

Subject: : Print, Video, Audio Discussions

Topic: : 1958 Sports Illustrated Story On Penns Creek

Re: 1958 Sports Illustrated Story On Penns Creek

Author: : tomitrout

Date: : 2013/3/6 19:23:21

URL:

this is a great line from the article:

Quote:

Below Glen Iron the river is flat, gravelly and weedy and it is really boat water, but a man with high waders and high determination, plus a good casting arm, can do a lot in it.

And just a thought about the spot burning turn that this thread is taking (sorry can't help myself)....Spot burning has always been present, the internet is just that latest rendition of it. Penn's has had this subject article written about it (50+ years ago? and there're still trouts?!?!? omg!!), also an entire book written about it, how many other articles? How many pages of 'guide book' knowledge passed on, how many other websites besides some obscure fishing report on a fly fishing forum? (which is pretty much almost exactly the beta you'd get if you weren't too damn lazy to call the local shop and get the information yourself)....and guess what? the fishing is still good and there's a good chance it's the better for it. More awareness, more involvement, more invested interests in the stream. I wonder what the Letort and the Big Spring would be like now if Vince & Charlie hadn't 'spot burned' them in those dang books they wrote back in the day? Would there still be a hatchery churning away at the headwaters of Big Spring today? What if the pesticide accident on the Letort hadn't gotten the attention it did? What if that'd become a regularly occurring 'oopsie,' just something that happens to that old crick that runs thru town?

And those are books that also mention plenty of other quality waters, which I can pretty much go to most any time I'd like and find solitude when I'm looking for it. Maybe I'm just lucky or somehow figured something out, but to me, when I hear 'spot burning!!,' I hear selfishness. There is so much water out there, get over it, there's room for everybody.