

Any adjustments made to a Player's Fishing Satgry Ratings (FS) is ONLY FOR THIS ROUND. Reroll for the Fish Weight and make the adjustment!



- 11 An unexpected situation unfolds for this Player. They have to miss this Round. They return for the next Round, but they get 00.00 weight for this Round.
- 12 A teammate radios in a tip about a sudden fish migration. Increase this Player's FS Rating by 2 for this Round only and reroll.
- 13 The Reel Drag slips unpredictably, reducing control. If the Player has an Equipment Mastery Rating of 4 or Higher, make no changes to the FS Rating for this Round. If their Rating is 3 or lower, decrease their FS Rating by 1 for this Round only and reroll.
- 14 A curious otter steals a fish right off the line. Lower this Player's FS Rating by 1 for this Round only and reroll.
- 15 The Bail Arm on the Spinning Reel refuses to close after casting. If the Player has an Equipment Mastery Rating of 5 or Higher, make no change to the Player's FS Rating for this Round. If their Rating is 4 or lower, decrease their FS Rating by 1 for this Round only and reroll.
- 16 A lure accidentally snags a second fish while reeling in the first. Increase the Player's FS by 1 for this Round only and reroll.
- 21 Reroll for the Fish Weight of the Round, then find the Player's Casting Accuracy Rating. If the Rating is 1 to 3, subFSact 00.33 from the Player's Total for the Round, if their Casting Accuracy Rating is 4 to 7, add 00.75 to the Round Total. If that Rating is 8 to 10, add 01.00 to the Total.
- 22 The Player ignores advice and decides to fish a different cove. If their Environmental Awareness Rating is 1 to 4, give them 1.27 Fishing Weight Total this Round. If that Rating is 5 to 7, give them a Total of 3.25 for this Round. If that Rating is 8 to 10, give them 5.01 Total for the Round.
- 23 Reroll for the Fish Weight of the Round, then find the Player's Fishing Strategy Rating. If the Rating is 1 to 2, subtract 00.25 from the Player's Total for the Round, if their Fishing Strategy Rating is 3 to 6, add 00.40 to the Round Total. If that Rating is 7 to 10, add 00.60 to the Total.
- 24 The Line Guide on the Rod bends and misaligns. If the Player has an Equipment Mastery Rating of 4 or Higher. make no Change to the Player's FS Rating for this Round. If their Rating is 3 or lower, decrease their FS Rating by 1 for this Round only and reroll.
- 25 A perfect cast lands exactly in a high-value hotspot. If the Player's Casting Accuracy is 1 to 4, increase the Player's FS Rating by 1 for this Round. If their Casting Accuracy is 5 to 8, Increase their FS by 2. If their Casting Accuracy is 9 to 10, increase their FS by 3 for this Round. Reroll.
- 26 Reroll for the Fish Weight of the Round, then find the Player's Fishing Strategy Rating. If the Rating is 1 to 2, subtract 00.35 from the Player's Total for the Round, if their Fishing Strategy Rating is 3 to 6, add 00.50 to the Round Total. If that Rating is 7 to 10, add 00.70 to the Total.
- 31 A brief sunbeam hits the water and Triggers a micro-feeding frenzy. For this Round only, increase this Player's FS by 2 and reroll.
- 32 A reel temporarily jams, costing precious seconds. If the Player has an Equipment Mastery Rating of 5 or Higher. make no Change to the Player's FS Rating for this Round. If their Rating is 4 or lower, decrease their FS Rating by 1 for this Round only and reroll.
- 33 An unexpected storm rolls in. If the Player's Environmental Awareness Rating is 1 to 4, give them 1.01 Fishing Weight Total for this Round. If that Rating is 5 to 7, give them a Total of 2.25 for this Round. If that Rating is 8 to 10, give them 4.21 Total for the Round.
- 34 Reroll for the Fish Weight of the Round, then find the Player's Casting Accuracy Rating. If the Rating is 1 to 3, subtract 00.25 from the Player's Total for the Round, if their Casting Accuracy Rating is 4 to 7, add 00.40 to the Round Total. If that Rating is 8 to 10, add 00.60 to the Total.
- 35 A sudden underwater temperature shift pushes fish deeper than usual. For this Round, lower this Player's FS by 3 and reroll.
- 36 A beaver tail-slaps the water, spooking everything nearby. If this Player has an Environmental Awareness Rating of 5 or higher, make no change to the player's FS for this Round. If that Rating is 4 or lower, decrease the Player's FS by 2 for this Round only. Reroll for weight of fish.
- 41 Reroll for the Fish Weight of the Round, then find the Player's Fishing Strategy Rating. If the Rating is 1 to 2, subtract 01.00 from the Player's Total for the Round, if their Fishing Strategy Rating is 3 to 6, add 00.60 to the Round Total. If that Rating is 7 to 10, add 00.85 to the Total.
- 42 A school of baitfish erupts from the water, attracting a feeding frenzy. For this Round only, increase this Player's FS by 3 and reroll.
- 43 A lure sinks too fast due to a manufacturing quirk. If the Player has an Equipment Mastery Rating of 5 or Higher, make no Change to the Player's FS Rating for this Round. If their Rating is 4 or lower, decrease their FS Rating by 1 for this Round only. Reroll.
- 44 Reroll for the Fish Weight of the Round, then find the Player's Casting Accuracy Rating. If the Rating is 1 to 3, subtract 00.50 from the Player's Total for the Round, if their Casting Accuracy Rating is 4 to 7, add 00.25 to the Round Total. If that Rating is 8 to 10, add 00.95 to the Total.
- 45 A rogue gust of wind tangles the competitor's line mid-cast. For this Round only, lower this Player's FS by 1 and reroll.

- 46 The Rod Tip snaps after a high tension fight with a large fish! If the Player has an Equipment Mastery Rating of 5 or Higher, make no Change to the Player's FS Rating for this Round. If their Rating is 4 or lower, decrease their FS Rating by 1 for this Round only and reroll.
- 51 A bird dives at the water and scares fish away from a hotspot. Lower this Player's FS by 3 for this Round only and reroll.
- 52 Reroll for the Fish Weight of the Round, then find the Player's Casting Accuracy Rating. If the Rating is 1 to 3, subtract 01.00 from the Player's Total for the Round, if their Casting Accuracy Rating is 4 to 7, add 00.10 to the Round Total. If that Rating is 8 to 10, add 00.35 to the Total.
- 53 A spectator's boat creates a wake that disrupts casting. Decrease this Player's FS Rating by 2 for this Round.
- 54 A swirling dust devil forms on the lake surface, scattering a school of fish. For this Round only, lower this Player's FS by 3.
- 55 A hook bends slightly, lowering catch odds until repaired. If the Player has an Equipment Mastery Rating of 5 or Higher, make no Change to the Player's FS Rating for this Round. If their Rating is 4 or lower, decrease their FS Rating by 1 for this Round.
- 56 A swarm of insects gathers over the water, attracting surface feeders. Increase this Player's FS by 2 for this Round.
- 61 Reroll for the Fish Weight of the Round, then find the Player's Fishing Strategy Rating. If the Rating is 1 to 2, subtract 00.45 from the Player's Total for the Round, if their Fishing Strategy Rating is 3 to 6, add 00.30 to the Round Total. If that Rating is 7 to 10, add 00.50 to the Total.
- 62 A rival angler accidentally reveals a secret hotspot. Increase this Player's FS by 3 for this Round only.
- 63 A sudden cold front sweeps in, drastically slowing fish activity. For this Round only, lower this Player's FS by 2.
- 64 The Trolling Motor battery malfunctions causing this Player to miss out on a portion of this Round. They only get 00.56 lbs of Fish.
- 65 Reroll for the Fish Weight of the Round, then find the Player's Casting Accuracy Rating. If the Rating is 1 to 3, subtract 00.75 from the Player's Total for the Round, if their Casting Accuracy Rating is 4 to 7, add 00.25 to the Round Total. If that Rating is 8 to 10, add 00.50 to the Total.
- 66 The Player decides to try a hidden Fishing Hole. If their Environmental Awareness Rating is 1 to 4, give them 4.00 Fishing Weight Total for this Round. If that Rating is 5 to 7, give them a Total of 6.25 for this Round. If that Rating is 8 to 10, give them 8.43 Total Weight for the Round.