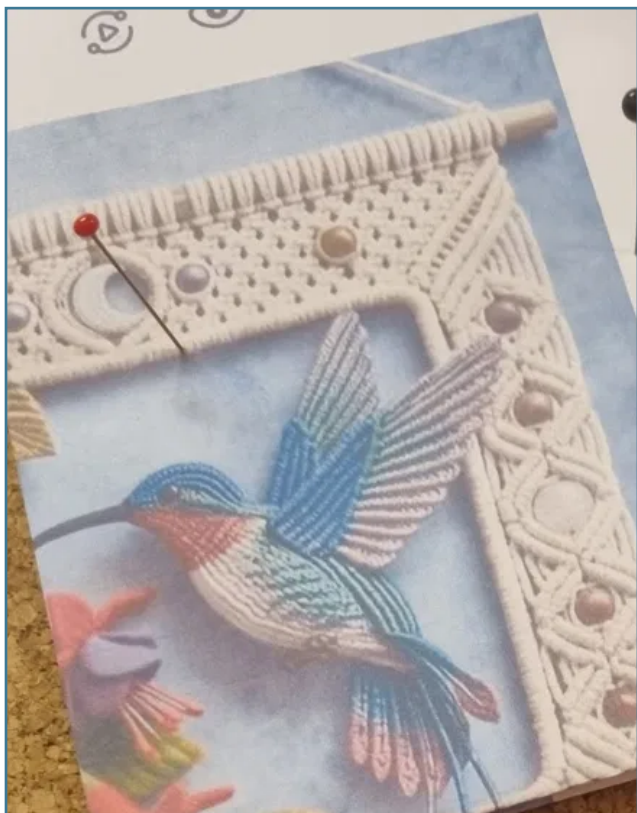


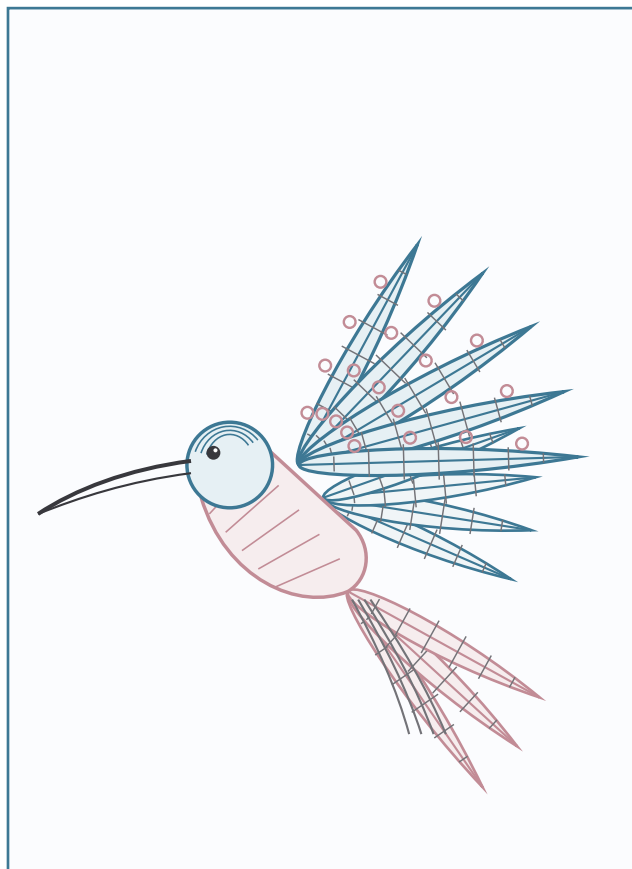
Hummingbird in Flight

A Javoews House pattern

Micro-macramé sculptural bird · Advanced · Finished size $\approx 6\frac{1}{2} \times 8$ in (16.5 $\times$ 20 cm)
Estimated build time: 10–14 hours / 4–5 evening sessions (beginner-to-intermediate pace)



Inspiration



Finished pattern

One bird, worked flat in 1 mm waxed polyester — mount it on a hoop, frame, or wear it as a brooch.

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Materials & Time

Item	Spec	Qty / amount
Waxed polyester cord — steel blue	1 mm (e.g. Linhasita)	≈ 38 yd (35 m)
Waxed polyester cord — dusty rose	1 mm	≈ 16 yd (15 m)
Waxed polyester cord — plum/violet accent	1 mm	≈ 5 yd (4.5 m)
Black glass bead (eye)	4 mm, hole ≥ 1.2 mm	1
Cork or macramé board + T-pins	12 × 16 in board	1 board, ≈ 20 pins
Tools	sharp snips, tapestry needle, lighter/Fray-Chek, steamer or iron	

Designer's note: cord reads as 1 mm waxed poly from the knot scale in the photo (≈14 DHH per inch). If you substitute 0.8 mm, add one cord to groups B and D and expect a bird about 10% smaller.

Time to complete — 10–14 hours total (4–5 evening sessions)

Mounting & beak: 45 min Head & eye: 1.5 hr Breast & body: 2 hr

Upper wing (5 feathers): 3–4 hr Lower wing (4 feathers): 2–2.5 hr

Tail feathers & fringe: 1.5 hr Blocking & finishing: 45 min

Cord Cutting Chart

Label	Purpose	Colour	Qty	Cut length	Subtotal
A	Spine / holding cords	steel blue	2	60 in	3.3 yd
B	Head & upper body	steel blue	7	40 in	7.8 yd
C	Breast working cords	dusty rose	5	40 in	5.6 yd
C1	VDHH breast painter	dusty rose	2	70 in	3.9 yd
D	Wing feathers (both wings)	steel blue	12	36 in	12 yd
D1	Feather accent stripes	plum/violet	3	36 in	3 yd
E	Tail feathers + fringe	rose & blue mix	6	45 in	7.5 yd

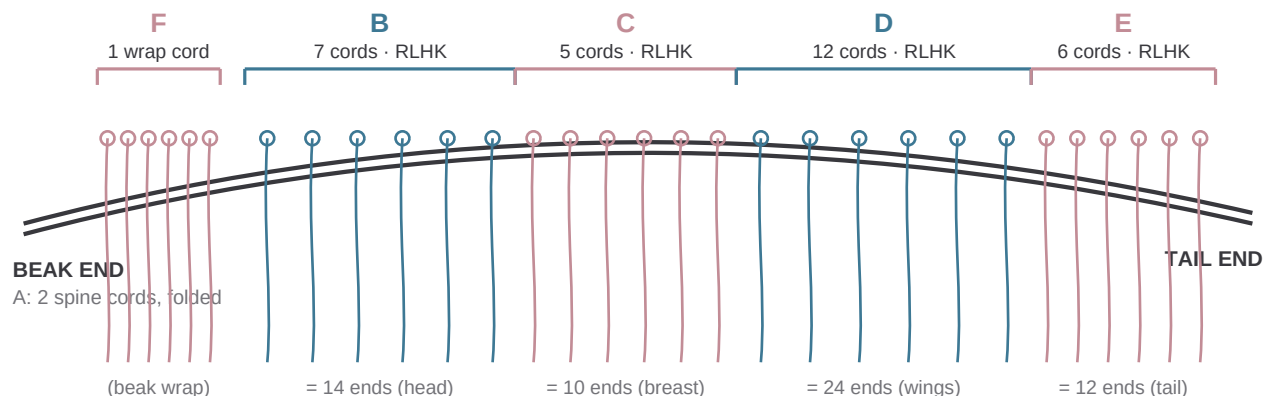


Label	Purpose	Colour	Qty	Cut length	Subtotal
F	Beak & shaft wrapping cord	steel blue	1	24 in	0.7 yd
Total			38 cords		≈ 44 yd

Cut every cord 3–4 inches longer than listed — micro-macramé punishes short ends, and trimming waste is cheaper than splicing.

Cord Layout & Mounting Diagram

This bird has no dowel — the whole piece hangs off a doubled spine cord (group A) that runs beak to tail. Mount each group where the brackets show, in this left-to-right order, before you tie a single pattern knot.



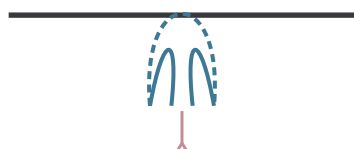
Mounting notes

RLHK = Reverse Lark's Head — bump faces the back of the bird so the front stays smooth.
 Keep groups touching but not overlapping; the spine curve above sets the bird's spine line.
 Pin the spine to your cork board through both loops at the beak end before mounting group B.

Knot Reference Guide

Reverse Lark's Head

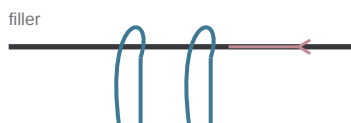
RLHK



Fold cord, loop from behind the spine, legs through the loop. Bump faces the back.

Double Half Hitch

DHH



Two half hitches over a horizontal filler. Pack each knot tight to its neighbour.

Diagonal Double Half Hitch

DDHH



DHH worked over a filler held at an angle — shapes every feather edge.

Vertical Double Half Hitch

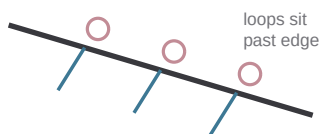
VDHH



Working cord travels sideways, hitching twice around each upright cord.

Picot Edge

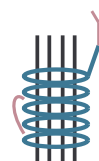
PICOT



Leave a small loop past the DDHH edge before the next knot; loops form the feather fringe.

Wrapping Knot

WK



Coil around the bundle 5–8 times, feed the end through the bottom loop, pull up.

Overhand Knot

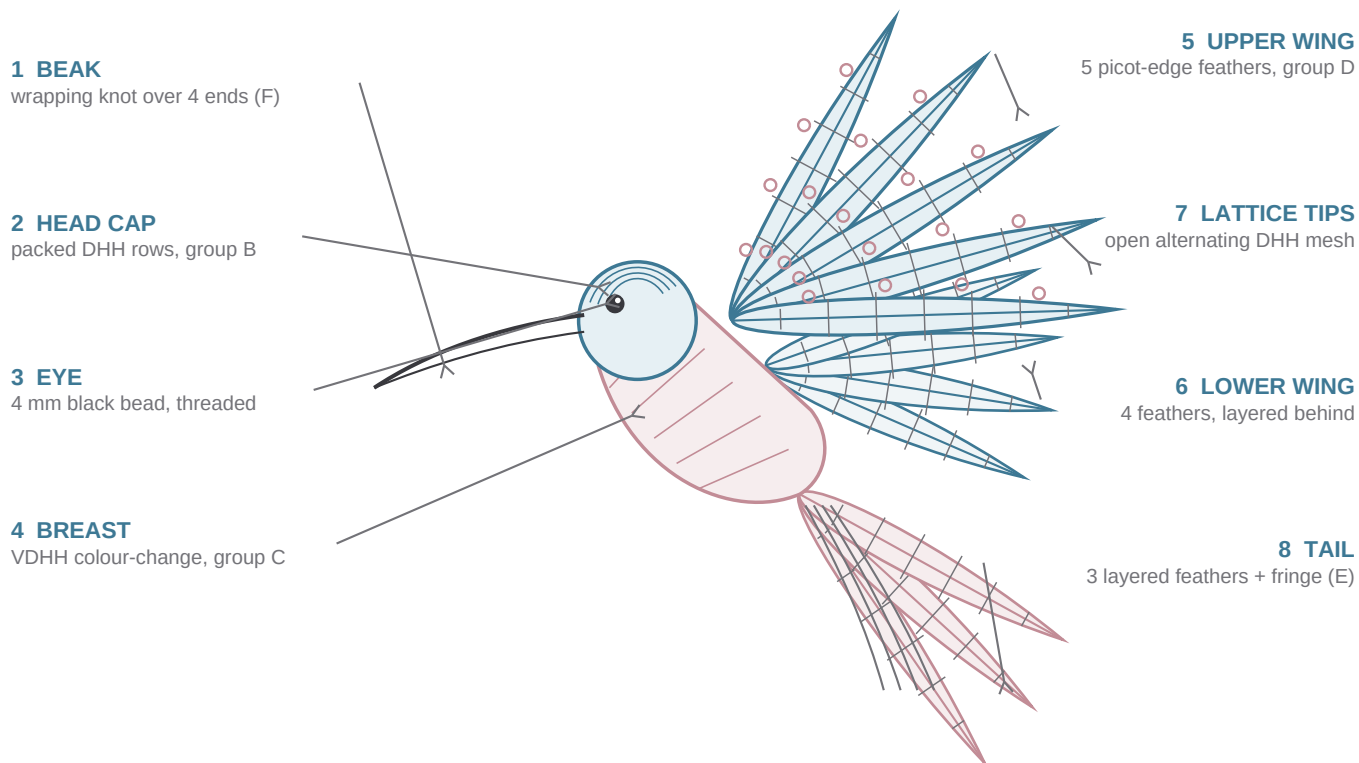
OK



Simple loop-and-through; locks cord ends before trimming.

Full-Piece Assembly Map

Your map of the whole build. Work the zones in the numbered order shown in the Build Order Overview; every callout below names the zone, its knots, and its cord group.



Build Order Overview

1. Mount the spine — Pin group A in its curve; mount F, B, C, D, E along it (see mounting diagram).
2. Beak & head — Wrap the beak with F; pack DHH rows over B to cap the head; set the eye bead.
3. Breast & body — Paint the rose breast in VDDH with C1 over the hanging ends; shape the belly line.
4. Upper wing — Build 5 picot-edge feathers from group D, longest leading feather first.
5. Lower wing — Build 4 shorter feathers; layer them behind the upper wing and tack at the shoulder.
6. Lattice tips & tail — Open the mesh at the upper-wing tips; work 3 tail feathers from E, leave fringe.
7. Finishing — Block, steam, trim, seal ends; stitch layers; mount or add brooch pin.

Construction

Section 1 — Mounting the spine

1. Fold both A cords in half and pin the fold at the beak position; run them in the gentle arc shown in the mounting diagram, pinning every 1½ in.
2. Mount F, then B (7 cords), C (5), D (12), E (6) with reverse lark's heads, bumps to the back, exactly in the bracketed zones.
3. Check: 38 cords / 74 hanging ends plus the spine. Nothing overlaps; groups touch shoulder-to-shoulder.

Section 2 — Beak & head cap

1. Bundle the 4 spine ends at the beak fold and work a wrapping knot (F) 1¼ in long, tapering pressure toward the tip; the wrap IS the beak.
2. Over group B, work 6 rows of horizontal DHH, using the upper spine cord as filler and steering it in a tightening curve to dome the head cap.
3. Row 4: thread the 4 mm bead onto the 3rd working end and lock it with one DHH beneath (see Eye Bead Placement).
4. Rows 5–6: decrease by hitching two ends together at each row's far edge — the cap rounds off behind the eye.

Section 3 — Breast & body

1. Pin the C1 rose cord behind the warp under the chin. Work VDDH left to right across B + C ends for 8–10 rows, following Deep-Dive 2.
2. Slope the colour edge one warp later each row so the rose sweeps from throat to belly like the photo.
3. Close the belly with 2 rows of blue DHH over the lower spine cord, curving it up toward the tail base; park the leftover ends — they join the tail.

Section 4 — Upper wing (5 feathers)

1. From group D take 4 working pairs + 1 shaft cord per feather. Build each as in Deep-Dive 1: picots on the OUTER edge only.
2. Feather lengths, leading to trailing: 3½, 3¼, 3, 2¾, 2½ in. Slip one D1 plum cord into feathers 2–4 as a mid-stripe filler.
3. Finish each feather's tip as open lattice (Deep-Dive 3) for the top three feathers only.

Section 5 — Lower wing (4 feathers)

1. Same module at ¾ length (2½, 2¼, 2, 1¾ in), no lattice, picots smaller (2 mm).
2. Layer behind the upper wing, tips fanned 15° lower; tack the shoulder ends through the body with the tapestry needle.

Section 6 — Tail & fringe

1. From group E and the parked body ends, build 3 tail feathers (4, 3½, 3 in), rose-dominant, working DDHH tighter than the wings so they hang with weight.
2. Leave 10–14 remaining ends as free-falling fringe below the tail; comb, then trim to a soft taper 4–5 in long.

Section 7 — Finishing

1. Pin the whole bird to the board in its final pose and steam-block for 10 seconds per zone; let it cool pinned.
2. Weave every loose working end through the back with the needle, dot with Fray-Chek or melt-tack, trim flush.
3. Stitch the wing layers together at the shoulder with matching thread; add a brooch pin or hanging loop to the back of the body.

Technique Deep-Dive 1 — The Picot-Edge Feather

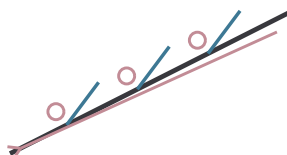
Every wing feather is the same module, so master it once. One folded shaft cord is the filler; four working pairs hitch down each side of it, leaving picot loops on the outer edge.

1



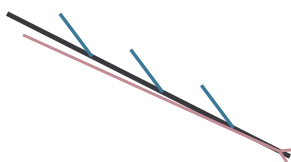
Fold the shaft cord over a T-pin at the tip position. Mount 4 working pairs onto it with RLHK, snug to the fold.

2



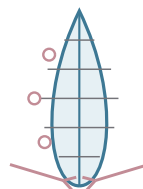
Angle the LEFT shaft leg down-and-out. DDHH every working end over it — but leave a 3 mm picot loop before each knot.

3



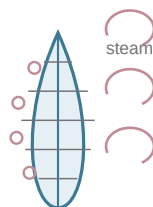
Angle the RIGHT shaft leg to mirror. DDHH the same ends over it with NO picots — this inner edge stays clean.

4



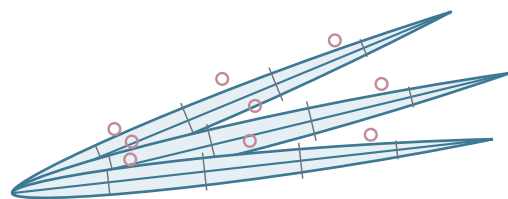
Bring both shaft legs together at the base. Join them with one tight DHH — the feather closes into a leaf.

5



Roll the picot loops between finger and thumb so they stand proud, then steam lightly. The feather should cup slightly.

6

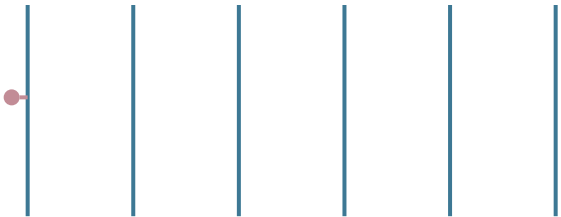


Repeat ×5 for the upper wing (longest feather first), ×4 for the lower wing at $\frac{3}{4}$ length.

Technique Deep-Dive 2 — VDHH Colour-Change (the Breast)

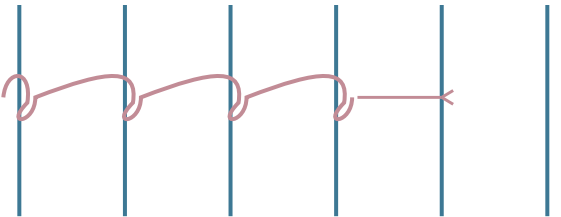
The rose breast is painted with vertical double half hitches: the rose cord is the working cord, the hanging blue ends are the fillers. Where the rose stops, the blue shows — that boundary is your colour edge.

1



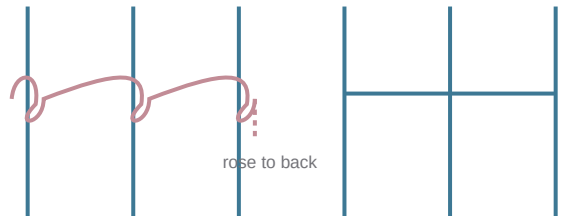
Pin the rose cord (C1) behind the warp at the row start. Leave a 4 in tail to weave away later.

2



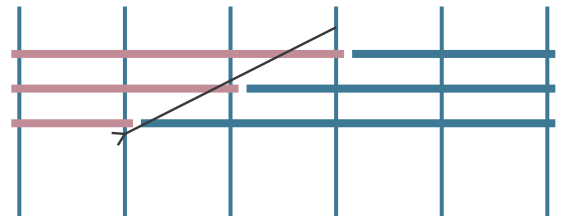
Work VDHH left to right: two hitches around each hanging blue end. Push each knot up snug.

3



Colour edge: stop the rose mid-row, pass it to the BACK, and finish the row's remaining warps in blue DHH.

4



Next row, shift the stop point one warp left/right to slope the edge. Pack rows hard — no warp should peek through.

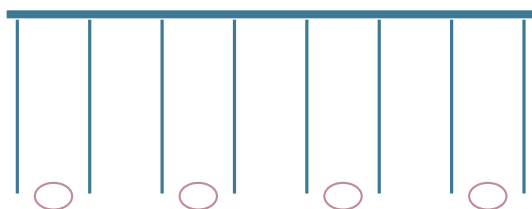
Tension rule

VDHH rows should feel like woven fabric — if you can slide a pin between rows, they are too loose. Keep the rose working cord under your thumb between knots so the last hitch cannot relax.

Technique Deep-Dive 3 — Open Lattice Wing Tips

The airy mesh at the tips of the upper wing is an alternating DDHH grid: cords cross in pairs, hitch once at each crossing, and the deliberate gaps between crossings are what read as “feather barbs”.

1



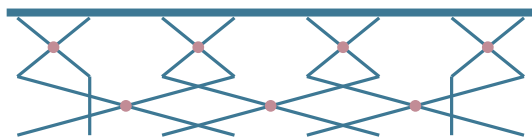
After the last solid DHH row, split the feather's 8 ends into 4 pairs. Pin the feather flat first.

2



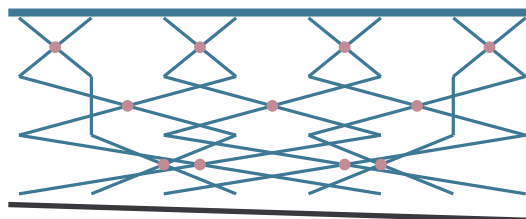
Cross neighbouring pairs left-over-right and lock each crossing with a single DDHH. Keep 5 mm of air above each crossing.

3



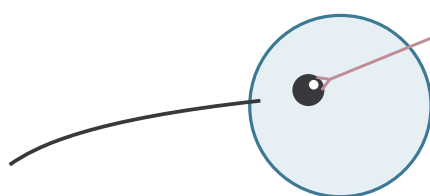
Next row, alternate: cross pair 2 with 3, pair 4 with 5 — the offsets build the diamond mesh.

4



closing DDHH row
After 3 mesh rows, gather all ends over the shaft legs with one DDHH row to close the tip, then trim to 2 mm.

Eye Bead Placement



4 mm black bead

Thread onto the 3rd working end of group B during Head row 4, two rows behind the beak wrap, slightly above the mid-line.
Lock with one DHH directly under the bead so it cannot rotate.

Troubleshooting

Problem	Likely cause	Fix
Feather edges wave or ruffle	DDHH filler held too loose	Re-tension: pull the shaft leg taut BEFORE each hitch, not after
Head cap looks lumpy	Rows not packed / filler curve too sharp	Push each row up with a pin; ease the filler curve over 2 rows
Rose bleeds past the colour line	C1 carried across the front	Always pass the rose to the BACK at the stop warp
Picots disappear	Loops pulled out by the next knot	Pin each picot as you form it; roll them proud before steaming

Problem	Likely cause	Fix
Lattice mesh collapses	Crossings locked too tight together	Keep 5 mm of air above each crossing; re-pin the grid and steam
Bird curls off the board	Uneven VDHH tension	Steam-block face-down under a pressing cloth for 10 s
Bead eye rotates or sags	No locking knot beneath	Add one DHH directly under the bead; a dot of glue inside the hole
Fringe looks stringy	Cut before combing	Comb waxed cord with a fine brush, THEN trim the taper

General Tips & Finishing

- **Blocking:** waxed polyester holds a steamed shape almost permanently — block once, block well. Pin generously and let the piece cool fully before unpinning.
- **Brushing:** only the tail fringe gets brushed. Never brush knotted areas; the wax will bloom white.
- **Sealing:** melt-tack blue ends with a lighter tip (waxed poly fuses cleanly); use Fray-Chek on the rose, which scorches darker.
- **Care:** dust with a soft brush; keep out of direct sun — rose tones fade first. Re-steam drooping feathers over a kettle for 5 seconds.
- **Display:** the bird weighs almost nothing — a single stitch through the body onto a hoop of white cord (like the inspiration wall hanging) carries it.