Page. If there is no section entitled "History" in the Document, create one stating the title, year, authors, and publisher of the Document as given on its Title Page, then add an item describing the Modified Version as stated in the previous sentence. * J. Preserve the network location, if any, given in the Document for public access to a Transparent copy of the Document, and likewise the network locations given in the Document for previous versions if was based on. These may be placed in the "History" section. You may omit a network location for work that was published at least four years before the Document itself, or if the original publisher of the version it refers to gives permission. * K. For a section entitled "Acknowledgements" or "Dedications", Preserve the Title of the section, and preserve in the section all the substance and tone of each of the contributor acknowledgements and/or dedications given therein. * L. Preserve all the Invariant Sections of the Document, unaltered in their text and

If the disclaimer of warranty and limitation of liability provided above cannot be given local legal effect according to their terms, reviewing courts shall apply local law that most closely approximates an absolute waiver of all civil liability in connection with the Program, unless a warranty or assumption of liability accompanies a copy of the Program in return for a fee.

END OF TERMS AND CONDITIONS How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively state the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

in their titles. Section numbers or the equivalent are not considered part of the section titles. * M. Delete any section Entitled "Endorsements". Such a section may not be included in the Modified Version. * N. Do not retile any existing section to be Entitled "Endorsements" or to conflict in title with any Invariant Section. * O. Preserve any Warranty Disclaimers.

If the Modified Version includes new front-matter sections or appendices that qualify as Secondary Sections and contain no material copied from the Document, you may at your option designate some or all of these sections as invariant. To do this, add their titles to the list of Invariant Sections in the Modified Version's license notice. These titles must be distinct from any other section titles.

You may add a section Entitled "Endorsements", provided it contains nothing but endorsements of your Modified Version by various parties—for example, statements of peer review or of the text has been approved by an organization as the authoritative definition of a standard.

You may add a passage of up to five words as a Front-Cover Text, and a passage of up to 25 words as a Back-Cover Text, to the end of the list of Cover Texts in the Modified Version. Only one passage of Front-Cover Text and one of Back-Cover Text may be added (or through arrangements made by) any one entity. If the Document already includes a cover text for the same cover, previously added by you or by arrangement made by the same entity you are acting on behalf of, you may not add another; but you may replace the old one, on explicit permission from the previous publisher that added the old one.

The author(s) and publisher(s) of the Document do not by this License give permission to use their names for publicity for or to assert or imply endorsement of any Modified Version. 5. COMBINING DOCUMENTS

You may combine the Document with other documents released under this License, under the terms defined in section 4 above for modified versions, provided that you include in the combination all of the Invariant Sections of all of the original documents, unmodified, and list them all as Invariant Sections of your combined work in its license notice, and that you preserve all their Warranty Disclaimers.

The combined work need only contain one copy of this License, and multiple identical Invariant Sections may be replaced with a single copy. If there are multiple Invariant Sections with the same name but different contents, make the title of each such section unique by adding at the end of it, in parentheses, the name of the original author or publisher of that section if known, or else a unique number. Make the same adjustment to the section titles in the list of Invariant Sections in the license notice of the combined work.

In the combination, you must combine any sections Entitled "History" in the various original documents, forming one section Entitled "History"; likewise combine any sections Entitled "Acknowledgements", and any sections Entitled "Dedications". You must delete all sections Entitled "Endorsements". 6. COLLECTIONS OF DOCUMENTS

You may make a collection consisting of the Document and other documents released under this License, and replace the individual copies of this License in the various documents with a single copy that is included in the collection, provided that you follow the rules of this License for verbatim copying of each of the documents in all other respects.

You may extract a single document from such a collection, and distribute it individually under this License, provided you insert a copy of this License into the extracted document, and follow this License in all other respects regarding verbatim copying of that document. 7. AGGREGATION WITH INDEPENDENT WORKS

A compilation of the Document or its derivatives with other separate and independent documents or works, in or on a volume of a storage or distribution medium, is called an "aggregate" if the copyright resulting from the compilation is not used to limit the legal rights of the compilation's users beyond what the individual works permit. When the Document is included in an aggregate, this License does not apply to the other works in the aggregate which are not themselves derivative works of the Document.

If the Cover Text requirement of section 3 is applicable to these copies of the Document, then if the Document is less than one half of the entire aggregate, the Document's Cover Texts may be placed on covers that bracket the Document within the aggregate, or the electronic equivalent of covers if the Document is in electronic form. Otherwise they must appear on printed covers that bracket the whole aggregate. 8. TRANSLATION

Translation is considered a kind of modification, so you may distribute translations of the Document under the terms of section 4. Replacing Invariant Sections with translations requires special permission from their copyright holders, but you may include translations of some or all Invariant Sections in addition to the original versions of these Invariant Sections. You may include a translation of this License, and all the license notices in the Document, and any Warranty Disclaimers, provided that you also include the original English version of this License and the original versions of those notices and disclaimers. In case of a disagreement between the translation and the original version of this License or a notice or disclaimer, the original version will prevail.

If a section in the Document is Entitled "Acknowledgements", "Dedications", or "History", the requirement (section 4) to Preserve its Title

You should have received a copy of the GNU General Public License along with this program. If not, see <<http://www.gnu.org/licenses/>>.

Also add information on how to contact you by electronic and paper mail.

If the program does terminal interaction, make it output a short notice like this when it starts in an interactive mode:

<program> Copyright (C) <year> <name of author> This program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'. This is free software, and you are welcome to redistribute it under certain conditions; type 'show c' for details.

The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, your program's commands might be different; for a GUI interface, you would use an "about box".

You should also get your employer (if you work as a programmer) or school, if any, to sign a "copyright disclaimer" for the program, if necessary. For more information on this, and how to apply and follow the GNU GPL, see <<http://www.gnu.org/licenses/>>.

The GNU General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License. But first, please read <<http://www.gnu.org/philosophy/why-not-lgpl.html>>.

(section 1) will typically require changing the actual title. 9. TERMINATION

You may not copy, modify, sublicense, or distribute the Document except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, or distribute it is void, and will automatically terminate your rights under this License.

However, if you cease all violation of this License, then your license from a particular copyright holder is reinstated (a) provisionally, unless and until the copyright holder explicitly and finally terminates your license, and (b) permanently, if the copyright holder fails to notify you of the violation by some reasonable means prior to 60 days after the cessation.

Moreover, your license from a particular copyright holder is reinstated permanently if the copyright holder notifies you of the violation by some reasonable means, this is the first time you have received notice of violation of this License (for any work) from that copyright holder, and you cure the violation prior to 30 days after your receipt of the notice.

Termination of your rights under this section does not terminate the licenses of parties who have received copies or rights from you under this License. If your rights have been terminated and not permanently reinstated, receipt of a copy of some or all of the same material does not give you any rights to use it. 10. FUTURE REVISIONS OF THIS LICENSE

The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <<http://www.gnu.org/copyleft/>>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation. If the Document specifies that a proxy can decide which future versions of this License can be used, that proxy's public statement of acceptance of a version permanently authorizes you to choose that version for the Document. 11. RELICENSING

"Massive Multiauthor Collaboration Site" (or "MMC Site") means any World Wide Web server that publishes copyrightable works and also provides prominent facilities for anybody to edit those works. A public webkit that anybody can edit is an example of such a server. A "Massive Multiauthor Collaboration" (or "MMC") contained in the site means any set of copyrightable works thus published on the MMC site.

"CC-BY-SA" means the Creative Commons Attribution-Share Alike 3.0 license published by Creative Commons Corporation, a not-for-profit corporation with a principal place of business in San Francisco, California, as well as future copyleft versions of that license published by that same organization.

"Incorporate" means to publish or republish a Document, in whole or in part, as part of another Document.

An MMC is "eligible for relicensing" if it is licensed under this License, and if all works that were first published under this License somewhere other than this MMC, and subsequently incorporated in whole or in part into the MMC, (1) had no cover texts or invariant sections, and (2) were thus incorporated prior to November 1, 2008.

The operator of an MMC Site may republish an MMC contained in the site under CC-BY-SA on the same site at any time before August 1, 2009, provided the MMC is eligible for relicensing. ADDENDUM: How to use this License for your documents

To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page:

Copyright (C) YEAR YOUR NAME. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.3 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the License is included in the section entitled "GNU Free Documentation License".

If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the "with ... Texts." line with this:

with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST.

If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation.

If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

30.3 GNU Lesser General Public License

GNU LESSER GENERAL PUBLIC LICENSE

Version 3, 29 June 2007

Copyright © 2007 Free Software Foundation, Inc. <<http://fsf.org/>>

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

This version of the GNU Lesser General Public License incorporates the terms and conditions of version 3 of the GNU General Public License, supplemented by the additional permissions listed below.

0. Additional Definitions.

As used herein, “this License” refers to version 3 of the GNU Lesser General Public License, and the “GNU GPL” refers to version 3 of the GNU General Public License.

“The Library” refers to a covered work governed by this License, other than an Application or a Combined Work as defined below.

An “Application” is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A “Combined Work” is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the “Linked Version”.

The “Minimal Corresponding Source” for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The “Corresponding Application Code” for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

* a) under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or

* b) under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

* a) Give prominent notice with each copy of the object code that the Library is used in it and that the Library and its use are covered by this License.

* b) Accompany the object code with a copy of the GNU GPL and this license document.

4. Combined Works.

You may convey a Combined Work under terms of your choice that, taken together, effectively do not restrict modification of the portions of the Library contained in the Combined Work and reverse engineering for debugging such modifications, if you also do each of the following:

* a) Give prominent notice with each copy of the Combined Work that the Library is used in it and that the Library and its use are covered by this License.

* b) Accompany the Combined Work with a copy of the GNU GPL and this license document.

* c) For a Combined Work that displays copyright notices during execution, include the copyright notice for the Library among these notices, as well as a reference directing the user to the copies of the GNU GPL and this license document.

* d) Do one of the following:

- o 0) Convey the Minimal Corresponding Source under the terms of this License, and the Corresponding Application Code in a form suitable for, and under terms that permit, the user to recombine or relink the Application with a modified version of the Linked Version to produce a modified Combined Work, in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.
- o 1) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user’s computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.
- * e) Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

5. Combined Libraries.

You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

* a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities, conveyed under the terms of this License.

* b) Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

6. Revised Versions of the GNU Lesser General Public License.

The Free Software Foundation may publish revised and/or new versions of the GNU Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library as you received it specifies that a certain numbered version of the GNU Lesser General Public License “or any later version” applies to it, you have the option of following the terms and conditions either of that published version or of any later version published by the Free Software Foundation. If the Library as you received it does not specify a version number of the GNU Lesser General Public License, you may choose any version of the GNU Lesser General Public License ever published by the Free Software Foundation.

If the Library as you received it specifies that a proxy can decide whether future versions of the GNU Lesser General Public License shall apply, that proxy’s public statement of acceptance of any version is permanent authorization for you to choose that version for the Library.