

The Flying Anglers -

The concept of this mission is based on the anglers, the places they like to fish and the cargo that they often haul from place to place. I see the setting somewhere in Ontario given there are 1000's of lakes and place that an angler could get secluded and catch those elusive muskie and trout! Not only are the lakes remote and difficult to find, they are in no way a cake walk to land a plane.

Some of the mission objectives would be

- 1) You have to locate the actual body of water that and angler wants to fish. This might have to be done by sectional charts, mountain range references or other VFR means of locating.
- 2) Get a plane in and out of a location - the body of water may be so small that this may prove difficult - therefor plane selection would be key
- 3) Depending on the climatic conditions, do you go in with skis or pontoons or typical landing gear?
- 4) How much fish are the angler's brining back from the remote camps and outposts? It would be very cool to have a component of the mission that dealt with weight and balance. Coolers full of fish aren't exactly the lightest cargo. What goes..the fish, the people, the fuel?