



Hooked on Scouting – Catch and Release Leader Resource Sheet

Introduction

You may not have a place to fish for real, so this Catch and Release is the next best thing to do in a fishing themed meeting! The activity gives you topics to discuss such as fish identification, Scout Law elements, and even recycling and Leave No Trace.

Making the Catch and Release Game

These fish are not hard to make. Please watch the video for detailed instructions.

Magnetic Fish

- Materials for 12 fish
 - Printed Scout Law Fish Fabric available from Spoonflower.*
 - Cost per yard - \$22
 - The directions for ordering the Scout Law Fish fabric and the images of the two available fish yardages are in [this share drive](#).
 - Each yard of fabric makes two sets of fish.
 - Heavy duty fusible interfacing (Pellon Wonder Under used in video), 1 ½ yard / 18 in width.
 - Iron & ironing board.
 - Magnets (Round with hole) - 1.25 Inch Round Ceramic Ferrite Ring Magnets, with 3/8" ID Center Hole x 3/16" thickness or similar, one for each fish.
 - Steel Washers (¼ or 3/8 inch), one for each fish (and extra for stream obstacles)
- Note
 - Pins work, but if you have craft magnets, those are handy. The ones in the video are from Sew Tites company. <https://www.sewtites.com/>
- Directions
 - Adhere the fish to the fusible interfacing. Do not cut them apart yet!
 - Cut fish apart, leaving as much fabric as possible around the outside.
 - Remove the paper-backing from the fish.
 - With right sides together, match fish. Use pin matching or Sew Tites as shown in video.
 - Insert the washer into the nose area of the fish, leaving enough fabric around the outside to keep the washer in place once fused.
 - Fuse the two halves together following fusible interfacing directions.
 - Cut around the fish, leaving about 1/8 " of white around fish perimeter.

Stream Debris

- Materials
 - Fabric scraps – felt or wool work well.
 - Trash like bottles, cans, or plastic bags.
 - Steel washer for each piece of debris
 - Hot glue
 - Super Glue adhesive
- Directions
 - Glue washer inside fabric pieces. Cut to resemble grasses.
 - Glue washer to all other debris.
 - Hot glue works on trash bags.
 - Super glue works on all other types of debris.

Fishing Poles

The number of poles depends on how many you expect to play at once. If you have one set of fish, recommend no more than 4 fishing at once.

- Materials
 - 12 “ Dowel Rods, 1/4 “ works well.
 - String (3-4 feet length per pole)
 - Magnets (Round with hole) - 1.25 Inch Round Ceramic Ferrite Ring Magnets, with 3/8" ID Center Hole x 3/16" thickness or similar, one for each pole.
- Directions
 - Tie string to pole.
 - Tie magnet to other end of the string.
 - TIP: Wind string around pole when storing or the magnets create a big tangle challenge.

Catch and Release Games

You can use your magnetic fish for a number of games, and one leader thought creating a large Montana Freshwater Fish poster and placing magnets on each fish would be another fun way to use them. The Montana Freshwater Fish poster is in [this share drive](#). We used Vista Print for Mountain Valley but there are other companies that print and/or laminate posters of different sizes.

Game Materials

- Magnetic Fish
 - Stream Debris
 - Poles
 - Montana Freshwater Fish Poster (if playing an identify game)
 - Optional: Put the fish and debris into a kiddie pool!
- [Scout Law Catch and Release](#) – Challenge scouts to catch a specific number of different Scout Law Fish, then throw them back! For example, catch two different fish (Trusworthy and Brave), then throw them back and catch two different fish (Helpful and Kind).

- ❑ **Identify the Fish** – Catch fish, and once they have a specified number, have them identify them using the chart. Of course, then release them back!
- ❑ **Clear the Stream** – Challenge players to remove all the debris from the stream. If they catch a fish, throw it back! They can identify the fish first or not, depending on if you are playing this as a race game.

* Fish Creatives

The Catch and Release activity uses a special material created just for the Hooked on Scouting recruiting drive. Here is a bit of background about this commissioned resource.

Fish Fabric – Artist Lane Eubanks

Lane was commissioned to design the fish fabrics, fish poster, and the rope drop game sheet. He is a graduated Venture Scout (Silver Award), EMT, and active in Wilderness First Aid as Moulage Director.

Fish Fabrics:

Two fabrics are part of the Hooked on Scouting materials. The **Scout Law Fabric** is used to make the bean bags and the magnetic fish for the Catch and Release game. Each yard of fabric has two sets of fish, so you can make one set of bean bags and one of magnetic fish for about \$22/yard depending on the choice of fabric. We used the cotton. The **Big Fish Fabric** has our five favorite fish (Brook Trout, Kokanee Salmon, Northern Pike, Chanel Catfish, Cutthroat Trout) suitable for stuffing. As shown in the Big Fish Fun instruction video, you can print this yardage on cotton or Minky.

Spoonflower is a company that prints fabric on demand. You order exactly the type of fabric and pattern you want, and the fabric is printed. This will take about 10 days. The directions for ordering the fabric and the images of the two available yardages are in [this share drive](#). No artist fee is attached to the fabric, so you are only paying the direct print cost to Spoonflower.