



TEAM TRAIL RULES



1. BOAT AND MOTOR

For the safety of all contestants, **all boats must be equipped with some type of operable ignition kill switch.** This ignition-kill device must be attached to the driver's body any time the combustion engine is operating. Anytime the combustion engine is operating and in gear, there must be a driver in the driver's seat in full control of the boat. Fishing boats may be used that are 16 feet or more in length. Any raised platform or decks cannot be higher than the gunwale of the boat. A small electric trolling motor may be used for slow maneuvering, however, trolling as a method of fishing is prohibited. All **bladder** tanks and any other type of **auxiliary** gas tanks that are not installed by the boat manufacturer are prohibited. Additional gas tanks that are factory options and are installed by a manufacturer's authorized dealer are legal. Boats that do not have factory-installed gas tanks are restricted to a maximum of 18 gallons of gasoline in tanks that meet U.S. Coast Guard regulations. Gas tanks must be properly secured or strapped in a boat. **No boat equipped with "stick steering" shall be permitted to be used during the official practice or during the tournament by any competitor.** The definition of "stick steering" shall be made by the Tournament Director.

2. PERMITTED FISHING LOCATIONS

Tournament waters shall be established by the Tournament Director for each tournament. Each competitor must obtain this information from the Tournament Director. Fishing on the tournament waters is permitted anywhere except: within 25 yards of another competitor's boat which was first anchored or secured in a fixed position with the trolling motor out of the water. All such boats are required to advise any other competitor when such boat believes the competitor is close to being within this 50-yard radius. No such boat shall permit selected competitors to fish with the 50 yard circle claimed by him, to the exclusion of any other competitor. Any water within these boundaries posted Off-Limits or No Fishing by state or federal agencies will be **off-limits** and will be announced at the Tournament Briefing. Only that water open to **all** public fishing will be considered tournament waters. Any waters closed to public fishing will be closed to this tournament's contestants. All angling must be done from the boat.

3. CONTESTANTS MUST REMAIN IN BOAT

Contestants must not depart the boat to land fish or to make the boat more accessible to fishing waters. Boats must remain in tournament waters during tournament days. Contestants must leave and return to official checkpoint by boat. Both competitors must remain in boat at all times except in case of dire emergency. In such emergency, competitors may be removed from their boat to: A BOAT OPERATED BY OTHER COMPETITORS OR A RESCUE BOAT. Partners must remain together at all times, in sight of each other and each other's catch under the conditions cited above, in order for their catch of that day to be scored in the tournament. If a competitor must violate any of the above conditions (to contact a tournament official by phone or other means or to report an emergency or break down. Trailering of boats during tournament hours is prohibited.

Boat Break Down Procedures Contact Tournament Official First

1. May contact another competitor cull tag your fish ,put your fish in their boat and make it back to official check in on time .
2. Be towed in by water to official check in on time
3. If you have a replacement boat available to you. It must be checked in by a MNBN tournament official at the official take off location. Then must travel by water from tournament take off location, and return to check in by official check in time.
4. No trailering of fish allowed, but a competitor may dump fish and trailer back to official take off site, And have boat checked by MNBN tournament official and be granted a restart from original take off site.
- 5.Any of these must first be approved by tournament director.

4. OFFICIAL CHECKPOINT

There shall be only one official point for check-out in the morning and check-in in the afternoon and this point shall be designated at the tournament briefing. At the time of check-out, all competitors and their boats shall be in full conformance with all rules set forth by the Tournament Director; at check-in, all boats shall identify themselves and proceed immediately to the designated weigh-in area. Partners must stay together at check-in.

5. SCORING

There will be a 5 fish limit per team, with a minimum fish length of 12 inches.

Bass presented for weigh-in which fail to measure the official length, shall accrue penalties at the rate of 1 pound for each such bass and fish will not be weighed in. This penalty shall be deducted from the total score of the competitor. Any bass that appears to have been mangled, mashed, mauled or otherwise altered will be weighed and credited only at the discretion of tournament officials. For each legal dead bass presented to weigh-in officials, the competitor shall be penalized 4 ounces (.25 pounds) of weight, to be deducted from his daily score. The Tournament Director and his designated appointees shall have sole authority for accessing penalty points.

6. LATE PENALTY

Competitors who are not in the official checkpoint area as described at the appointed time shall lose all credit for that day's catch. After proper recognition at the check-in point, competitors will be allowed ample time to proceed to the weigh-in site; however, all fishing must cease upon check-in.

7. TIES

Ties will be broken by the largest fish in the bag first, and a coin toss second.

8. BOATERS

Boaters must show proof of a minimum of \$300,000 boating liability insurance to the MN. B.A.S.S. Nation upon request. This documented proof must show an effective date and expiration date and must be in boat and accessible to tournament officials.

9. Substitute Team Members

You are allowed 1 substitute partner for ONE event only. However only both original team members may advance to the Bassmaster Team National Championship