

<b>Overshot</b>	<b>Crackle (Traditional)</b>	<b>Summer &amp; Winter</b>
Supplementary weft weave based on a straight twill	Supplementary weft weave based on a 3-shaft pointed twill, with some Summer & Winter characteristics	Tied unit weave
Ground warp and ground weft same size yarn, pattern weft larger and loftier	Ground warp and ground weft same size yarn, pattern weft larger and loftier	Ground warp and ground weft same size yarn, pattern weft larger and loftier
Four blocks on 4 shafts: <b>A:</b> 1, 2, 1, 2; <b>B:</b> 2, 3, 2, 3; <b>C:</b> 3, 4, 3, 4; <b>D:</b> 4, 1, 4, 1	Four blocks on 4 shafts: <b>A:</b> 1, 2, 3, 2; <b>B:</b> 2, 3, 4, 3; <b>C:</b> 3, 4, 1, 4; <b>D:</b> 4, 1, 2, 1	Two blocks on 4 shafts; <b>A:</b> 1, 3, 2, 3; <b>B:</b> 1, 4, 2, 4; <b>selvage:</b> 1, 3, 2, 4
Adjacent blocks share a thread; one thread is eliminated when these blocks are threaded next to each other, <b>2</b> in this example; A and B: 1, 2, 1, <b>2</b> , 3, 2, 3	Adjacent blocks share a thread; an incidental thread is added when these blocks are threaded next to each other, <b>1</b> in this example; A and B: 1, 2, 3, 2, <b>1</b> , 2, 3, 4, 3	Blocks have in common the tie-down shafts, 1 and 2
Block size is variable, can be as long as desired, limited by the float length, odd and even must be maintained	Blocks are fixed, but they can be repeated; odd and even must be maintained and floats must always be 3-threads long or less	Block size is fixed, but can be repeated; floats are limited by the tie-down shafts, always 3-threads long
Ground cloth is tabby treadled 1 & 3 vs. 2 & 4 (odd vs. even)	Ground cloth is tabby treadled 1 & 3 vs. 2 & 4 (odd vs. even)	Ground cloth is tabby treadled 1 & 2 vs. 3 & 4 (tie-down vs. pattern shafts)
Three areas: solid pattern weft blocks, blocks of plain weave and half tones	Two areas: blocks and half tones	The blocks have a stippled appearance; the specific look depends on the treadling