



Games-Skill Building Activities

By Ron Bacon

Best Time: Anytime after a casting unit is taught. Preferably as a summary activity after all casting units have been completed.

Best Location: A wide-open area outdoors — parking lots, athletic field, etc. An indoor gymnasium or a large room can be used but is not preferred.

Time Requirement: 30 minutes to 2 hours

Objective: Participants will:

1. Practice proper casting techniques in a bait, fly, spin casting and spinning.
2. Increase opportunities to be proficient in hitting desired target.
3. Practice safety awareness.
4. Have fun while practicing.

Youth Development Objectives:

1. Practice responsible behavior.
2. Practice fine and gross motor skills.
3. Enhance hand/eye coordination
4. Enhance self-esteem and self-confidence
5. Experience in team building.

Equipment: Rod and reel of choice, utilizing soft casting plugs or yarn fly. It is suggested that similar type and pound-test lines and similar plug weights should be used whenever possible. Each participant should have their own rod and reel, in most cases. Targets can be made from cardboard (can be cut out to simulate fish), aluminum cans, plastic pans, etc.

Narrative: Utilizing games as part of the instructional unit introduces some “fun” into the often-boring need to practice, practice, practice. The slogan, “practice makes perfect” is most appropriate for proficiency in angling skills. The games used are examples of how you can enhance skill development.

Fish On — Working in pairs, have one participant cast the plug some distance. Then have the partner pick up the plug and act like a fish. Make sure the partner has a good hold of the plug and does not let go which could fly back and serious hurt someone. Caster must retrieve the “fish,” keeping the line taut and rod bent. This action simulates the actual experience of brining in a fish. Have partners trade roles and repeat.

Roving Plug — A small group roves through a backyard, field, or meadow. Someone picks out a brown oak leaf, a small stick or a stump 30 to 80 feet away and challenges the others to cast closer to it than he/she does. Each person casts. The nearest cast scores 1 point. If a hit is made, a 3-point bonus is scored. The caster coming closest to the object picks the next target. In this game, instead of retrieving the plug, the caster walks toward it as he/she reels.

Plug Bombardment — Two teams compete for a specified period. The team scoring the most hits on the target or targets wins. Alert judges are needed unless the targets used can be heard when they are hit.

Box the Compass — Eight targets are arranged in a circle with a 40-foot radius. The caster is at the center. These targets are arranged so that one is north of the center, one is south, and the others are east, west, northeast, southeast, southwest and northwest. The caster must hit each successive target before he goes on to another. Count each cast. The lowest score wins, that is eight points would be perfect.

Challenge — One caster challenges another to ten or more casts with targets at a specified distance. Competing casters decide who goes first and then alternate until each has cast the agreed number of times. The caster scoring the most hits wins. If a tie results, each of the two casts five or more times until one of them wins.

Rod N' Reel Golf — Using a rod and reel, casting plug or yarn fly combination, this game is played the same as golf. You count the number of casts (strokes) necessary to eventually cast your plug/fly into the target – plastic pan, tub, base of a tree etc. (cup). Each new cast begins where the previous cast ended up. Any number of persons can play, but this game is best suited to the usual twosomes, threesomes or foursomes. The course can be laid out in most outdoor environments, with safety precautions taken to avoid conflicting use, and can be as sophisticated as one desires with tee markers and yardage signs. Most courses are either 9 or 18 targets (holes). Winning team is determined by the least number of total casts (strokes) after playing the entire course.