

Shell Game Bracelet or Necklace by June Wiseman

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Bracelet Supply List

Size 11° seed beads – 10 grams Size 8° seed beads – 3.5 grams 6mm bugle beads – 6 grams Clasp Size 12 beading needle Fireline - 6lb

Necklace Supply List

Size 11° seed beads – 26 grams Size 8° seed beads – 9 grams 6mm bugle beads – 15 grams Clasp Size 12 beading needle Fireline - 6lb





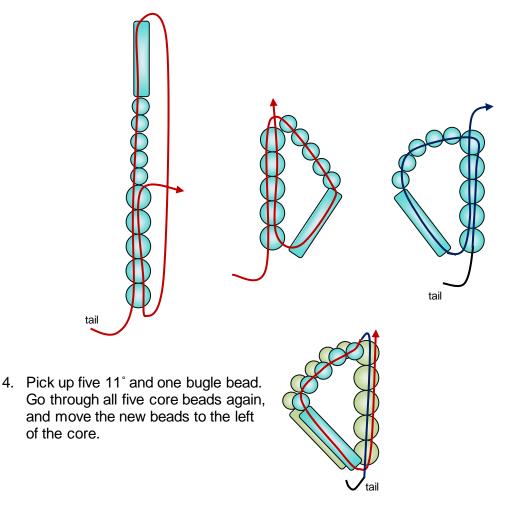
Follow along on video as Jill walks you through the entire process of making a Shell Game rope on YouTube at: https://youtu.be/Wg3kWWJHmTE

Throughout the instructions I will show:

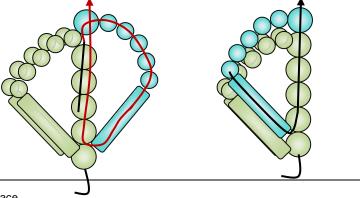
- beads you are adding in turquoise
- beads you've already added in green
- the current thread path in red
- the thread you've already added in black



- 1. Cut a length of thread to work with. For beginners, that's usually about a wingspan from outstretched arm to outstretched arm.
- 2. Thread your needle, and pick up five 8° seed beads, five 11° seed beads, and one bugle bead. Bring the beads down to the end of your thread, leaving about 6 inches of thread for a tail below your beads.
- 3. Circle around and needle back through the five 8° seed beads (core beads) from the tail end. Then push the bugle and 11° beads to the left of the core beads.

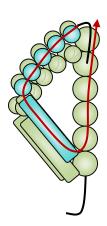


5. Pick up one 8° core bead, five 11°, and one bugle bead. Circle around, and skipping the first core bead, go through four core beads, plus the new core bead. Push these beads over to the left side.





6. Pick up five 11° and one bugle bead. Circle around and go through the top five core beads.



Important: Don't let your size 11° beads get in between the core beads. If they do creep up, push them down before you add more core beads.

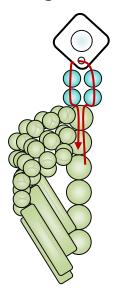
- 7. Repeat steps 5 and 6 until the length is about 1" shorter than you want the finished length to be.
- 8. If you are having trouble getting the needle through the size 8° seed beads, try holding the work in both hands and pushing the loops toward the back on both sides of the size 8°s. Getting them out of your way helps you see better, and helps straighten the core row of 8°s.

Ending and Adding Thread

To add more thread, I like to use a combination of weaving through the beads and tying a few half-hitch knots along the way. I don't tie any knots between the 8° core beads, because I may need to needle through there again and I don't want to block the holes. So all knots should be tied in one of the loops.

To tie a half-hitch knot, you will needle under the threads attaching the bead you're exiting, and pull your thread until you have a small loop of thread left. Then needle through the loop of thread and finish pulling the thread tight. Tighten this *slowly*. The knot will disappear between the beads. Take care that your thread does not become hooked on any of the rest of your beads as you pull down.

Attaching the Clasp



Adding the clasp

When figuring out the right length for your necklace or bracelet, take into account the size of the clasp you've selected. The actual attachment beads add only $\frac{1}{4}$ inch to the overall length.

If you are using the toggle clasp that is included in the Shell Game kit, it will use 1" of length.

With your thread exiting the last 8° bead, pick up three 11° seed beads, then one half of your clasp, and then another three 11° seed beads. (Some clasp holes will allow the seed beads to move freely through the hole and others will not. That's why I have you add half of them on each side of the clasp.)



Needle back through one 8° bead, and then needle through the beads of the second to last loop. This gets you back to the spine, where you can needle up the 8° core beads, and then reinforce this whole pathway twice more.

Attach the other half of your clasp the same way.

If you have any questions while you're working, please feel free to email me at june@jillwisemandesigns.com. And visit our website at www.jillwisemandesigns.com for kits and beading supplies, as well as a link to Jill's YouTube channel.

Please Note:

By purchasing this pattern, you agree to the following Jill Wiseman Designs conditions:

- 1. You **may** sell any work made from the pattern if you yourself hand-created the piece (in other words, no mass production). It would be nice if you credited the designer as well.
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