



Paper Fishing Derby

Pencil & Paper Game

The Paper Fishing Derby hosts the best anglers from around the world and you have been invited to compete. The angler with the biggest stringer of fish wins the tournament!

Required Gear

- The game sheet
- A pencil

Setup

Place a new game sheet between both anglers. The angler that most recently went fishing goes first.

Let's Fish!

The tournament lasts 20 rounds. Each round consists of both anglers taking a turn.

A turn consists of three steps: Bait the Hook, Cast the Fishing Rod, Reel In (a Fish).

Bait the Hook

Bait your hook by putting a worm (draw squiggly lines) on an empty hook. If you have a circled baitfish in your tacklebox, you can use it instead by crossing it out and putting it (drawing a fish) on the empty hook.

Cast the Fishing Rod

Place the fishing rod (pencil) anywhere behind the edge of your boat and cast it (flick with your finger).

Reel In...

If the lure (lead tip) of the fishing rod comes to rest over any part of the proximity circle of an uncaught fish past the center line, cross the fish out to mark the catch.

- If it's a scorable fish, circle a fish in your stringer and notate its size. *Note: If the fish was caught using a baitfish this turn, double it's size!*
- If it's a baitfish, circle a baitfish in your tacklebox.

End of Tournament

The tournament ends after 20 rounds. Add up the total size of each angler's stringer. The angler with the bigger stringer wins the tournament! If tied, the angler with the biggest fish wins. If still tied, the angler that caught more fish wins.

Looking For Lunkers Variant

Before the tournament starts, have both players circle all five of the baitfish in their tacklebox.

Race to 100 Variant

The tournament only allows artificial lures and has no round limit, so anglers can skip the *Bait the Hook* step and ignore baitfish. The first angler to catch 100" of fish wins the tournament.

Prime Time Variant

The tournament only allows artificial lures and has no round limit, so anglers can skip the *Bait the Hook* step and ignore baitfish. The first angler to catch a 13", 17", 19", and 23" fish (prime numbers) wins the tournament.