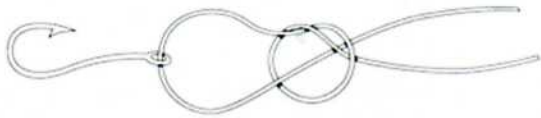


Knots and Rigging: The non-slip mono loop

By: Tod Suttle

Fishing is great for many reasons, but one of the qualities that attracts me the most is the fact that different techniques can be used to accomplish the same goal. As my dad would say, "There is more than one way to skin a cat" and this applies perfectly to each angler's choice of knot. I realize that many anglers learn a few basic knots like the improved clinch and double surgeons, and then call it a day. However, many anglers are constantly searching for new and better knots, practicing and perfecting them, so that we are prepared when it is time to call the new knot into action. If you find yourself interested in knots and rigging, then this new section of the newsletter is for you. The first knot that will be featured is the non-slip mono loop, which has many important uses. Many view the non-slip mono loop as a saltwater knot, but this is not true. Any time that you are retrieving a fly, using a loop knot as a connection will add more action to your offering. If you are dead drifting a dry fly, this knot does little to help your cause, however, if you are trolling or retrieving a streamer, this knot is a winner. A loop connection not only



This is one of the few knots where you begin the knot before you insert the line in the hook's eye. Make a simple overhand knot. The smaller the overhand knot, the smaller your loop will be. Bring the tag end through the eye and back through the overhand knot. You must return the tag end through the overhand knot the same way you entered it (see illustration).

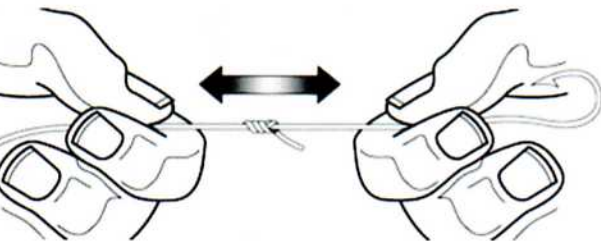


Make the recommended number of turns with the tag end around the standing line.

Pound Test	# of turns
2-6	7
8-12	5
15-40	4



Return the tag end through the overhand knot the same way you exited the knot (see illustration).



Draw on the tag end until the knot forms together. Then pull on the standing line to close the knot well. Finally, pull on both the tag end and standing line to assure the connection is as tight as possible.