

BASS BUG ACCURACY

1. EQUIPMENT

A) Rod

- i) Length - Shall not exceed nine feet, three-fourth inch (9'3/4") overall.
- ii) Weight - Unrestricted

B) Reel - Unrestricted

C) Line

- i) Type - Shall be standard fly fishing line of plastic floating type.
- ii) Size - Maximum diameter shall not exceed 0.068 inches. Line shall not be stretched after it is stripped from the reel, for verification by tournament officials.
- iii) Markings - Shall not be marked in any way that would indicate distance.

D) Leader - Shall consist of a single leader of natural or artificial gut or gut substitute not less than six (6) feet in length with a tippet at least twelve (12) inches long that does not exceed 0.014 inches in diameter.

E) Bug

- i) Description - Official bass bug with cork body adopted by the ACA. The cork body shall not be shorter than three-fourths (3/4) inch in length nor smaller than one-half (1/2) inch in diameter. The hair tail shall not be shorter than one (1) inch.
- ii) Application - Only one bug may be attached to the leader at the tip end. The bug may be changed at any time, or a lost bug replaced, with a bug approved by the Judge.

2. TARGET COURSE

A) Targets - Six (6) targets shall constitute the course. Each target shall be anchored so that the total movement for any reason will not exceed one (1) foot in any direction. At no time shall the distance be less than the minimum distance specified in Section 2 B i nor exceed the maximum distance specified in Sections 2 B ii or 2 B iii.

B) Distance

- i) Near Target - The near target shall be placed from twenty (20) to twenty-five (25) feet, as measured from the center of the target to the center of the front edge of the casting box.
- ii) Far Target - The far target shall be placed from sixty-five (65) to seventy (70) feet, as measured from the center of the target to the center of the front edge of the casting box.
- iii) Second Farthest Target - The second farthest target shall be placed from forty-five (45) to fifty (50) feet, as measured from the center of the target to the center of the front edge of the casting box.
- iv) Other Targets - The three (3) remaining targets shall be placed randomly in the intervening space between the near and the second farthest target, and not in a straight line.

3. TIME

A) General - After the caster enters the casting box, the judge shall announce the word "Ready" to determine if the caster is ready to begin and then announce the word "Start" or "Time Is In" which shall indicate that the event has begun. If in the opinion of the judge, the caster is stalling for time, whether in or out of the casting box, the judge shall issue a warning and at the judge's discretion shall announce that "Time Is In". Caster shall be allowed five (5) minutes to complete the casting program.

B) Time Out - There shall be no time out for any reason except for outside interference as determined by the Judge. The loss of a bug, unless that loss is caused by external contact such as a tree or a snag on a target, shall not be considered interference. The loss of a bug caused by striking any part of the casting platform shall not be considered outside interference.

C) Penalties - A penalty of two (2) demerits shall be assessed for each minute or fraction of a minute overtime.

4. METHOD OF CASTING

A) Casting Program

- i) General - The casting program shall consist of two (2) rounds. The caster must enter casting box before beginning the casting program. After stepping into the casting box, caster shall be responsible for the results and shall accept the score and penalties assessed by the Judge.

- ii) Order of Targets - In each round the caster shall start at the target nearest the casting box and proceed to the next nearest target and so on until all targets have been cast.

B) Casting Style - Singlehanded.

5. ROUND ONE

A) Procedure

- i) Initial - Line shall be stripped from the reel, by caster or Judge, and bug placed at least ten (10) feet beyond the farthest target. Caster then retrieves line in any way practical except for the following restrictions:
 - a) None of the retrieved line shall be placed on the reel.
 - b) Caster may not hold loose line in any way.
 - c) False casting is not permitted during the retrieve.
 - d) Before the first final forward cast, the caster shall meet the initial conditions of having the bug or leader in hand and no more than leader plus two (2) feet of line extending beyond the rod tip
- ii) False Cast - The false cast, in which the line, leader, and bug are moved through the air without intentionally striking the surface in front of the casting box, is the mechanism for letting line out and measuring distance to the next target.
- iii) Final Forward Cast - Whenever the intact line, leader and bug settles in front of the casting box on a final forward cast, it shall be scored for accuracy (see Section 8). The front edge of the casting box shall be defined as an imaginary line extending one hundred eight (180) degrees out from each side of the front of the casting box. Laying down the extended line, leader and fly anywhere behind the front edge of the casting box is acceptable.
- iv) First Target - Caster may false cast as many times as required to measure distance to the nearest target before making a final forward cast.
- v) Remaining Targets - After making a final forward cast at the first target, the caster shall proceed to the next nearest target and so on until all targets have been cast. No more than two (2) false casts shall be permitted between each of the remaining targets.
- vi) Penalties
 - a) Tick - Should the line, leader, or bug, extended beyond the rod tip, strike the surface in front of the casting box during a false cast, it shall be scored a tick. The penalty for a tick shall count during the entire round, whether caster is in or out of casting box and whether or not the bug is on. The penalty of one (1) demerit shall be assessed for each tick.
 - b) Extra False Casts - A penalty of one (1) demerit shall be assessed for each false cast in excess of the allotted two (2).
 - c) A penalty of two (2) demerits shall be assessed for each infraction, if caster fails to begin the round as specified in Section 5 A i.

6. ROUND TWO

A) Procedure

- i) Initial - At the conclusion of the sixth final forward cast of Round One, caster shall retrieve line in any way practical, except for the following restrictions:
 - a) None of the retrieved line shall be placed on the reel.
 - b) Caster may not hold loose line in any way.
 - c) False casting is not permitted during the retrieve.
 - d) Before the first final forward cast, the caster shall meet the initial conditions of having the bug or leader in hand and no more than leader plus two (2) feet of line extending beyond the rod tip. The round begins with the first false cast.
- ii) All Targets - Caster shall then repeat the procedure of Round One, except that after completing the final forward cast at the nearest target, only one (1) false cast shall be allowed between each target.
- iii) Penalties - Same as Round One, except that one (1) demerit shall be assessed for each false cast in excess of allotted one (1) false cast.

7. INTERRUPTION OF CASTING PROGRAM

A) Outside Interference - In the event the caster is interrupted due to outside interference, as determined by the Judge, the caster shall make a final forward cast at the last target scored. When the Judge is satisfied that the caster has the appropriate line length required to reach the last scored target, they shall then notify the caster that the time has started and the caster shall lift the line from the water and proceed to the remaining targets.

B) Temporary Hang-ups - A special case of outside interference occurs when the line, leader or bug temporarily hang-up at a target or other obstruction in the water during the pick-up after a final forward cast. In this event, the caster shall have the right to abort all casting motion and restart as in section A) - with the following differences:

- i) The caster must stop the casting motion before the first forward cast and declare a "temporary hang-up". Failure to stop as specified forfeits the right for a restart and all forward casts count towards the limit of permitted false casts;
- ii) The judge acknowledges the restart request after which the caster is permitted to place the bug near the last scored target. As in section A), the judge shall notify the caster when the caster may proceed with the casting program;
- iii) There is no time out for temporary hang-ups.

8. METHOD OF SCORING

A) General

- i) No final forward cast shall be scored unless the line, leader, and bug are intact. The Judge shall notify the caster whenever they notice that the bug is off.
- ii) Each final forward cast shall be scored where the fly first strikes the water, any portion of a target, a scoring ring, or the platform in front of the casting box, regardless of where the bug may ultimately settle.
- iii) If the line or leader strikes the water in front of the casting box, in a final forward cast, when the bug is not intact, it shall be scored a tick, whether or not the Judge has notified the caster that the bug is off, unless the bug is lost during that final forward cast. In that eventuality, no penalty shall be assessed.

B) Demerits for Accuracy

- i) A bug falling within or on any portion of the target on a final forward cast shall be scored a perfect and shall be assessed zero (0) demerits.
- ii) For each foot or fraction thereof the bug misses the extreme edge of the target on a final forward cast, a demerit of one (1) shall be assessed. Maximum demerits for accuracy for any final forward cast shall be two (2) except for the far target where the maximum shall be five (5).

C) Demerits for Penalties - Penalty demerits shall be in addition to accuracy demerits.

9. CASTER'S SCORE - One hundred (100) points less the total number of demerits for accuracy and for penalties shall constitute a caster's score.

