

Camp Tri-Mount Fishing Weekend Program Guide



**Friday, June 26, 2026 – Sunday, June 28, 2026
Kay-Bee Lake at Camp Tri-Mount Scout Reservation
235 Boy Scout Rd, East Jewett, NY 12424-5209
Rip Van Winkle District, Twin Rivers Council,
Scouting America**

Any questions about the event can be directed to Scott Bunker at scott.r.bunker@gmail.com

Attention all Scout families and friends! Reel in the fun at the 2026 Camp Tri-Mount Fishing Weekend, featuring a Fishing Derby, Cub Scout fishing adventures, and Fishing Merit Badge.

EVENT GOALS

- Provide an opportunity for Scouts and their families to enjoy fishing and fun.
- Provide an opportunity for Cub Scouts to complete their Fishing Adventures and earn their belt loops and pins.
- Allow Scouts BSA to earn their Fish and Wildlife Management, Fishing and/or Fly Fishing Merit Badge(s).
- Allow Scouts BSA the opportunity to earn the Complete Angler Award.
- Provide units a camping experience at Camp Trimount.
- Provide an opportunity for Scout units to invite other youth interested in joining the program an opportunity to recruit, by introducing them to one of the outdoor programs they will experience.

REGISTRATION

Registration for Saturday's Fishing Derby is \$15 for both youth and adults. Entry into the Fishing Derby and lunch is included in your registration fee. Prospective scouts are free (use Code: PROSPECT).

Camping is available for units who want to make the event a whole weekend of fun. Units must follow Scouting America camping standards for their unit with two-deep leadership. The unit camping registration fee for the weekend is \$100 plus a utility fee. The weekend camping youth camping fee is \$15 and adult camping fee is \$5. Meals outside of the derby's lunch during the weekend are the unit's responsibility. To reserve a campsite:

<https://campreservation.com/364/Camps/1047>

Please note: Units that wish to camp and participate in the derby MUST register for both events. Participants may choose to camp and work on advancements only or come for the derby only on Saturday and register appropriately. These are separate registrations.

GENERAL INFORMATION

Bring your own fishing rod, tackle, bait, and catch bucket. Bait will be available at the derby for use by registered derby attendees and prospective Scouts. There will be a limited supply of fishing rods to borrow.

Leave No Trace in effect: All debris, trash, bait, tackle, must be removed from the site when you leave.

New York State Free Fishing Days: This Derby is taking place on the New York State Department of Conservation Free Fishing Days (June 27-28). Free fishing days offer residents and non-residents who are 16 and older* to fish without a freshwater fishing license (*Kids

under 16 can *always* fish for free!). Learn more here:
<https://dec.ny.gov/things-to-do/freshwater-fishing/learn-to-fish>

FISHING DERBY RULES

- Scouts & Guests must be accompanied by an adult and use the buddy system onsite.
- No boats or waders allowed.
- 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 fisher with a maximum of 3 hooks being used.
- Adults may fish but are not eligible to participate in the derby.
- Release each catch immediately after measuring. This is a catch & release event only.
 - Fish must be kept alive, measured by a derby official and then released. Dead fish do not count in the total.
- The Derby ends promptly at 2:00 p.m.
- There are five competition classes for youth: (1) Lions/Tigers (or same aged guest); (2) Wolf/Bear (3) Webelo/AOL; (4) Scouts BSA; (5) Overall
- There are three prize categories for each class for a total of 15 prizes: 1) Minnow Award - Shortest Fish, 2) Whale Award - Longest Fish, 3) School Award - Most Fish Caught
- A youth can win only one prize. (Decision of the judges is final).

DERBY SCHEDULE – Saturday, June 27th

10:00 am	Registration begins
2:00 pm	Fishing Derby Ends
2:30 pm	Awards Ceremony
3:00 pm	Event Ends

LUNCH

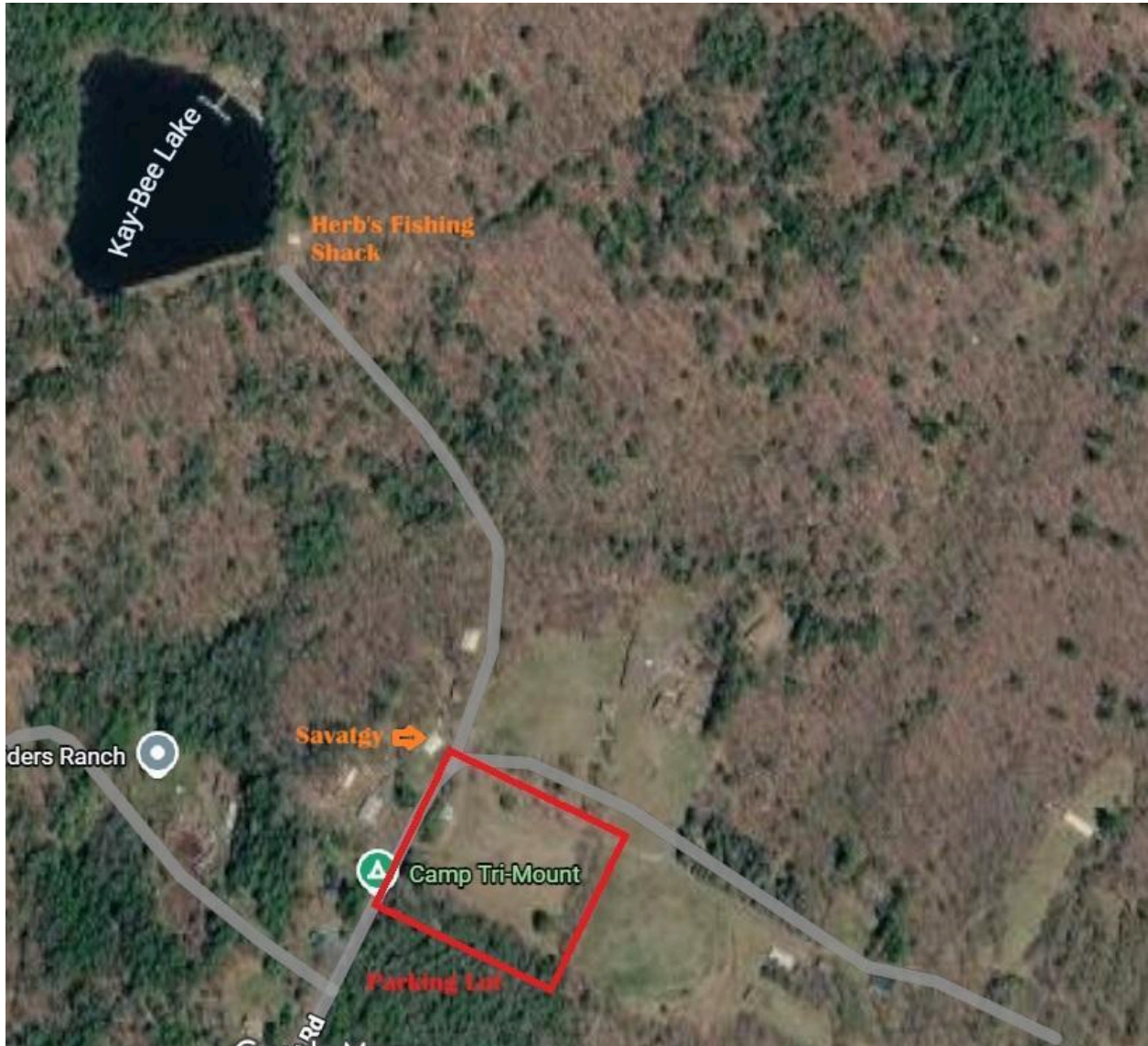
All registered youth and adults registered for the event will receive a meal ticket redeemable for lunch at the Fishing Derby. The meal ticket lunch will include a hot dog, drink, and chips. Additional food items can be purchased by registered participants as well as event guests.

DERBY ARRIVAL

When you arrive, please park in the main parking lot on the right after you pass under the camp sign. Registration and check in for the event will be in the Welcome Center in the parking lot. No unit vehicles are allowed up to the Kay-Bee Lake. All participants will proceed up the unpaved path to Kay-Bee Lake from the parking lot. It is an uphill trek in and downhill out. If your unit arrives late and staff are not at the welcome center please proceed to Herb's Fishing

Shack at the Lake. The use of wagons is encouraged to transport materials. Class B uniforms are suggested.

If a member of your unit needs assistance getting to Kay-Bee Lake please contact Scott Bunker or the District Office.



FISHING WEEKEND SCHEDULE

Exact Station Schedule for Requirements will be posted at the Trading Post and Herb's Fishing Shack. Opportunities to work on requirements will be available Friday through Sunday.

Friday, June 26th

5:00 pm Unit Check in Begins
Sunset Retire the Colors

Saturday, June 27th

7:30 am Morning Colors
3:00 pm Late Arrival Camping Units Check in
Sunset Retire the Colors

Sunday, June 28th

07:30 am Morning Colors
3:00 pm Fishing Weekend Ends

FISHING WEEKEND MEALS

A meal ticket will be provided with all Fishing Derby registrations for lunch on Saturday, June 27th. Lunch will also be available for purchase on Saturday, June 27th for prospective Scouts and non-derby participants. All other meals for the Fishing Weekend are the responsibility of the unit. Camp Trimount is a pack in, pack out camp. Access to the dining hall is allowed, and Scouts must be supervised by an adult while in the dining hall. The kitchen is unavailable for use at this time.

FISHING WEEKEND ARRIVAL INFORMATION

When you arrive on Friday, please park in the main parking lot on the right after you pass under the camp sign. Registration and check in will be at the Welcome Center in the parking lot beginning at the 3:00pm. If the Welcome Center is not staffed when your unit arrives, please park in the parking lot and unit leadership can check in with the Camp Master at the Savatgy Cabin. No unit vehicles are allowed to drive around the camp. Not all sites can have a trailer parked on site, camp staff will direct your unit to the closest location the trailer can be parked to your site. The use of wagons is encouraged to transport materials. If a member of your unit needs assistance getting to the unit site or around camp please contact the Camp Master at Savatgy or the District Office.

CUB FISHING ADVENTURES

All Cub Scout ranks feature fishing electives. Cast a line with your pack or family and earn some belt loops! There will be activity stations where you can draw a fish, practice fishing knots and practice casting a line.

ADVENTURE REQUIREMENTS BY RANK

Lion Go Fish



1. With your Lion adult partner, learn the rules of fishing safely.
2. Draw a picture of the type of fish you think lives in the water where you are going fishing.
3. Go fishing with your Lion adult partner.

Tiger Fish On



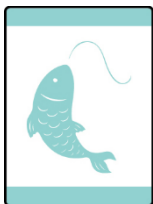
1. With your den or Tiger adult partner, identify the body of water where you will go fishing.
2. With your Tiger adult partner, learn the rules of fishing safely.
3. Draw a picture of the type of fish you think lives in the water where you are going fishing.
4. Go fishing with your Tiger adult partner.

A Wolf Goes Fishing



1. Identify the type of water you will be fishing in and what type of fish live in the water.
2. Learn about the different types of bait used to attract fish.
3. Demonstrate a proper cast for the pole or rod you are using.
4. Learn the rules of fishing safely.
5. With your den, pack, or family, go fishing.

A Bear Goes Fishing



1. Learn about three types of fish in your area.
2. Learn about your local fishing regulations with your den leader or an adult.
3. List three of the regulations you learned about, and one reason each regulation exists.
4. Become familiar with the safe use of the fishing equipment you will be using on your outing.
5. Learn the proper way to attach the hook, lure, or fly to the line.
6. Go on a fishing adventure, and for 30 minutes or more, put into practice the things you learned about fish and fishing equipment.

Catch the Big One



1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. Choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

Fishing



1. Make a plan to go fishing. Determine where you will go and what type of fish you plan to catch. All of the following requirements are to be completed based on your choice.
2. Use the BSA SAFE Checklist to plan what you need for your fishing experience.
3. Describe the environment where the fish might be found.
4. Make a list of the equipment and materials you will need to fish.
5. Determine the best type of knot to tie your hook to your line and tie it.
6. On your own, choose the appropriate type of fishing rod and tackle you will be using. Have an adult review your gear.
7. Using what you have learned about fish and fishing equipment, spend at least one hour fishing following local guidelines and regulations.

SCOUTING AMERICA MERIT BADGES

The Fishing Weekend will have Merit Badge Counselors on site for the Fly Fishing and Fishing Merit Badges. Cast a line with your troop or family, show off your skills and earn some merit badges! There will be requirement stations where you can learn and demonstrate knots, fish identification, regulations, filleting, cooking, and more. Scouts can be linked to their Merit Badge Counselors in Scoutbook at Camp and information on which requirements were completed will be given to Scouts to bring back to their unit.

FISH AND WILDLIFE MANAGEMENT



Merit badge counselors will be available to work with scouts on their Fish and Wildlife Management Merit Badge. Scouts should bring a copy of the worksheet [available here](#). Scouts should also practice knots beforehand and bring a photo of a fish they have caught recently in case they aren't able to catch anything at the event. Please wear close-toed shoes, sunscreen, and eye protection.

FISHING MERIT BADGE



Merit badge counselors will be available to work with scouts on their Fishing Merit Badge. Scouts should bring a copy of the worksheet [available here](#). Scouts should also practice knots beforehand and bring a photo of a fish they have caught recently in case they aren't able to catch anything at the event. Please wear close-toed shoes, sunscreen, and eye protection.

FLY FISHING MERIT BADGE



Merit badge counselors will be available to work with scouts on their Fly Fishing Merit Badge. Scouts should bring a copy of the worksheet [available here](#). Scouts should also practice knots beforehand and bring a photo of a fish they have caught recently in case they aren't able to catch anything at the event. Please wear close-toed shoes, sunscreen, and eye protection.

ANGLER AWARD



For Scouts who complete all three Merit Badges (Fish and Wildlife Management, Fishing, and Fly Fishing) and complete one or more fishing projects, they will be eligible for the Complete Angler Award. More information on the Angler Award can be found [here](#). Please wear close-toed shoes, sun screen, and eye protection.