



FISHING FOR A CURE

Fishing For a Cure Tournament Rules

- 1) All State, Federal, and Coast Guard Laws must be obeyed
- 2) Boats will draw for starting position
- 3) Registration will begin 2 hours before Tournament take off
- 4) All Boats must go through a pre tournament boat check, all boats and/or live wells may be checked at any time.
- 5) Artificial lures only!
- 6) Only Largemouth, Smallmouth and Spotted Bass will be weighed.
- 7) 5 fish limit per team, all fish must be at least 12 inches in length
- 8) Any team late for weigh in will be disqualified
- 9) Bringing more than 5 fish to weigh in will result in largest fish being culled
- 10) Any short fish weighed in will result in a 2 pound penalty
- 11) Any dead fish will result in a 4 oz penalty
- 12) Teams may not cull a dead fish
- 13) No more than two anglers per boat
- 14) Life vest are required to be worn while the big motor is running
- 15) No trailering of boats unless authorized to do so
- 16) All live fish will be released after weigh in
- 17) All ties will be split
- 18) Any team member may be given a polygraph at anytime, upon failure of polygraph the team will forfeit any prizes awarded
- 19) Both team members must be present at weigh in to receive awards
- 20) Tournament directors decisions will be final in all disputes
- 21) Lunker Pot to be divided between winning large and small mouth bass.

REGISTRATION FORM

By signing the below I/We agree to submit to a polygraph test, and I/We agree to forfeit any and all prizes upon failure of said polygraph. I/We understand the Tournament Director's Decision is final in all cases. I/We understand we will be Disqualified if any tournament rules are violated. I/We release Fishing for a Cure , Region 4 Bass Federation Nation of Va., The Rockhouse Marina and Taylor #23 Masonic Lodge, its Officials, and all tournament personnel of any incidents or damages prior to, during or after this event.

Name _____

Partner's Name _____

Address _____

Address _____

Phone _____

E-mail _____

E-mail _____