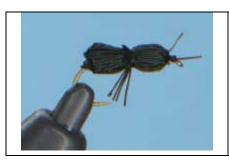
DEER ANT

Hollow hair capsule method



Designed by Doug
Peterson
Photographed by Bernie
Heinrichs

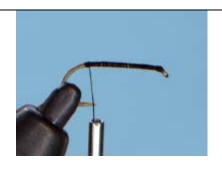


MATERIAL

Hook: Mustad 94845 or 94840 size 10 to 16

Thread: Black #8

Body: Long black back (deer) hair **Options**: Legs of black hackle

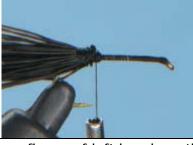


Remove barb

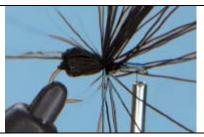
Lay a solid layer of thread about 5 wraps past the point. This is also the best opportunity to cover the sharp point present behind mosteyes as this fly is finished in the middle of the shank.. Cut very long black deer hair about the size of a pipe cleaner for #12 hook. Do not stack.

Place hair around the shank to the left of the point., tie with two soft wraps before pulling tight. Tie or cut all the loose ends.

Move thread 1/3 from eye and let about 6"
(15cm.) of thread hang below shank.

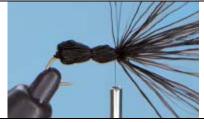


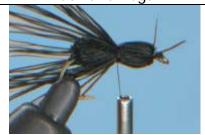
Using one finger of left hand gently force the hair to fold over itself. Pull forward with right hand. Use a bodkin to get the hair even and to remove hair that has folded over the hook. (looks nasty)Hold hair in right hand and pull firmly, when all hairs are flat, use left hand to make two wraps around the shaft. Use right hand to wrap one more time but very tight.



At this point all the hair is facing the eye but needs to be forced back toward the point so that the thread can be moved to the eye. Using a half hitch tool will facilitate this.

As before, pull the hair to the eye using the right hand, double wrapwith left hand and then wrap once, tightly with right hand. Option #1 is to tie off, cut all the loose hair except two to represent feelers, re-tie at the thorax and tie in hackle for legs.





However, the fly floats better if the thread is returned to the thorax in one turn and then force all the hair (except two on top – feelers) to that point and tie, whip finish, and cut all the hair except a half dozen on the bottom for legs.

One drop of head cement secures the wraps.



Option #2 is to tie in hackle forwings

Option #3 is to use red deer hair

