TOURNAMENT INFORMATION



Lake Champlain August 8-11, 2024 Plattsburgh, NY

Takeoffs: 7:00 a.m. **Weigh-Ins:** 3:00 p.m.

Location: Plattsburg City Marina 200 Dock St. Plattsburgh, NY 12901

NOTE: Contestants will go out in flights. Flights and check-in times will be staggered to give each contestant equal fishing time.

For lodging and more details <u>https://www.goadirondack.com/</u>



ELITE SERIES PRO	
28 DAY OFF-LIMITS	Starts Monday, July 8, 2024, until first official practice day
OFFICIAL PRACTICE DAYS	August 4-6 (Sun, Mon & Tues)
OFF DAY	August 7 (Wed)
COMPETITION DAYS	August 8-11
TOURNAMENT WATERS	Lake Champlain and all rivers, creeks and canals connecting Lake Champlain. Only that water open to ALL public fishing is considered tournament waters. Any water closed to public fishing will be closed to this tournament's contestants. Canadian Waters are off limits. No locking .
FISHING LICENSE	A New York or Vermont fishing license is required. Some areas require fishing licenses specific to that state's waters. Only the lake is reciprocal. NY <u>http://www.dec.ny.gov/permits/6101.html</u> VT <u>https://www.vtfwdsales.com/online/cid_entry.php</u>
FISH LIMITS	5 bass – 12 inch minimum
ELITE SERIES MARSHAL	Registration Deadline: July 23, 2024
MARSHAL ENTRY FEES \$99 (paid when you register)	Entry fees are non-refundable and non-transferable regardless of date of cancellation if you are in the tournament. Marshals on the waiting list for this tournament who do not get in will be refunded their entry fee within 6 weeks after the event.
MARSHAL TOURNAMENT TRAINING VIDEOS	The Briefing video & BassTrakk/Skype training video will be emailed to you a week before the event.
MARSHAL REGISTRATION/CHECK-IN	Wednesday, August 7 via text
MARSHAL ONSITE SWAG PICKUP	Thursday, August 8– The morning of take off 5:30a-6:45a.
MARSHAL OFF LIMITS PERIOD	There are no off limits for marshals prior to the Elite tournament but marshals cannot fish on tournament waters during competition days even if eliminated from being a marshal.