Wild Briar Fishing Report June 2020

Summer is fast approaching and the lake is getting more and more use. The fishing has been great this spring and the fish are very healthy. We have had reports of several homeowners catching multiple 6-7 lb bass. As of now the current new stock record for bass is held by Holden Walters with a 9 lb 5 oz bass (Congratulations Holden). The carp are doing a good job maintaining the moss in the lake and the water color is looking good as well. As we move forward with summer we need to make sure that everyone is aware of the lake rules, and helping enforce them. There is no single person in charge of policing the lake to make sure that the rules are being followed, so we all need to do our part to protect our investment. The following are the issues that we have received several complaints about.

1. Allowing guests to fish while the homeowner is not present.

The homeowner or member of the family that lives at the residence must be present unless the guest is on the homeowner’s property.

1. Keeping Bass over 14”

In order for the bass to grow to the trophy size that we are trying to achieve we have to release all bass over 14”. It is not fair to the anglers like Holden who released the once in a lifetime fish to watch another angler keep a 6 lb fish to cook or show off to friends.

1. Not keeping Bass under 14”

Per the consultant’s recommendation we need to remove at least 1000 bass under the 14” slot limit. With the amount of people fishing, we will need to remove any bass that is caught under 14” in order to achieve this. If anyone needs fish to stock another pond or would like them to cook please let the HOA know, and we can suggest that anglers that do not want to keep the fish that they catch be donated.

Remember that it is every homeowner’s job to make sure that these infractions are brought to the angler’s attention. If you are not able to inform the angler, feel free to email the HOA of what happened and when, so that we can make sure that the issue is addressed.