

VFW Bowfishing Tournament Rules 2019

- 1 REGISTRATION AND CHECK IN:** Pre-registration is available see **Official entry form**. All teams must be registered and checked in between 3 pm to 5 pm at Gratiot County fairgrounds.
- 2 ALL CONTESTANTS MUST HAVE A VALID STATE OF MICHIGAN FISHING LICENSE IN THEIR POSSESSION AND ABIDE BY ALL APPLICABLE MICHIGAN DNR LAWS AND REGULATIONS.**
- 3 SHOOTING TIME:** Shooting hours will run from 6 pm Saturday once released, and **you must have your vehicle checked into the fairground gate by 3 pm on Sunday or you will not be allowed to weigh in.**
- 4 QUALIFYING FISH:** Carp, Gold Carp, Goldfish, Dogfish (bowfin) and Suckers (including buffalo and quillback) Anyone caught with game fish or other species not legal for bowfishing in his/her possession will be disqualified. All fish must be shot while alive!
- 5 THIS IS A COMBINATION TOURNAMENT:** You will weigh in your 10 largest fish. Each qualifying fish will automatically be worth 10 lbs plus the weight of the fish. You can weigh in no more than 5 of any one species.
- 6 EQUIPMENT:** All standard bowfishing equipment may be used, this includes crossbows. Spears or spear fishing gear are not allowed. Fishing arrows must be attached to a line fed through a reel or spool mounted to the bow. (No Free Flight Arrows)
- 7 BOUNDARIES:** you have to be in LEGAL Michigan waterways.
- 8 BOATS:** Each team is allowed one boat. All boats must meet the requirements of local, state, and federal regulations. One team per boat. Wading and/or shooting from the banks is permitted.
- 9 SPORTSMANSHIP:** All contestants will adhere to the basic rules of sportsmanship while competing in this contest. The use of belligerent, or vulgar language will not be tolerated at any time. Excessive drinking or actions as a result of drinking will result in disqualification. **RESPECT BOTH PRIVATE & PUBLIC PROPERTY.**
- 10 VEHICLES:** Only cars, trucks, boats, and trailers maybe used during the tournament. The use of ATV's, cycles,3 wheelers, Quads, etc. is prohibited during the tournament. **THE VEHICLE YOU CHECKED IN WITH IS THE VEHICLE YOU MUST RETURN TO BE CHECKED BACK IN WITH.**
- 11 ENCROACHMENT:** All teams will remain a distance of at least 25 yards from another team while competing on the water.
- 12 INSPECTIONS:** all vehicles and boats must be inspected before the start of the tournament. All contestants vehicles and boats are subject to inspection at anytime during the tournament. If it is determined that a fish inspected is not a fresh kill, the team will be disqualified.
- 13 SUBMISSION OF CATCH TO THE WEIGHMASTER:** All fish must be culled prior to weigh in.(there will be a dumpster to cull your fish) Only fish you intend to enter for your ten will be brought to the scale. If you bring more than 10 fish to the scale you will have 10 lbs. deducted for each fish over. **However if you have a fish you would like to be weighed for a big fish prize it can be brought to the weigh master to be weighed. It does not have to be included in your 10 fish limit.** The weight will be recorded on a slip and each slip must be initialed by the weigh master and a Team member.
- 14 WEIGH-IN DEADLINES:** There is no excuse for being late! You must be in line to enter the fairgrounds by 3 pm. **If you are not you will be disqualified!**
- 15 PRIZE DETERMINATION:** The team with the largest total pounds of the qualifying 10 fish will be our winners. In the event of a tie a random draw will determine the winners. This will be the same for a big fish prizes. **PRIZES WILL BE DETERMINED BY THE NUMBER OF PARTICIPANTS, AND WILL BE ANNOUNCED THE DAY OF THE TOURNAMENT PRIOR TO START.**
- 16 ENTRY FEE:** Entry fee is \$80 per team and will be paid the day of the tournament prior to start. With an (optional) \$20.00 per boat Biggest fish Pot.
- 17 TEAMS:** Teams are made up of 2 persons; unless you have a Youth participant (under the age of 14) then you may have 3 persons on a team. There is no additional fee for youth. Please have a birth certificate or some form of ID with date of birth.