2026
FISHING DERBY



SOUTH GEORGIA COUNCIL

Camp Osborn

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General Description

Overview

This event is open to all Arrow of Lights, Scouts BSA, Explorer, Venturing and Sea Scouts and is put on by South Georgia Council. A Fishing Derby is an outdoor event that gives Scouts the chance to enjoy fishing, build their angling skills, and take part in some friendly competition. Along the way, Scouts practice good sportsmanship, responsible fish handling, conservation, and outdoor ethics while enjoying time together on the water.

Dates

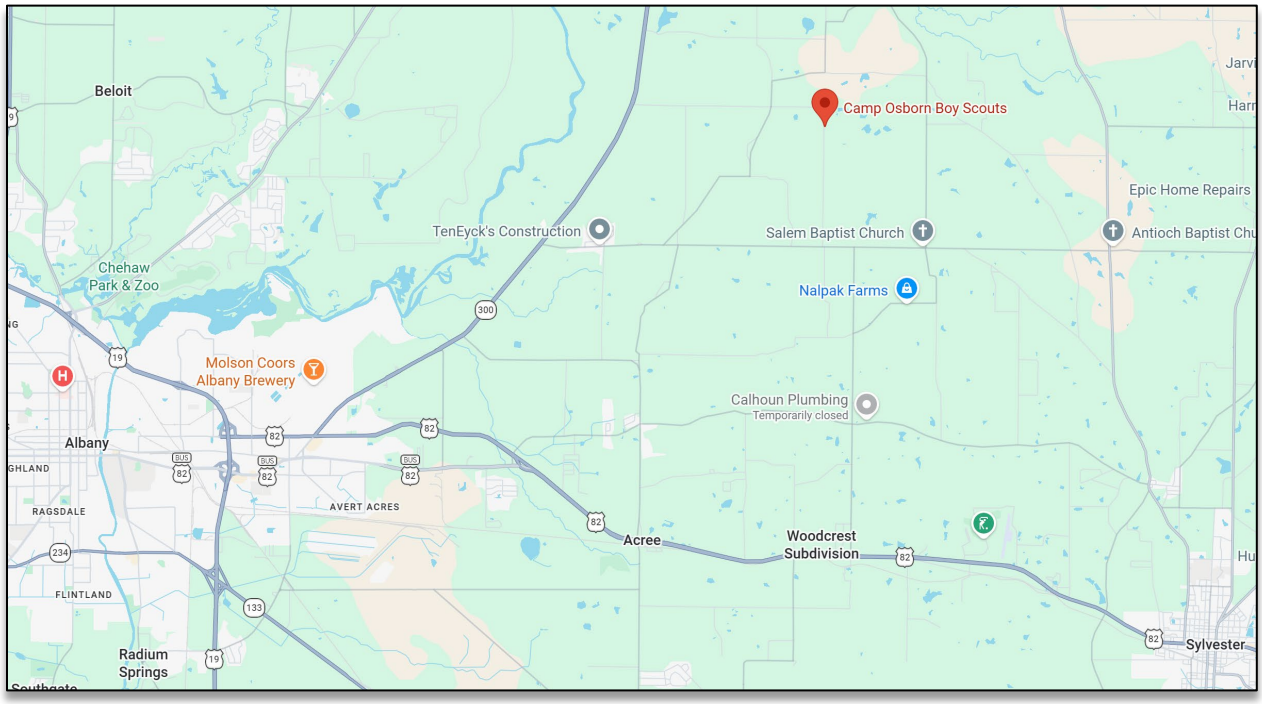
Saturday November 14, 2026, from 9:00am – 5:00pm with overnight camping available.

Location

Camp Osborn is located at 480 Camp Osborn Rd, Sylvester, GA 31791. Please see map below for help in finding the camp.

Point of Contact

Scoutmasters, please contact the Event Chair Dan Cole with any questions at FishingSGC@gmail.com.



Administration

Registration/Fees

- Registration will be accepted online only. If coming as a Unit, please make one registration for the unit. Individual Scout registrations are allowed if not coming as a Unit.
- The event fee for Scouts is $10 each. Adults are free but still need to register. The cost covers all event materials. Meals are not included in the event fee.

Cancellation/Refund Policy

Cancellations submitted prior to September 5th are eligible for a full refund, minus a $5 fee to cover supplies already purchased. All requests for refunds must be made in writing; unfortunately, phone requests cannot be accepted. Refunds will not be processed after November 8, 2026.

Health, Safety and First Aid

All participants (Youth & Adults) are required to have their Annual Health and Medical Record Part A/B on hand. These will be reviewed during check-in and return to the Scoutmaster.

Conduct and Discipline

- The Guide to Safe Scouting policies apply and are enforced on Camp Property
- Observe The Scout Oath, The Scout Law and Safeguarding Youth Guidelines.
- NO drugs, alcohol or personal firearms.
- NO youth or adults are to ride in the back of pickup trucks, trailers or UTVs.
- Park all vehicles in designated parking lots.
- NO open toe shoes, flip flops or walking around camp barefoot.
- Speed limit is 5 MPH throughout camp.
- Remember this is a wooded area. Watch out for snakes and other wildlife.
- Must be 18yrs of age and have a valid driver's license to operate any vehicle on camp.
- Be personally responsible for breakage, damage, or loss of property.
- Absolutely NO ATV's (4-wheelers) permitted on property. Golf carts and UTV's permitted only with prior approval and ROHVA certification. If you would like to take the free ROHVA e-course, please go to https://rohva.org. A copy of this certification must be presented upon arrival.

Uniform Requirements

Encourage Anglers to show off their unit pride and wear their Activity Uniforms (Class B).

Event Details

Schedule of Events

Saturday November 14, 2026	
9:00 – 9:30 AM	Check-in—Headquarters Bldg.
9:45 AM	Opening Comments – Flag Pole
10:00 AM – 12:30 PM	Station Rotations
12:30 – 2:00 PM	Lunch (On your Own)
2:00 – 4:30 PM	Fishing
4:45 PM	Awards/Closing – Fire bowl at Keenan Lake
6:00 PM	Dinner (On your Own)
11:30 PM	Lights Out
Sunday November 15, 2026	
7:00 AM	Breakfast (On your Own)
7:30 AM	Scout's Own Service – Held in your campsite
9:00 AM	Break Camp

Gear List

- Sunglasses or Safety Glasses - Required
- Wide Brim Hat – Highly Recommended
- Backpack with Scout Essentials
- Fishing Pole
- **Barbless** Hooks – Size 6/8
- Compact Chair

If you do not own a fishing pole or have Barbless Hooks, please do not go out and buy them. We will have fishing poles and barbless hooks on hand to the max extent possible. If you have extra fishing poles and don't mind sharing, please label them with your name/ Unit Number and drop them off at Check In.

Rules

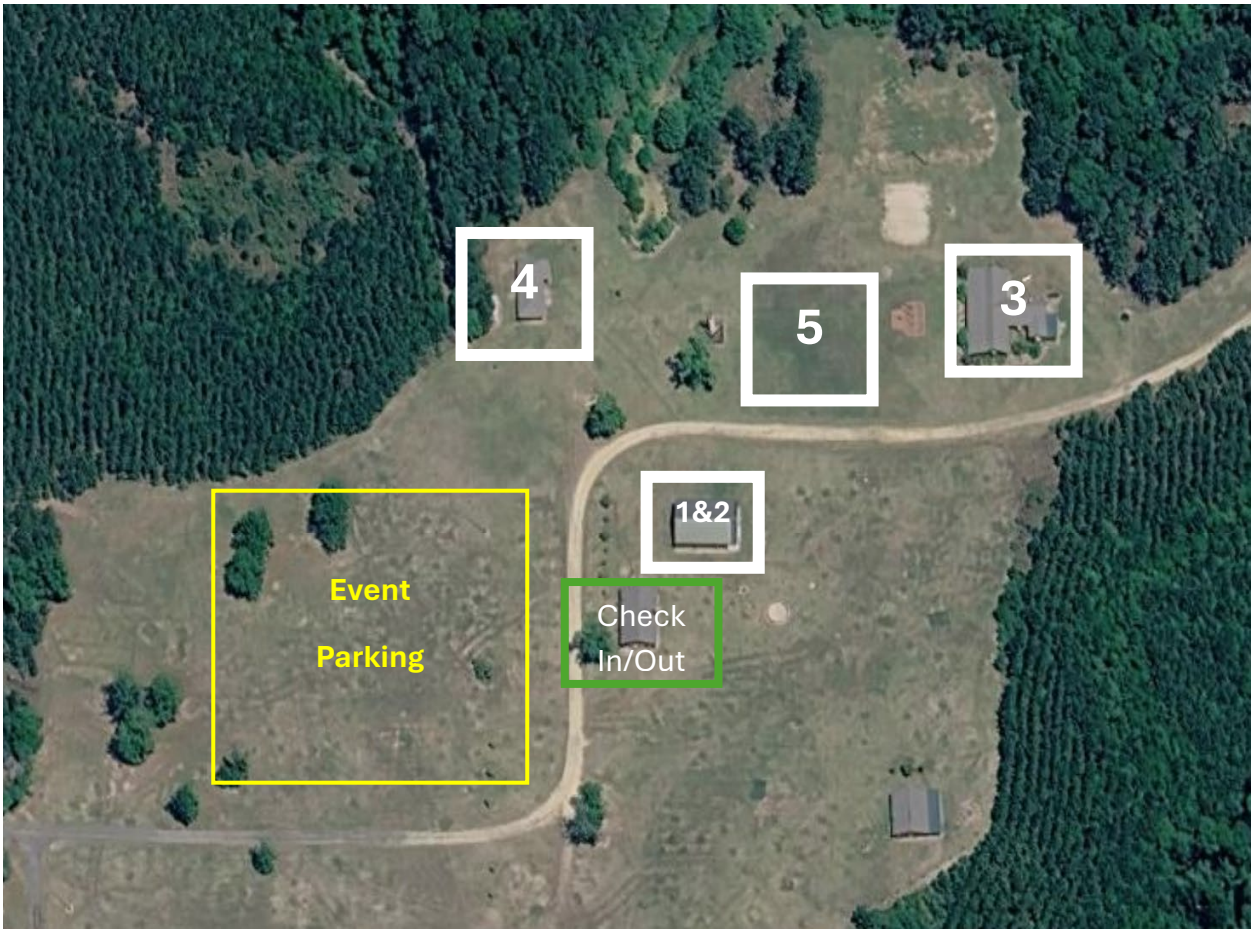
- Scout MUST complete all stations and have their Event "Fishing Licenses" stamped prior to Fishing.
- Fishing is allowed from the banks only. Not from the boat dock. (Keeping the derby fair and equitable for all Anglers)
- All catches MUST be youth caught. Young (subjective) fishers may receive help putting worms on hooks and removing fish from hooks.
- There is a one pole limit per Angler.
- This is a catch & release event only. Release each catch immediately after being measured by the Derby Official. Fish must be kept alive during the process as dead fish do not count in Angler's total.
- Adults may fish but are not eligible to participate in the derby.
- No Boats or Waders allowed. Anglers MUST remain on the banks.
- The Derby Fishing Contest ends promptly at 4:30 p.m.

Lake Information

Stocked with Bass, Catfish & Crappie

Stations

Scouts will transit between the 5 Stations at their own pace. After completing each station, they will receive a stamp on their "Fishing License". All stamps need to be received to be able to compete in the fishing competition. Scouts will not head to the fishing lake until told to do so by the Event Lead.



Stations

1 – Basic Tackle – Eagle Pavilion
2 – Knot Tying – Eagle Pavilion
3 – Conservation – Dining Hall
4 – Stewardship – Trading Post
5 – Casting & Safety – Field near Flags

Fishing

The lake next to the boat house is the approved fishing lake for Camp Osborn. The lake next to the fire bowl is for swimming.



Awards

- **Minnow Award** - Shortest Fish
- **Whale Award** - Longest Fish
- **School Award** - Most Fish Caught

**A youth can win only one prize. (Decision of the judges is final). **

Camping

Overview

Units may camp on Friday and Saturday nights. The unit is responsible for providing the appropriate Adult Leadership for overnight camping. There will be no medic on sight outside the event times. All Scouting America camp policies are in effect, and only registered adult leaders may camp with their units.

Sign Up

Your unit may sign up online for overnight camping. Please provide the phone number of a unit leader that will be on sight overnight during sign up.

Guidelines

- NO flames in tents, open or otherwise.
- DO NOT leave campfires unattended.
- NO running allowed in the camping area.
- When you get ready to leave, place trash in the dumpster behind the dining hall.
- Make sure bathrooms are clean and better than you found them. Plungers are located in each shower house.
- Before you leave, police your campsite. LEAVE NO TRACE!!
- Clean up trash after eating all meals.
- DO NOT park in the campsites unless your vehicle is attached to the troop trailer.