

This is the second part of three sets of bugs which were taught at the Palmetto Tat Days in 2005. I am hoping that the three sets will provide useful teaching tools for tatters. Although not all techniques are covered - many are. If you wish to use these for teaching purposes I would be grateful for all feedback and comments. Please ask before using by [emailing me](#).

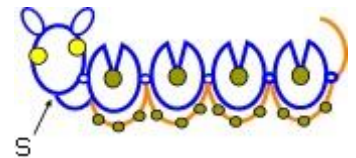
**Pattern E - Multi Pillar****Pattern F - Beetle bug****Pattern G - Freddie the Fantastic Flea****Pattern H - Scorpion**

The second set of four patterns progress from rings and chains with Victorian 'sets' and beads (E) on to rings and chains with beads added to the core threads with a ring on a chain (F) to split rings (G) and, finally, more split rings used to progress from row to row, an 'inverted split ring' on the claws and a split chain (H). All four have beads on the core thread or in place of picots for eyes.

**Abbreviations**

Wsh1	Working shuttle 1	Wsh2	Working shuttle 2
vsp	Very small picot	Vlp	Very Long Picot
+	join	B	bead moved into place
seta	four first half ds	setb	four second half ds
SCh	Split chain	Lj	Lock join
T & C	Tie and Cut		

**Multi Pillar – Pattern E** is made from rings & chains with beaded Victorian sets (AKA Set stitch, Node stitch or Rickrack tatting). Beads are used in place of picots & on core thread for eyes. Needed are 2 colours shuttle & ball with 12 beads on ball thread. Add 4 body beads followed by 2 eye beads to shuttle thread. Leave all beads on shuttle for R1 until required – following rings need beads put on back of hand before starting.

**Head**

R1: 3 B 2 – 4 – 2 B 1 vsp 2

Ch: 3

**Body**

R2: 2 +(vsp R1) 1 seta B setb 2 vsp 5

\*Ch: 2 B 2 B 2 B 2 +Lj(vsp previous R)

R3: 2 seta B setb 2 vsp 5\*

Repeat from \* to \* as many times as required

Ch: 2 B 2 B 2 ¾B 2 +(vsp final R) 8 T & C

**Beetle bug – Pattern F** is an imaginative bug which uses rings & chains with beads in place of picots for eyes & also involves adding beads to centre of rings via core thread. 4 large beads #5/0 rocaille (just under ½cm) for centre of rings 2 Shuttles in 2 colours with 2 beads for eyes on Wsh2

When adding the 2 beads to the core – pull the core thread down from below vsp & add the 2 large beads, post shuttle through loop & transfer this loop so that the core of the ring runs smooth for closing - see diagram below.

**Left wing** - starting at the bottom and following the direction of the black arrow

R1: 3 vsp 9 vsp 6 vsp 6 add 2 B's on core taking core thread down underneath second vsp.

Following Ch follows the direction of the red arrow

Ch: 8 + Lj(3<sup>rd</sup> p R1) 8 + using Lj(2<sup>nd</sup> p R1) 3 change to Wsh2

**Head** place 2 beads on thread round hand before starting

R2: 8 B 2 Vlp(1") 2 B 8

Ch: 3 Change to Wsh1 and turn so head is facing downwards

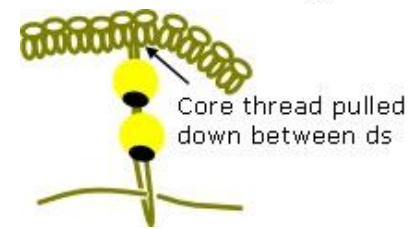
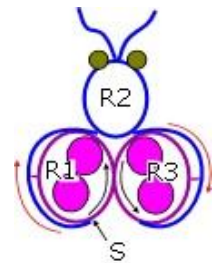
**Right wing** - follow direction of black arrow

R3: 9 +(1<sup>st</sup> p R1) 3 vsp 6 vsp 6 add 2 B's to core

Following Ch follows the direction of the red arrow

Ch: 8 +(last vsp R3) 8 +(next vsp R3) T & C

Finishing Cut long picot to form feelers



**Pattern G – Freddie the Fantastic Flea** an itchy bug! A ring with long picots continuing onto a split ring for head with bead on core thread, ending with a short chain.

2 shuttles CTM with bead on Wsh1 & ½ yard on Wsh2.

**Starting at the neck**

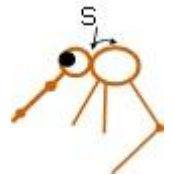
R1: 14 Vlp(½") 2 Vlp(¼") 2

B on thread round hand before starting

SR2: 2 / 3 B 2

Ch: 1 Tie knot & leave ⅛" space then tie another knot & cut leaving a short tail

Finishing Cut picot nearest proboscis at the centre & other picot near base & tie knot for the 'knee'



**Pattern H – Scorpion** uses split rings, inverted split rings for the pinchers & split chain. 2 shuttles with 2 beads on Wsh2 before starting

**First Claw**

10 / 8 before closing turn 2<sup>nd</sup> half (after /) of SR towards 1<sup>st</sup> half so that tops all face the same way.

SR2: 4 / 3 vsp 1

SR3 to SR6: 4 / 1 +(vsp last SR) 2 vsp 1 continue to

**Head** - beads moved into place on thread on second half SR

SR7: 3 vsp 2 vsp 3 / 1 +(vsp SR6) 2 B 2 B 2 vsp 1 continue to

**Second Claw**

SR8 to SR11: 4 / 1 + (vsp last SR) 2 vsp 1

SR12: 4 / 1 +(vsp last SR) 3

SR13: 10 / 8 before closing turn 2<sup>nd</sup> half of SR towards 1<sup>st</sup> half so that tops all face same way tuck Wsh2 through ring T & C

**Body** 2 shuttles – using Wsh1

R1: 4 +(vsp SR7) 2 – 2

Ch: vsp 6

R2: 2 +(vsp last R) 2 +(next vsp SR7) 4

SR3: 6 / 3 – 3 change to Wsh2

Ch: vsp 8

R4: 3 +(last SR) 3 +(vsp base R1) 6

SR5: 4 / 2 – 2 change to Wsh1

Ch: vsp 6

R6: 2 +(last SR) 2 +(vsp base R3) 4

SR7: 4 / 2 – 2 change to Wsh2

Ch: vsp 3 vsp 3

R8: 2 +(last SR) 2 +(vsp base R5) 4 change to Wsh1

SCh: 4 +(prev Ch) / +Lj(vsp base SR7) 4

SR9: 8 / 8

SR10: 6 / 6

SR11: 4 / 4

SR12: 3 / 3 T & C

