#### **Carlson Cinch** for Swiftwater Rescue

I've used Slim Ray drawings of Carlson --- Swiftwater Rescue and SWR Field Guide --- which uses carbiners on each line rather than a common carbiner for one of the control lines where the cinch line clips to itself.

The thing I did different was to make the first pass of cinch line downstream of victim....seems to make sense to start with stabilization line method which makes the second pass on up steam side of victim easier to manage.

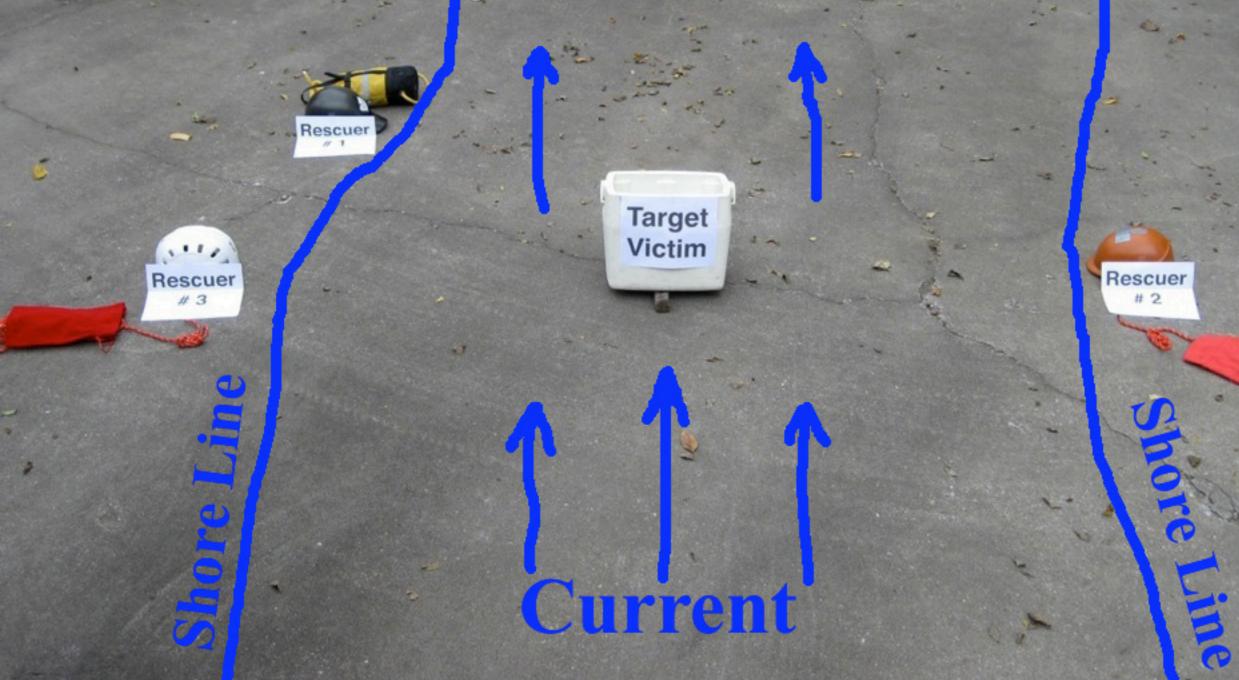
As a consequence of starting the cinch line on downstream side, the cinch itself may not be as effective because it, at least the ciniching clip, is on up stream side of victim. I doubt that this matters in actual application --- but for teaching it may be that stressing just these two concepts will be more effective:

- 1. Get a loop around the victim
- 2. Add some control lines to the cinching loop before closing.

I'll trying locking this PDF version to retain sequence of these 22 photos, let me know if you have any trouble or see errors or way to improve.

Arthur Bowie 31 Oct 2010

## **Carlson Cinch for Swiftwater Rescue**



### Rescuer 1 gets rope across river downsteam of target

5.5

d'



#### **R 1&2 move rope upsteam** for better angle and better stabilization



#### **Carlson Cinch for Swiftwater Rescue**

Target

Victim

Rescuer

111,

Rescuer

Rescuer 2, holds bite in rope and returns bag end across river to R1

Rescuer 1 clips end of rope into standing part near bag, forming a loop

Rescuer

Rescuer

Target

Victim

Detail of Rescuer 1 clipping to end of rope to form loop

Rescuer #

r

Target

Victim

1

Rescuer 2 clips control line to main rope. progressing R 1,2,3 for better teaching

Rescuer

Target

Victim

Rescuer

111,



Detail of Rescuer 2 clips control line to main rope

**Rescuer 3 clips control line to main rope** --upsteam part of loop

Rescuer

escuer #3 Target

Victim

Detail of Rescuer 3 clipping control line to main loop

Rescuer

#

**R2** and **R3** Slack control lines and step upsteam for better angle

Rescuer

\*2

Target

Victim

Rescuer

1.5

cuer

As R2 and R3 give slack to control lines, main line moves with current

Rescue

\*2

Rescuer

Rescuer

Target

Victim

R1 begins to take in main line to close loop

22

Rescuer

..

Rescuer

Target

Victim

Reso

#### **Carlson Cinch for Swiftwater Rescue**

Target

Victim

Rescuer

#2

#### R2 and R3 jockey control lines to position loop

2

Rescuer

ver

R1 continues to close loop, R2 and R3 control position

> Rescuer # 2

-25

-

Rescuer

escuer #3 Target

Victim

R1 continues to take in main line, continues closing loop

Rescuer

scuer #3

Target

Victim

Rescuer

#2

# I argetVictim

#### Detail as loop is about to close

## Rescuer

1

#

#### R1 has taken in quite a bit of main line

## **Carlson Cinch for Swiftwater Rescue**

Target

Victim

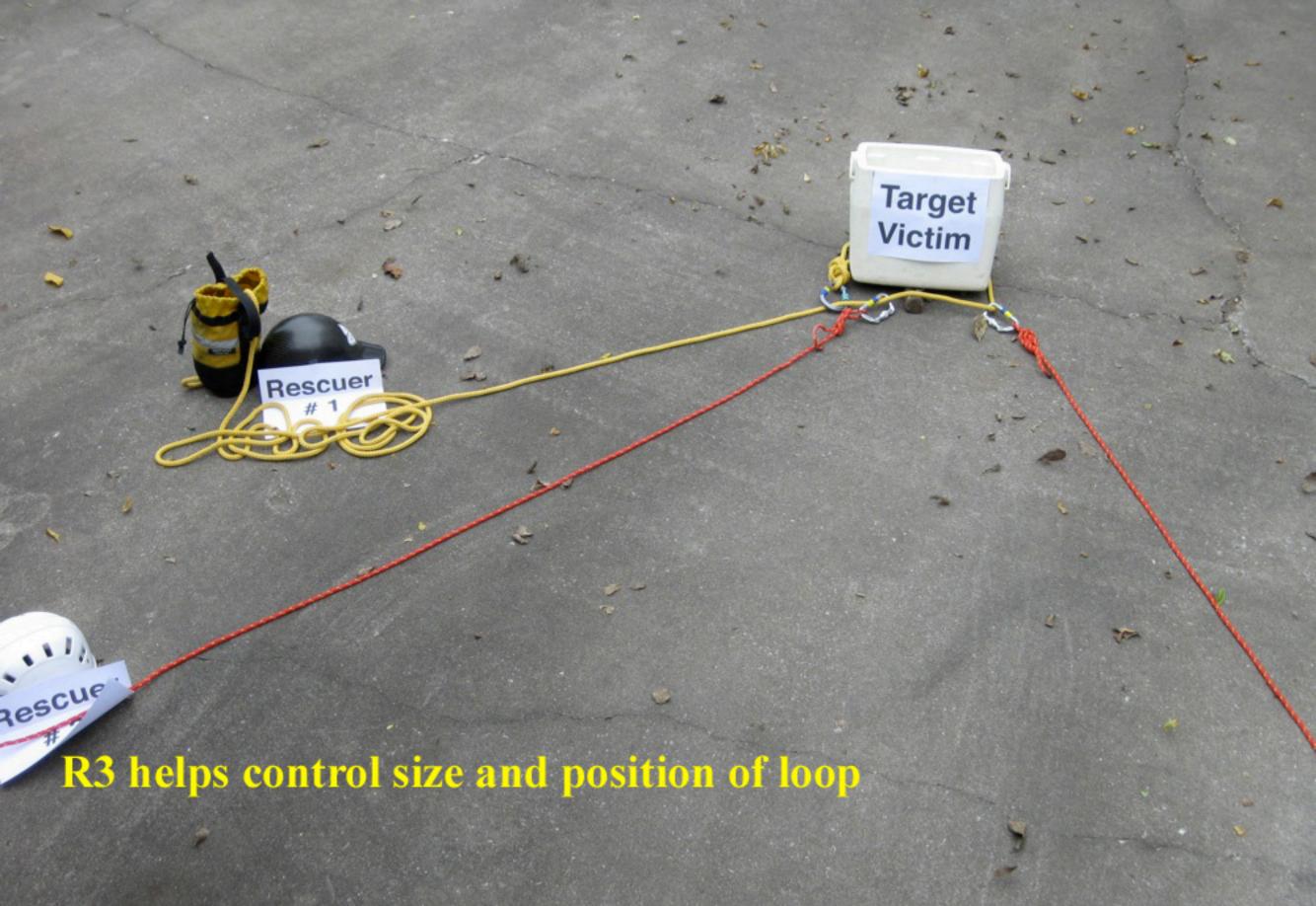
Rescuei

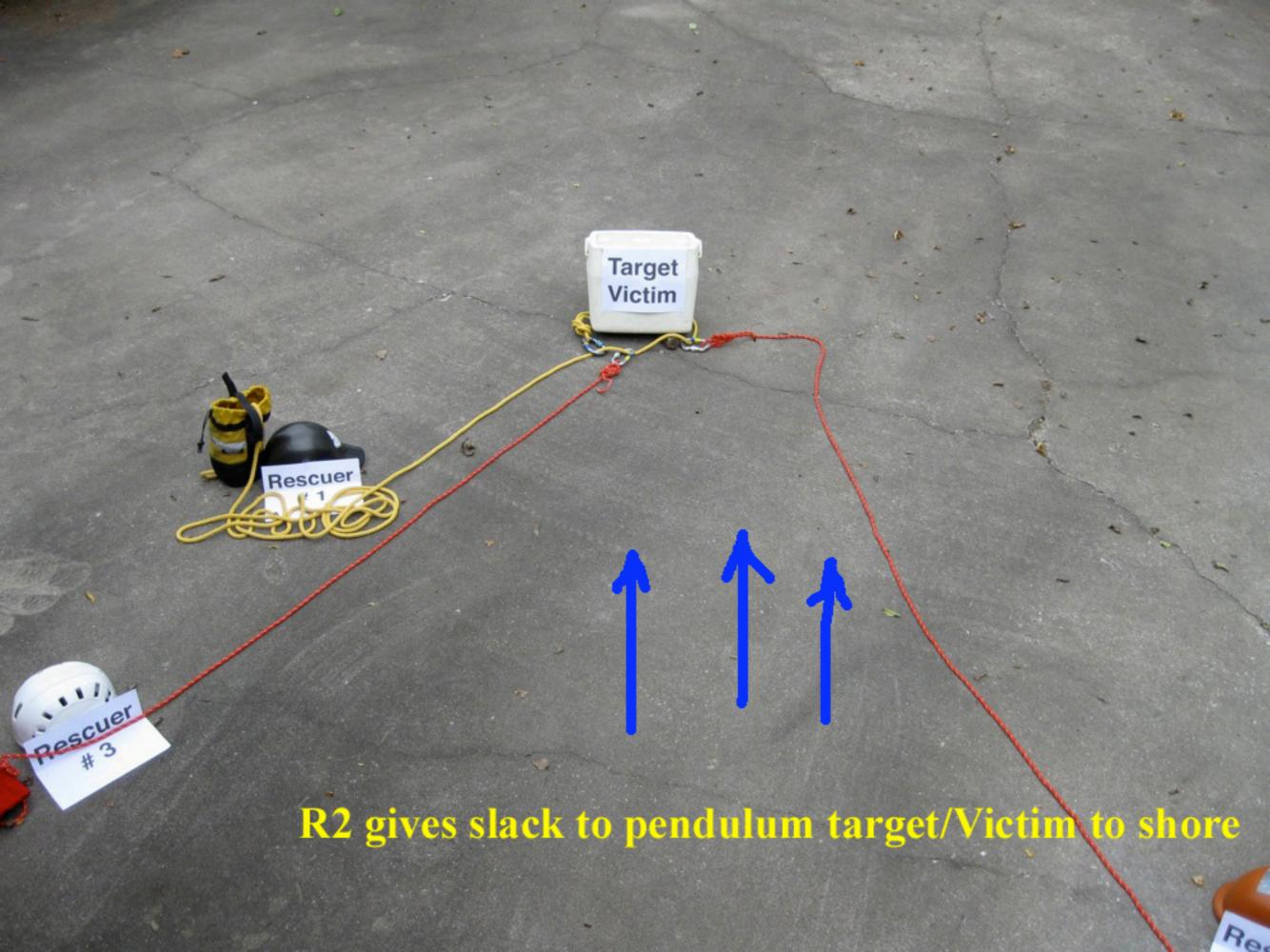
#2

R2 and R3 pull upsteam to break entrapped target/victim. R1 pulls also, but with less effect

Rescuer

305





R2 continues slack to pendulum until target reaches shor

Target Victim

Rescuer

Roscuel # 3