

FISHING OUTPOST ADVENTURE

Achievement Sampler #1

Use this sampler to complete some CSB Achievement at home. Your parent, another relative or a family friend can help you with the memory verses and the individual Achievements. When you are done, show your completed work to your Stockade Ranger. He can help you get the entire Outpost Adventure and earn the Patch and Honor Star.

Print this pdf as a “Booklet” or “Multiple” using Adobe Reader.

You can obtain FISHING from:
CSB US - store.csbministries.org
CSB Canada - store.christianservicebrigade.ca



Builder Memory Verse: Mark 1:17

“And Jesus said to them, ‘Follow me, and I will make you become fishers of men.’”

Sentinel Memory Verse: Mark 1:16-18

“Passing alongside the Sea of Galilee, he saw Simon and Andrew the brother of Simon casting a net into the sea, for they were fishermen. And Jesus said to them, ‘Follow me, and I will make you become fishers of men.’ And immediately they left their nets and followed him.”

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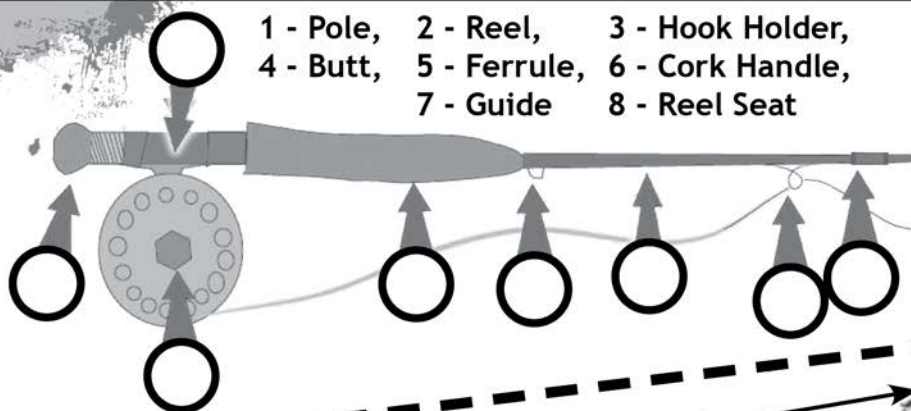
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POLES AND LINES



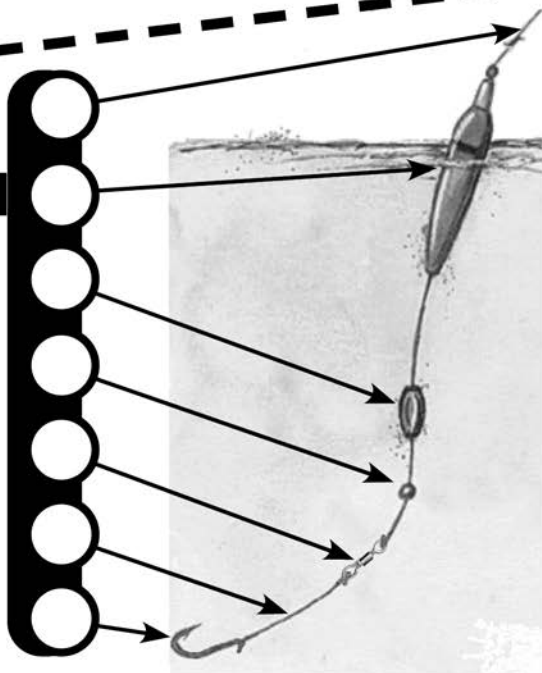
To have a successful fishing trip, you need to bring the proper equipment and know how to use it. **Show your Ranger that you can name the parts of a pole and line. Write the numbers and letters on their proper parts:**

POLE PARTS



LINE PARTS

- A - Bead,
- B - Sinker,
- C - Leader,
- D - Swivel,
- E - Main Line,
- F - Hook (Lure),
- G - Slipfloat (Bobber)



WHERE ARE THEY?



When you go fishing, the fish don't want to get caught. They will hide in many different places.

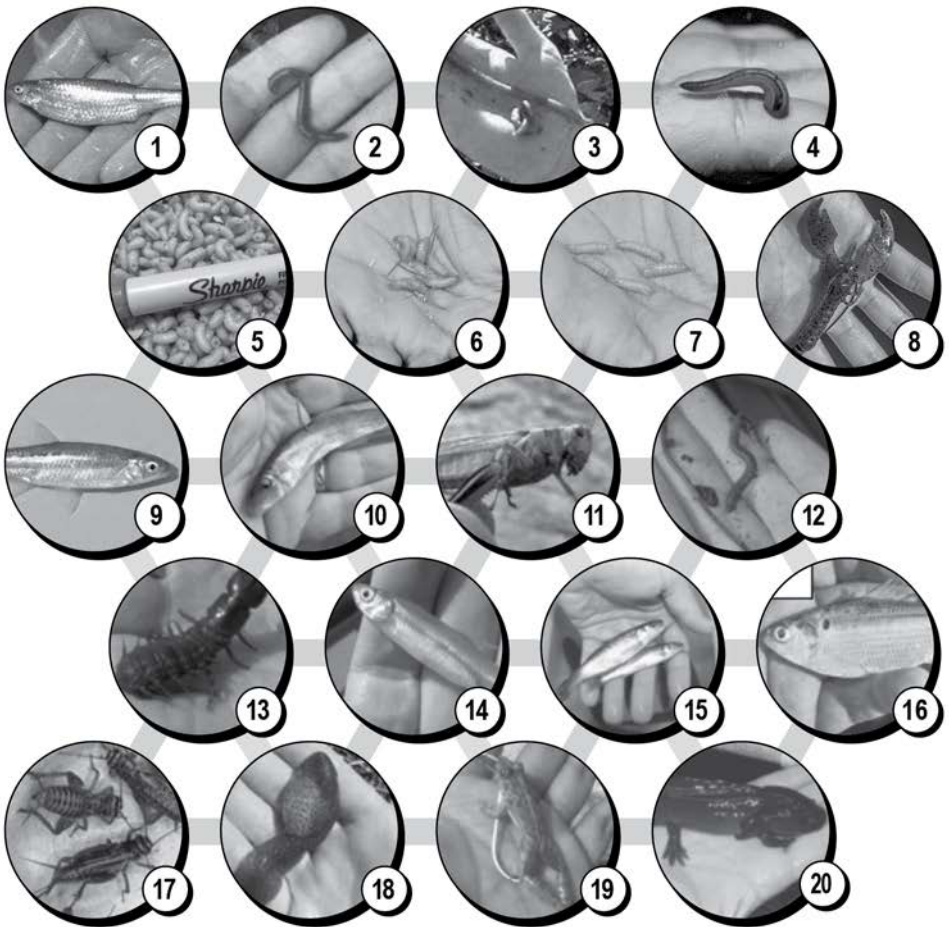
Show your Ranger where you found the fish in the word search, below.

- ALLIGATOR • BASS • BLUECATFISH • BROOK •
- BULLHEAD • CARP • CATFISH • CHINOOK •
- CHUB • CRAPPIE • EEL • GOLDEYE • MINNOW •
- MUSKELLUNGE • PERCH • PICKEREL • RAINBOW •
- SALMON • SAUGER • SHAD • SHINER • SHOVELFISH •
- SUNFISH • TROUT • WALLEYE • WHITEFISH •

P	J	P	R	C	A	T	J	S	A	W	R	H	B	D
R	G	K	A	R	B	U	H	C	A	H	S	S	R	E
A	H	L	G	A	P	A	I	L	C	I	N	W	O	R
C	E	W	R	P	D	E	L	Y	F	T	U	W	O	E
E	S	S	O	P	S	E	R	T	F	E	X	A	K	G
X	U	S	T	I	Y	H	A	C	Y	F	S	S	X	U
H	C	U	A	E	V	C	O	Q	H	I	C	Y	B	A
S	G	R	G	B	E	R	K	V	X	S	D	U	N	S
I	K	O	I	U	K	I	V	A	E	H	L	C	W	W
F	H	N	L	M	U	S	K	E	L	L	U	N	G	E
T	E	B	L	D	K	R	R	W	H	W	F	D	T	W
A	L	B	A	H	E	X	E	O	U	R	I	R	H	
C	T	R	O	U	T	Y	A	N	J	B	W	U	S	Q
N	O	M	L	A	S	D	E	Z	I	O	N	I	X	H
L	E	R	E	K	C	I	P	E	N	H	F	I	F	R
C	H	I	N	O	O	K	W	N	C	N	S	Z	A	Z
Q	I	D	H	N	F	V	I	G	U	Q	H	V	R	R
H	Y	K	W	I	G	M	K	S	G	F	K	R	H	P

TYPES OF LIVE BAIT

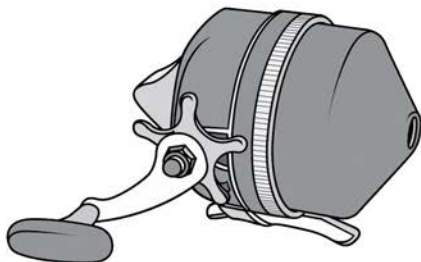
1. Minnows
2. Worms
3. Nightcrawlers
4. Leeches
5. Waxies/Wax Worm (Wax Fly Larvae)
6. Mousies (Drone Fly Larvae)
7. Spikes (Fly Maggots)
8. Crayfish
9. Shiners (Emerald or Golden)
10. Suckers
11. Grasshoppers
12. Redworms
13. Hellgrammites
14. Smelt
15. Chubs (Redtail and Creek)
16. Herring
17. Crickets
18. Tadpoles
19. Frogs
20. Waterdogs



CASTING TECHNIQUES



CAST A LURE USING A SPINCAST REEL



OVERHAND CAST

Step 1: With your thumb, hold down the button on your bait casting reel and bring the rod back.

Step 2: Bring the rod forward and release your thumb. The bait will drag your line out.

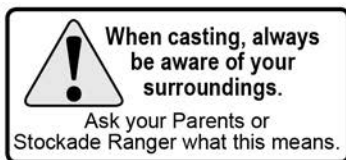
Step 3: Push the button back down with your thumb to slow your spool.



SIDEARM CAST

Step 1: Bring your rod back at your side, holding the button and using a circular swooping motion.

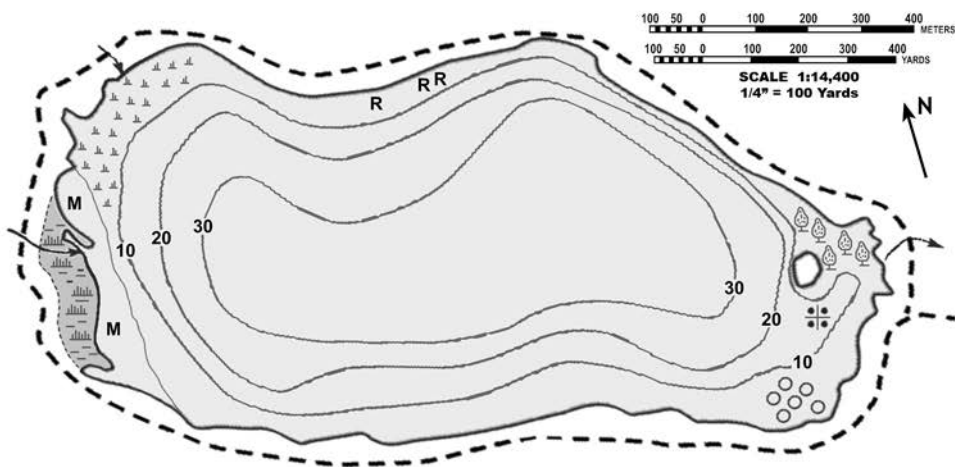
Step 2: Snap your wrist forward, releasing the button, which releases the line.



FISHING MAPS & SYMBOLS

Sailing, hydrological and bathymetric charts have been available for navigable waterways for generations. They show underwater “topographic” features. Having a chart when traveling on water is a very helpful tool, but very few of them show the details that a fisherman may find useful. A fisherman wants to know the “structure” of a lake; the places where a fish can hide, seek food and find good water - creeks, weeds, fallen trees, rocks, bridges, etc. For this reason, a good fisherman keeps a pen handy to mark these features on his map as he discovers them.

Here’s a map with some common map symbols used by fishermen:



LEGEND

SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION	SYMBOL	DESCRIPTION
	Dense Vegetation/Grasses		Stumps		Creek Channel
	Swamp/Marsh		Flooded Timber		Trail
	Aquatic Vegetation		Navigation Hazard		Bridge
M	Mud	Sd	Sand	C	Clay
R	Rock	Gr	Gravel	St	Silt

LAKE MAP SYMBOLS



A map is a big help in finding the right place to fish, but there are few maps which list all the details that a fisherman needs. He usually has to record them himself. Refer to the "FISHING MAPS & SYMBOLS" CSB Resource Page and use it to draw a simple map in the space below of a lake, real or imagined, showing at least 8 of the symbols listed there.

Explain your map to your Ranger.

LURES



Fishing lures are a type of artificial fishing bait designed to attract a fish's attention. They can be made of wood, plastic, rubber, metal, cork, and other materials like feathers, animal hair, string, ribbon and tinsel. They can have many moving parts or none at all. They can be reeled in quickly or slowly. Some lures can be used by alone or with others.

Identify the parts of a fishing lure by drawing a line from the name to the lure. **Demonstrate your knowledge to your Ranger.**

The Part of a Lure:

- Blade/Spinner -
- Barbless Hook -
- Line Attachment Eye -
- Split Rings (2) -
- Body -
- Clevis -

