**Game of Shoals Format details:**

Start: Entrants are assigned a shoal to start their rotation on.

There will be a shotgun: starting line is between the western jetty of Osterville cut and a yellow buoy placed by the committee. The start announcement will be with air horn and radio call. The tournament **radio channel is 68**. (Proposed 8 am start)

Fishing:

Once you arrive at your first shoal (designated by the provided chart):

You will have 1 hr. to catch fish and fill your score card as best possible. Every fish caught has value. You can release all fish (as carefully as possible) unless you would like to weigh one in for the OAC Derby (must be a member of the OAC to be in the derby). Scoring of each species is identified on the scorecard. If the fish you catch is not shown on the scorecard, please list in the “other” category (provide a picture). A point value will be provided at the committee scoring table.

The goal is to score as many points as possible at each location. If you choose to catch scup for an hour straight, you could rack up a healthy number of points. You could also choose to seek higher scoring fish at each location. It is completely up to the anglers and captain to determine their approach and strategy.

After 1hrs time, the tournament committee will announce “Rotate”, where you will need to travel to the next shoal. (rotation direction is shown on the provided chart) . There will be 15 minutes provided for travel time until the fishing hour begins at the next shoal.

Upon completion of the 4th shoal/location of the day, you will travel into the rendezvous location (shown on chart) to turn in your scorecards and hopefully enjoy a beach day with us as we determine and announce the winners.

Team Format:

The entrants of the tournament will be divided into 4 teams (ideally we have 16 or more boats) We will select teams by dividing the fishing talent & experience as evenly as possible.

 The team scoring is calculated by total amount points scored in the boat, divided by the number of anglers onboard. We will then add the scores of the entire team to determine the winner.

Teams are urged to communicate with one another, during competition, as to what has worked (or not worked) on each shoal. Team cans communicate via VHF channels or cellular service.

Prizes:

Best point total as an Adult or Youth (King of the 4 kingdoms/Shoals)

Best point total as a Team( Your Team or House controls the 4 kingdoms/shoals)

Best point total for an individual boat

Best score card turned in ( based on variety of species)

Most interesting fish caught and listed in “other” category (picture required)

 More award categories in the works for youth anglers to receive.

The ultimate prize is for all of us to enjoy a day on the water, fishing and enjoying our beautiful resource !!!!! The achievement of this goal amongst our youth will create future fishermen/fisherwomen to continue in our tradition.