

### PRACTICE CHART

<b>1-5</b>	Excellent Practice And Results; Add 2 To Skill Rating For Tournament
<b>6-10</b>	Good Practiceand Results; Add 1 To Skill Rating For Tournament
<b>11-15</b>	Excellent Practice But No Results; No Modifier Applied In Tournament
<b>16-20</b>	Good Practice But Poor Results; Subtract 1 From Skill Rating For Tournament
<b>21-75</b>	Average Practice; No Modifier Applied In Tournament
<b>76-80</b>	Poor Practice But Excellent Results; Add 2 To Skill Rating For Tournament
<b>81-85</b>	Poor Practice But Good Results; Add 1 To Skill Rating For Tournament
<b>86-90</b>	Poor Practice But Average Results; No Modifier Applied For Tournament
<b>91-95</b>	Poor Practice And Results; Subtract 2 From Skill Rating For Tournament
<b>96-99</b>	Excellent Practice But Poor Results; Subtract 2 From Skill Rating For Tournament
<b>100</b>	Angler Is Disqualified During Practice Due To Illegal Information Sharing By 3rd Party

### WEATHER CHART

<b>1-2</b>	Inclement weather; Today's round can celled
<b>3-6</b>	Brisk wind moves fish to murky water; Subtract 10 from all catch ratings
<b>7-9</b>	Rough water makes big fish hard to find; Subtract .5 oz from all weights
<b>10-11</b>	Thick fog delays start; Day shortened to 3 phases
<b>12-15</b>	Heavy cloud cover; Add 20 to all catch ratings
<b>16-18</b>	Scattered thunderstorms rolling through; Add 20 to all catch ratings
<b>19-21</b>	Water temperatures rising throughout the day; Subtract 5 from catch rating on first phase, 10 from 2nd, 15 from 3rd, and 20 from 4th and 5th phases.
<b>22-25</b>	Overcast skies; Add .3 oz to all weights
<b>26-28</b>	Sunny skies; Subtract 20 from all catch ratings.
<b>29-31</b>	Cold day; Water in the high 40s; Subtract 30 from all catch ratings
<b>32-34</b>	Heavy winds and waves; Boaters must stay in safe areas; Subtract 20 from all catch ratings
<b>35-37</b>	Clouds moving out, partly sunny; Add 10 to all catch ratings
<b>38-40</b>	Clear skies; Fish move to shade; Subtract 3 from all skills.
<b>41-43</b>	Overcast with light breeze; Add 3 to all skills
<b>44-46</b>	Heavy rain stops, water rises; Subtract 15 from all catch ratings
<b>47-49</b>	Warming trend; Add 2 oz to all weights
<b>50-100</b>	Moderate weather, light breeze; no modifiers

## EVENTS CHART

<b>1-2</b>	The bite dies. Lose next phase hunting another spot.
<b>3-4</b>	The fish are schooling. Add 20 to catch rating for rest of day.
<b>5-6</b>	Limit caught; draw until 5 fish are in livewell. The angler patrols the lake scouting out better spots. Increase his skill by 2 letter grades for the next day.
<b>7-8</b>	Pleasure boaters muddy the water; Subtract 10 from all catch ratings for rest of day.
<b>9-10</b>	Angler finds bedding fish and sight-fishes for easy catches; +30 to catch rating for rest of day.
<b>11-12</b>	Angler loses the last of his favorite baits; Subtract 15 from catch ratings for rest of day.
<b>13-14</b>	Angler finds a ledge stacked with bass; Add 30 to catch rating for rest of day.
<b>15-16</b>	Wind kicks up; Subtract 15 from all catch ratings for next 3 phases, or until end of day.
<b>17-18</b>	Wind picks up; Subtract 4 oz from all weights for rest of day.
<b>19-20</b>	Angler's finesse technique pays off; 1 fish (only) caught on each remaining phase, but subtract 3 oz from each weight.
<b>21-22</b>	Late bite; Angler catches nothing until final phase. Add 30 to catch rating on final phase.
<b>23-24</b>	Grass mats produce a big fish; Add 2 lbs. to next fish weight.
<b>25-26</b>	No fish possible on alternating phases, starting with this one
<b>27-28</b>	Angler looking for big fish; Subtract 30 from catch rating & add 1 lb to weight for this phase
<b>29-30</b>	Very little boater traffic in angler's area; Add 25 to catch rating for next 2 phases.
<b>31-32</b>	Angler hooks a foreign object (Go to foreign object table)
<b>33</b>	Angler hits submerged object; tears hole in boat; lose all but last phase waiting for replacement boat.
<b>34-35</b>	If angler has less than 3 fish, and this is his 4th or 5th phase, he retires for the day.
<b>36-37</b>	Bonus phase awarded
<b>38</b>	Draw on lunker chart
<b>39-40</b>	Bite gone from anglers spot by the end of the day; Subtract 20 from his first phase tomorrow.
<b>41-42</b>	Angler's spot crowded by other boaters; He loses his concentration; Subtract 5 from skill level until end of day.
<b>43</b>	Angler develops a flu; Subtract 8 from skill level for next day.
<b>44-45</b>	Largemouth bite. Draw for catch, add 2 lbs to next fish caught
<b>46-47</b>	Abundant spotted bass area. 3 fish caught this phase; subtract 1 lb from each
<b>48-49</b>	Angler cannot find the right bait; Subtract 15 from catch rating for next 3 phases.
<b>50-51</b>	Angler rattled by spectator boat traffic; Subtract 1 from skill level for rest of day.
<b>52-53</b>	Angler accidentally releases a fish. (Draw on livewell chart)
<b>54-55</b>	Angler finds a good area and decides to save it; Add 4 to his skill for the first phase of the next day.
<b>56</b>	Line breaks; Angler hand-lines the fish into the boat; Add a fish and lose next phase.

### EVENTS CHART (CTD)

<b>57-58</b>	Good shallow water pattern develops; Add 30 to catch rating for next 3 phases.
<b>59-60</b>	Angler opts to "junk fish"; Draw a 1-100 number; If result is 1-50, subtract 5 from his skill level for rest of day; If number is 51-100. add 5.
<b>61-62</b>	Flipping and pitching around the docks, angler catches his limit early. Fill his livewell. He may continue to cull if time permits.
<b>63-64</b>	Wind gusting; Angler cannot detect bites; Skip this and the next phase
<b>65-66</b>	Angler's area loaded with baitfish; Add 3 to skill rating for rest of day
<b>67-68</b>	Outgoing tide runs late in the day; Subtract 25 from all catch ratings on phases 4 and 5.
<b>69-70</b>	Tide drops out; Angler doesn't get another bite for rest of day. Total up his weight and skip the rest of his phases.
<b>71-72</b>	A lot of bites, all small fish; Subtract 12 oz from weight of any fish caught in the next 3 phases
<b>73</b>	Angler loses a bass that weighs at least 3 pounds when he tries to flip it into the boat.
<b>74-75</b>	Shallows not working; Angler moves to deep water; Lose this phase.
<b>76-77</b>	Angler hops around the lake, looking for big fish. Skip every other phase, starting with This one; add 2 lbs to catches.
<b>78-79</b>	Reaction bites among lily pads; Add 30 to angler's catch rating for next 2 phases
<b>80-81</b>	Angler catches limit quickly, but stalls. Fill livewell & subtract 40 from catch rating for rest of day.
<b>82</b>	Local anglers scatter the fish; Reduce all anglers' catch ratings by 15.
<b>83-84</b>	Angler fills his well, but cant get a kicker. Fill his well and skip his remaining phases.
<b>85</b>	Boat engine problems; lose 2 phases
<b>86-87</b>	Milk run; Angler catches 3 fish in 3 phases; Add 4 oz to each weight
<b>88-89</b>	Shad spawn; Increase angler's catch rating by 25.
<b>90-91</b>	Angler sticks with brush piles; Subtract 10 from catch rating for 1st phase, No modifier for 2nd & 3rd phases, Add 10 to 4th & 5th phases.
<b>92-93</b>	Angler concentrates on offshore structures; Add 2 to skill level for rest of day
<b>94</b>	Angler hunts big fish; add 5 oz to each fish caught, but subtract 15 from catch rating for rest of day
<b>95-96</b>	Bedding bass found; Add 30 to catch rating for next 3 phases
<b>97-98</b>	Angler finds big fish, but other boaters surround it. He decides to try for it tomorrow; Add 3 lbs to weight of 1st fish caught tomorrow.
<b>99</b>	5 pound bass flops out of the boat
<b>100</b>	4 pound bass landed, but it's hooked outside the mouth and must be thrown back.

LIVEWELL CHART	
1-20	1
21-40	2
41-60	3
61-80	4
81-100	5

1-20	1
21-40	2
41-60	3
61-80	4
81-100	5

FOREIGN OBJECTS CHART	
1-8	Large catfish
9-15	Clay pot
16-23	Women's underpants
24-31	Bait container
32-40	4 foot gar
41-47	Lawn chair
48-55	Umbrella
56-63	Turtle
64-71	Barbeque grill
72-80	Lantern
81-87	Rod & Reel
88-94	Bucket
95-100	Freshwater Mussell

1-8	Large catfish
9-15	Clay pot
16-23	Women's underpants
24-31	Bait container
32-40	4 foot gar
41-47	Lawn chair
48-55	Umbrella
56-63	Turtle
64-71	Barbeque grill
72-80	Lantern
81-87	Rod & Reel
88-94	Bucket
95-100	Freshwater Mussell

LUNKER CHART	
1-25	6 LBS
26-50	7 LBS
51-66	8 LBS
67-80	9 LBS
81-90	10 LBS
91-94	11 LBS
95-97	12 LBS
98-99	13 LBS
100	14 LBS

1-25	6 LBS
26-50	7 LBS
51-66	8 LBS
67-80	9 LBS
81-90	10 LBS
91-94	11 LBS
95-97	12 LBS
98-99	13 LBS
100	14 LBS

<b>WEIGH-IN CHART</b>	
<b>1-2</b>	Angler is penalized; Go to penalty table
<b>3-100</b>	No weigh-in penalty
<b>PENALTY TABLE</b>	
<b>1-6</b>	Angler's catch is disqualified due to unsafe boating violations
<b>7-12</b>	Angler weighs in with one too many fish; His largest fish is disqualified
<b>13-17</b>	Angler's catch is disqualified due to boating speed limit violations
<b>18-25</b>	Angler's catch is disqualified due to illegal information sharing by an observer
<b>26-40</b>	Angler's smallest fish is disqualified due to illegal length
<b>41-60</b>	Angler's weigh-in is late. Draw a 1-100 card and divide the result by 10 to obtain the number of minutes he is late. He loses a pound for each minute.
<b>61-64</b>	Angler's catch is disqualified due to unsportsmanlike conduct
<b>65-95</b>	One of angler's fish is expired; deduct 4 oz from weight; Draw on livewell chart to determine fish
<b>96-100</b>	Two of angler's fish are expired; deduct 8 oz from weight; Draw on livewell chart to determine fish