



APGAI Single-Handed Assessment

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Task 1 -- Generalities of Fly Casting

Substance

- What we need to do
- Five essentials

Styles

- Different ways of getting the job done
- "There are no absolutes in fly fishing or life" - Mel Krieger. Exceptions to "rules" common.
- Advantages, disadvantages in light of personal preference and circumstance more than right and wrong
- Sometimes not optional - conditions may dictate

"It doesn't matter if a cat is black or white as long as it catches mice."

-Deng Xiaoping

(Rod handles

- Full wells
- Cigar
- Reverse half wells
- Half wells
- Others (Hexagonal / X grip, Maniform))

Task 1 -- Generalities, cont'd

Rod grips

- **Thumb on top**
 - Perhaps most common. Many start their beginners here.
 - Easy to relate to holding suitcase or key, shaking hands or neutral golf grip
 - Thumb for power and aiming aid
 - Medium/long distance
 - Disadvantages wristing easier, blocks rotation on very long backcast, may increase forward cast tailing risk
- **Index finger on top**
 - Short distance, accuracy and some use with beginners
 - Reduces wristing, puts whole palm behind handle
 - Stress on weaker finger from heavy gear, long casts etc; full or half wells handles can bend finger back, potential discomfort
- **V grip**
 - Similar benefits as index on top with less stress on finger
 - Good for very long casts, also restricts wristing
 - Lose aiming aid of thumb or finger
- **Others**
 - Borger 3 point. Restricts wristing. Bends forefinger. Can help when wrist injured.

Task 1 -- Generalities, cont'd

Rod actions and strength

- **Action** is where a rod bends.
- Fast or tip action at tip
 - High line speed, tight loops, saltwater, more experienced casters, shorter more efficient stroke, less feeling/feedback esp. with short line, difficult for beginners
- Medium or mid bends more in middle
 - Recommended for beginners
- Slow or through action at butt
 - Great for feeling, absorbing strikes, doing thing slowly, some prefer for roll casting, fighting (shorter ERL) but tail risk increases with long or fast casts, line speed lower
- Progressive rods tip action for short casts, bends middle for medium cast, in butt for long one
- Steve Rajeff - action is combination of taper (determines bend location) and stiffness.
- Jerry Siem "Fly rods have no action at all unless they are loaded with a line and cast."
- **Strength:**
- **Stiffness** is how much the rod bends for a given force on it. Usually fast associated with stiff and stiff with modulus or inelasticity of rod components.
- **Lifting power** closely related but also involving length and handle configuration, is the rod's ability to fight and pull fish upwards.

Styles of hand, arm and body movements and efficiency

- **Casting styles**
- **Elbow in.** Accuracy (loops in vertical plane), lighter gear and short to medium distances. Efficient for purpose as it gets job done without unnecessarily using big muscles of body to create unstable platform. **Darts.**
- **Eastern dry fly.** Doug Swisher. Elbow fixed all wrist. Taught with book under arm.
- **Western tournament.**
 - Joan Wulff and others got rid of the book and started moving elbow up and down
 - Competitive accuracy. More distance but long casts still difficult.

Task 1 -- Generalities, cont'd

- **Elbow out.** Increases stroke length (distance back and forth hand moves), arc (angle change of rod butt or rotation) and involves big muscles more. Longer casts with heavier gear, not pinpoint accuracy, more efficient than struggling to move big stuff with only small muscles. Javelin.
 - Elbow up to side. **Float tuber.** Bruce Richards.
 - Hand leading elbow falling and rising. **Comfort Zone.** Steve Rajeff fishing.
 - Whole body, sidearm, elbow low ("on the shelf"), arm extended to stops. **Lefty** Kreh.
 - Saltwater origins. Line speed, low rod angle for spooky fish, good if physical issues
 - **Straight arm distance casting.** BFCC. Paul Arden, James Evans, Mike Heritage

-**Open and closed stances** - not always optional.

- **Closed-** casting side foot forward
 - Short casts and accuracy (lining up/ Joan Wulff accuracy triangle and maintaining tracking)
 - Some distance casters use this style too. This year 1/3 of men's trout distance WC finalists
 - (Ulrik Röijezon SWE, Sakari Siipilehto FIN) used one with a step, women's bronze medalist Tracy Thomas-no step, extreme torso bend. May not be first suggestion to a student for long distance, heavy stuff or watching backcast for obstructions.
 - Generally easiest for going **offshoulder** as provides more room.
 - **Open** stance casting foot back
 - Easier to use shoulder and torso twist for power
 - Risk of tracking errors unless compensation made
 - **Offshoulder** casts especially restricted, but some flexible speyers like Arden go other foot forward to block overrotation.
- **Level**
 - Compromise position but possible loss of stability. Boxers don't stand feet level often. Good for sidearm and teaching

Task 1 -- Generalities, cont'd

-Rod loading - bending the rod

Uses during cast

- Back end tip acceleration vs a rigid rod by storing and then releasing energy unbending at stop
- Helps tip move in straight line so we can make nice loops without complicated hand path. **(Straight tip path Essential #1 of 5 and underlying objective).**

(As we will see in Task 2c, tip path determines loop shape and straight line tip paths give us the kind of loops we want.)

- Caster feedback signalling acceleration against a fly line with no slack **(Essential #2)**
- Counterflex (unbending to and past straight after stop)
 - Shock absorber reduces stress on caster at stop
 - Helps prevent line/rod collision and form a loop

Uses after the cast

- Protect tippet striking and fighting,
- Reduces effective rod length to help fight fish
- Gets fish closer to land or net
- Stroke length, arc, distance and loop size, timing**

Summary

Longer cast, longer stroke, longer pause.

Low stop and/or wider arc make our loops bigger, and much bigger respectively - Task 2c

-Arc

More line requires more power, properly applied **(Essential #3)** bends rod more

More bend requires more arc to maintain straight line tip path **(Essential #4)**

Task 1 -- Generalities, cont'd

Stroke

Darts vs javelin. Difficult, inefficient and tiring to make anything but a short cast without increasing stroke length, risk loss of control with sudden acceleration if all we do is rotate. Smoothly accelerate onto a motorway off a long ramp instead of flooring it from a standing start. Arc also automatically widens.

Longer stroke kills three birds with one stone

-uses big muscles for efficiency

-smooths out acceleration

-widens arc without encouraging students to wrist

Longer cast, longer stroke

Timing

Want line to straighten before beginning an overhead cast

Pause too long slack, loss control, tick (hit water or get tangled up behind).

Pause too short crack the whip

Longer line takes longer to unroll so need to wait a bit longer (**Essential #4**)

Longer cast, longer stroke, longer pause.

As a final note timing can also apply to rolls and speys

Too fast D loop and anchor may not form

Too slow anchor crash

Pickup casts

Stop after lift line crash, no stop like trying to peeling tape off glass table

Task 2a -- Varying Loop Size

Steps and Uses

1. Wide (very heavy or complicated payload)
 - Arc past 45° each side
 - Little translation, mostly rotation
2. Medium (heavy or complicated payload, following wind, underpowered and other presentation casts)
 - Arc 45° each side, moderate translation
3. Narrow (efficiency, wind against, distance)
 - Narrower arc, even more translation, little rotation, upward drift back, thrust and point forward

Task 2b -- Vertical to Horizontal Casting

Steps

- Increase speed to avoid ticking. Arc, stroke length increase, pause decreases, stance adjusts to more side-on

Uses

- Curve and other presentation casts, obstacles, wind

Faults

- Too slow. Ticking.
- No arc adjustment. Tails.
- Pause doesn't shorten. Ticking.
- Tracking. "Orchestra conducting" or up to down. Use landscape features, focus on taking rod tip back low, use reel for tracking

Task 2c -- Parallel Loops

- Parallel loops result from straight fly leg - advantages
 - Drag minimised
 - Fly leg moves up to 2x as fast as leading edge
 - Up to 4x as much air drag
 - Energy directed at target
 - Accuracy better
- Straight fly leg created by straight rod tip path (bottom leg straight (and loop parallel) if no movement after stop)
- When rod tip moves right or left (tracking errors), up or down from a straight line path:
 - **Right**
 - Away then into RH caster in plane horizontal to rod
 - Swinging inefficient loops out to the right
 - Dangerous if only on front or backcast
 - Causes include breaking 180 rule, wrist, arm and body twisting
 - Fixes- consider casting side foot forward stance, thumb/reel as rudder/tiller: keep both pointed at target (or just reel depending on grip), watch rod tip, fly swatter, cast near wall, practice with finger, pencil, rod butt against vertical flat surface
 - **Left**
 - Into then away from RH caster in plane horizontal to rod
 - Dangerous-loops swinging into caster, tangle and rod collision risk
 - Causes include breaking 180 rule, wrist and arm twisting. Similar fixes to above plus horizontal bar or balcony

Task 2c -- Parallel Loops, cont'd

- **Up**

- Up then down (rainbow) in vertical (rod) plane
- Wide, unaerodynamic, inaccurate, inefficient loops
- Causes
 - breaking 180° rule and convex hand path movement
 - **power arc mismatches- wristing, occasionally underpowering**
- Fixes: analogies (igloo painting vs flat roof, rainbow, windshield wiper), visual (watch rod tip) props (thumb vertical, invert reel, rod butt in sleeve, wrist band), kinaesthetic (panto rod movement to stops, cast with student)
- Practical uses include heavy/dense/complicated kit, underpowered and other presentation casts

- **Down**

- Down then up (valley) in vertical (rod) plane leads to crosses and tails
- If movement abrupt wave moves down fly leg and crosses rod leg - tailing loop
 - Inefficient - drag / speed brake
 - Tangles / "Wind" knots weakening leader
 - Failed casts
 - Rod damage
- Causes/Contributing factors
 - Breaking 180° rule (crossing loop)
 - Concave hand path (crossing loop)
 - Physical interference
 - Slack
 - **Short casting arc**
 - **Creep then power surge**
 - **Inappropriate right hand power application (Jackrabbit start, Tow then power surge, Power surge)**
 - **Inappropriate left hand power application - early haul**

Task 2c -- Advantages of Non-Parallel Loops

- **Wide loop**
 - Heavy or complicated payload, presentation casts
- **Tailing loop**
 - Sinking nymphs, under obstacles, curve casts from horizontal
 - Risk/reward vs alternatives - unlikely to suggest to students!
- **Tracking "errors"**
 - Outswinging loop
 - Rod vertical- presentation casts like under and overpowered curves
 - Rod horizontal - under obstacles, skip, kick fly up (air time for curves, heavy stuff), D loop

Task 2d -- Tailing Loops

- **Causes and Disadvantages -- See Task 2c**
- **Fixes**
 - **Creep.** Check for this first. Freeze. Watch backcast. Point tip at unrolling loop. Experienced casters can chase loop (drift). Cast with student.
 - **Short casting arc.** Get student to translate more. Panto throwing dart vs javelin, car trying to accelerate to top speed over short distance, move alongside to show translation. Cast with student.
 - **Inappropriate right hand power application.** Smooth acceleration. Slow then fast. "WHUUMP" (Krieger); "oily, silky, smooth". Accelerate a car smoothly through gears. Airplanes and long jumpers keep accelerating before taking off. No rod or line noise. Minimum power drill. Cast with student.
 - **Inappropriate left hand power application.** Early haul finish. Hands mirror images, just keep tension early and only haul late and smooth during power snap. Side casting 4 cone drill.

Task 2e -- Wind Into Caster

(Blows line and fly back)

Target



Wind



All Casters

1. Higher line speed
2. Tight loops
3. Trajectory down forward, up back

Experienced, add

1. Favour back cast to drift and shoot
2. Favour forward cast to haul
3. Sidearm an alternative

Caster

Task 2e -- Wind Into Casting Shoulder

(Safety and accuracy issues)

Rod Tip Downwind

Overhead Casts

1. Hand across
2. Hand up rod tip over
3. Barnegat Bay
4. Galway
5. Two handed (cack, regular)
6. Non dominant hand

Speys (Tasks 7-11)

7. Dominant hand off-shoulder roll, switch, speys
8. Non dominant hand roll, switch, speys

Target



Caster

Rod Tip Upwind

1. Sidearm

Rod Tip Upwind/
Downwind

1. Gebetsroither



Wind

Task 2e -- Wind Behind

(Hinders back cast, can help forward cast)

Target



Wind



All Casters

1. Slightly longer backcast stroke
2. Keep line length manageable
3. Roll cast if very strong tailwind

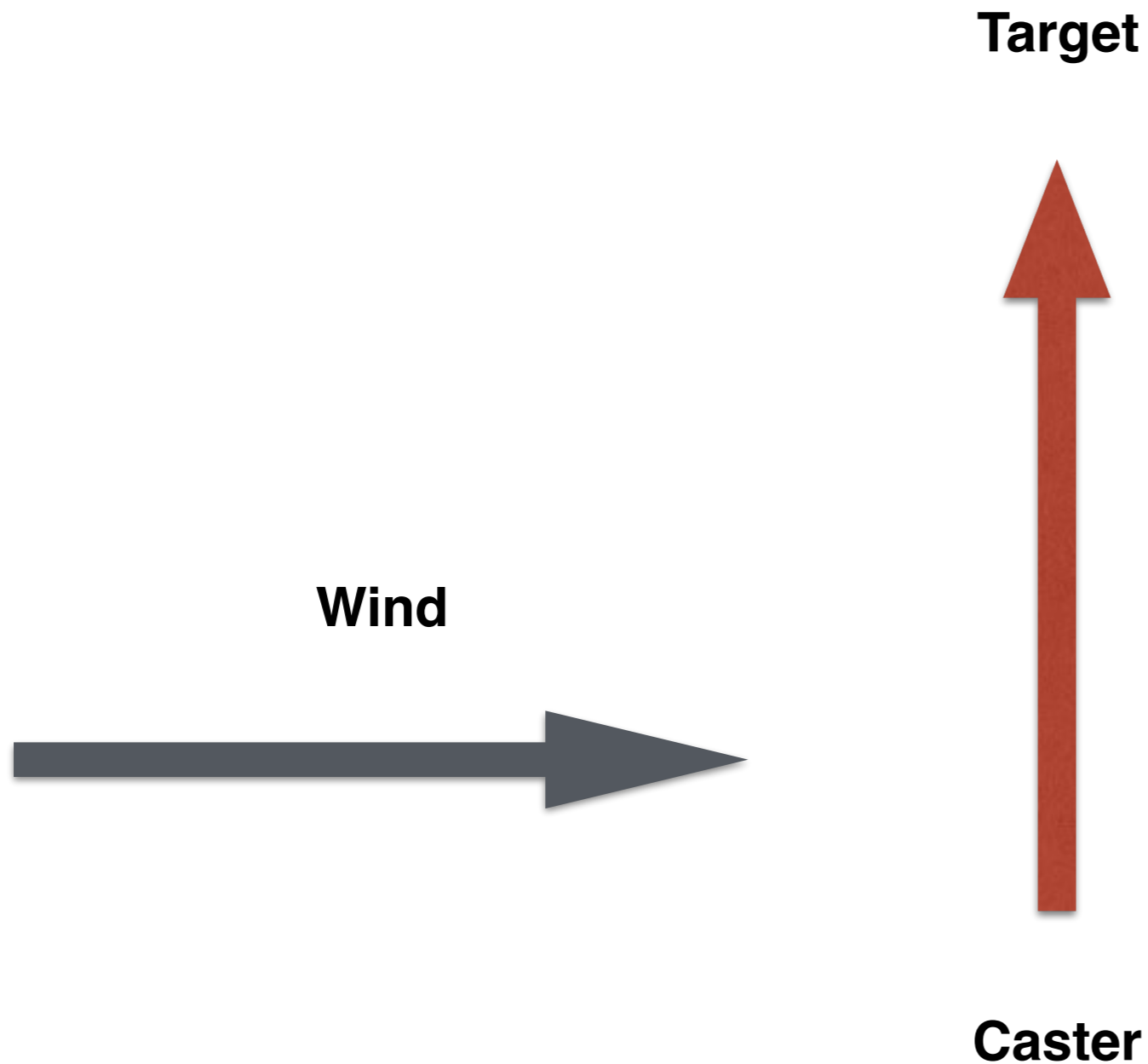
Experienced, add

1. Gebetsroither
2. Aim forward cast up

Caster

Task 2e -- Wind Into Non-Casting Shoulder

(Line management and accuracy issues)



1. Care with downwind safety
2. Aim upwind
3. Trajectory low fwd high back
4. Place line coils downwind and shoot through O-ring
5. Consider tilting rod plane, possibly mending rod leg onto water (Mulson wind cast)

Task 2f -- Accuracy

What and How

- Style- elbow in, casting foot forward most common
 - Stability for tracking
 - Joan Wulff accuracy triangle
- Pronounced downward forward trajectory, (backcast up - 180° rule)
- Flatter trajectory for further targets
- Consistent good loops
- Hovering fly above target to gauge distance
- Offshoulder hovering on a diagonal up and to the left of target

Faults

- Casting too fast, poor tracking, wide or tailing backcasts, poor trajectory

Task 3a -- Aerial Mends

Uses

- Drag free drift for fast current seam into convex side, slow seam into concave side, avoid obstacles and fish

What and How

- Sideways waves traveling down rod leg toward fly caused by moving tip back and forth sideways after loop formation
- Stop crisply to tighten line to enhance wave travel. Tuned instrument string vs overcooked spaghetti.
- Cast slowly to give mend time to travel down line before line lands.
- Basic movement stop and drift to water
- Mends are sideways V shaped deviations from and returns to basic downward drift path
- Direction of movement determines direction of mend peak
 - LR peak points left
 - RL peak points right
- Size of horizontal movement determines height of mend peak
 - Small movements small peaks
 - Large movements large peaks
- Speed of horizontal movement determines depth of mends
 - Fast. Narrow peaks
 - Slow. Wide peaks.
- Time between stop and mend determines mend location
 - No delay mend near leader STOP GO
 - Moderate delay mend halfway STOP AND GO
 - More delay mend closer to rod tip STOP AND AND GO

Faults

- Casting too fast, not stopping crisply or high enough, wild hurried uncontrolled rod tip movements, mending horizontally instead of in V shape, swinging tip back past start position

Task 3b -- Reach Mends

Uses

- Drag free drift, avoid obstacles and fish, change retrieve direction

What and How

- Special case of mends at distance
- One half of a very large mend wave starting at fly with peak at rod tip
- Same casting guidelines: slow with a high crisp stop. (May need to cast faster and do reach cast if windy)
- IMMEDIATE but SLOW lateral rod movement after stop. STOP GO.
- Slow drift down pulling rod back until perpendicular to cast direction
- Should be almost straight line rod tip to fly (actually a gentle curve)

Faults

- Casting too fast, not stopping crisply or high enough, hurried low rod tip movements, dragging line into position, delay between stop and mend, not moving rod tip far enough left or right

Task 3c -- Curve Casts

Uses

- Around obstacles and fish, enhance drag free drift, change retrieve direction

What and How

Overpowered

- Horizontal cast with a crisp stop
- Upward and out mend to remove counterflex question mark

Faults

- Trajectory downwards, no crisp stop, too much power

Underpowered

- Slow downward trajectory
- Tracking tip out to in by turning wrist sharply

Faults

- Casting too fast, trajectory too flat, attempting to not turn over a true horizontal loop very difficult

Task 4a -- Double Hauling

Uses

- Efficiency, control, line speed

What and How

- Smoothly pull line during casting stroke as close to opposite rod hand direction as possible
- Hauling mirrors rod arm and hand and accelerates at the end of the casting stroke
- Hands return together during pause then repeat cycle
- Long cast long stroke long haul, short cast short stroke short haul

Faults

- Hauling too early or late, failure to return hands together, slack between line hand and stripping ring, hurrying, overpowering rod hand, hauling in random directions, jerky hauls, ineffective forward haul from not hauling backwards

Task 4b -- Casting to 85 feet

Uses

- Distance, line speed

What and How

- Carry 65-70 ft then shoot
- Bill Gammel 1 ft longer drill, Mike Heritage 3 ft increments
- Focus on good loops front and especially back
- Form trumps power
- Lengthen stroke and consider using drift
- Joan Wulff 4 cycle distance cast - don't shoot / shoot some / shoot more / deliver
- Long cast long stroke long haul, short cast short stroke short haul

Faults

- As above, with overpowering common, carrying too little or too much line

Task 5a -- Saltwater Skiffs



Basic



Casting Platform



Lean Bar

Task 5a -- Clock and Line Storage

Casting Clock Line on Deck or in Cockpit



Line in Stripping Basket



Source: Fly-Casting Finesse, John L. Field,
with permission of and thanks to the author.

Task 5a -- Saltwater Quick Cast -- Skiff

- Reliably, efficiently and stealthily deliver fly to moving fish: distance and direction unpredictable
- Clock system (12 bow, 6 stern) and distance to targets.
- Wind (usually a factor), safety and casting. Line and fly:
 - Downwind
 - Cast outside boat and avoid guide/poler at all costs!
 - Ideal target zone 10 to to say 11:30 for righthanded casters
- Line storage options
 - Casting deck
 - Cockpit - boat partner as line ghillie
 - Stripping basket
- Line preparation
 - Stretched, clean and free of suntan lotion, bug spray etc.
 - Line for longest realistic cast given conditions off reel
 - Reverse the line
 - Well clear of anything that can cause tangles or snags
 - Silence in the boat
- Quick cast - many ways to do it, here's one
 - Line out for appx 30-35 ft feet to fly
 - Leader can be doubled over pinky of line hand (or middle rod hand finger if windy)
 - Fly held in line hand by hook, point up, downwind, away from body. Know wind direction
 - Guide/poler calls direction and distance to target if (s)he sees fish first
 - Low rod angle. First back cast releases line loop; first forward cast pulls fly out of hand
 - Delivery cast through line hand O-ring and strip tight for control
 - The fish may not be on the "far bank"! Can strip in per accuracy task
 - Line management does not end after strip strike - watch onto reel

Task 5a -- Saltwater Quick Cast -- Wading

- **No boat to store line and caster is lower**

- Won't be able to cast as far
- Adjust expectations
- Partially self correcting
 - Can't see fish as far away
 - Can get closer on foot
 - Also both anglers can fish and it's lots of fun!

- **Line management options-no perfect solution**

1. Trailing loop in water (see photo)
 - Hopscotch with current
 - OK up to appx 50 feet to target
 - Gets harder to shoot when trailing loop longer than say a rod length
 - Tangle and wrap around risk increases with trailing loop length
2. Loops in hand
 - Shooting and hauling difficult
3. Loops dropped to cast
 - Possible tangling/wrap and some water resistance issues
4. Loops in lips (Krieger in river), tucked in belt (Jaworowski)
 - Not practical or asking for trouble
5. Stripping basket
 - Possible hauling, stripping, visibility and transport issues
 - Good all round solution when longer casts may be required

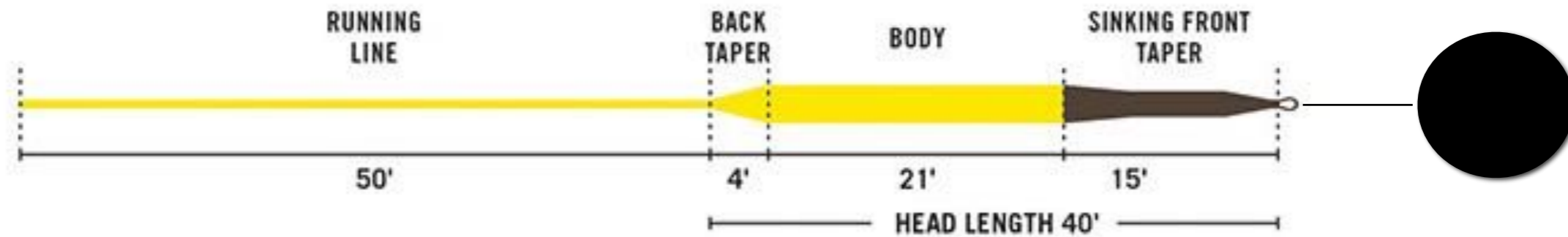


Task 5b -- Heavy Flies and Sink Tips

Fly ~ "Cannonball"



FT+Fly ~ "Cannonball"



Source: Rio Products

Task 5b -- Casting Heavy Flies and Sink Tips

- Differences from small light flies with floating lines
 1. Need to get line to surface to cast
 - Strip in short
 - Lift
 - Roll cast - slip and shoot
 2. Cut through air like knife. Changing direction quickly using narrow loops doesn't work well. Loss of control, slack, unsafe (chuck and duck)
 - Slow wide loops with drift
 - Gebetsroither
 3. False casting difficult and overhang outside rod tip is not advisable. "Nothing good happens when you false cast with a weighted fly" - Lefty Kreh.
 4. Can shoot long distances, penetrate headwind, but fall faster
 - Launch forward delivery slightly up
- Putting it all together in a cast
 - Strip in to manageable length, roll cast and if necessary slip and shoot to get line to surface with just a bit of running line outside rod tip if possible. Some use water haul.
 - Single Gebetsroither cast, high delivery adding haul if you care to
- Others
 - Joan Wulff single stroke tension cast with heavy weighted nymph
 - Bob Clouser and Lefty inverted loop
 - Mark Sedotti Sayonara Sling (rod high, backcast delivery, butt against forearm)

Task 5c -- Teaching Lefthanded Students

Comments

- Switching hands works for all but very advanced students, where right handed demos are sometimes required for difficult casts
- One way to learn is to cast two handed, another to mirror cast, moving together with dominant hand

Task 6a -- Wiggle Casts

Uses

- Upstream or downstream where water speed differs along line, across broken or confusing currents

What and How

- Variant Task 3a of mends at distance - multiple left and right mends on same cast
 - Can either use line as centre point or one side of mends

Faults

- As in Task 3a above plus inconsistent wave size

Task 6b -- Pile Cast

Uses

- Downstream dry fly when not windy

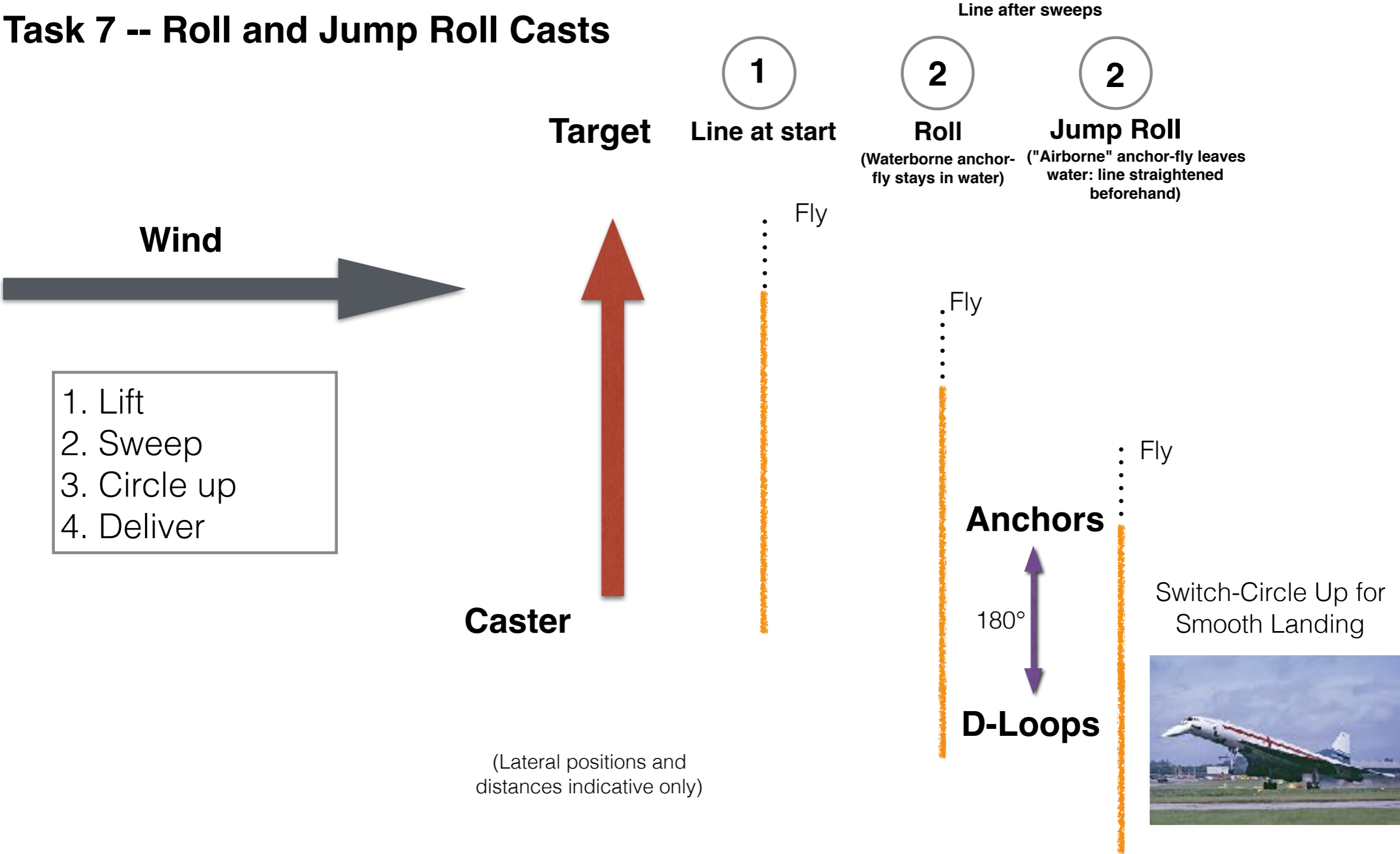
What and How

- Upward forward cast, firm stop and drop tip
- Option 1 downward backcast to follow 180° rule
- Option 2 Gebetsroither/oval cast separates forward and back casts
- Option 3 harder more horizontal cast to cope with tail risk and wind (Bounce Cast)
- Slack throughout line except near rod. Stop and drop quickly. STOP DROP
- Slack in middle. STOP AND DROP.
- Slack at rod tip. STOP AND AND DROP.
- Slack near fly. Stop and VERY QUICK drop. Snatch rod out of sky. Not easy.

Faults

- Tails from breaking 180° rule, backcast ticking, not stopping high, dropping too fast or too slowly (also turning from cast into mend)

Task 7 -- Roll and Jump Roll Casts



Bank/back cast obstacles

Task 7 -- Roll and Jump Roll Casts

Uses -- Roll, Jump Roll, and Pickups

1. Clear slack
2. Obstruction behind
3. Raise sinking line or heavy fly
4. Strong tailwind
5. Recast quickly
6. Strike from or close to backcast position
7. Free fly from behind obstructions like rock or wood
8. Modest COD inside hand (across hand for advanced casters only)
9. Pickups
 - i) Less water disturbance
 - ii) Dry the fly
 - iii) Popper airborne through back door
 - iv) Change direction in air
 - v) Loch fishing
10. Delivering Switch and all Spey casts

Static Roll Cast Limitations

1. Power, efficiency and distance -- Jump Roll addresses
2. Changing direction -- Speys address

Task 7 -- Roll and Jump Roll Casts, cont'd

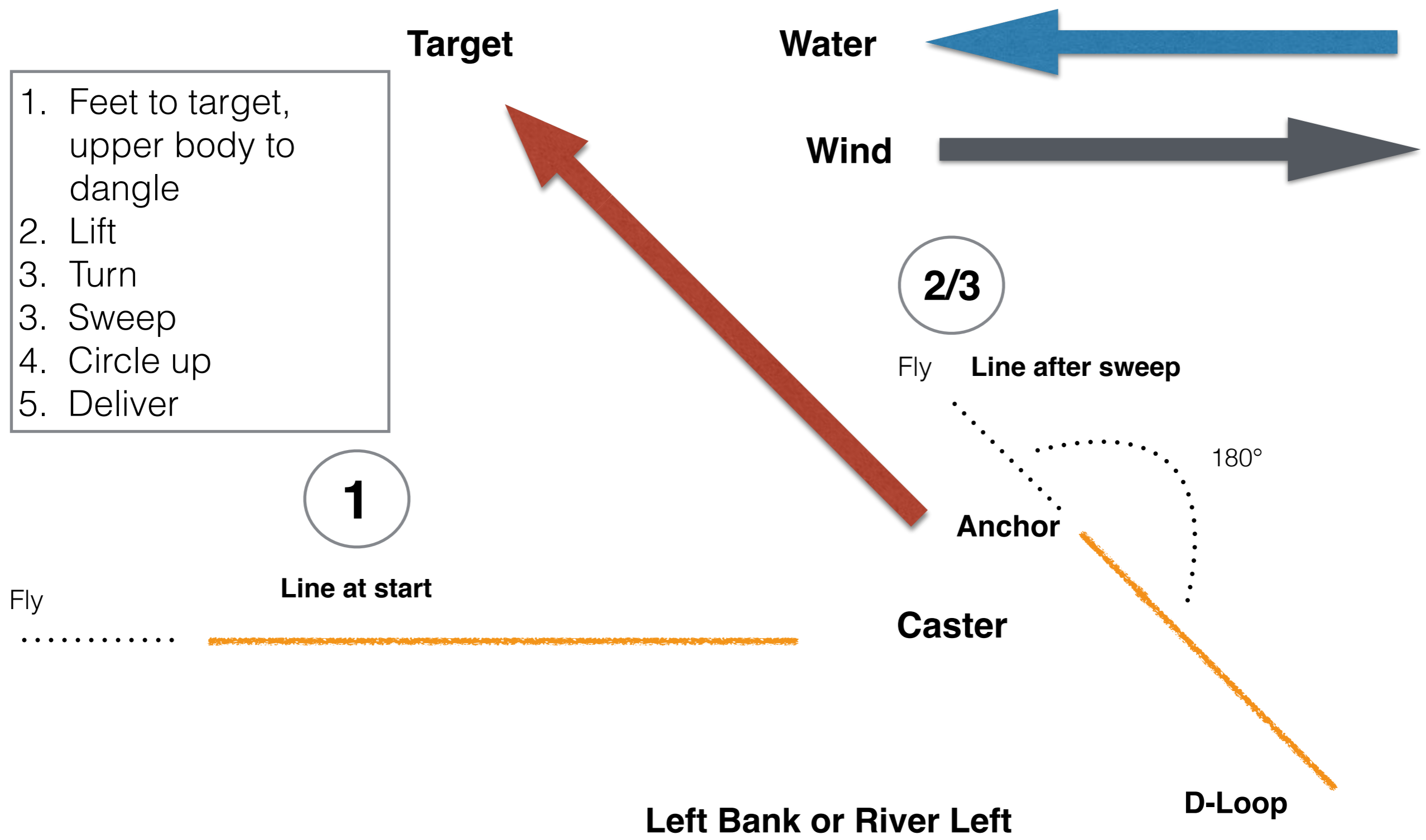
D and V Loops

1. D Loop. Continuous tension cast. Upward curve. Pet cat's tail, up the banana.
2. V Loop. Flat tip path, firm stop to create sharp loop. Up stairs across landing.
 - Underneath obstacle, wind penetration, more line above apex, line not as far below rod tip; requires more room behind

Faults and Indicative Fixes

1. Powered roll cast backcast - keep fly in water
2. Not enough D loop - D loop is train locomotive so maximise, make line between rod tip and loop apex as long as possible
3. Anchor position errors on jump roll
4. Failure to circle up
5. Trunking, hooking
6. Aiming right or too far left
7. Rotating early - keep SLP, chop with hatchet, less wrist, \\\ / , flick the tip drill, rotate when run out of arm
8. Not stopping high - block with line hand (making sure hookkeeper out of way), flick water off paintbrush

Task 8 -- Single Spey 45 Degrees -- Safe, Efficient Direction Change



1. Feet to target, upper body to dangle
2. Lift
3. Turn
3. Sweep
4. Circle up
5. Deliver

1

2/3

Riverbank and back cast obstacles

Task 8 -- Single Speys

Uses

- No wind or upstream wind as long as not also strongly into
- Vs. Snaps: experienced caster, small angle change, light fly and floating line, quicker, less water disturbance, more distance, Scandinavian/long leader setup

Faults

Lift

1. too low anchor stays downstream
2. too high lands too far upstream or can't circle up and anchor belly flops

Anchor placement

3. Too far downstream (dangerous) or
4. too far upstream (cast fails)
5. Dip and crash (bloody L possible)
6. Blown anchor in bushes behind

D Loop shape and alignment

7. Under or over rotated
8. No circle up or wristing/trunking (rod too far back) too much line on water

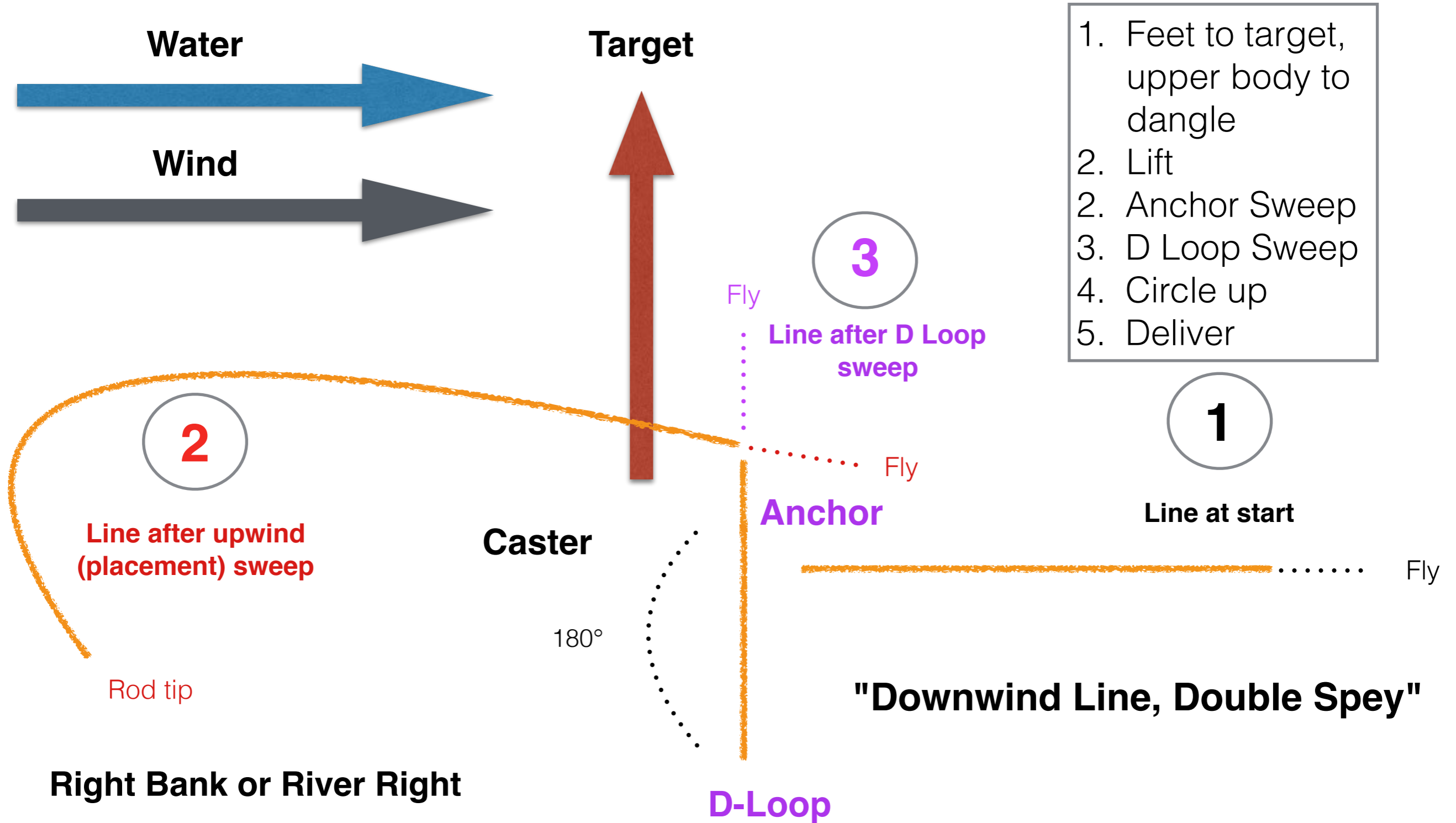
Cast

9. Early start (weak) or rotation (wide)/ too late (line crashes and can't get off water)
10. No high stop wide loops.

Larger Direction Change

1. Bigger turn/around sombrero
2. Figure 8
3. Contrived Spey
4. Spiral Spey

Task 9 -- Double Spey 90 Degrees -- Safe, Efficient Direction Change



1. Feet to target, upper body to dangle
2. Lift
2. Anchor Sweep
3. D Loop Sweep
4. Circle up
5. Deliver

2

Line after upwind (placement) sweep

Rod tip

Right Bank or River Right

Target

3

Line after D Loop sweep

1

Line at start

Anchor

"Downwind Line, Double Spey"

D-Loop

Riverbank and back cast obstacles

Task 9 -- Double Speys

Uses

1. No wind or downriver wind
2. vs. Snake roll: generally easier, heavy fly /sinking line, stealth less critical, Skagit setup

Smaller Direction Change

1. First sweep shorter
2. Lift into bank then sweep more out
3. Lift, switch cast setup, poke left a bit, switch cast
4. Reverse single spey/switch

Lift, Anchor and D Loop Placement Faults

1. Low lift/anchor too far downstream (Bloody L do over)
2. Anchor too far upstream (wait or do over)
3. Line too close, D Loop sweep crosses/creates slack ("oh shucks"; do over or elevate rod in D loop sweep)
4. Second sweep underpowered or cuts corner (D loop doesn't form)
5. Second sweep dipped (Big crash)
6. Rod too high in second sweep (D loop not properly formed)
7. Second sweep overpowered (D loop airborne backwards)
8. Anchor and D loop not aligned
 1. D loop over rotates (hooking)
 2. D loop under rotates (inefficient or tangle)
9. No circle up (D loop crashes)
10. Trunking-rod too far back too much line on water

Delivery Faults

11. Timing
 1. too early start or rotation - wide weak loops
 2. too late - line crashes and can't get off water
12. Rod stops too low - wide loop

Task 10 -- Snake Rolls

Steps

- Feet and body to target
- Lift
- Circular Sweep
 - Spin upside down unicycle wheel 3/4 turn to target then come back across middle of wheel.
 - Flatten wheel as students become more proficient. Start slow accelerate around front corner.
 - Draw "e" (or mirror image off other shoulder) on a wall pointed at target
 - Bank / river/ bank / deliver
- Circle up
- Deliver

Uses

- Downstream, behind, into or no wind
- vs. Double Spey: faster, less water disturbance, more experienced caster, light fly/floating line, upstream obstacle, Scandinavian/long leader setup

Faults

Sweep

1. Wrong direction circle
2. Failure to stay in single plane (hooking, anchor misaligned)
3. Too rounded or too slow corner turn back to bank - crashed anchor
4. One (usually high) speed throughout
5. Too short top or bottom leg

Circle up and delivery

6. Flustered by line spiralling in and rushing
7. Same issues as with other casts

Task 11 -- Snaps and Circle Casts

Uses

- No wind or upstream wind as long as not also strongly into
- Vs. Single Spey: inexperienced caster, large angle change, heavy fly/sinking line (also see snap Z), water disturbance less a factor, Skagit setup

Steps

- Feet and body to target
- Lift
- Anchor Sweep
 - Begin sweep upwards and across "Up the escalator"
 - Reverse to near start
 - Snap T crisp stop then back almost along same path "around a small pulley", like a cast with pullback
 - Snap C return path rounded closer to water draws a C or reverse C "around a big pulley"
 - Circle C huge pulley replaces escalator and go all the way around
 - Snap Z underpowered snap T low and flat leaving end of line pointed downstream.
- Keep anchor pointed at target to avoid having to turn sinking line
- D Loop Sweep
- Circle up
- Deliver
- Complements double spey. Teach with a DS start then reverse underneath to starting position.

Faults and Indicative Fixes

- Similar to double spey
- Anchor placement determined by rod stop position