

Merlot Earrings

Project E7058

Rachel Zaimont

Luxe gold hoops, dotted with tiny garnet gemstones, dangle freely in these spare, minimal earrings that make an understated statement.

What You'll Need

Large Circle Open Frame Link, 25mm Diameter / 18 Gauge, 1 Piece, 14K Gold Filled

SKU: FCO-102

Project uses 2 pieces



Round Link Component, Closed 18 Gauge Wire 30mm Diameter, 1 Piece, 14K Gold Filled

SKU: FJR-1005

Project uses 2 pieces



Garnet Gemstone Faceted Bicone Beads 3-4mm (50 Pieces)

SKU: SPGA-81

Project uses 6 pieces



14K Gold Filled Head pins 24 Ga./2 Inches (X10)

SKU: FHP-2521

Project uses 6 pieces



French Hoop Ear Wire, with 1.5 Ball End 15.5x13mm, 4 Pieces, 14K Gold Filled

SKU: FEA-008

Project uses 2 pieces



Recommended Tools:

[XTL-0020] Baby Wubbers Quality Fine Chain Nose Jeweller's Pliers, [XTL-0021] Baby Wubbers Quality Fine Round Nose Jeweller's Pliers, [XTL-5600] Xuron Sharp Flush Cutter Pliers - Wire/Soft Flex

Instructions

By following the instructions below you will make one earring. Repeat all instructions to make the second earring.

1. Take 1 gold filled headpin and snip off the head with flush cutters, so you have a piece of gold wire.
2. Using flat and round nose pliers, make a wrapped wire loop on one end, attaching the loop to the 25mm gold circle frame before making your wraps.
3. String 1 garnet bead onto the wire. Then make another wrapped wire loop, attaching the loop to the 30mm gold circle frame before making your wraps. The garnet link should now be connecting the two gold hoops.
4. Take another headpin. String 1 garnet bead and make a wrapped wire loop, attaching the loop to the 25mm gold circle on one side of the link from the previous step.

5. Take another headpin. String 1 garnet bead and make a wrapped wire loop, attaching the loop to the 25mm gold circle on the other side of the link.
6. Open the loop of an earring wire the same way you would open a jump ring. Slide it onto the 25mm gold circle at the top. Close the loop. Enjoy your earrings!