

DRILL 1

The Rig-Race Drill

Kids arrive with tangled, unstrung rods. Make rigging a timed game - set up a rod from scratch - so it never eats your session again.

THE 6-STEP SEQUENCE - POST IT

1. **Assemble the rod sections** - line up the guides straight.
2. **Double the fly line into a loop** and feed the LOOP through the guides (easier than the thin end).
3. **Attach the leader to the line** - loop-to-loop (Double Surgeon's Loop).
4. **Add tippet to the leader** with a Surgeon's Knot.
5. **Tie on the fly** with a Davy Knot (or Improved Clinch). Wet it.
6. **Hook the fly to the keeper**, reel up the slack - ready to fish.

RUN IT AS A RACE

AGE GROUP	THE CHALLENGE	WIN CONDITION
Ages 6-10	Steps 1-2 only, no timer	Guides lined up, line through all of them
Ages 11-13	Full 6-step sequence	Beat 5 minutes
Ages 14-17	Full sequence under 3 minutes	Every knot passes a tug-test

Name _____ Date _____ Harvey Leader _____

CARD 2

Knot Mastery Card

Joe's knot philosophy: teach a small set, drilled until automatic. Track each of the five core knots here.

KNOT	WHAT IT'S FOR	TIED 3X UNASSISTED (INITIAL + DATE)
Davy Knot	Fly to tippet (beginner's go-to)	
Double Surgeon's	Add tippet (join two lines)	
Improved Clinch	Fly to tippet (classic standard)	
Perfection Loop	Loop at the leader butt	
Blood Knot	Join two same-diameter lines	

Initial each box when the angler ties the knot correctly **three times in a row, unassisted**. Five knots = the Knot Tier badge.

Name _____ Date _____ Harvey Leader _____

SCORECARD 3

Casting Scorecard - Stop-High Target Lanes

Track piles versus clean casts. Stop the rod HIGH and let the yarn land softly - control before distance.

Ten casts at hoop or paper-plate lanes (15-25 ft) with a yarn fly. Score each cast: **In-lane = 2** · **Close = 1** · **Pile / tailing loop = 0**. Track three rounds to see progress.

CAST #	ROUND 1	ROUND 2	ROUND 3
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

COACHING THE SCORE - DON'T JUST COUNT

Piles (0): stroke too long - shorten it, stop higher.

Tailing loop: punching too hard - smooth 'squeeze,' don't throw.

Consistent 2s: add the 'TUCK!' call and a little weight.

Name _____ Date _____ Harvey Leader _____

SCORECARD 4

The Four-Elements Drift Scorecard

Joe's scoreboard, and the heart of self-coaching. After one drift through a seam, rate each element 1-5 and name ONE thing to fix on the next drift. A kid who scores well on drift, depth and stealth is fishing correctly - the fish will come.

ELEMENT	WHAT 'GOOD' LOOKS LIKE	SCORE 1-5
Depth	Fly ticked the bottom / got down fast	
Drift	No drag - fly moved at the speed of the bubbles	
Line control	Rod tip up, slack managed, in contact	
Imitation	Fly matched what's under the rocks	

One thing I'll fix on my next drift:

BONUS: THE 'GREAT DAY' SCORECARD - WIN WITHOUT A FISH

The #1 morale fix. Points for doing it right - a perfect process day is **20 points, fish or no fish.**

Celebrate high scorers, not just whoever got lucky.

EARN POINTS FOR...	POINTS	GOT IT?
Found 3 seams and named the feeding side	4	
Approached low - kept my shadow off the water	3	
Made 5 clean stop-high casts	4	
Got my fly to the bottom on a drift	4	
Tied my own knot on the water	2	
Kept a fish wet OR helped a buddy	2	
Took the 'Look Up' moment	1	

Name _____ Date _____ Harvey Leader _____

FIELD SHEET 6

Bug-Hunt Field Sheet

Flip a rock in the riffle. Draw or tally what you find, then pick a fly to match. The daily question: "What's on the menu today?"

BUG I FOUND	CLUE (TAILS? CASE? SIZE?)	HOW MANY	FLY TO MATCH
Mayfly nymph	3 tails, gills on belly		
Caddis larva	Worm in a stick / pebble case		
Stonefly nymph	2 tails, 2 claws, crawler		
Scud / cress bug	Tiny gray-orange 'shrimp'		
Midge	Tiny thread-like wriggler		
Something else!	Draw it →		

Name _____ Date _____ Harvey Leader _____

CHALLENGES 7

Take-Home Challenges

The at-home practice sheet for families - 5-minute daily practice that keeps skills alive between sessions and pulls parents in.

SET UP A 5-MINUTE BACKYARD RANGE

Tie a 1-2 ft piece of bright yarn to the end of an old leader (no hook). Set out 3 paper plates or hula hoops at **15, 20, and 25 feet**. That's it - five minutes a day keeps the cast sharp.

THIS WEEK'S HOME REPS

- 20 short-stroke casts - stop the rod HIGH, let the yarn land softly (don't throw it).
- Tie a Davy Knot 5 times. Then tie it once with your eyes closed.
- Practice the Double Surgeon's Knot joining two pieces of string.
- Watch water anywhere - a creek, a gutter in the rain - and find the seam where fast meets slow.
- Do one 'Look Up' outside: stop, look around, name one thing you notice.

PRACTICE LOG

DAY	CASTS IN THE HOOP (/10)	KNOTS TIED	'LOOK UP' ✓
Mon			
Tue			
Wed			
Thu			
Fri			
Sat			
Sun			

Parents: you don't need to fish to help. Just hold the hoop, count the hits, and ask "which knot did you practice?" Five minutes of attention beats an hour of equipment.

Name _____ Date _____ Harvey Leader _____

LADDER 8 · EARN THEM IN ANY ORDER

The Stream School Badge Ladder

Climb from your first knot to independent fishing. Each rung is a badge a Harvey Leader signs off - proof of skill, not luck.

RUNG 4

Independent Fisher

Plan and fish a complete drift unassisted - adjust weight, read the seam, manage the line - then teach one skill to a peer at the capstone teach-back.

RUNG 3

Water Reader

Find 3 seams on real water and call the feeding side correctly. (Stream-Reading Tier)

RUNG 2

Casting Master

Score 14+/20 on the casting scorecard - clean stop-high casts, no piles. (Cast Tier)

RUNG 1

Knot Tier

Tie all 5 core knots unassisted, 3 times each, signed off on the Knot Mastery Card.

ALONG THE WAY

Earn the **Bug Tier** (ID 4 of the 5 core bugs and match a fly) and the **Steward Tier** (demonstrate keep-fish-wet + Clean/Drain/Dry). All five badges = **Stream School Angler** - certificate presented at the capstone teach-back, where the angler teaches one skill to a peer. Passing it on is the most Joe Humphreys thing a kid can do. Harvey Leaders sign off every badge.

Name _____ Date _____ Harvey Leader _____