

Fly of the Month: The Whistleducer

By Bob Korose

This fly was created by Vance Cook a founding father of the FFNWF and the designer of our club's logo fly the Cook's Critter. An original fly can be seen to the right. The Whistleducer is a blend of Dan Blanton's Whistler and Homer Rhode's Seaducer. Many in the club over the years have used it very successfully for skittish red-fish around docks because its slow sink rate allows a very slow and tantalizing presentation. It can also be used for specks and others on and around the grass flats in the bay. It and the seducer itself are very effective for snook, specks, tarpon and others in saltwater and largemouth bass and peacock bass in freshwater.



Seaducer fly tying videos can be seen [here](#) and [here](#).

Materials:

Hook: S71SAP (Mustad 34007) Sizes 1-4

Thread: Red or White 210 denier Flat waxed nylon

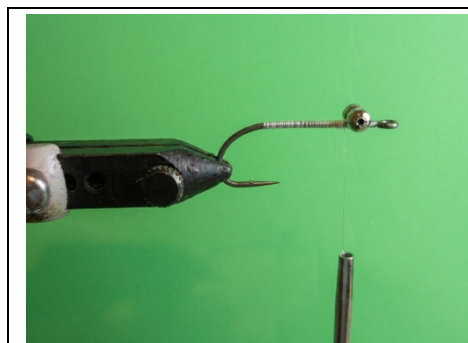
Under Support: Bucktail or FTD SB hair
(color as tail)

Eyes: Bead chain size large (or as desired)

Tail and Collars: Saddle hackle

Flash: Flashabou silver or pearl

Tail and Flash colors can be changed as desired.



1. Start your thread behind the hook eye and wrap a thread base to the bend then forward to behind the eye. An eye width behind the hook tie on the bead-chain eyes and put a drop of super glue to secure them.



2. Move thread back to the hook bend and tie on the bucktail anti-foul support.



3. Select and measure 4-6 saddle hackles matching their length and tie them on facing outward (splayed).



4. Select 4 strands of flash fold over the thread and tie on over the tail.



5. Select two hackles to palmer and tie them on at the base of the tail so the concave sides face back. Palmer forward in tight wraps forming a dense collar. Use more hackles as needed to go forward to just short of the eyes.



6. Select a contrasting feather and palmer it snug against the eyes. Bring the thread forward of eyes and make a neat head and whip finish. Use head cement or UV resin for protection and your fly is ready for action.