LT033 Instruction

The game consists of Circular loom, Needle, Warp thread, Weft threads (wool)

Preparation

First you have to warp the loom.
To make warping easier, you can mark the holes continuously with the numbers 1-27.
You start at hole 1 by pulling in the thread from the inside and tying off the thread end. Now guide the thread from the outside through hole 14 and from there through hole 15 back outwards, then on to the opposite hole 2. From hole 2, pull the thread in the same way to hole 3 as you did with holes 16 and 17 and then to the opposite hole 4.
Please note the following sequence for subsequen warping:

From hole 3 to hole 16
From hole 17 to hole 4
From hole 15 to hole 18
From hole 19 to hole 6
From hole 7 to hole 20
From hole 21 to hole 8
From hole 9 to hole 22
From hole 23 to hole 10
From hole 11 to hole 24
From hole 25 to hole 12
From hole 13 to hole 26
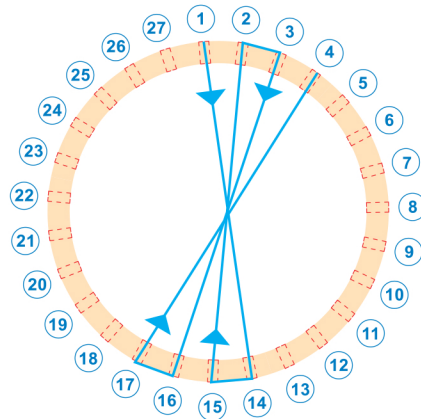
After the ring has been warped, only hole 27 remains.
In order to get a solid crosshair, you have to guide the thread from hole 26 to hole 27, from there down to the centre between the threads 1 and 27 and back up again between 26 and 27. In order for the crosshair to sit exactly in the middle, you have to tighten the thread again properly.

Weaving

With the free end of the warp thread you can begin to weave or you can fix it by means of a knot. Now guide the weft thread alternately above and below the warp thread.

Make sure that you always tighten the weft thread so that the weave is even. If you want to change the colour, you do not need to knot the new thread. Simply weave the beginning of the new thread and the end of the old thread side by side over a few warp threads.

Once your weave has reached the desired size, pass the end of the weft thread along a warp thread as far as possible into the weave and cut off the rest. Now you can cut off the warp threads close to the inside of the ring.
At the end, the warp threads are pulled as far as possible along the next warp thread into the weave. You can simply cut off the rest.