

G & H Sedge

By Derek Young

The G & H Sedge was created by John Goddard & Cliff Henry (hence the name G & H Sedge) and is also known as 'The Goddard Caddis'. It is a great dry fly pattern and even when drowned will still float 'in' the surface film.

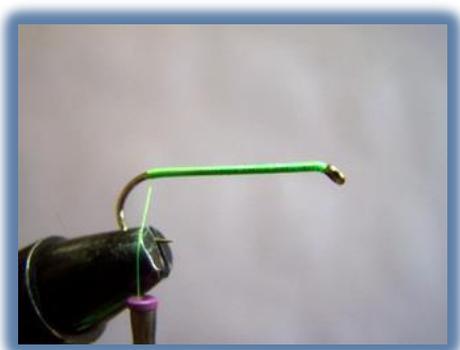
I prefer to 'pack' the deer hair, but on the original pattern it was not packed as densely. Also the top of the hackle was trimmed but I prefer to leave the hackle fully in place as it aids sighting of the fly at a distance.

Either way, it works, so many thanks John and Cliff.



Dressing

Hook	Kamasan B800 Longshank size 8 to 10	Body	Winter Roe Deer Hair
Thread	Green UTC 140 denier (or similar STRONG thread)	Hackle	Two Rusty-Dun Cock Hackles
Underbody	Dark Green Highlander Seal's Fur	Antennae	The stripped stalks of the two cock hackles



Step 1

Secure hook in vice (ping it) and catch on the green tying thread running it all the way to the bend, and remove excess tag.



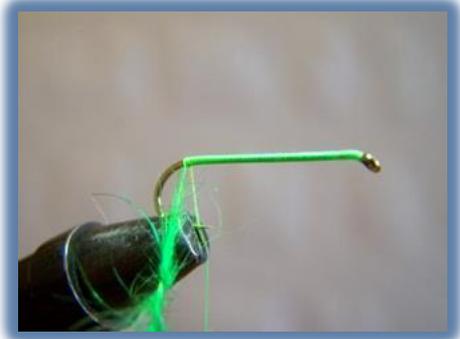
Step 2

Create a dubbing loop and insert a dubbing spinner.



Step 3

Insert enough dark green seal's fur into loop, so that resulting 'dubbing brush' will be slightly longer than the hook shank. This will become the 'underbody' of the fly.



Step 4

Spin the dubbing spinner to create dubbing brush.



Step 5

Leave the resulting dubbing brush at the rear. i.e. at the hook bend.

Ensure you keep it out of the way.



Step 6

Cut a small bunch of deer hair and remove the 'under fur'. (I use an old tooth brush).

By removing the under fur this will aid the spinning and flaring ability of the deer hair.



Step 7

Using a deer hair stacker, line up the BUTTS. (NOT the tips/points of the deer hair).



Step 8

Place the deer hair on top of the hook shank, and make 2 loose turns around the deer hair and hook shank.



Step 9

Then pull downwards to secure, this will result in the deer hair spinning and flaring around the hook shank.



Step 10

When secure, use an old ball-point pen casing to pack the deer hair tight.



Step 11

Advance the thread in front of deer hair towards eye.



Step 12

Repeat with another smaller bunch of deer hair.



Step 13
... and another ...



Step 14
... and repeat ...



Step 15
... and again ...



Step 16
... and yet again, ensuring you leave enough space for the hackle and head between the deer hair and hook eye.



Step 17
At this point whip finish the thread to secure.

Tip: I find it easier to remove the thread at this stage. It can be re-attached when the trimming stage is complete.



Step 18

Using long, straight scissors trim the deer hair at an angle all the way round the whole body. Try to get the underside flat.

Tip: Take care not to cut the dubbing brush!



Step 19

Once the body is trimmed to the correct shape ...



Step 20

... catch back on the tying thread, and turn the hook upside down.



Step 21

Draw the dubbing brush over the underside of the body, towards the eye, secure the dubbing brush ...



Step 22

... and remove excess dubbing.



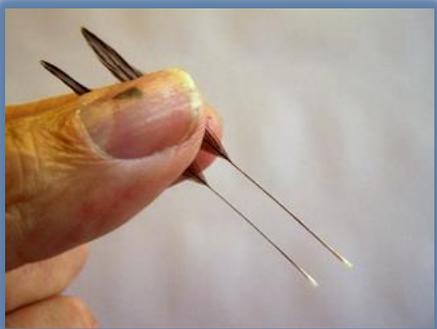
Step 23

Whip finish at this stage and turn the hook back to the correct way in the vice.



Step 24

Using the scissors make a cut at a slight angle to trim the rear of the fly.



Step 25

Prepare two rusty-dun cock hackles.



Step 26

Tie in both the cock hackles, just in front of the deer hair, making sure the waste stems are long enough for the antennae.



Step 27

Lift the hackle stems up and forward, winding the tying thread to the eye, covering the hackle stems, applying an even foundation, not quite to the eye.

Tip: Make a little ball of thread at the eye as this will open up the hackle stalks.



Step 28

Wind the first hackle a couple of turns back into the deer hair body. Continue to the eye and secure. Remove excess.



Step 29

Wind the second hackle, forwards only, in between the first. Secure, remove excess, whip finish and remove thread.



The Finished Fly

The original G & H Sedge has the hackle trimmed off on the top of the fly at the same angle as the deer-hair body. However I prefer to leave the hackle in place as it aids sighting the fly at distance.

