Turkey with seed beads

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ABBREVIATIONS

DS = double stitch
R = ring
SR = split ring
CH = chain
+ = join
- = picot
--- = very long picot
Clr = close ring
SCh /= split chain
Rw = reverse work
CTM = continuous thread method
Seed beads
red
orange
black
light blue
dark blue
silver
orange glass

This work was inspired by an internet model.

ROUND 1

R1   = 3DS – 3DS – 3DS – 3DS. Clr
SR2 = 3DS – 3DS / 3DS -------2,0 cm--------- 3DS. Clr
SR3 = 3DS – 3DS / 3DS – 3DS. Clr
SR4 = 3DS – 3DS / 3DS --------2,0 cm--------- 3DS. Clr
SR5 = 3DS – 3DS / 3DS – 3DS. Clr.Rw
Ch = 3DS – 3DS -------2,0 cm---------- Rw

ROUND 2

SR1 = 3DS – 3DS / 3DS – 3DS. Clr
SR2,3,3,4,5,6 = 3DS + (SR5,4,3,2,1 (ROUND 1) 3DS / 3DS – 3DS. Clr
SR7 = 3DS – 3DS / 3DS – 3DS. Clr
SCh = 3DS – 3DS ------------2,0 cm -------- RW

ROUND 3
Ch = 3DS – 3DS. RW
SR1 = 3DS – 3DS / 3DS – 3DS. Clr
SR2,3,4,5,6,7,8 = 3DS + (SR7,6,5,4,3,2,1 (ROUND2) 3DS / 3DS – 3DS. Clr
SR9 = 3DS – 3DS / 3DS – 3DS. Clr.
SCh = 3DS – 3DS -------------2,5 cm -----------

DO THAT WAY UNTIL ROUND 6

ROUND 7

SR1 = 3DS – 3DS / 3DS – 3DS. Clr RW
SR2,3,4 = 3DS + [SR3,2,1 (ROUND 6)] 3DS / 3DS – 3DS. Clr
SR5 = 3DS – 3DS ⬤ / 3DS – 3DS. Clr
SCh = 3DS – 3DS ----------2,0 cm ----------

ROUND 8
Ch = 3DS – 3DS. RW
SR1 = 3DS + (SR4 3DS ⬤ / 3DS – 3DS. Clr
SR2 = 3DS + (SR3) 3DS ⬤ / 3DS – 3DS. Clr
SR3 = 3DS + (SR2) 3DS / 3DS – 3DS. Clr
SCh = 3DS – 3DS

ROUND 9
CH = 3DS – 3DS ---------------2,0 cm ------------ RW
SR1 = 3DS – 3DS / 3DS – 3DS. Clr
SR2 = 3DS + (SR3) 3DS ⬤ / 3DS – 3DS. Clr
SR3 = 3DS + (SR2) 3DS ⬤ / 3DS – 3DS. Clr
SR4 = 3DS + (SR1) 3DS ⬤ / 3DS – 3DS. Clr
SR5 = 3DS – 3DS ⬤ / 3DS – 3DS. Clr
SCh = 3DS – 3DS -------------- 2,0 cm -----------

ROUND 10
Ch = 3DS – 3DS RW
SR1 = 3DS – 3DS ⬤ / 3DS – 3DS. Clr
SR2 = 3DS + [SR5 (ROUND 9)] ⬤ 3DS / 3DS – 3DS.Clr
SR3 = 3DS + [SR4 (ROUND 9)] ⬤ 3DS / 3DS – 3DS. Clr
SR4 = 3DS + [SR3 (ROUND 9)] 3DS / 3DS – 3DS. Clr
SR5 = 3DS + [SR2 (ROUND 9)] 3DS / 3DS – 3DS. Clr
SR6 = 3DS + [SR1 (ROUND 9)] 3DS / 3DS – 3DS. Clr
SR7 = 3DS – 3DS / 3DS – 3DS. Clr
SCh = 3DS – 3DS ------------- 2,0 cm -------------

ROUND 11
Ch = 3DS – 3DS. RW
SR1 = 3DS + [SR6 (ROUND 10)] 3DS / 3DS – 3DS. Clr
SR2 = 3DS + [SR5 (ROUND 10)] ⬤ 3DS / 3DS – 3DS. Clr
SR3 = 3DS + [SR4 (ROUND 10)] 3DS / 3DS – 3DS. Clr
SR4 = 3DS + [SR3 (ROUND 10)] ⬤ 3DS / 3DS – 3DS. Clr
SR5 = 3DS + [SR6 (ROUND 10)] 3DS / 3DS – 3DS. Clr
SCh = 3DS – 3DS -------------2,0 cm -----------------

ROUND 12
Ch = 3DS – 3DS RW
SR1 = 3DS + [SR4 (ROUND 11)] 3DS / 3DS – 3DS. Clr
SR2 = 3DS + [SR3 (ROUND 11)] 3DS / 3DS – 3DS. Clr
SR3 = 3DS + [SR2 (ROUND 11)] 3DS / 3DS – 3DS. Clr
SCh = 3DS – 3DS.

TIE & CUT

LEGS

Use 3 long beads for the legs.

CONTOUR OF THE WINGS

Complete each very long picot with colored beads of your choice, following the diagram.
Attach a paper clip to the picot so you do not drop the beads. Do this on all picots.
To attach each picot, use 8 beads. **Join to each picot with a shuttle lock join (lock join
or SLJ) repeating on all picots/feathers of the tail.**Fasten the work on a styrofoam
plate with pins giving the desired shape and pass on it milky thermolina or diluted white
glue. Let it dry for 12 hours.