

# Fishing Spots **Fast Facts**

- **Flounder are Ambush Predators** and require BOTH structure (hiding spots) and flow (conveyor-belt of food)
- **Structure = anything that allows a flounder to hide, or alters the flow of the water** (rocks, pilings, depth changes, grass, etc)
- **Water that moves in a fashion that will funnel small fish or crustaceans to a predictable location is key to finding flounder.**
- **No spot will produce all of the time.** As conditions change, you must change your spots to maximize your productivity on the water.

## Points to Remember

- **Dropoffs** - A dropoff is an area with a rapid and severe change in depth. When using Navionics look for depth lines that are very close together. Look at the bottom or top of the drop.
- **Points** - Points are areas where land (dry or submerged) jut out into the water and redirect the flow of current.
- **Choke Points** - Choke Points are found where a larger body of water must funnel through a narrowed section. It acts as a natural structure that funnels food into a predictable area.
- **Holes** - Holes are areas where there is a decline in depth. The decline can be small, or rather steep. Often holes provide excellent cover for flounder to ambush prey.

## Team features

- **Bridges & Jetties** - Bridges and Jetties always provide considerable structure (pilings, rocks, etc) and often excellent currents to flush forage through the area.
- **Docks** - Docks are similar to bridges as they provide outstanding structure for flounder to hide behind. Dock pilings, and dock overhangs can often provide excellent ambush locations. Look for docks that also have moving water/currents to flush bait into the area.
- **Hidden Depths** - Hidden Depths is a general term for areas that are not mapped accurately on mapping services such as Navionics or C-Maps. These areas are displayed on maps with inaccurate depths and bottom contours. Hidden Depths are found through exploration and can take the form of dropoffs, holes, etc.

