

South Platte Pro-Am Carp Slam Official Rules

1. INTRODUCTION

- These are the rules for the South Platte Pro-Am Carp Slam hosted by Denver Trout Unlimited.
- The South Platte Pro-Am Carp Slam randomly pairs professional and amateur anglers in a fly-fishing tournament for Carp and other species on the South Platte River in the Denver area.
- All proceeds go to benefit restoration efforts taking place on the South Platte River.
- Disputes regarding competition rules will be resolved by the Tournament Chairman and/or his appointed representatives.

2. DURATION / LOCATION OF EVENTS

2.1 HEADQUARTERS

- Event officials will communicate headquarters location to participants prior to the event.

2.2 ORIENTATION

- A meeting will be held prior to the event to draw teams and beats.
- Event officials will communicate the date and time for the orientation in advance.
- All competitors are strongly encouraged to attend. Event officials will draw for any competitors who cannot attend.

2.3 EVENT SCHEDULE

- A detailed schedule of the event will be communicated to participants in advance of the competition.

2.4 FISHING SESSIONS

- The fishing competition will consist of a morning and afternoon session. Each session will last 3 hours.
- The beat controllers will be responsible for keeping time for each session.
- All efforts will be made to start each session on time but teams will not be penalized for slightly late starts and minor delays. Allowance of extra time is at the discretion of the controllers.
- For each session pro and amateur anglers will alternate fishing in half hour increments for the first 2 hours starting with the Pro. During the last hour both team members may fish at the same time.
 1. 30 minutes – Pro
 2. 30 minutes – Amateur
 3. 30 minutes - Pro
 4. 30 minutes - Amateur
 5. 1 hour – Both competitors may fish
- When a competitor catches a carp, that competitor's turn is over, and a

new 30-minute session commences for the other team member. This timing change does not affect the last hour when both competitors may fish.

3. FISHING BEATS

3.2 BEAT DEFINITION

- A Fishing Beat is a section of river assigned to a team as their available fishing waters.
- Beats will be established with the prime objective of providing all competitors with equal fishing opportunities.
- Beats will be clearly marked at the upstream and downstream boundaries.
- In order to provide equal fishing opportunities beats may also include nearby ponds, lakes and tributaries in addition to a section of the South Platte. Due to difficulty in marking these features the officials may verbally communicate the boundaries to participants and controllers as necessary.
- A competitor may only cast or fish his flies within the marked boundaries of his beat and he must remain within the boundaries of the beat during the whole competition session.
- If a hooked fish swims into a buffer zone, or another beat, the competitor may play the fish from inside their own beat, and it must also be landed within their beat. If the fish is landed outside of the beat, or the competitor leaves the beat while playing the fish, the fish **shall not** be counted.

3.3 BEAT ASSIGNMENTS

- Each team will be assigned a different morning and afternoon beat by random selection at orientation.
- Once beats have been assigned, no alterations or re-assignments of any beat shall be permitted.
- Teams will select beats by a blind draw at orientation. Any team not represented at orientation shall have their beat randomly drawn for them by tournament officials.

4. TEAMS / COMPETITORS

4.1 GENERAL REQUIREMENTS

- Teams will consist of a pro and amateur angler.
- Amateur anglers will be registered on a first come first serve basis and must pay the set entry fee in order to officially register.
- Pro anglers will be selected by tournament officials on an invite-only basis and will not pay an entry fee.

4.2 TEAM ASSIGNMENTS

- Amateur anglers select a pro teammate by a blind draw at the tournament orientation. Any amateur competitors not present at the tournament

orientation shall have their beat randomly drawn for them by tournament officials.

4.3 FLY RODS

- The Carp Slam is a fly fishing only tournament.
- Only one rod can be in use at one time.
- Rods may be rigged and ready to fish in advance.
- Competitors may have spare fly rods & reels with them.

4.5 COMPETITION LEADERS

- A single leader may be used of any length, taper and construction.

4.6 COMPETITION FLIES

- Artificial Flies only.
- Each fly must be dressed on a single hook
- No restriction on fly size, weight or buoyancy.
- Anglers may use a maximum of three flies at one time.
- No scent or bait may be applied to flies.

4.7 LANDING NETS

- The material of the landing net must be non-abrasive material and preferably of knotless construction.

4.8 LANDING / MEASURING FISH

- The team member responsible for hooking the fish must land it. The other team member may assist the angler by netting the fish.
- If landed in a net the team must then transfer it to the official fish cradle for measurement. Competitors may request the assistance of the controller, but the team must allow controller to clearly observe and approve official measurement.

4.9 PROHIBITED BEHAVIOR

- Any action producing fraudulent or biased results.
- Poor sportsmanship towards other competitors or competition officials.
- Competitors may not fish competition waters within 7 days of the competition. Violation will result in disqualification from the event.
- Beats will be provided to competitors well in advance of tournament date.

4.10 ENCOURAGED BEHAVIOR

- Teams may communicate with cell-phones or walkie-talkies.
- Pro anglers should give the controller guidance on how to best monitor the team without interfering.

4.11 PENALTIES FOR INFRACTIONS OF THE RULES

- Any official will provide one warning for any infraction.
- Any fish caught while breaking a rule will not be scored.
- Repeat infractions of any rule will result in disqualification for the current session.

5. CONTROLLERS

5.1 GENERAL REQUIREMENTS

- There will be a Controller for each beat.
- An official measuring cradle and measurement device will be provided to each Controller.

5.2 DUTIES AND RESPONSIBILITIES

- Monitor the competition conduct within their beat.
- Contact Tournament Chairman and/or his appointed representatives to resolve any disputes regarding rules, scoring or logistics.
- All unused portions of the scoring section of the card must be crossed out by the controller at the end of the session. The original scoring card will be given to tournament officials back at headquarters.
- All controllers must return to headquarters after morning and afternoon sessions.

5.3 LANDING FISH

- Controllers **may not** land, net, or transfer a fish to the cradle.
- Controllers are permitted to assist in measurement if requested by competitors.
- The controller must observe the accurate measurement, and record the following details of each eligible fish on the team scorecard.
 - 1.) The species.
 - 2.) The length to the nearest $\frac{1}{4}$ inch.
 - 3.) The time of capture.

5.4 RULE ENFORCEMENT

- Enforcement is the responsibility of the Tournament Chairman and/or his appointed representatives, not the controllers. The controller's role is to monitor and report possible infractions.
- If a possible infraction of the rules occurs while hooking and landing a fish the controller **will score the fish** but record the infraction and report this information to the Tournament Chairman and/or his appointed representatives for possible enforcement.
- If the possible infraction does not result directly in hooking and landing a fish, controllers will provide one warning to the team. If the team continues or repeats the behavior controllers will record the infraction(s) and report this information to the Tournament Chairman for possible enforcement.

5.5 PROHIBITED BEHAVIOR

- Any action which would produce fraudulent or biased results.
- Divulging detailed information on how other teams caught fish including the fly and technique.

5.6 ENCOURAGED BEHAVIOR

- Divulging general information about where other teams located fish in a specific beat.
- Controllers should make every effort to not spook fish or otherwise

interfere with the anglers. The controller should solicit and accept guidance from the pro angler in this area.

6. FISH

6.1 ELIGIBLE FISH

- Carp that are at least 10 inches in length qualify for the CARP COMPETITION.
- All other fish species qualify for the LARGEST EXOTIC SPECIES COMPETITION with NO minimum length requirement.
- Fish hooked at the end of a fishing session must be landed within 10 minutes after the session ends to be eligible.
- Only fish hooked in the lips or inside the mouth are eligible. Intentional snagging of fish is prohibited.
- Any fish reported by the controller to the Tournament Chairman to have been caught while breaking a rule will be declared ineligible and removed from the scorecard.

6.2 FISH MEASUREMENTS

- Fish length will be measured from the tip of the nose to tip of the tail in $\frac{1}{4}$ inch increments.

7. SCORING

7.1 CARP COMPETITION SCORING:

- Total length of valid carp caught by each team.
- Tie Breakers in ranked order:
 1. Longest single Carp as recorded.
 2. Largest number of recorded Carp.
 3. Coin toss (very unlikely).

7.2 LARGEST EXOTIC SPECIES COMPETITION SCORING:

- Largest exotic species landed and measured nose to tip of tail to nearest $\frac{1}{4}$ inch.
- Exotic species include all non-carp fish species.
- Tie Breakers:
 1. Most inches of exotic species combined.
 2. Number of different exotic species caught.
 3. Coin toss (very unlikely).

8. Prizes

8.1 CARP COMPETITION:

- CARP CUP (1ST PRIZE)
The winning pro and amateur team will individually receive pro and amateur Carp Cup trophies plus other fly fishing related prizes.

- 2nd Prize: 2nd place team shall receive fly fishing related prizes.
- 3rd Prize: 3rd place team shall receive fly fishing related prizes.

8.2 LARGEST EXOTIC SPECIES COMPETITION:

- Prize to be awarded to competitor who wins Largest Exotic Species Competition.