

# **Venetia Bracelet**

## Project B812

Julie Bean

This lovely bracelet looks incredibly complicated but is very easy to make. It features multiple lengths of delicate and highly detailed Zola Elements chains that have been suspended between two Nunn Design slide ends. This project is great for beginner jewelry makers as well as more advanced.

### What You'll Need

Nunn Design Ribbon Cord Ends, Barrel 17mm, 2 Pieces, Antiqued Gold

SKU: FCR-08013

Project uses 2 pieces



Zola Elements Charm, Royal Purple Textured Coin 10x13mm, 2 Pieces, Antiqued Silver Tone

SKU: PZE-163

Project uses 1 piece



Nunn Design Antiqued 24kt Gold Plated Lobster Clasps 12mm (2)

SKU: FCL-7521

Project uses 1 piece



Nunn Design Antiqued Gold Plated Textured Cable Chain By The Foot

SKU: CHA-9806

Project uses 4 inches



Zola Elements Bulk Chain, Beaded Cable Links 6mm, By the Foot, Unfinished Brass/Turquoise

SKU: CHA-1222 Project uses 1 foot



Zola Elements Bulk Chain, Beaded Figure Eight Links 4x2.5mm, By the Foot, Unfinished Brass/Cobalt

SKU: CHA-1221 Project uses 1 foot



#### **Recommended Tools:**

[XTL-5600] Sharp Flush Cutter Pliers - For Cutting Beading Wire, 1 Piece, [XTL-0020] Baby Wubbers Quality Fine Chain Nose Jeweller's Pliers, [XTL-5450] Xuron Jeweler's Super Fine Pliers Chain Nose Flat Nose





## Instructions

This bracelet is adjustable and can be as small as 6.5 inches and as large as 10.5 inches. If you want an even smaller bracelet, please cut your Zola Elements chains shorter in the beginning steps.

1. To make this bracelet, please watch the video: How to Finish Zola Elements Chain and Make a Bracelet. The bracelet that is demonstrated in the video is this bracelet project.



2. In the video you will learn how to cut your two Zola chains so that you have two lengths,	6 inches long of each.	You will also learn how to	o place the
chains into the slide ends and close the ends			

3. To finish the design you will be creating an adjustable length clasp from a Nunn Design chain and lobster clasp.