



# **SOUTH GIPPSLAND GAME FISHING CLUB INC.**

## **CALCULATION OF POINTS – SEASON 2015/2016**

### **POINT SCORE AND POINTS SCORE METHOD**

#### **POINT SCORE**

- (i) (a) Points may be gained by an angler towards his or her point score total on any day, from any location between the start and end of the fishing season.
  - (b) Boat Championship points for captures are allocated as the total points gained from all fish captured on any SGGFC Registered Boat by SGGFC members only.
- (ii) (a) Boat Championship points for tag and release are allocated as the total points gained from all fish tagged and released on any SGGFC Registered Boat by SGGFC members only.
  - (b) Tag and release points are gained by an angler for fish tagged and released on any day, from any location between the start and end of the fishing season.
  - (c) There is a weight limit to tag and released fish, which will be given equivalent points for all line classes. The minimum tag weight for all fish is 3kg and all sharks is 5kg.
- (iii) The Committee may designate certain days on which bonus points will apply. Members will be notified on these days in advance through the Southern Blues News.
- (iv) All designated competition days listed on the fishing calendar will be eligible for a bonus score of 10%.
- (v) Land based captures and tagging are eligible for a 10% bonus score.
- (vi) Victorian captures and tagging are eligible for a 10% bonus score.  
Club Bonus and Victorian Bonus Points Total 20%

#### **POINT SCORE METHOD (IN LINE WITH THE GFAV POINTS SCORE)**

- (i) Individual points and boat championship points are calculated from the following formula –

$$\text{Point Score} = \frac{\text{Weight of Fish} \times 100}{\text{Line Class}} \quad \times \quad \text{Species Multiplier}$$

- Billfish 1
  - Gamefish 1.5
  - Sharks 0.5 (half points)
  - Blue Sharks 0.25 (quarter points).
- (ii) Tag and Release points allocated and species list are detailed on the “Points Scoring Tag and Release Species List included in the Annual Report.