TEAM RULES

- A team may have up to one professional, including a fly fishing guide, fly shop employee, Team USA member, or any fly fishing industry professional who has worked full-time or part-time in the past two years.
- Any standard method of fly fishing is acceptable, including Euro nymphing, dry dropper, streamer fishing, and Tenkara.
- Fly rods must not exceed twelve feet (366 centimeters) in length.
- Competitors may use any factory-made floating, sinking, Euro, or sink tip line with a single leader. Spare rods and reels are allowed, but competitors are responsible for their equipment.
- Competitors may use floating, weighted, or sinking artificial flies, but these must be tied
 on a single hook. A maximum of three flies are permitted on one rod or line.
- Fly floatant or sink is permitted; however, no scents, smells, or attractants are allowed.
- Landing nets must be at most 60 inches in overall length when fully extended.
- Team members should remain together during the competition. If they wish to scout their beat, they must inform the controller of their intentions.

FISHING THE BEATS

Each team will fish two different beats in the lower and upper sections, with the beats being randomly selected.

Only one competitor may fish at a time—meaning only one line can be in the water at any given moment. Teammates are allowed to net each other's fish.

A competitor must cast their flies within the marked boundaries of their designated beat and must remain within those boundaries during the session, except in the following situation:

If the anglers in the adjacent beat do not object, a competitor may have a maximum of ten minutes to play and land a fish hooked in their beat but moved upstream or downstream. Participants must adhere to the following rules during a competitive session:

- The use of electronic devices or any form of communication is prohibited.
- Binoculars and visual aids are not allowed, except for polarized sunglasses.

• Participants may not seek advice, spotting assistance, or accept any material help related to fishing from anyone, including controllers and sector judges.

Public Interference

If non-contestants interfere with a team's fishing opportunity in their assigned beat, the Sector Judge may assign the team to an alternate beat. The team will have up to 15 minutes to relocate, which will be added to the end of their fishing session. Each team will have a total of 90 minutes to fish.

FISH

All species of trout that are at least 10 inches in length qualify for measurement. For measuring purposes, the length is taken from the tip of the nose to the tip of the tail, measured in inches. Suckers will also be measured.

Only fish that are "fair hooked" in the mouth area—specifically, in front of the rear edge of the gill cover—are eligible for scoring. Fish that are snagged or caught through "unearned runs" will not be measured.

If a competitor wishes to have a fish scored, they must land it in a net, remove the hook, and pass the fish to the controller for measurement and recording.

A fish hooked during a competition session is eligible if it is landed within ten (10) minutes of the session's end.

If a controller loses a fish before it can be measured, the team and the controller will agree on an estimated length, rounded up to the nearest inch.

SCORING

Fish will be measured and rounded up to the nearest quarter inch, with a minimum length of 10 inches.

Scores will be recorded for each team, noting the initials of individual competitors for each fish caught. The total length of the two longest fish per session (or beat) will be scored, and the overall length of eight fish will determine the tournament awards.

In the event of a tie for positions between individuals or teams, the tiebreakers will be applied in the following order:

- 1. Longest fish
- 2. Second longest fish
- 3. Third longest fish

If a controller loses a fish before measurement, the team and Controller will agree on an estimated length, which will be rounded up to the nearest inch.

ATTENTION ANGLERS: Please be cautious when wading to protect spawning redds. **Fishing** on redds with spawning fish is not allowed!

CONTEST SUPERVISION

SECTOR JUDGES

At least three Sector Judges will be assigned to both the Upper Section (Beats 1 - 10) and the Lower Section (Beats 11 - 20).

Duties and Responsibilities:

- Supervise the controllers to ensure they maintain accurate records and enforce competition rules.
- Assist controllers in interpreting the rules if there is any uncertainty regarding a possible infraction.
- Ensure that no individual has access to competitors during competition sessions.
 Observers must be kept at a sufficient distance to prevent interference or communication with the competitors.

BEAT CONTROLLERS

Each beat will have a designated Controller.

Duties & Responsibilities:

- Work closely with teams and anglers.
- Accurately record the details of each eligible fish, including its length to the nearest 1/4 inch and the time of landing, using the form provided during training.
- Call or text the results after each session and submit the final scoring sheets to the results committee.
- Alert competitors of any breaches of the rules and document any infractions.
- Assist in coordinating the fishing efforts of both competitors and non-competitors within the beat.

Penalty for Infraction of Rules

Officials will issue only one warning for any rule violation.

Any fish caught violating a rule, including warnings, will not be considered for scoring. If the same infraction is committed again during the competition, the competitor will be disqualified from the current session.

Disqualification may also result from demonstrating a lack of sportsmanship toward non-competing fishermen, other competitors, teams, or officials.

Infractions will be communicated through Sector Judges to ensure consistent rules enforcement throughout the day.

Any actions by competitors or officials that produce fraudulent or biased results may lead to disqualification.