TUPS INDISPENSABLE



Recipe

Hook.......Dry, size 12-16
Thread......Yellow, 6/0 or 8/0
Tail.....Dun cock fibers
Body....Yellow floss

Thorax.....Pink dubbing blend

Hackle.....Dun Hen Head.....Thread

- 1. Place the hook in the vise and tie-in the thread slightly behind the hook eye, then wrap a tight thread base back to over the **hook point**. Remove any thread tag. Let the thread hang.
- 2. Select a Dun feather and remove 6-8 of the longest fibers. Tie these fibers in over the hook point as a tail. The tail should be the length of the hook shank.
- 3. Cut a 10" piece of yellow floss and tie it in tightly by one end at the base of the tail. (*The length of the floss should extend back over the hook bend.*) Now wrap the **thread** forward in touching turns to a point about 1/3 of the hook shank behind the hook eye. Make sure the thread body is smooth to avoid problems with the floss overbody. Let the thread hang.
- 4. Now grasp the floss and wrap it forward in touching turns over the thread underbody to about 1/3 of the hook shank behind the hook eye, then reverse direction and wrap the floss back in touching turns back to the tail. Now twist the floss into a round rope and palmer it forward to the front of the floss body as a rib and tie it off. Remove any excess floss.
- 5. Dub the thread and wrap a thorax from the front of the floss body to slightly behind the hook eye and tie it off. Remove any excess dubbing and brush the thorax out a little to give it a slightly bushy look.
- 6. Select a hackle feather, remove the fluff from its base, and tie it in at the front of the of the thorax by its butt end. Now take 3-4 wraps of hackle forward to behind the hook eye and tie it off. Remove any excess hackle.

Over....>

7.	Now wrap a neat thread head. Be sure to pull the hackle fibers back with your fingers and wrap thread back over their butts slightly to make them slope back toward the hook bend.
8.	Do a whip finish and cut the thread. Apply head cement if desired.
	Instructions by Bill "Woody" Woodward
	Photography by