



BAKKEN CLASSIC FISHING DERBY

RULES AND REGISTRATION

TOURNAMENT RULES

Requirements

1. All non-Native American participants 16 years or older must possess a North Dakota fishing license. Native American participants 16 years or older fishing within the exterior boundaries of the reservation must possess a tribal fishing license.
2. All current North Dakota Game & Fish Department and Three Affiliated Tribes Game and Fish regulations must be followed.
3. Sponsors, promoters and organizations assisting in tournament are not responsible for death, injury, damage, liability, theft, fire or any loss to any entrants.
4. All participants must have life jackets on while traveling above trolling speed.

Fishing

5. Number of fish per team: Teams may catch 10 fish and weigh 6 fish. Culling is NOT allowed. Once you have kept 10 fish you are done fishing and must weigh in.
6. Patrol boat checkers will be randomly boarding boats to check fish. Non-compliance will result in disqualification.
7. No fish other than walleye, sauger or saugeye shall be allowed in boats. Minimum fish length is 14 inches.
8. Team consists of no more than three (3) anglers per boat.
9. Each angler is allowed two lines in the water at a time. Spare rods and equipment may be carried in the boat.
10. A contestant must not leave the boat to land a fish or to untangle lines or lures. Anglers may only leave the boat in case of dangerous weather.
11. Because fish mortality increases significantly if fish are caught in deep water, contestants are urged to refrain from fishing depths greater than 25-30 feet unless willing to keep (harvest) all fish caught.

Required Activities and Fishing Hours

12. All boats must check in at Four Bears Casino Marina for ANS inspection the morning of the tournament.
13. All anglers must be in the same vehicle at the time of inspection and boat launch. Teams will take off in two flights:
Flight 1: Boats 1-50 must be in the water by 7:15 a.m. with shotgun start at 7:30 a.m. A pontoon will wave a flag and fire flare gun to signal your start.
Flight 2: Boats 51-100 must be in the water by 7:45 a.m. with a shotgun start at 8 a.m.
14. Flight One boats must be back at the Marina and checked in with a Patrol Pontoon by 2:30 p.m. Flight 2 boats must be checked in by 3 p.m.
 - a. Five (5) minutes late will result in a 10% dockage of total weight.
 - b. Teams more than five (5) minutes late will be disqualified from weigh-in. Official weigh-in will follow.

Boundaries

15. Tournament teams may not fish outside boundaries during tournament hours.
16. The eastern boundary is an imaginary line stretching from White Earth Bay straight south to the opposite shoreline.
17. The western boundary is an imaginary line stretching from Skunk Bay straight north to the opposite shoreline.
18. Patrol boats will be in operation throughout the derby to monitor compliance with boundaries and tournament rules.

Prizes

19. Prizes will be based on most weight (pounds) during the tournament.
20. Prizes will be awarded on a team basis.
21. In case of a tie, the tiebreaker will be determined by biggest fish weighed. If a big fish is not available for either team(s), the tiebreaker will be determined by the team with the earliest team entry number.

Miscellaneous

22. In case of inclement weather, the tournament will be held Wednesday, July 15, 2026.
23. Team substitutions may be made up to the day of the tournament.
24. If an entire team drops out, the place will be filled by the tournament organizer, and the entry fee will be returned only if notice is given by July 1st (except in cases of extenuating circumstances, such as tournament or cancellation beyond the make-up date).

EMERGENCY AND DERBY CONTACT INFO:

- Emergency Services: 911
- Game and Fish (RAP): 1-800-472-2121
- Micaela Rud: 701-460-7121



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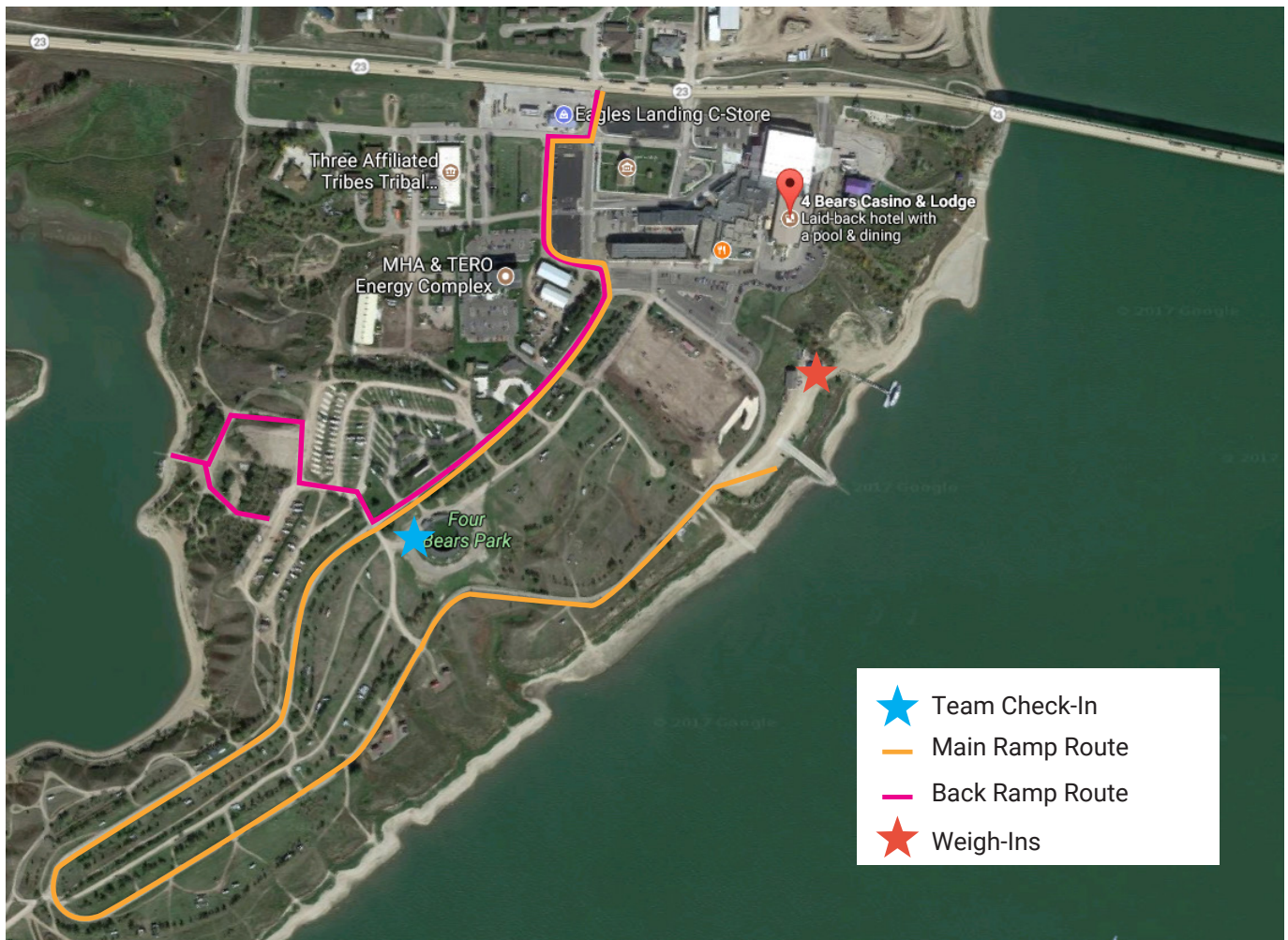
CHECK-IN SCHEDULE

Tuesday, July 14, 2026:

- 6:00 a.m. – Check-ins open
- 7:15 a.m. – Flight 1 (1-50) Boats in the water - Main Ramp (east side of 4 Bears Point)
- 7:30 a.m. – Shotgun start - Pontoon will wave you off/fire flare gun
- 7:45 a.m. – Flight Two (Teams 51-100) boats in the water - Back/West Ramp
- 8:00 a.m. – Flight Two shotgun start - Pontoon will wave you off/fire flare gun

CHECK-IN PROCESS

To check in, please proceed to the 4 Bears Pow Wow Grounds (blue star below) to check in and receive your team number and bag. After check-in, Flight 1 boats should follow the yellow route for the ANS check. Flight 2 boats should follow the pink route for the ANS check.





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BOUNDARIES

- The northern boundary for the fishing tournament will be White Earth Bay and straight south to opposite shoreline.
- The southern boundary will be from Skunk Bay across the lake to the bay on the north side of the lake.
- Patrol boats will be in operation throughout the derby to monitor compliance with boundaries and tournament rules.

