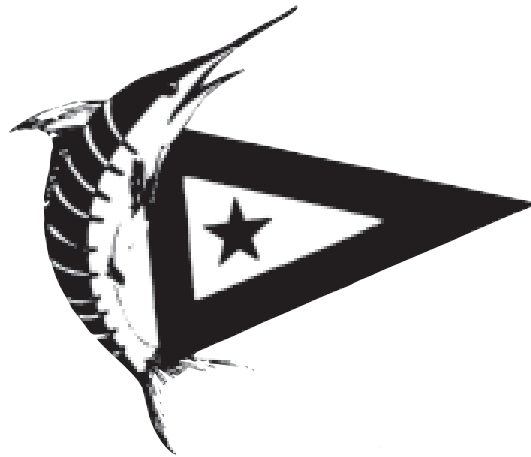


Angler's Sport Fishing Guide



San Diego Yacht Club Anglers

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(Revised January 2009)

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FISHING WEB SITES

FISH REPORTS

www.976bite.com

www.976-tuna.com

(subscription required)

www.allcoastsportfishing.com

www.marlinnut.com

www.sharktagger.com

www.insidesportfishing.com

LOCAL

www.sdfishing.com

Click on local fish report

Weekly fish reports by local private boats

www.biteson.com

Southern California and Baja current fish reports

(Not as specific as sdfishing but good and up to date)

SEA SURFACE TEMPERATURES

www.terrafin.com

(subscription required)

WEATHER

www.weatherunderground.com

www.weather.com

CALIFORNIA DEPARTMENT OF FISH & GAME

www.dfg.ca.gov

PREFACE

This is a revision of an earlier pamphlet which was a compilation of reprints from the monthly *Chum Line*, the San Diego Yacht Club Angler's newsletter. The original articles on "Bottom Fishing and Yellowtail," were written by Charles Patrick; on "Albacore," by H.J. Stevens Jr.; and on "Tuna and Marlin," by Rich Johnson.

This pamphlet is written specifically for the guidance of San Diego Yacht Club Anglers, fishing from their own boats in the waters off San Diego. It now also includes the Annual Tournament Rules, Regulations, Trophy Lists, the Anglers Constitution, Weighmaster Duties and the Official Weight Certificate Form.

The SAN DIEGO YACHT CLUB ANGLERS is an organization of San Diego Yacht Club members and their families interested in encouraging, fostering, and preserving sport fishing in Pacific waters. All members of the San Diego Yacht Club are eligible and invited to membership in the San Diego Yacht Club Anglers on payment of the annual family dues of \$50.00.

INTRODUCTION AND GENERAL INFORMATION

ANGLERS BULLETIN BOARD

A bulletin board in the Yacht Club entry hall, just past the front office, displays recent catches and fishing information.

ANGLERS PERPETUAL TROPHIES

Anglers trophies are on display in cabinets in the Staff Commodores' Room.

WEIGHING IN YOUR CATCH

A platform scale for weighing in your catches under 50 lb. is located in the Anglers storage locker near the cleaning table. Simply ask the guard at the front gate for the key. Additionally, the guard will provide the official weight certificate(s) ("weight slips") as well as sign the certificate as a witness to the weigh in. Use a paper towel or rag to clean the scale after use.

Be sure to turn in your weight certificate to the Club's front office or leave with the guard within ten days of the catch. Fish over 50 lb. in weight should be weighed in at one of the official weigh stations listed in the Tournament Rules and Regulations.

CLEANING YOUR FISH

There is a fish cleaning station at the southwestern corner of the Yacht Club yard adjoining the hoist area. Take a plastic sack for your garbage and deposit the tightly closed sack in the adjoining trash bins. Hose down the area thoroughly when you are through and pick up any loose bits of skin or flesh so that the area doesn't become objectionable to those on "I" dock or those using the hoist. Please do not throw any fish parts or waste into the water.

FISHING LICENSES

California licenses for ocean fishing are required and Mexican fishing licenses and a boat permit are required if you fish in Mexican waters. Fishing regulations change frequently. Refer to California Department of Fish and Game for current rules. Most local tackle shops sell licenses. For Mexican fishing licenses and boat permits, visit or contact the Oficina de Pesca at 2550 Fifth Ave., Ste. 101, San Diego, CA 92103 Phone 619-233-4324

HOW TO CATCH BOTTOM FISH OFF SAN DIEGO

Bottom fishing or rock cod fishing may not be as glamorous or exciting as catching marlin, but it can be far more productive and interesting. When you drop your line down 200 to 800 feet, you never know what you may bring up, and the usual catch of rock fish provides for better eating than most of the surface species.

Like all fishing, rock fishing does require some special tackle and techniques. You need a stiff rod, medium to heavy, preferably with roller guides and a roller tip, and a large reel (6-0) loaded with 500 yards of 50 to 80 lb. test dacron or spectra line. Don't use monofilament as it stretches so much you can't feel the bottom or bites. You should have a belt with a rod holder and a shoulder harness. A rail board for your rod is helpful as is an electric reel, and a good shoulder harness and belt make it a lot easier to reel in the critters from the depths. (Electric reels are not IGFA approved)

Both bait and jig fishing can be effective. For jig fishing, use a heavy metal Salas PL68/PDQ or Maverick (8 or more oz.) on a short wire leader usually with a plastic skirt around the bottom treble hook. Simply drop the lure to the bottom, raise it up a bit, then pump the rod up and down, but avoid leaving the lure dragging across the bottom or it will snag on the rocks.

For bait fishing, use a bottom rig or leader with no more than two snelled hooks (U.S. waters). Check current Mexican regulations on hook limits. Tie a heavy sinker to the swivel at the bottom of the leader. Use from 12 oz. up to 2 or 3 lbs. as needed, to get your rig to the bottom and keep it there. Since one of the hazards of rock fishing is snagging your outfit on the bottom, use only 20 lb. test line for attaching the sinker and hooks so you can break loose a snagged rig, losing only a hook or two, or your sinker instead of your whole rig and a lot of line.

For bait, use pieces of squid (fresh or frozen), live anchovies, live sardines or pieces of cut fish. The National Bureau of Fisheries reports a study that shows that squid is the best all-around bait, and the "circle" hooks are twice as effective as regular "J" hooks.

Some anglers use a glow light (try any tackle shop) attached to the top of the bottom rig.

If you don't have bait, use small colored balloons or plastic skirts on your hooks or purchase cod fly rigs consisting of a leader with snelled hooks with feathers or plastic skirts. Some unusual success has been reported using the jig fishing technique with the jig attached to the bottom of the cod fly rig. Simply drop the rig to the bottom, raise a few feet, then pump up and down until a strike is felt, and wind in slowly. Often, additional fish will strike until the entire rig is filled; or if no fish are hooked after winding in 30 feet or so, drop back to the bottom and try again.

Bottom fishing is usually best when there is little wind or current since, if the boat is drifting too fast, it is hard to reach the bottom or keep your baits or lures near the bottom.

For the most effective bottom fishing you need 1) a chart to show the location of the banks, 2) a GPS to get your boat over the banks and to return to productive spots with accuracy and, 3) a depth meter that will record to 600 or more feet to help locate the fish or the peaks on the banks where the fish congregate, or to find the edges of the banks which can also be productive.

The best known banks are the "Nine Mile Bank," eight miles southwest of the Whistler; the "43 Fathom Bank," 39 miles west on a 259 degree course; the "60 Mile Bank," 60 miles southwest of the Whistler on a 224 degree course; and the "Outer Bank" or "Kidney Bank," 25 to 30 miles west (255 to 275 degrees) off San Diego. The rocky bottoms off the edges of the Coronado Islands (north of North Island and south of South Island) and the "Rock Pile," seven miles southeast 140 degrees of South Island, are usually good – the latter especially for sculpin which must be handled with care (as should all rock fish) to avoid the sharp points on the ends of their fins and gills which are quite poisonous on the sculpin.

Bottom fishing in shallower water, 100 to 200 feet, can be done with regular yellowtail tackle. Use a halibut rig (any bait or tackle shop) or a single yellowtail leader attached to a light sinker using a live bait for halibut, bass, ling cod, yellowtail, or white seabass.

If you don't have a GPS, it is a good idea to use a floating marker of some kind to mark the spot where you start to drop or drift. Use a bumper, a small colored buoy or other float attached to a weight of 5 to 10 pounds by enough heavy line to reach the bottom. This becomes a reference point for your subsequent drops. Some "meat" fishermen insert a couple of baited bottom rigs above the weight. Then when you need to move your marker, you may be able to hand-line up a load of bottom fish.

During the winter, and until the water warms up and the surface fishing gets started, bottom fishing is really worth a try. Just find a quiet morning and you may get hooked yourself.

HOW TO CATCH YELLOWTAIL OFF SAN DIEGO

San Diego is known as the yellowtail fishing capital of the Pacific Coast. We are indeed fortunate because the yellowtail is one of the sportiest of all game fish. "Yellows" respond to a wide range of fishing techniques and baits and fight with the strength and determination usually found in a much larger species.

WHERE TO FISH FOR YELLOWTAIL

Yellowtail can be found off the coast of San Diego and around the nearby Coronado Islands. The best places are near the edges of the kelp beds and in the quiet water along the rocky shores. In the open ocean they are frequently located under floating kelp paddies or below diving birds.

Yellowtail can be identified as they swirl or boil over schools or "balls" of bait. Albacore and tuna jump clear out of the water as they chase surfacing bait; mackerel and bonita make furious splashes; but yellowtail can be distinguished by a characteristic heavy swirl as the backs just break the surface.

WAYS TO FISH FOR YELLOWTAIL

Yellowtail can be caught by trolling feathers or jigs, by casting and retrieving lures and by bait fishing while drifting or at anchor.

TROLLING FOR YELLOWTAIL

Trolling is usually done with feathers or metal lures, on or just under the surface, as for albacore or bonita. If this is not productive, deep troll by putting a trolling weight in front of the lure (use a "Pink Lady" or a similar diving device) to pull the lure down, or by using diving lures such as the Rapala or Martin plugs. For trolling near the kelp or along rocky shores, wire leaders are usually needed because yellowtail are notorious for running into the kelp or under rocky ledges when hooked and then sawing off the lines or leaders. When deep trolling, use the lowest possible speed, but surface trolling is done at five to seven knots.

CASTING AND RETRIEVING (JIGGING)

Casting and retrieving lures can be extremely productive. When the yellows are surface feeding, use either a light casting reel, such as a "jig master", or a spinning reel with fast retrieve and start winding in the lure as soon as it hits the water on the cast. The yellows are attracted by the splash of the lure and will often hit it as soon as it starts to move but will avoid it if it lies dead in the water. If the yellows are deeper, allow the lure to sink slowly, almost to the bottom, and then retrieve by alternately winding and raising the rod, then rapidly winding while lowering the rod. Yellows, like white seabass, often strike the lure as it falls back toward the bottom, so the lure should be lifted between winding so it is kept just clear of the bottom.

BAIT FISHING

Fishing with bait is a lot more relaxing than jigging or throwing iron all day long, and it is more sporting to fight the spirited yellowtail without a feather or jig between you and the fish. Frequently, bait fishing and jig fishing are done at the same time. Sometimes lures will attract the yellows to the boat just as chumming does, and other free fish will follow a hooked yellow as it is pulled toward the boat.

The usual method of bait fishing is by attaching a hook directly to a light 15 to 20 lb. line using no weights or only a small twist-on sinker, just heavy enough to pull the bait under the water and away from terns and gulls and from the voracious bonita and mackerel. Just drop a few chum on the lee side of the stern and "free line" or cast your hooked bait to drift among the chum. If the yellows are deeper, a heavier sinker can be used with a leader attached below or just above the sinker. In any case, keep the reel in a free spool, keeping only enough pressure on the line to avoid getting a tangle or "bird's nest." Striking yellows often race off at great speed and an unattended reel on free spool will slip into a hopeless tangle.

When the line begins to move out, let it go freely, applying only the least pressure needed to avoid over spinning or tangling and allow enough time for the fish to swallow the bait; then as the line begins to race out against mild pressure, use the free spool lever to put the reel into gear and lightly strike the fish at the same time. The fish will usually hook himself. Never try to stop the speeding line by pressing it with your thumb or finger or you may suffer a severe burn or cut on your hand. Once the yellow is hooked, it is important to try to get him headed up and away from the rock bottom or kelp, so wind and pump, but don't tighten the drag beyond a fully safe point. Yellows are famous for breaking heavy lines far in excess of their weight, so it is essential to fight the yellowtail until he tires, which will happen if you have the patience and strength to outlast and outfight the fish.

In bait fishing around kelp paddies, the usual method is to stop the boat 50 or 75 feet windward of the paddy so that the stern will drift within 10 to 20 feet of the paddy, chumming gently downwind so the chum will bring the yellows out from the paddy to the boat. If the current or wind is strong, it may be necessary to hold the boat in position by using the engines, or an anchor

In anchoring for bait fishing, try to drop the anchor so that when you let your line out, the bait will be under the diving birds or near the kelp edges. If anchoring near another boat, approach cautiously to avoid tangling lines off their stern or sending the fish down. Anchor upwind and off to one side so that your boat will end up with the stern aligned with sterns of the other boats and 75 to 100 yards away from the nearest boat.

BAITS

Yellows will hit anchovies, mackerel, spanish mackerel, sardines, or even strips of bonita belly. Usually the larger baits are preferable since bonita and mackerel often grab the smaller baits before the Yellows can get them. Yellows also love live squid, which is the prized bait.

Even small yellowtail can swallow big mackerel, but they must be allowed plenty of time to run with the bait before striking (setting the hook). Anchovies or sardines can be hooked up through the nose, through the gills just behind the pectoral fin, or through the tail. Mackerel may be hooked through the nose, through the tail, back or belly. Squid are usually hooked in the tail, or a two-hook leader may be used, with each hook buried in the squid.

Use hooks appropriate to the size of the bait. For small Yellows, if baiting with anchovies use #4 hooks; if using mackerel or squid, use #1 or #2 hooks, even 1/0 and 2/0 if bait is large.

GETTING THE RIGHT BAIT

It is extremely important in fishing for Yellows to have the right bait. Sometimes bait is available at the bait dock, but frequently it is necessary to catch your own, especially the favored baits such as squid, mackerel, sardines, and spanish mackerel. Squid are taken from the bottom using a "Handy Dandy" jig with a special Squid lure as a weight at the bottom. The commercial boats use powerful floodlights to attract the squid and other bait to the boat. Mackerel, sardines, and Spanish mackerel are taken on "Lucky Joes" or Handy Dandy's jigging around kelp paddies, at the bait docks, or under diving birds. For the larger mackerel, put small anchovies on your Handy Dandy hooks.

Place the squid or other bait in your bait tank, handling it as little and as carefully as possible. Some anglers trim or close the barbs on their jigs so that the captured bait can be released without damage or excessive handling.

Occasionally, yellowtail will go into a feeding frenzy and hit anything you put in the water, but usually they are finicky eaters, so it may be necessary for you to "soak" your bait while patiently waiting for a strike. When the yellows do hit, you will know it by the long and powerful run, followed by a stubborn dive to the bottom from where you must carefully bring your trophy toward the surface. As the fish approaches the boat, your yellowtail may put its head down and literally refuse to be budged upward. This is the time for patience and careful pumping to tire the fish and bring him up those last few yards to the gaff.

HOW TO CATCH ALBACORE OFF SAN DIEGO

Albacore have been less scarce in recent years and have been taken within a 60-mile range. Therefore, the first step in going after albacore is to find out if the fish are running, and if so, where. Check with your fellow anglers, sports fishing docks, tackle stores, commercial fishermen, and the websites provided at the introduction to get as much information as you can on where the fish are being caught.

If there are albacore around, then plan to be at your chosen spot at daybreak or just before. Depending on the direction and distance, this may involve a lot of travel at night or even spending a night in route.

The choice fishing method for albacore is trolling. To troll for albacore, you should have four or five rod holders with safety lines, outriggers to spread your trolling lines apart, a trolling rod and reel for each angler, lots of albacore trolling jigs with different colors of feathers and plastic skirts, a bait rod and casting reel for each angler, two gaffs and two bait scoops, a big tank of lively anchovies, water and a mop to swab the deck when it gets bloody, and a fish box or kill sack for your catch.

Troll as many rods as you can spread out and have sufficient anglers to handle. Try various distances behind the boat and different jigs to find what works. Troll from 7 to 8 knots or even faster when you are looking for the first strike.

Finding the albacore and getting that first strike is the first critical step, but the secret to getting lots of fish is knowing what to do when you get that first hook-up. Allow the boat to continue to move until someone can get to the rod that is hit. After the boat power is cut off, the first person that can get to the bait tank should throw a small scoop of bait as far as possible over the stern. If the boat is still moving, another scoop may be needed.

While the boat is slowing down, you frequently get a second strike on a sinking jig. Just put your finger on the reel, stopping it briefly to hook the fish. If you have more hook-ups than you have anglers, it is possible to put a rod with a fish on it into a rod holder facing into the wind so the drift of the boat will keep the line taut while another fish can be landed. However, IGFA rules do not permit this arrangement, and neither do the SDYC anglers for any trophy fish.

Even before the first fish is brought to gaff, it is critical to get the bait rods going. Always have bait outfits ready to go. You can even keep one hook baited with the bait swimming in the tank so it can be tossed in the water as the jig fish is brought to the boat. It is important not to lose the first strike or bait fish, since a fleeing fish will sometimes take the school with him.

CHUMMING

Chumming is the secret to getting the fish to the boat for bait fishing and is essential to keeping them there. Throw only one or two baits at a time, downwind and away from the stern. Get the chum just far enough away so it won't all hide under the boat. Also, don't throw too much chum – usually the angler should throw out one to three chum baits when he baits or rebaits his hook. Better yet, if there is someone aboard not fishing, let this person throw out a very thin line of chum one at a time from the downwind corner of the stern. A good technique is to have the best angler go to the stern corner, pulling out two or three loops of line, holding it in the left hand as in fly fishing, and flick the baited hook out underhand. You can get a fifteen-foot cast this way and leave the bait swimming in the water while you let the loops out. Often you will get an immediate strike. Let the fish run a few seconds before putting the reel into gear and it takes only a little flick of the wrist to hook the fish. Don't overhook or strike too heavily. Spincasting is the easiest way to get the bait out and away from the boat, but you need first class spinning reels to handle albacore and avoid losing your fish to sharks.

Albacore are great eating, and during a good run, you can often get your fish canned for future use or as gifts, or try canning them yourself.

HOW TO CATCH TUNA OFF SAN DIEGO

Tuna! Not only the diminutive “football” yellowfin, albacore or skipjack, but the huge big-eye tuna have visited our shores in recent seasons. Will they come again? We don't know much about these guys but are learning how to catch them. In the halcyon days of the Tuna Club of Avalon in the 1920s, it was trolled bait or skip bait fished beneath a kite on breaking schools of tuna. Even then it was, “Catch them before the ‘round haul’ boats from San Pedro arrive at the scene.”

In recent years, the first fish (and the really big ones) arrived locally shortly after July 4 and were caught by trolling marlin lures – with the mackerel clone being the most popular jig. It becomes a battle to find the fish before the spotter planes locate the school and call in the purse seine fleet – which ends the sport fishing until the next school of tuna arrives.

The best area extends from 200 to 260 degrees, 15 to 25 miles from Point Lorna. The “302 Spot” and the outer edge of the “Finger Bank,” 140 degrees, 10 to 15 miles south of South Coronado Island, have also been productive.

Often the fish are located by the clouds of birds and diving pelicans. Other times a group of fluttering terns hover over the school. Frequently there are no signs, just a blind jig strike.

Once the school is found, it may be productive to stay in that spot the rest of the day. The fish will be up and down at intervals so be patient like the birds that wait quietly in rafts for the next onslaught. A lot of boats trolling in the area seem to keep the fish down.

Tuna may be taken by trolling, casting, or bait fishing. If trolling, remember that tuna are attracted by the turbulence in the wake, so don't be afraid to troll some lures quite close. Rig the jigs with large (Ten 0) strong hooks as smaller ones will be pulled out. Large Rapalas are excellent trolled on 50 lb. Mono, 30 feet or so behind the boat outside the wake. Don't change the hooks as it ruins the action. These lures can be trolled at 8 or 9 knots if the rod tip is kept close to the water. “Roller Troller” devices are good to keep troller lures low to the water.

Casting can be most exciting. If you know the fish are in an area, but are down with the birds rafted over the tuna and the bait, it is sometimes effective to drift beside the birds and wait for the tuna to begin surface feeding again. Then a slow quiet approach – with metal jigs thrown into the melee of tuna, bait, and birds – often works and is great sport.

Bait fishing can be great fun when the tuna are found. Use sardines and mackerel as bait for chum. If big-eye are in an area and you get a skipjack or yellowfin strike, try to develop a good bait stop; eventually the activity may attract the big-eyes and suddenly these huge fish will be seen cruising in the water below the surface action. If you keep a “drop back-bait” already hooked up and swimming in your bait tank, now is the time to drop it in. Also, when landing a big-eye, he is often followed by others, so be sure to try bait on the followers before gaffing the one on the line. Be patient and try to keep one big-eye in the water to hold the school, which will continue to circle under the boat.

Big-eye tuna are fun to catch on 40-50 lb. tackle and you'll know you've been in a battle. Tuna fishing is not a delicate sport, and it is a shame to miss the raw power of these fish by using light tackle. Nothing beats the thrill of being lifted clear out of a fighting chair when a big tuna decides to sound against 20 to 25 lbs. of drag.

A 4/0 reel is barely adequate and the big ones will spool you. A Penn International 50 and a tuna stick with plenty of lifting power is perfect. Swordfish tackle can be used, but marlin tackle is a little "wimpy," though great for fish 60 to 80 lbs.

Now some suggestions on fighting methods: If your tuna wants to run, let him – often you won't have much choice. As a tuna fights, his blood warms and he burns large quantities of oxygen. After the initial run, use as much drag as possible and short stroke the fish for all you're worth. You may get him on the first try, but if he stops and starts to dog it, let him run again and short stroke him when he stops. If you can't gain on him, and he is straight down, move the boat ahead, lifting him to change the angle and he may glide up. If you are fighting only one fish, keep the boat moving slowly ahead and the tuna will stay near the top and lose much of his leverage on you. Big-eye tuna are pussycats at the gaff, do don't be afraid. The time to worry is about two minutes after they have been lying apparently dead on the deck. Then the tuna will explode into action and can be quite dangerous. It is a good idea to quickly rope the tail and tie it to a cleat to prevent damage or injury.

Finally, if you do find a hot spot, nobody will hate you if you keep it just to yourself—at least not as much as they will hate you if you announce it on the air to every seiner within a 100 miles.

HOW TO CATCH MARLIN OFF SAN DIEGO

This information is not provided for the expert, but rather for those just starting to fish for marlin. The only difference between the beginner and the lucky guys that seem to catch all the marlin is experience and the willingness to spend a lot of time and effort chasing the marlin. Luck is helpful, but the most important ingredient is the commitment to succeed.

TACKLE

- Your tackle should be the best you can afford, always in perfect condition, and should include:
- A 30 lb. trolling rod
- A 40 or a 60 lb. Penn reel or 30 lb. International (or equivalent) – the drag must be perfectly smooth
- A bulk spool of 40 to 50 lb. or lighter monofilament line
- Large ball bearing swivels and snaps

LURES

The best lure is the one that gets strikes. Find out what is hot, and buy two or three. To rig your own, you will need a crimping tool, a skein of 125 lb. mono leader material, a box of A-7 sleeves, a box of 7-0 or 8-0 hooks, a file, and some vice grips. After you buy all this gear, the tackle store workers should be willing to show you how to assemble the jig so it won't fall apart at the first strike. Your hook must be extra sharp. Hold the hook with the vice grips and use the file lightly until the hook can't be drawn across your fingernail without sticking. Watch for frays where the leader goes through the lure and at the hook eye. Re-rig frequently.

TROLLING

You can normally troll three rods even if you don't have outriggers and the fancy roller-releases that they require. The rods can be placed directly into the rod holders in the center and at each side of the stern, using safety line that can be snapped onto the reels to avoid losing both rod and reel in case of a mishap such as a heavy strike and frozen drag or snagged line.

Placement of the lures behind the boat is important. When you troll above the hull speed you will notice waves following in your wake. Start by dropping the center lure back to the third swell, place the starboard lure at the fourth swell and the port lure at the fifth swell. Best placement varies from boat to boat. Experiment, and keep track of what position and what speeds get the most action. Try 8 to 12 knots, and better too fast than too slow. Adjust the drag and be sure the clickers are set "on." Use enough drag to keep the lure from going out and enough to keep from getting "spooled" during the fight, but don't use much when you have a lot of line out. Remember, the drag gets tighter as the amount of line on the reel decreases, and the fish is also fighting the weight of the line. If you want to know how much strain there is on your line try letting out 250 yards of line at trolling speed.

WATCH THE LURES

Twenty minutes of watching the lures is the maximum. Polaroid glasses and a hat are needed. The watcher's reward is getting to catch anything he/she sees or hears. The lure watcher can have the greatest fun in return for the lonely post in the stern. If a marlin rushes in and hooks himself, the watcher is closest to the rod and can reel the fish in. Also, the watcher may see the marlin following the lure but not striking. At this moment he or she can pick up the rod and try to take the lure away from the fish. The marlin is probably astounded that the bait is trying to get away and will then usually try to strike the escaping bait.

Also there is the occasional marlin who strikes short or ahead of the lure. This is sometimes seen, but more often is heard as a short "zip." The marlin expects the bait to stop, but when it swims away, so does the marlin. However, if the watcher "free spools" the reel to let the lure fall back and sink and then reels it feverishly, he often comes up with a marlin strike. These fish are usually lightly hooked and landing one is most satisfying.

FIGHTING THE FISH

After the marlin has been hooked, continue the boat at the same or greater speed until at least 150 yards of line is in the water. Slow down gradually while the angler maintains a tight line and bent rod. After the excitement of the strike and all the jumping, the marlin will try to just swim away. A wake will develop where the line meets the water and will generally indicate where the fish is heading. Run the boat at about a 30 degree angle, parallel to his course, while the angler regains most of the line. You and the fish should come close together in about 15 to 20 minutes. Even the least experienced angler can stand up and land a marlin using this technique.

Keep the fish off at an angle to the side of the boat. If the fish gets the line running straight along his back to the boat, the big tail will whack the line or leader and may cut it, or wrap it around his tail. If the fish can't swim forward, he will drown and sink. Pulling up a dead marlin is hard work, not much fun, and if the line breaks you will have killed your marlin without getting a trophy, picture or a meal.

LANDING YOUR MARLIN

Most marlin are lost when they throw the hook while leaping high out of the water, or during gaffing. The skill of the boat handler or skipper may be as important as the skill of the angler in reducing these losses. When the marlin jumps clear of the water, the angler tries to pick up the slack line, and the skipper will maneuver or accelerate the boat to help the angler keep the line tight and the hook firmly embedded.

Boat handling is just as important when bringing the marlin up to the boat for gaffing and/or tagging. This operation usually requires a team of three – the skipper, the angler, and the gaffer or tagger. It also demands the proper equipment –a break-away gaff, a tail rope, sometimes a second, smaller gaff to help move the marlin to the swim step or boating door, a tagging stick and tags, and finally, a small line to lash down the fish when boated or put on the swim step. All of these items must be placed for ready use when needed.

Marlin may be gaffed from the stern, the bow, or either side of the boat, depending on the weather, the behavior of the fish, the length of the gaff, and the maneuverability of the vessel. Whatever the decision, the skipper must avoid running over, drifting over, or backing over the line and fish as the angler brings the marlin close enough to the boat to be reached by the gaff.

Position the gaff over and outside of the marlin with the hook facing down opposite the aft 1/3 of the fish. Then, with a strong “down-and-in” motion, pull the gaff across and through the back of the fish in such a way that the tail can be lifted free of the water. Be sure your gaff is super sharp or it may bounce off the marlin's hide. Most use a gaff with a break-away head that is fastened to the boat by a strong line. It is helpful to have a second gaff handy in case it is needed. As soon as it is possible to get the tail out of the water, place a tail rope around it so you can drag the fish if it is still too “green” to be brought aboard or onto the swim step. Use any rope, but the tail lines from the tackle shops with plastic covered wire loops are much easier to use.

FINDING MARLIN

Marlin fishing should really be called marlin hunting, since you have to be where the fish are to catch one. Most strikes are the result of actually seeing a marlin or recognizing the signs that indicate that marlin are in the area. The most successful boats are those whose crews are constantly on watch for the fish and for signs of them in the area. You need to know how to spot and recognize the marlin and what signs to watch for. A good pair of binoculars is desirable for spotting tails and feeders.

Most beginners consume a lot of fuel trolling where the fish are not and never have been. One easy first step is to call the San Diego or Newport Marlin Clubs the night before you go out and get a report on where the fish were last caught. You can also follow the boats that are having the most success, but lots of others do this, so it can get a little crowded. If it is crowded, troll outside the edges of the fleet. If you have no other clues, try trolling along the outer edges of the banks and known high spots and looking for signs.

BEST SIGNS

- A boat catching one
- Clear, clean blue water, 68 degrees or above
- Small white terns working and diving
- Shearwater birds working
- Bait breaking out of the water
- Marlin jumping, feeding, or sleeping
- Sleepers are usually seen in the early morning in calm water and offer great opportunities for bait casting.

FAIR SIGNS

- Seals and pelicans, (watch for Swordfish)
- Schools of porpoises and whales
- Kelp paddies and floating objects, always troll by these if possible

LOUSY SIGNS

- Dirty or green water below 64 degrees
- No signs of working birds or bait

IDENTIFYING YOUR MARLIN

Marlin are usually spotted by their large erect tail that looks like a floating broom handle. Broadbill swordfish display two fins. Sharks can be easily picked out by the way their tail flops around when they swim, not standing erect like marlin and swordfish. Sunfish also have flopping fins.

SOME HELPFUL HINTS

1. Use Polaroids to see bait beneath the surface and to identify those creatures lurking under kelp paddies. If you go by a purple spot, wait to see if a swordfish pops up.
2. Be sure the line is properly placed on your reel. If it is too loosely packed, the line may bury itself in the reel and break on a strike. Most tackle shops will load your reel when you purchase your line. If you want to do it yourself, put the spool of new line in a bucket of water and wind it onto your reel from there.
3. Learn to tie the Palomar or Perfection knots so you can quickly assemble your own leaders and lures.
4. Expect to lose plenty of fish. The high boats lose plenty too – they just don't talk about it. It is part of the game.
5. Finally, when you do spot a marlin, really work the area. Don't rush off to look somewhere else. The best marlin fishermen are often the most persistent ones. Troll a grid around and across the area. Some skippers weave as they troll, thus varying the speed and direction of the outside lures which seems to increase the action.
6. The action of the lures in the water varies. Generally, your lures should neither all be on top of the water nor under the surface all the time. They should surface about 1/3 of the time throwing a geyser straight up or a "smoking" bubble trail while underwater.

BAIT FISHING FOR MARLIN

Bait fishing for marlin also involves hunting since most successful "bait fish" (bait caught marlin) are caught after a marlin or group of marlin have been spotted.

SLEEPERS

You can go out to known marlin waters in the early morning on a calm day and look for a couple of “broomsticks” floating in the water. When you spot them, station one angler on the bow with a marlin casting rod and a mackerel or sardine hooked to his leader. Bring the boat slowly within casting distance of the sleeping marlin. Then the bow angler casts his bait just a few feet in front of the dozing beast. If all goes well, there will be a swirl as the marlin grabs the bait and races away. Be as patient as possible, applying only enough pressure to the line to avoid a backlash, until you feel the fish and then strike. If you have waited until the marlin has turned the bait and swallowed it, it may not even be necessary to speed up the boat to strike the fish.

Meanwhile, a second angler at the stern should have tossed a baited leader to the rear in case a second marlin wants to join the party. If this happens it is a storybook day and from then on you can tell the rest of us how to do it.

FEEDERS

The technique is about the same as with sleepers, except that because feeders are up and down so quickly you have to get there promptly. Sleepers will usually stay up indefinitely so you can have great patience in sneaking up on them. Feeders are usually spotted by the splashing as they slap bait with their bills often below diving birds. It is important to get within casting distance of the feeding fish while they are on the surface, since in their feeding frenzy they will grab any bait that falls near them, in contrast to sleepers that are sometimes only startled awake and sink without biting. Even if you aren't successful in getting a strike from your casts, try trolling the live bait at a very slow speed around the immediate area. The unlucky ones get shark strikes this way.

TAILERS

Frequently marlin tails are spotted as the fish swim along with the waves parallel with the boat. Use the same general technique. Keep the fish on the side and try to keep up with or get just ahead of the marlin and have the angler ease out to the side, in front of the moving fish.

DROP BACK BAIT FISHING

Finally, it is time to unmask those master anglers who catch most of the marlin taken on bait by using “drop-back” baits. The technique is simple, like catching a trout on a worm. It involves throwing a hooked live bait behind the boat every time you have a jig bite or a follower. Rig a short 3 to 5 foot leader with a small live bait hook. Attach this leader to your main line with a ball bearing swivel. Hook a live bait through the nose and put the hooked bait back into the bait tank. Place the rod so the hooked bait can swim freely in the tank without entangling the line or leader. In this way, all is in readiness and the bait can be placed behind the boat instantly.

Often when a marlin strikes, other marlin will be near. Sometimes they will follow without striking and other times you will receive only a short “zip.” You may not be able to keep a jig fish on the hook, so troll hookless jigs just to raise and excite the marlin and then drop back a live bait.

In any event, when things start happening behind the boat, just drop your hooked bait back in the wake and slow the boat to a very slow troll. Marlin will often hit a sinking jig. Bring the jigs in so you don't foul the lines with the bait. Keep the reel on the baited rod in free spool, lightly thumbed to prevent a back lash. If a marlin picks up the bait the line will become heavy. Allow the marlin plenty of time to swallow the bait and hope he doesn't swim to the boat looking for more goodies. To strike, put the reel in gear, take out the slack, then have the skipper “goose” the boat forward. When the line becomes tight, pump the rod vigorously to pull the hook out of the bait and into the marlin. Your strike-to-landed ratio will be much higher than with the jig fish because the marlin hooked on bait is usually more securely hooked.

Remember, under IGFA Rules, the angler must place the bait in the water unassisted, so no “hand-offs” are allowed.

Some boats put a drop-back bait in the water on every strike whether the jig fish stays hooked or not. Others slow-troll a live bait behind the boat as they are fighting a marlin off the bow. Often the live bait marlin is hooked in the mouth and can be easily released at the boat by cutting the line or leader. This is much easier than trying to retrieve an expensive jig before releasing a jig fish. Also, the use of live bait permits the use of lighter line and eliminates the heavy jig between the angler and the fish. If the line does break, the marlin is more likely to survive and certainly the fight will be more exciting.

Finally, remember when you are ready to go after marlin, it is as much a hunting trip as a fishing trip. Keep two persons scanning the ocean for signs of tails or feeders, and one person scanning the trolled lures, ready to use the drop-back bait when the marlin show up or strike.

Good Luck!

FISHING ETIQUETTE

When yellowtail fishing gets good at the Coronado Islands, when yellowtail and dorado start showing up under kelp paddies, and when trolling gets good for albacore and tuna, this is the time when boats start crowding each other in search of better fishing, sometimes leading to heated words and even threats.

Some simple courtesy and an understanding of how to avoid interfering with other boats can do a lot to reduce these altercations and make fishing more enjoyable for everyone. There is nothing more embarrassing to the small private boat angler and nothing more irritating to the party boat skipper and his anglers than to have the small boat inadvertently drive down the "bite" he has chummed up.

Frequently at the Coronado Islands the party boats are anchored, and they are usually throwing a Chum Line off the stern. Any boat approaching the stern or drifting by the stern is sure to drive down the bite. The proper approach in this situation is to come in well off the bow and drop anchor far enough up current, so that when you stop, your boat will be at least 75 to 100 yards to one side of the party boat.

Anchored properly, the private boat can benefit from the sport fisher's *Chum Line*, but without shutting off the bite.

Different rules apply when the party boat is trolling or is stopped at a kelp paddy.

Generally, it is advisable to keep a distance of at least half a mile from a stopped boat. Sometimes the boats stop at a kelp paddy to fish or catch bait, drift away, and then return for a second or even a third try. It is proper etiquette to wait until a boat has pulled completely away before attempting to fish on that paddy.

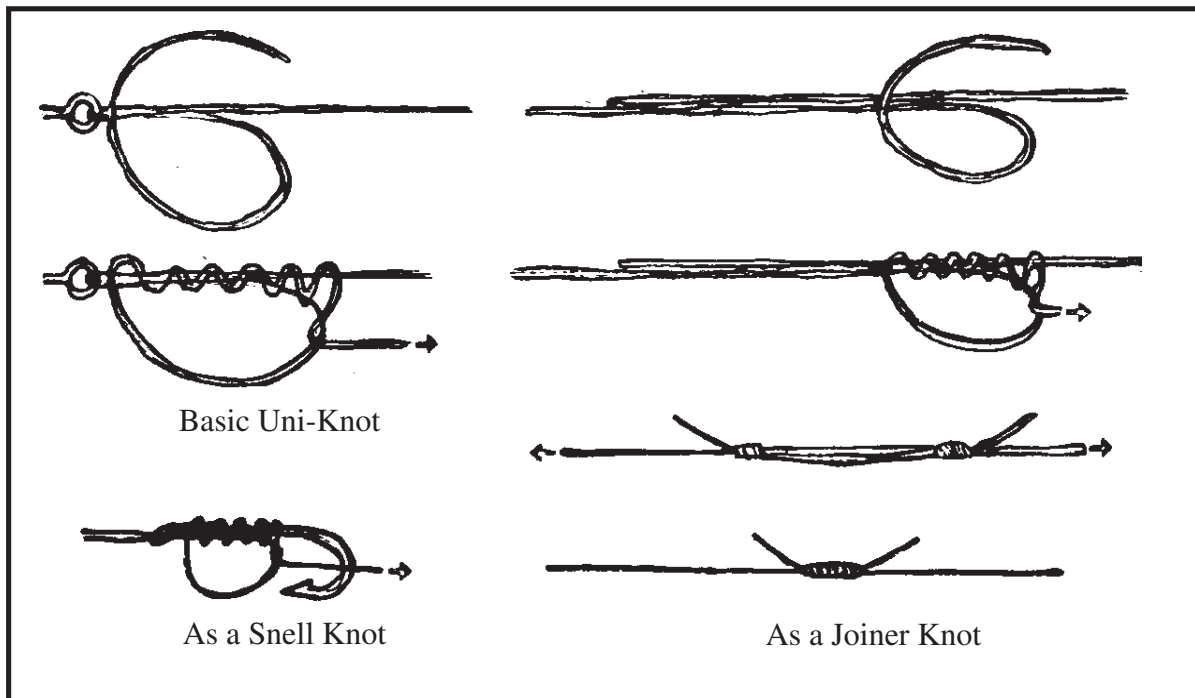
Boats trolling after albacore or tuna will stop after a jig strike and begin a Chum Line. When this is done, the chum line may extend quite a distance behind the stopped boat, and approaching from the stern will shut off the bite, even 200 to 400 yards away.

Proper etiquette is to keep at least 1/4 mile away from a stopped sportfisher, approaching slowly only from the bow or upwind side and never drift or power across the stern.

These etiquette guidelines are just common sense and good manners.

Some Useful Knots

The following three knots will meet most of your fishing needs.



1. The Uni Knot

This knot has multiple uses as shown above and tests close to 100%.

2. The Perfection Loop

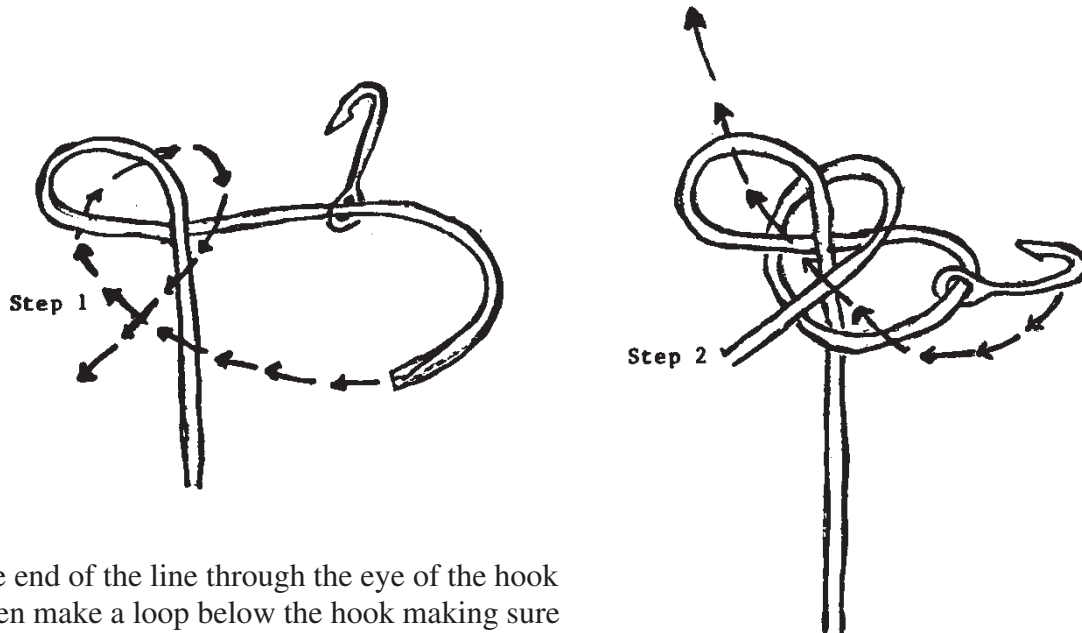
The perfection loop is a knot which is frequently used at both ends of a monofilament leader — at one end to make a loop for the swivel at the other end to attach the hook. It permits the hook to swing freely and thus gives more action to the bait.

There are two methods of tying this knot. It is an extremely useful knot — fast and easy to tie — but hard to remember, (illustrated instructions are provided for each method on the following pages).

Perfection Loop A is the method used primarily by the skippers in Mexico for tying marlin leaders.

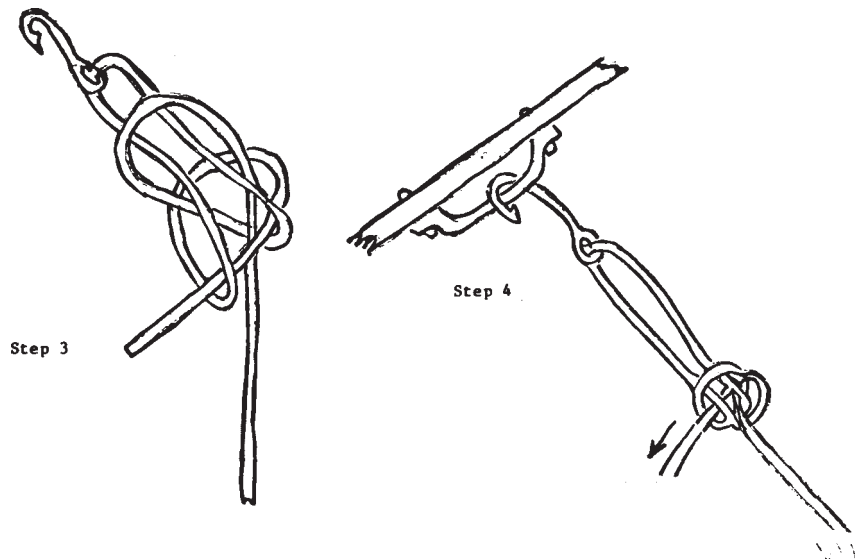
Perfection Loop B is the method demonstrated at a Southwestern Yacht Club marlin seminar.

"Perfection Loop A" Knot



Put the end of the line through the eye of the hook and then make a loop below the hook making sure the main line is on top.

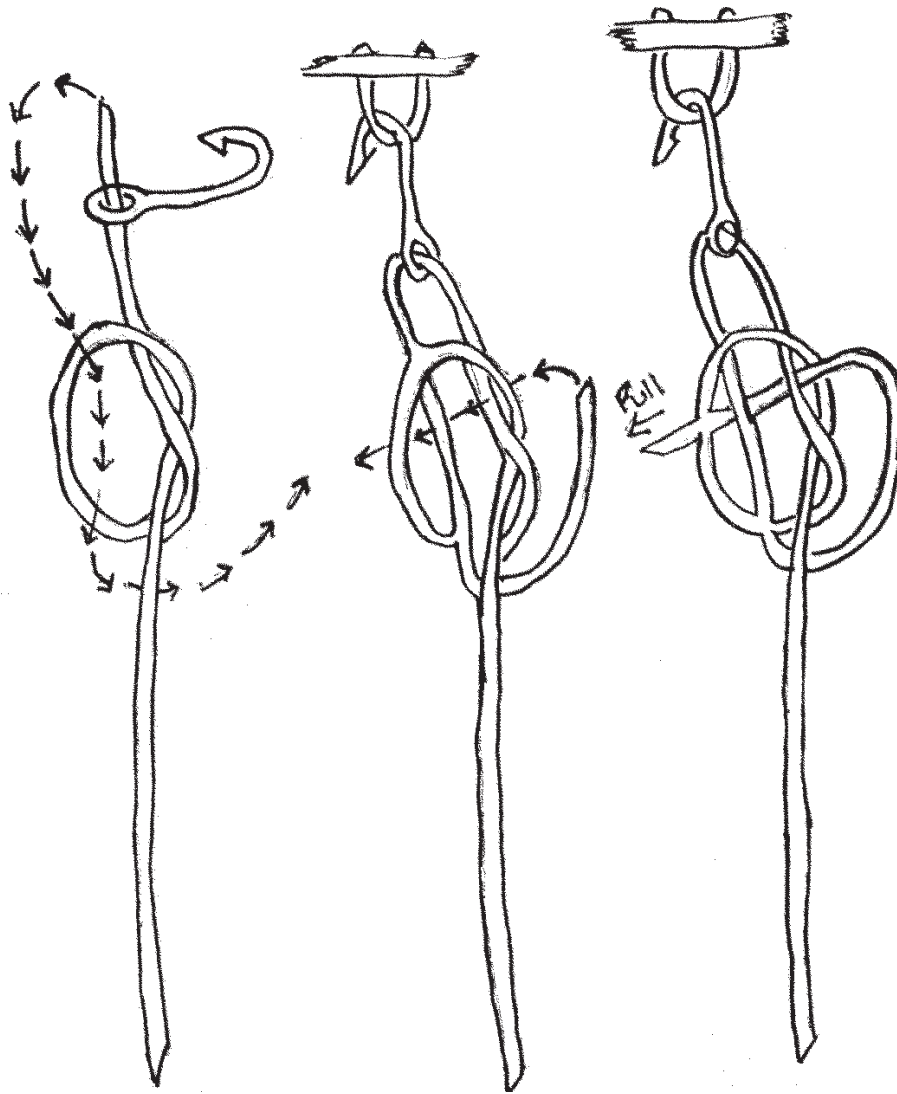
Run the loose end of the line (beyond the hook) around the loop as shown by the arrows in Step 1.



Push the hook through the original loop as show by the arrows in Step 2.

Put the hook around a fixed object and pull tightly on the main line and at right angles on the end of the line.

"Perfection Loop B" Knot



Step 1

Tie a simple slip knot — the free end going under, over and then under the main line. Put the free end through the eye of the hook.

Step 2

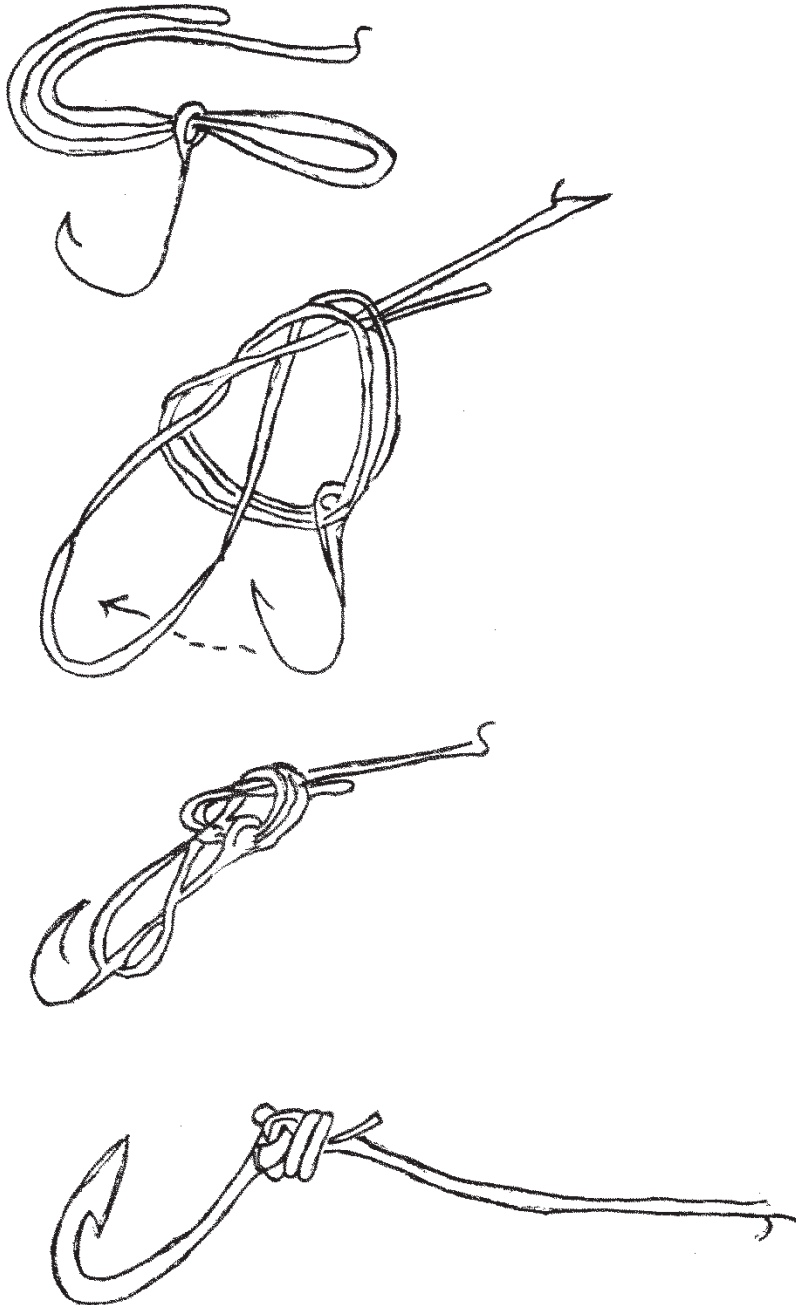
Following the arrows in Step 1, bring the free end back through the loop going under the main line. It helps if you place the hook around a cleat or fixed object.

Step 3

With the free end, follow the arrows in Step 2, over the original loop, under the two strands that hold the hook, then over the original loop. Tighten by pulling strongly on the main line and the free end.

The Palomar Knot

Chet Palomar, a retired fireman from Pomona, California, has invented a knot that may prove to be revolutionary. The Palomar knot is relatively easy to tie and it tests stronger than the line in which it is tied.



Instructions For Tying:

A: Pass line through eye of hook and then return it through the eye of the line leaving a 3-4" loop.

B: With thumb and finger of left hand, hold lines and hook at eye; with right hand, grasp loop and tie overhand knot.

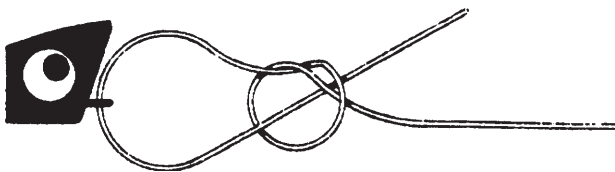
C: Hold overhand knot with right hand; with thumb and first finger of left hand, reach through the loop to grasp hook, pull hook through loop. Pull on lines in right hand to draw to top of eye.

D: With all of knot on top of eye, tighten knot by pulling either running line or short end. Trim short line.

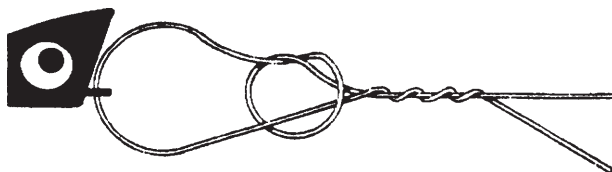
“Non-Slip Mono-Loop” Knot

This is an exceptionally strong loop when tied correctly. But be sure to use the right number of turns (as determined by the line's strength rating—see step 2), and tighten your knot very carefully.

Step 1 This is one of the few knots where you begin the knot before you insert the line in the hook eye. Make a simple overhand knot. Bring the tag end through the hook eye and back through the overhand knot. You must return the tag end through the overhand knot the same way you entered it.



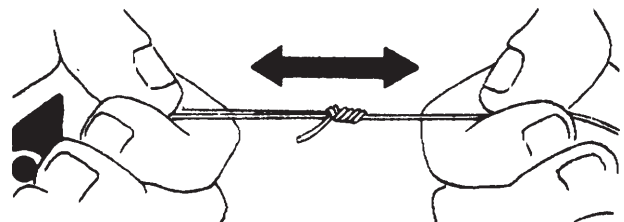
Step 2 Make the recommended number of turns with the tag end around the standing line (6- to 8-pound test = seven turns; 8- to 12-pound test = five turns; 15- to 40-pound test = four turns; 50- or 60-pound test = three turns; above 60-pound test = two turns)



Step 3 Return the tag end through the overhand knot the same way you exited the knot (see drawing).



Step 4 Draw on the tag end until the knot forms together. Then pull on the standing line to close the knot well. Finally, pull on both the tag end and standing line to assure the connection is as tight as possible.



Note: Sizing The Loop

- The size of the loop is determined by three factors:
1. The smaller the overhand knot, the smaller the loop. For small loops, try to make the overhand knot no more than 3/16 inch in diameter (about the size of a large split shot).
 2. Once the tag end has been inserted through the hook eye and back through the overhand knot, hold the overhand knot lightly and pull on the tag end. This will carry the overhand knot down near the hook eye.
 3. When finally closing the knot, pull out as much slack as possible between the tag end and the standing line.

SAN DIEGO YACHT CLUB ANGLERS TOURNAMENT RULES AND REGULATIONS

(UNLESS OTHERWISE SPECIFIED, I.G.F.A. RULES APPLY)

The underlying spirit of angling should be that it is a sport in which the skill of the angler is pitted against the instinct and strength of the fish, which is entitled to an even chance in the fight. Conservation of our natural resources is paramount.

ELIGIBLE SENIOR ANGLERS

Membership and eligibility for the annual angling competition in the San Diego Yacht Club Anglers shall be granted upon payment of the annual family dues of \$50. Membership is extended to members of the San Diego Yacht Club in good standing, their spouses and their unmarried children and grandchildren (including those over the age of 17 on March 1 and under the age of 21 on December 31 of the tournament year). Individuals over 21 must hold San Diego Yacht Club Junior Flag membership and pay the Anglers dues. New Angler members may join any time during the year and be eligible for Angler privileges and awards the day after payment of dues. Membership is renewed annually each January.

SENIOR TROPHIES

OPEN SPECIES

- First Game Fish of the Season - **Kenneth Baker Trophy**
(Qualifying species are: albacore, dorado, tuna, yellowtail, white seabass, marlin and broadbill.)
- Largest Game Fish on 6 or 8 lb - **Dr. B.A. Guentner Trophy**
- Largest Game Fish on 3 Thread (12 lb) - **Frank Wishon Trophy**
- Angler with highest weight-to-line ratio - **SDYC High Ratio Trophy**

ALBACORE

- First of Season
- Largest of Season
- Largest on 30 lb
- Largest on 20 lb - **Thomas Hearne Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

BARRACUDA

- Largest of Season - **Mission Bay Sportfishers Award**

BLACK SEABASS

- Season Closed - **Lucien K. Small Trophy**

BONITA

- Largest of Season
- Largest on 12 lb- **H&M Sportfishers Award**
- Largest on 8 lb
- Largest on 4 lb

BROADBILL

- Largest of Season - **Bill Hoss Trophy**

DORADO

- First of Season
- Largest of Season
- Largest on 30 lb
- Largest on 20 lb - **Thomas Hearne Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

HALIBUT

- Largest of Season - **Lucien K. Small Trophy**

MARLIN

- Boat with Most Caught & Released - **Arthur Carey Trophy**
- First of Season – **Frank Pastore Trophy**
- Boat with First of Season, Released - **Bill Carey Flag**
- Largest by a Woman - **Edgar Hervey Trophy**
- Largest by a Man - **John Tanner Trophy**
- Last of Season (caught or released) - **Irving Fifield Award**
- Largest on 80 lb
- Largest on 50 lb - **Frank Naso Trophy**
- Largest on 30 lb by a Woman - **Cad-O-Let Trophy**
- Largest on 30 lb by a Man - **John Scripps Trophy**
- Largest on 20 lb - **Tom Stanfield Trophy**
- Largest on 16 lb - **Howard Minor Trophy**
- Largest on 12 lb - **Frank Wishon Trophy**
- Largest on 8 lb

TUNA (YELLOWFIN, BLUEFIN, BIG-EYE)

- First of Season
- Largest of Season
- Last of Season
- Largest on 50 lb
- Largest on 30 lb
- Largest on 20 lb - **Miss Leona Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

WHITE SEABASS

- Largest of Season - **Elmer Hehr Trophy**

YELLOWTAIL

- First of Season
- Largest of Season
- Largest on 30 lb - **Mission Bay Boat Sales Award**
- Largest by a Woman on 30 lb - **Kettenburg Trophy**
- Largest on 20 lb - **Frank L. Hope Award**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

FIRST MARLIN FLAG

The flag will be awarded to hold and fly for the remainder of the year to a boat owned by a member angler on which a member angler, Junior or Senior, catches or releases* the first marlin of the year. If released, also gets the **Bill Carey Flag**.

MARLIN FOUR TACKLE CHAMPION - ROBERT ROULETTE TROPHY

The San Diego Yacht Club Senior Anglers will present the **Robert Roulette Four Tackle Trophy** to the angler who catches at least one marlin on four of the following weights of tackle: 8 lb, 12 lb, 16 lb, 20 lb, 30 lb, 50 lb and 80 lb test. In the event of a tie, the angler catching the largest fish will be the winner. At least one of the four marlin must be a released fish.

COMMODORES TROPHY - J.H. CHAMBERS TROPHY

Most outstanding catch as judged by the Angler's Board of Directors.

OUTSTANDING SERVICE AWARD - ROBERT S. ROULETTE MEMORIAL TROPHY

To be presented to the person making the greatest contribution during the past Angling year to the furtherance or enhancement of sportfishing, or to the excellence of the San Diego Yacht Club Anglers.

CLUB CHAMPIONSHIP - D.D. WILLIAMS TROPHY

The Club Champion shall be the angler who catches or releases a marlin or broadbill and whose catch of the five fish specified below has the largest total weight. Winner's name to be shown on the Angler's display board in the main hallway.

- One each of four of the following species: dorado, albacore, any tuna, yellowtail, white seabass, bonita, barracuda, or salmon.
- A bottom fish (excluding sharks, skates and rays).

The marlin or broadbill may be caught, but the weight of the billfish will not be counted towards the total weight.

CATCH AND RELEASE AWARDS

All eligible Anglers, Seniors or Juniors, catching and releasing a marlin (or other billfish) will be recognized by an award approved by the Anglers Board.

All SDYC Anglers Tournament Rules and Regulations apply.

JUNIOR ANGLERS

It is the intent of the San Diego Yacht Club Anglers to promote fishing in a sportsmanlike manner among the Junior members. To achieve this purpose, Junior Anglers are encouraged to compete among themselves for the special trophies provided, following the same rules and regulations as senior anglers.

ELIGIBLE JUNIOR ANGLERS

Junior angler membership is automatically granted to any child or grandchild of a San Diego Yacht Club Angler Group member in good standing. Junior Anglers must be under the age of 17 as of March 1st of the tournament year.

JUNIOR TROPHIES

If perpetual trophies are not specifically designated for Juniors, then the Junior may compete with the Seniors.

OPEN SPECIES

- First Game Fish of the Year by a Junior - **Don Waggoner Trophy**
(Qualifying species are: albacore, dorado, bonita, barracuda, tuna, yellowtail, white seabass, marlin and broadbill.) Catch and release of billfish qualifies and is encouraged.

Largest Non-billed Gamefish of the Year by a Junior – **Johnson Family Trophy**

ALBACORE

- First of Season by a Junior
- Largest by a Junior
- Albacore by Youngest Junior
- Largest on 30 lb
- Largest on 20 lb - **Carrol Deem Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

BARRACUDA

- First of Season by a Junior
- Largest of Season by a Junior

BLACK SEABASS

- Season Closed

BONITA

- First of Season by a Junior
- Largest of Season by a Junior

BROADBILL

- Largest of Season by a Junior

DORADO

- First of Season by a Junior
- Largest of Season by a Junior
- Largest on 30 lb
- Largest on 20 lb
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

HALIBUT

- Largest of Season by a Junior - **Dick Eddy Trophy**

MARLIN

- First of the Season by a Junior
- Largest of Season by a Junior – **Nell Bowen Trophy**
- Marlin by Youngest Junior – **Depew Marine Perpetual Award**
- Largest on 50 lb – **AI Ogle Trophy**
- Largest on 30 lb – **Irving Fifield Trophy**
- Largest on 20 lb – **H.L. Benbough Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

TUNA (YELLOWFIN, BLUEFIN, BIG-EYE)

- First of Season by a Junior
- Largest of Season by a Junior
- Tuna by Youngest Junior
- Largest on 50 lb
- Largest on 30 lb
- Largest on 20 lb
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

WHITE SEABASS

- Largest of Season by a Junior

YELLOWTAIL

- First of Season by a Junior
- Largest of Season by a Junior
- Yellowtail by Youngest Junior
- Largest on 30 lb – **Tanner Electronics Award**
- Largest on 20 lb – **Charles W. Patrick Memorial Trophy**
- Largest on 16 lb
- Largest on 12 lb
- Largest on 8 lb

JUNIOR CLUB CHAMPION – D.D. WILLIAMS TROPHY

The Junior Club Championship will be awarded to the Junior Angler with the largest total weight of four fish in any of the species for the Club Championship, but not more than one fish may be counted in any one species. The four fish shall include one marlin (catch or catch and release). The weight of the billfish will not count towards the total weight.

ELIGIBLE BOATS

All fish to qualify for a trophy shall be taken, according to IGFA rules, on a boat that is owned by a member of the San Diego Yacht Club, or by a member of a Club belonging to the San Diego Association of Yacht Clubs, or by a member of a recognized U.S. West Coast ocean fishing club. Party boat and charter boat (commercial sportfishing) catches are not eligible.

SCHEDULE

The San Diego Yacht Club Anglers Annual Tournament shall run from January 1 through December 31.

FISHING AREA

The fishing area for the tournament year shall be limited to those waters of the Pacific Ocean lying between a line running due east and west (true) from the southern tip of San Martin Island on the south and similar line running due east and west from the northern tip of San Miguel Island on the north and no further than 150 nautical miles from the western continental coastline of North America.

WEIGH STATIONS

All fish entered for competition for Club trophies, other than tagged fish and fish caught and released (but not tagged), must be officially weighed and recorded by the San Diego Yacht Club Anglers, San Diego Marlin Club, Southern California Tuna Club, Balboa Angling Club, Tuna Club of Avalon, Southwestern Yacht Club, Coronado Yacht Club, Mission Bay Marlin Club, Point Loma Sport Fishing, Oceanside Weigh Station, Dana Harbor Weigh Station or other weigh stations approved by a majority vote of the SDYC Angler's Board of Directors.

TIME OF CATCH

The time of gaffing or leadering (if released) the fish shall be considered the official time of catch. Date and time of catch for each fish must be recorded on weight or release certificates.

DEADLINE FOR RECORDING CATCH

It is the responsibility of the individual angler to make sure that a certificate of weight or catch and release is logged in at the front desk of the San Diego Yacht Club within ten days of the date of catch. Fish logged in after this ten day deadline will be disqualified.

TIES

In the case of a tie in weight of fish, duplicate awards will be made or inscribed. For fish weighing less than 100 pounds, a fish that is within ½ pound of another catch will be recorded as a tie. For fish over 100 pounds, a tie will occur if a catch is within one pound of another catch.

TACKLE, TECHNIQUES AND PROCEDURES

Qualifying catches must be in accordance with IGFA rules for tackle, techniques and procedures.

CLASS OF TACKLE

Rod and reel and other tackle must be in reasonable proportion or balance to the line size.

Rod Classification	Reasonable Line Weight
One hundred thirty pounds	Over 80 lb line up to 130 lb (60 kg)
Heavy	Over 50 lb line up to 80 lb (36 kg)
Medium	Over 30 lb line up to 50 lb (24 kg)
Light	Over 20 lb line up to 30 lb (10 kg)
Three-six	Over 12 lb line up to 20 lb (15 kg)
Three-thread	Over 6 lb line up to 12 lb (6 kg)
Six pound	6 lb line or less (3 kg)

LEADERS

The use of a leader is not required. If one is used, it must meet the following specifications. The length of the leader is the overall length including any lure, hook arrangement or other device. The leader must be connected to the line with a snap, knot, splice, swivel or other device. There are no regulations regarding the material or strength of the leader. In all line classes up to and including 20 lb, the leader shall be limited to 15 feet. The combined length of the double line and leader shall not exceed 20 feet. The leader on all classes of tackle over 20 lb shall be limited to 30 feet. The combined length of the double line and leader shall be limited to 40 feet.

RODS

Rods must be in accordance with sporting ethics and customs. Considerable latitude is allowed, but rods giving the angler an unsporting advantage will be disqualified. This rule is intended to eliminate the use of freak rods and to act as means of protection to anglers. The minimum length of the tip is 40 inches and the maximum length of the rod butt is 27 inches, each measured from a point directly beneath the center of the reel. These limits do not apply to surf casting rods when used in surf casting.

REELS

Reels must be in accordance with sporting ethics and customs. Double banded reels, ratchet handled reels and power driven reels of any nature are prohibited.

FIGHTING CHAIRS

Fighting chairs may have no mechanical device which aids the angler in fighting a fish. Gimbals must be free swinging, which includes gimbals which swing in vertical plane only. Any gimbal which allows the angler to reduce strain or to rest while fighting the fish is prohibited.

LINES

Monofilament, multifilament and lead core multifilament lines are permitted. Metal lines are prohibited.

HOOKS AND WIRES

For bait fishing no more than two single hooks may be on a single leader, and then only if both hooks are imbedded in or attached to the bait, In the case of artificial lures, the eyes of the two single hooks must be at least one hooks length apart but not more than 12 inches apart and the eye of the trailing hook must be within the limits or skirts of the lure.

BOTTOM FISHING RIGS

The use of "bottom rigs" is permitted for taking bottom fish. However, a maximum of two hooks is allowed for the taking of game fish for Anglers Club Trophies or for taking any fish for the I.G.F.A. records.

GAFFS AND GAFFING

A gaff not exceeding eight (8) feet in length may be used for boating a fish. Exceptions may be granted, upon request to I.G.F.A., for a boat deck too high for practical use of an 8 foot gaff. In the case of a flying head or detachable gaff, the line may not exceed 30 feet. Only a single prong or blade is permitted. Once the leader is brought within the grasp of the gaffer or mate, or the leader is wound to the rod tip, more than one person is permitted to hold the leader and one or more persons may be used in the gaffing in addition to the person holding the leader. Assistance may be given to the angler and gaffer in placing the tail rope on a fish, since a fish is considered to have been taken when gaffed.

CATCH AND RELEASE

To qualify for catch and release, the fish must be hooked and retrieved according to angling regulations and the leader must be in the hand of the angler or gaffer during the act of releasing the fish. The fish must be released in healthy condition and does not need to be tagged.

TAG AND RELEASE

To qualify for tag and release, the fish must be hooked and retrieved according to angling regulations and the leader must be in the hand of the angler or gaffer during the act of tagging the fish. The fish must be released in healthy condition.

OTHER GEAR

The use of harness attached to the reel or rod is permitted. The use of a rod belt or waist gimbal is permitted. These may be attached or adjusted by another person. A safety line may be attached to the fishing rod, provided it does not in any way assist the angler in fighting the fish.



San Diego Yacht Club Anglers Official Weight Certificate

Division:

Angler's name: _____

Mens _____ Womens _____ Juniors _____

Address: _____

Phone number: _____

E-mail Address: _____

Boat name: _____

Captain: _____

Date of catch: _____ Time: _____ Place: _____

Fish species: _____

Line Class: _____ lb.

Location of certified scale: _____

Weight: _____ lb. _____ oz./tenths

Time from hook-up to catch: _____ hour(s) _____ minute(s)

Method of catch: Bait _____ Trolling _____ Artificial _____

Was the fish released: Yes _____ No _____

Was the fish tagged: Yes _____ No _____

Photo Available: Yes _____ No _____

Line type: Mono _____ Multi _____ Other _____

I the undersigned, hereby certify that the fish described herein was hooked, fought and brought to gaff/net (or released) by me, without assistance from anyone and was caught and weighed in accordance with International Fish and Game Association and San Diego Yacht Club Anglers rules:

Anglers Signature: _____

Date: _____

Witness Signature: _____

Date: _____

Witness Name: _____

Phone: _____

ANGLERS RESPONSIBILITY:

TURN IN THIS COMPLETED WEIGHT RECEIPT TO THE SAN DIEGO YACHT CLUB FRONT DESK AS SOON AS POSSIBLE; AND NO LATER THAN 10 DAYS AFTER DATE OF CATCH. FISH LOGGED IN AFTER THIS TEN-DAY DEADLINE ARE DISQUALIFIED.

WEIGH-IN PROCEDURE AT SAN DIEGO YACHT CLUB:

- OBTAIN SCALE (PLATFORM OR SUSPENDED SPRING TYPE, DEPENDING ON SIZE OF FISH) FROM GATE GUARD
- PLACE FISH ON THE SCALE AND ASK GATE GUARD TO WITNESS THE WEIGHT AND SIGN THE CERTIFICATE
- CLEAN THE SCALE AND RETURN IT TO THE GATE GUARD
- FILL OUT REMAINDER OF CERTIFICATE COMPLETELY
- TURN IN WEIGHT SLIP TO FRONT DESK