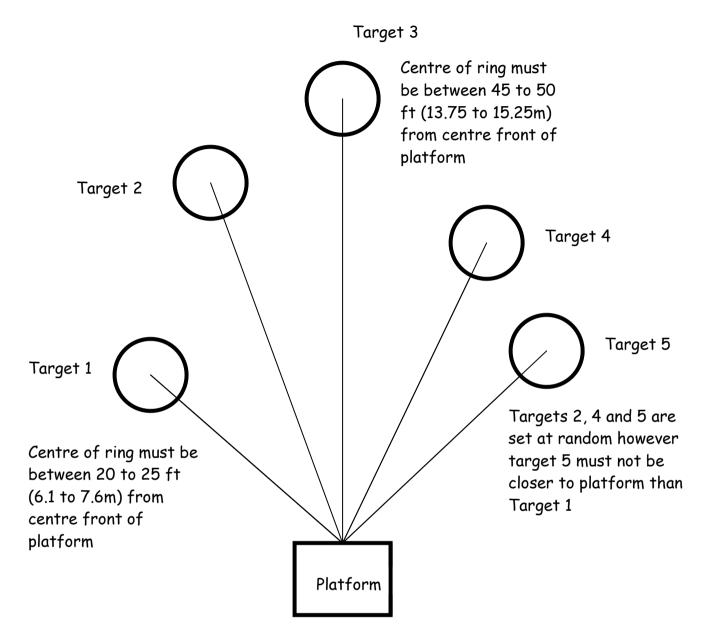
# **Dry Fly**



# **Scoring**

3 consecutive tries at each target

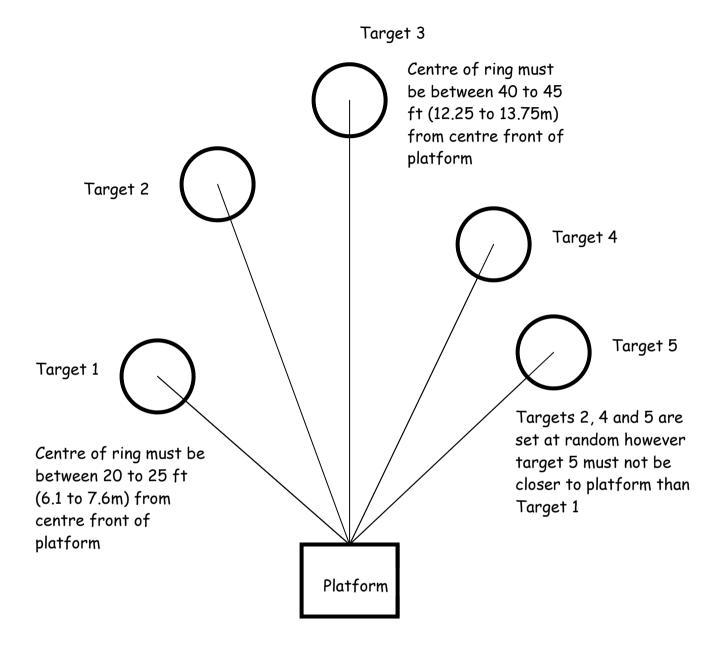
Successful try is on or inside the hoop

- 5 points first successful try
- 3 points second successful try
- 2 points third successful try

You must false cast between each delivery to target.

Time Limit: 3 mins

# A.C.F. Skish



## **Scoring**

### **Dry Fly Round**

3 consecutive tries at each target

5 points first successful try

3 points second successful try2 points third successful try

You <u>must</u> false cast between each delivery to target.

Time Limit: 3 mins

Successful try is on or inside hoop

#### Roll Cast Round

You must score twice in each hoop before advancing to next hoop

1<sup>st</sup> successful try **3** points, 2<sup>nd</sup> successful try **2** points

Time Limit: 1 min 30 secs

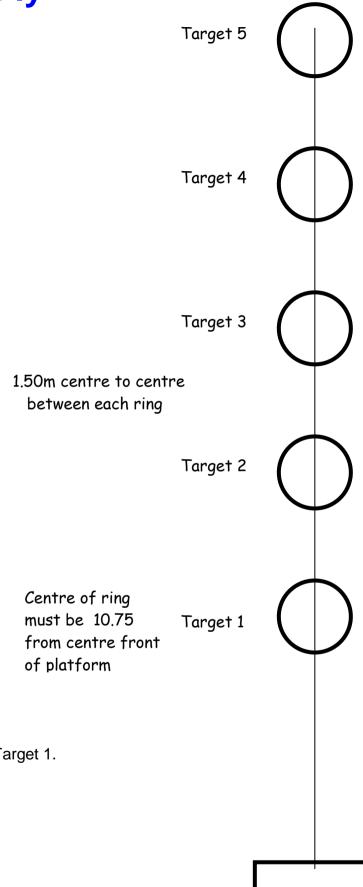
## Wet Fly Round

Measure cast to target No:1 Then 2 casts at each target with <u>no false casting between</u> deliveries.

1<sup>st</sup> successful try **3** points, 2<sup>nd</sup> successful try **2** points

Time limit: 1min

# **Wet Fly**



Platform

# **Scoring**

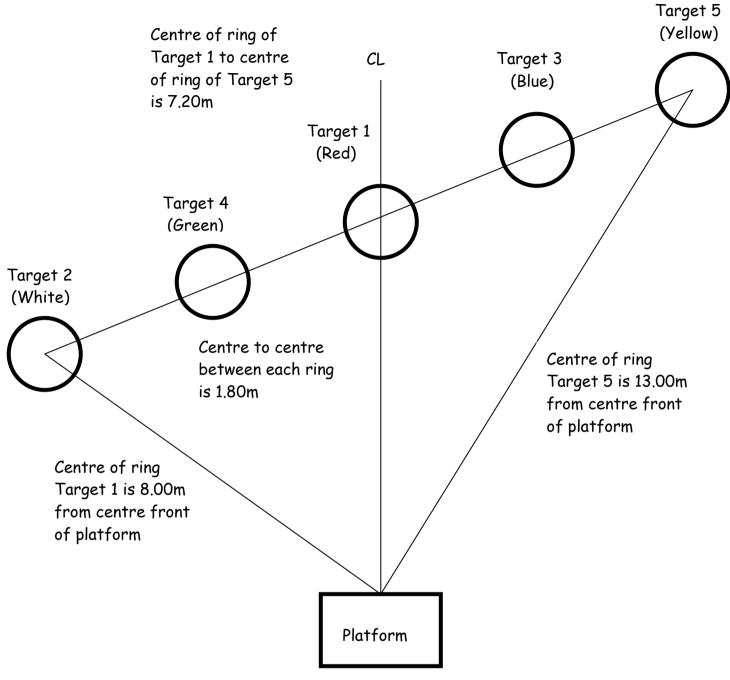
Successful try is on or inside hoop

False cast to Target 1
No false casting after 1<sup>st</sup> delivery to Target 1.
3 consecutive tries at each target.

- 5 points first successful try
- 3 points second successful try
- 2 points third successful try

Time Limit: 3 mins

# I.C.F. Skish



# **Scoring**

Successful try is on or inside hoop

### **Dry Fly Round**

1 try at each target in sequence Then back to target 1 and repeat 5 points each successful try

You <u>must</u> false cast between each delivery to target.

Time Limit: 3 mins 30secs

### **Roll Cast Round**

You must score twice in each hoop before advancing to next hoop 1<sup>st</sup> successful try 3 points, 2<sup>nd</sup> successful try 2 points

Sequence 2,4,1,3,5

Time Limit: 1 min 30secs

### Wet Fly Round

Measure cast to target No:2
Then 1 cast at each target in sequence 2,4,1,3,5.
Then back to 2 and repeat.
No false casting between deliveries.
First pass 3 points each

successful try
Second pass 2 points each successful try.

Time limit: 1min