

Bermuda Breeze by FusionBeads.com



Approximate finished length: 3.25 inches

Beads and other products needed for one pair of earrings:

- 4 - 14mm Bermuda Blue Swarovski Crystal Square Pendants (SC4138)
- 2 - 14mm Crystal Bermuda Blue Swarovski Crystal Cosmic Rings (SC4307)
- 10 - 8.0mm Sterling Silver Jump Rings (SS3974)
- 6 - 4mm Sterling Silver Closed Jump Rings (SS3907)
- 1 pair - 23mm Sterling Silver Ear Wires With 2mm Beads (SS2601)

Tools needed to complete the earrings:

Chain nose pliers

Beading Techniques needed to complete the earrings:

Add a Charm to a Chain (to learn how to open and close an ear wire and jump ring)

For step-by-step photos and instructions on these and other techniques, visit FusionBeads.com and select Beading Techniques from the top navigation bar.

Instructions to complete “Bermuda Breeze” earrings:

Step 1

Using chain nose pliers, open one 23mm sterling silver ear wire (see Add a Charm to a Chain Technique). Place one 4mm sterling silver closed jump ring onto the open ear wire. Close the ear wire.

Step 2

Open one 8.0mm sterling silver jump ring. Use the jump ring to connect the 4mm jump ring from Step 1 to one 14mm Bermuda Blue Swarovski crystal square pendant. Close the jump ring.

Step 3

Open one 8.0mm jump ring. Use the jump ring to connect the Bermuda Blue square pendant from Step 2 to one 4mm closed jump ring. Close the jump ring.

Step 4

Open one 8.0mm jump ring. Use the jump ring to connect the 4.3mm closed jump ring from Step 3 to one 14mm Bermuda Blue Swarovski crystal Cosmic Ring. Close the jump ring.

Step 5

Open one 8.0mm jump ring. Use the jump ring to connect the Bermuda Blue Cosmic Ring from Step 4 to one 4mm closed jump ring. Close the jump ring.

Step 6

Open one 8.0mm jump ring. Use the jump ring to connect the 4mm closed jump ring from Step 5 to one Bermuda Blue square jump ring. Close the jump ring.

Step 7

Repeat Steps 1-6 for the second earring.

For more Inspiration jewelry ideas and to meet all your beading needs, visit FusionBeads.com!