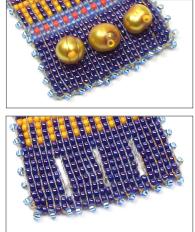
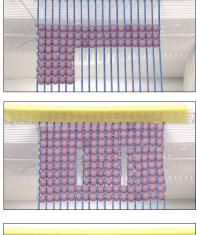
## Beaded button and buttonhole closure

Button/buttonhole closures can be woven right into the pattern at the start of the weave. In most cases the placement of the buttons can be adjusted to fine-tune sizing.

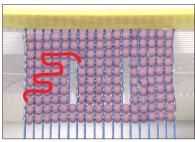
The basic idea in creating a buttonhole is to weave shortened sections adjacent to each other, thereby creating an open space between warp threads through which a button can be slipped. In "Serape" there are three buttonholes spaced evenly on one end of the bracelet, and three pearl "buttons" at the opposite end. Button placement is adjustable allowing for fine-tuning of the sizing of the bracelet.



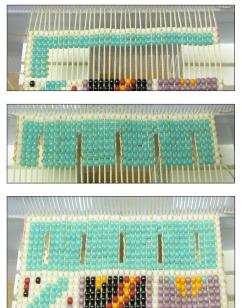


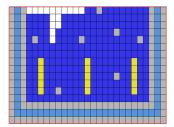


Shown at left is the start of a two-buttonhole closure. Three full rows are woven, then five shortened rows. Weave through the five shortened rows back to the three full rows, and bring the weft thread out in position to start another shortened section. There is no perfect way to weave through existing beads to add more sections; the red line in the photo at left shows an example of how it might be done. You'll likely need a fine needle (size 13) as thread will build up within the beads. Additional thread within bead holes will actually strengthen and secure the weave. When the three shortened sections are complete, weave two or more full rows to secure the sections together. You can place buttonholes within your pattern as well, as shown in the "Colors" chart.



In "Tribal" there are five buttonholes and buttons. You can see the progress of the construction in these three photos, where the first section is joined to the full rows, then the other sections. Note that both outer short sections are four beads wide and all four inner sections are six beads wide. This allows for even placement of the buttons across the width.





This portion of the "Colors" chart shows the placement of the buttonholes in yellow. You can mark your own charts for buttonhole placement and then incorporate the open areas into the weave.