

## April 2024 FLY OF THE MONTH "Doubled Wing PMD No Hackle Dun"



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## **Double Wing PMD No Hackle Dun**

The No Hackle Dun is arguably the greatest dun pattern ever created. It will work when all other dun patterns fail. There's a reason it's not more popular than it is. It's difficult to tie. Especially difficult if you do it in the style of Mike Lawson and Rene Harrop, the great exponents of this fly in Last Chance, Idaho. But regardless of whether you achieve their artistry, the rewards of mastering this fly are great, whether at the bench or on the stream.

Tying Video: https://ldrv.ms/v/s!AoSM3c-4q-g3hdwB d-nQggzNEQD2A?e=njhDVE

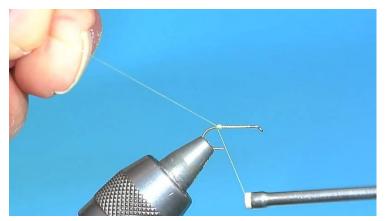
## **MATERIALS**

Hook: Standard dry fly #14-#20
Thread: Uni 8/0 Light Cahill or Yellow

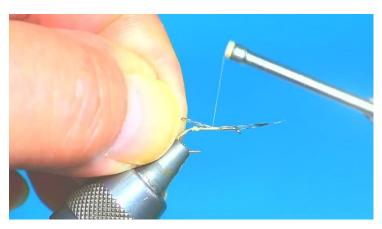
**Tail:** PMD Coq de Leon or microfibbets split

Wing: Doubled mallard slips

**Body:** PMD Superfine or Harrop's Fine Natural



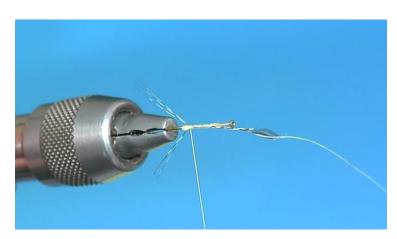
1. Start the thread 1/16" behind the eye and wind it to the bend. Then create a thread bump with multiple x wraps. Leave the tag end of the thread long, do not cut it.



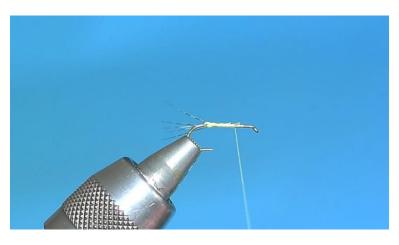
2. Wind the thread forward to about the ¼ mark on the hook. Measure 4-6 dun hackle fibers or Coc de Leon strands to about shank length or just slightly longer. Hold the measured tails at the thread bump. Angle them down slightly and tie them in where the thread is stationed. Bind the tails down halfway back to the bend, keeping them on top of the hook.



3. Split the tails by pulling the tag end of the thread forward. Angle the thread down on your side of the hook. The near tails should be angled down. Bind the tails down back to the thread bump. Thread torque will bring the near tails back up as you wind. It will also tend to take the far tails down, so hold them in place with the left hand as you go back. Wind back to the bump, no further.



**4.** The split tails should look like this from above. Notice the wide split. These "outriggers" will help float and balance the fly on the water. Floatation is the name of the game with a no hackle dun, and everything we do is designed to help it float even though there is no hackle.



**5.** Trim the tag end and the butts of the wing. Wind the thread forward to about the  $1/3^{rd}$  mark on the shank.



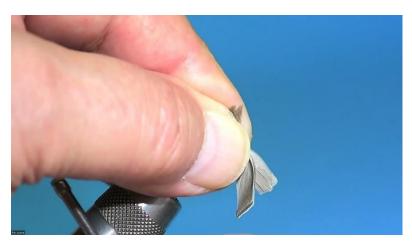
**6.** Cut 2 slips from the lower section of a left mallard primary quill (longest fibers will be on the left side of the stem). Hold them, tips together and form a single slip from them. Glue their bases together. Do NOT get any glue up into the wing area. Do the same with 2 slips cut from a right mallard primary quill. The resulting wings are shown here.



7. Hold the slips back to back, tips forward, between your left thumb and forefinger. Straddle the hook keeping the left butts on one side and the right butts on the other. Pinch them against the upper part of the hook shank.



8. "Settle in" with pressure down against the shank and pressure forcing the tips forward. Take the thread around the butts, over the hook just behind the eye, straight back behind the vise parallel to the hook shank. Take two gentle taps back there crimping the leading edge of the wings. You can just see the bobbin barrel a little bit behind the vice here.



**9.** Move the bobbin to your side of the vise and take 2 gentle taps there, again parallel to the hook shank.



10. Move the bobbin forward and up, completing a very horizontal wrap around the wing butts. Take 2 gentle taps there, with an upward motion. Repeat the last sequence twice, taking 2 more very horizontal turns around the butts. Increase the pressure of the taps slightly with each turn around.



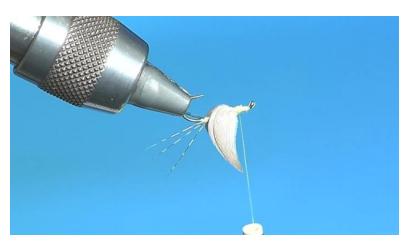
11. Take 4 very forceful vertical turns, binding the butts down toward the eye. Angle the wings toward yourself slightly as you do this. Trim the butts, and then take more forceful turns around the stubs so that the wings won't roll later. Station the thread behind the eye. Take a turn under the near wing ending at the eye, pulling the wing forward slightly. Don't overdo it.



**12.** Take a turn just behind the eye. Next take a turn underneath the far wing, pulling it forward slightly. These turns should result in a set of wings that are cupped slightly.



**13.** This is generally what the near wings should look like.



**14.** Getting the far wing cupped is all about thread tension. Too much and they'll split or collapse, too little and you won't get the desired effect. Be sure to check the far wing after mounting. It's the problem child always. The bottom of each wing should extend below the hook shank in a perfect world. The world is not always perfect.



**15.** Take very elongated turns back to the tail, avoiding the wings on the way. Dub the thread finely. If the dubbing is too bulky it can get caught up in the wings.



16. Wrap the dubbed thread up as close to the back of the wings as you can without affecting them. Push the wings out of the way as you do this, using their bases. As soon as the far wings move forward slightly, stop winding behind the wings. Then take the dubbing in front of the wings and create a robust thorax. Don't dub between the wings at all. Whip finish and trim the thread.



17. Inspect the far wing. It should exhibit some curvature across the face. I call this the "Dumbo Ears effect", something that may well not appeal to the fish, but something that the fisherman will love.

Editors Notes: Comments from the editor.

Fly of the Month: Do you know someone who you think should be featured in the Fly of the Month? If so, feel free to refer them. If you have a camera and computer, you can write a Fly of the Month article to honor your favorite tier tying their best creation. For details contact the Fly Tying Group at <a href="mailto:ftg@flyfishersinternational.org">ftg@flyfishersinternational.org</a>.

Please note: The demonstration you are viewing makes no claim, implied or otherwise, that the presenter or demonstrator of the fly pattern was the original creator of the fly. This is the guest tier's version of this fly and it may differ from the creator's or other versions and variations.

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