

FLY OF THE MONTH--*Jake's Gulp Beetle*

We are fortunate to have terrestrials on our local waters most of the year with the exception of December, January and February. This will give you time to tie-up this pattern for the upcoming season.

There are many different beetle patterns. What makes this pattern different is that it is tied with thicker foam than most other patterns. This helps Jake's Gulp Beetle heavier causing it to make a louder "plop" when it hits the water. Cast this fly along the stream bank.

Jake's Gulp Beetle comes to us from Jake Chutz of Montana Fly via Blue Ribbon Flies.

RECIPE:

Hook: Tiemco 100, size #12 - #18

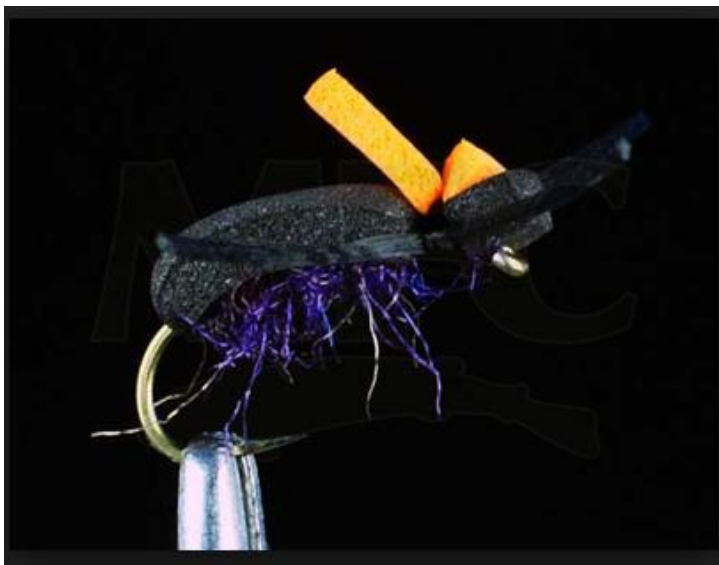
Thread: Black, 8/0

Body: Black 1/8" Evasote foam

Legs: Black Lifeflex or similar

Indicator: Orange 2mm fly foam

Dubbing: True Peacock Phoenix or similar



TYING INSTRUCTIONS:

1. Crush down barb and begin the tying thread behind the hook eye and wrap covering the hook shank to slightly down the hook bend.
2. Cut a section of foam body about a hook gap in width and slightly longer than the total hook length. Taper the end.
3. Tie-in the foam body by the tapered end at a tie-in point slightly down the hook bend.
4. At the same tie-in point, dub the tying thread with the dubbing material and wrap up to behind the hook eye.
5. Fold the foam body forward over the dubbed body and tie-off behind the hook eye with several tight wraps. Do not trim thread.
6. Cut approximately 1" of the leg material and tie-in each side behind the hook eye with the tying thread in the center of the leg material forming two legs on each side of the body,
7. Tie-in the indicator material on top of the body at the leg tie-in point with several tight wraps of thread. Whip finish and trim.
8. Trim excess body material extending over the hook eye and trim the foam up in front of the hook eye.
9. Trim leg length about 1/2 of the body length.

Go fishing! Remember cast with an attention getting plop.

Fly of the Month is provided by Bob Foster. Bob can be reached at BPFOster2@att.net