

Crystal Ladder Bracelet

Free
project

bb 45

Difficulty Rating- Easy Medium Difficult

supplies

- 3 ft. (60.96cm) length -Beadalon 19 Strand solid .925
- (21) 11x8mm Crystazzi A/B oval beads
- (14) 6mm Crystazzi Topaz bicone beads
- (14) 6mm Crystazzi Lt. Sapphire bicone beads
- (14) 6mm Crystazzi Lilac bicone beads
- (4) Sterling Silver EZ-Crimp™ ends, bright finish (444G-010)
- (2) Silver Split Rings
- (1) 15mm swivel lobster clasp, silver plated (315B-032)
- Designer Mighty Crimper (JRCRIMP3)
- Designer Ergo Chain Nose Pliers (201E-020)
- Designer Ergo Flush Cutter (202E-001)



5. Thread the end wires into EZ-Crimp™ ends, using chain nose pliers to pull wire somewhat snug to the end of the final oval bead. The crimp ends should face shiny side up.
6. Use the Mighty Crimp Tool to flatten the tubes of the EZ-Crimp™ ends, working the entire length of the tube and testing to be sure that it is secure.
7. Cut the loop of wire on the other side in the center. Attach the EZ-Crimp™ ends as in step 6.
8. Thread the EZ-Crimp™ ends on one side onto a Split Ring.
Repeat, adding a swivel lobster clasp on the ring for the second side.

Directions:

1. Cut a 3 ft. (60.96cm) length of Beadalon 19 Strand solid .925 sterling silver beading wire.
2. Thread the wire through each end of a crystal oval bead. Leave an inch of exposed wire at the end for finishing.
3. Thread an Topaz bicone on each end of wire, thread wires through opposite ends of a second oval bead. Adjust the wire as you work to maintain some tension and create loops on each side that are of equal length. The bracelet should be somewhat flexible but sturdy when constructed. Do not rush this design. The key is to be sure that the design is not too stiff before you finish it.
4. Continue along the ladder, adding beads in the following pattern: 2 light sapphires, oval, 2 lilac, oval, 2 topaz, oval. **Repeat** this pattern until you end on 2 light sapphires and a final oval. Continued on next page...

Check out www.craftsdirect.com for more project ideas!