

Pine Hill District Fishing Derby

Youth Fishing Derby Rules

- Cubs & Guests must be accompanied by an adult and use the buddy system onsite.
- Scouts in Troops/Crews/Ships & guests must use the buddy system onsite.
- The Derby begins at 9AM when the horn blows.
- Stay at the lower end of the lake by spillway **within sight of registration**.
- No boats or waders allowed.
- **Bring your own** fishing rod, tackle, bait, and catch bucket.
- All catches MUST be youth caught.
- Adults may fish but are not eligible to participate in the derby and must possess proper licensing.
- Place catches in your bucket filled with lake water and bring to either of the two catch measure stations.
- **DO NOT SAVE CATCHES.** Take them to the measure station as you catch them.
- Release each catch immediately after measuring. This is a **catch & release event only**.
- The Derby ends when the 12 noon horn blows.
- There are four competition classes for youth:
 - 1) Cub Scouts, 2) Cub Scout Guest, 3) Scouts in Troops/Crews/Ships, 4) Guests age 11+
- There are three prize categories for each class for a total of 12 prizes:
 - 1) Shortest Fish, 2) Longest Fish, 3) Most Fish Caught
- A youth can win only one prize. (Decision of the judges is final).
- Winners will be announced after the derby.
- In case of a tie for longest or shortest fish, the winner will be determined by who caught the most fish.
- In the case of a tie for most fish, the winner will be determined by total inches of fish caught.
- If there is no winner for a class or category the prizes may be used to satisfy a tie or held for the next event.
- Restrooms on-site will be a Port-A-Pot in the parking lot.
- Leave No Trace in effect: All debris, trash, bait, tackle, must be removed from the site when you leave.

Tag photos: Garden State
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