



Pasquotank River / Albemarle Sound April 10-13, 2025

Takeoffs: 7:00 a.m. **Location:**
Waterfront Park, 508 S. Water St.
Elizabeth City, NC 27909

Weigh-Ins: 3:00 p.m. **Location:**
Waterfront Park, 508 S. Water St.
Elizabeth City, NC 27909

NOTE: Contestants will go out in flights. Flights and check-in times will be staggered to give each contestant equal fishing time.

For lodging and more details,
<https://visitelizabethcity.com/>

HOSTED BY:



TOURNAMENT INFORMATION

ELITE SERIES PRO	
28 DAY OFF-LIMITS	Starts Monday, March 10, 2025, until first official practice day
OFFICIAL PRACTICE DAYS	April 7 - 9 (Mon - Wed)
COMPETITION DAYS	April 10 - 13
TOURNAMENT WATERS	Pasquotank River/Albemarle Sound and all rivers, creeks and canals connecting to Pasquotank River/Albemarle Sound. Only that water open to ALL public fishing will be considered tournament waters. Please see the Northern & Southern Boundary Map.
FISHING LICENSE	FISHING LICENSE: North Carolina An Inland fishing is required. An Inland and a Coastal fishing license is required if traveling into the Albemarle Sound. https://license.gooutdoorsnorthcarolina.com/Licensing/CustomerLookup.aspx
FISH LIMITS	5 bass – 14 inch minimum
ELITE SERIES AmBASSador	
AmBASSador ENTRY FEES \$99 (paid when you register)	Entry fees are non-refundable and non-transferable regardless of date of cancellation if you are in the tournament. AmBASSadors on the waiting list for this tournament who do not get in will be refunded their entry fee within 6 weeks after the event.
AmBASSador TOURNAMENT TRAINING VIDEOS	The guidelines, & BassTrakk/Skype training videos will be emailed to you a week before the event.
AmBASSador REGISTRATION/CHECK-IN	Wednesday, April 9 via text
AmBASSador ONSITE SWAG PICKUP	Thursday, April 10 – The morning of take off 5:45a-6:30a.
AmBASSador OFF LIMITS PERIOD	There are no off limits for AmBASSadors prior to the Elite tournament but AmBASSadors cannot fish on tournament waters during competition days even if eliminated from being an AmBASSador.

NOTE: All times local