

Suzanne Williams - Unconventional Chains

SUPPLY/MATERIALS LIST:

Some of the items on this list may be considered optional depending on the samples you choose to make. And the actual quantity of materials you decide to purchase will of course depend on whether you want to just create samples of chain, or full lengths of the chain types that will be demonstrated in this workshop. I have quantities for samples listed below:

- Spool of 18 gauge copper wire (available at the hardware store) - a good option for making some of the samples without much expense.
- Hard, medium, and easy silver solders
- 18 gauge sterling silver round wire, approximately 3'
- 16 gauge sterling silver round wire, approximately 3'
- 16 gauge square sterling silver wire, approximately 3'
- 1mm x 2mm rectangular sterling silver wire approximately 3'
- Sterling silver 20 gauge sheet, At least 6" x 3"
- Sterling silver 18 gauge sheet, approximately 1" x 3", or 1 mm x 3mm rectangular sterling wire approximately 3'
- 1' sterling 2mm thick wall tubing (other kinds of tubing, and scrap tubing can be used)
- Pieces of sterling silver scrap, particularly 22 gauge, 20 gauge and 18 gauge sheet. Other sterling silver scrap could be used as well.

Tools:

- Torch - dual gas is best
- Soldering pad – solderite pad, charcoal, Silquar board or firebrick
- Flex shaft or substitute
- Flux, soldering pick, pickle, water container (for quenching), copper tongs
- Jeweler's saw frame, 2/0 or 3/0 blades, plus beeswax or synthetic lube
- Pliers: Round, chain nose, flat, half round, round and 1 pair with nylon jaws
- Digital ruler/calipers, 6" steel ruler
- Rawhide mallet
- File set, regular and mini sizes
- A sheet of 220 or 240 grit sandpaper or electric sanding wheel or belt
- Coarse sanding discs (Moore's snap-on) and snap-on mandrel
- Heavy duty cutting shears and nippers/flush cutters
- Scissors, (Joyce Chen or similar)
- Scribe
- Centering punch (a sharpened nail will work)
- Sharpie
- Safety glasses
- Particulate respirator (P95 or N95 or better)