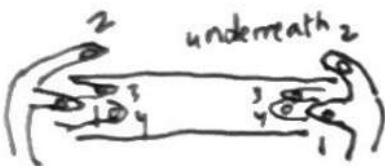


# 拉面



Roll your dough  
log in flour



Stretch your dough (but not  
too much)

Convention:

1 2 3 4 5  
Thumb Pinky palm vs. back of the hand

≈ = Palm Wrinkles/Dimples

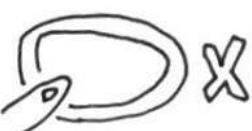
## ESTABLISHING THE FORMAT



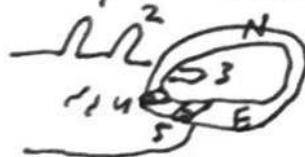
always loop the  
circle (of new) up!



left hand  
Put your middle finger  
through the loop (use your  
right hand to pinch two  
dough ends together)  
from the bottom (not from the  
top)



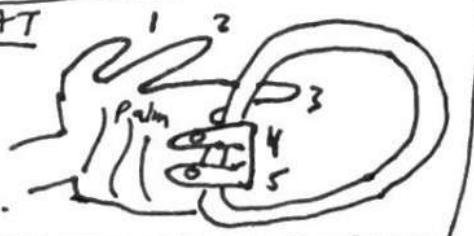
Move a section of the dough  
towards your open 4 & 5 finger



Clasp finger 4+5 over dough

### LEFT HAND FORMAT

Remember  
this format!!  
We will use  
it for the  
rest of the time.

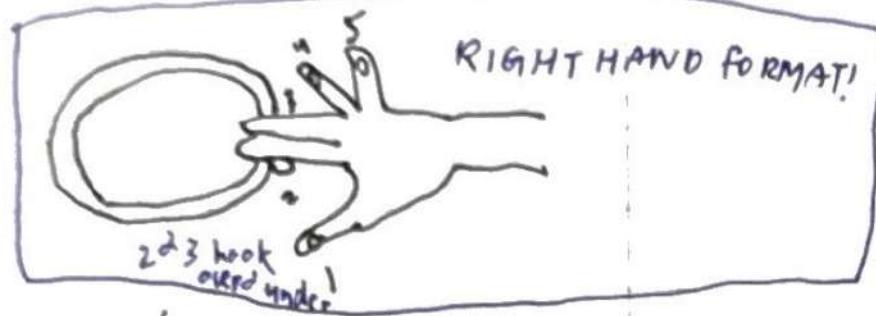


## NOW, FOR THE RIGHT HAND



Fingers 2 & 3 hook  
Always hook at the  
center.

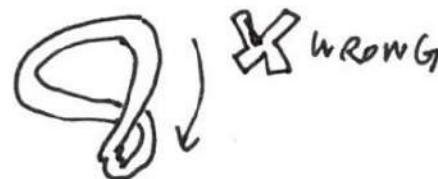
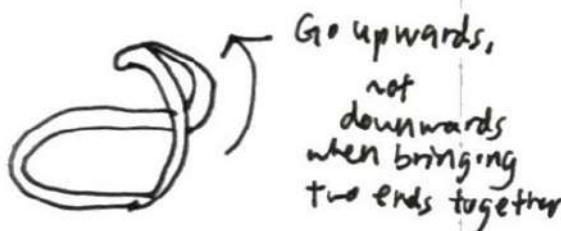
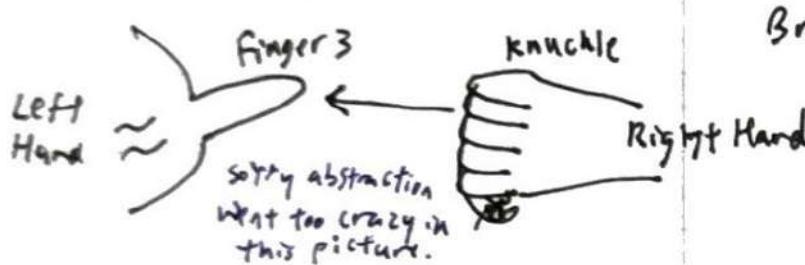
It's the even pull  
in opposite directions  
that makes for even  
noodles. Pull close to  
the table.



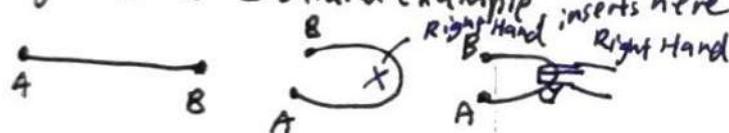
↳ Honestly 4 & 5 don't need to be splayed out like in the drawing. These fingers don't matter as much. Just 2 & 3.



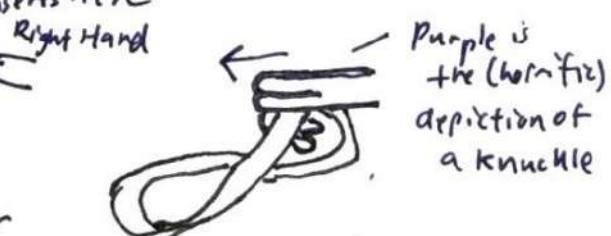
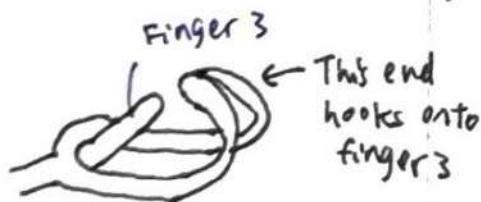
### MULTIPLICATION



If we go back to 1 strand example,



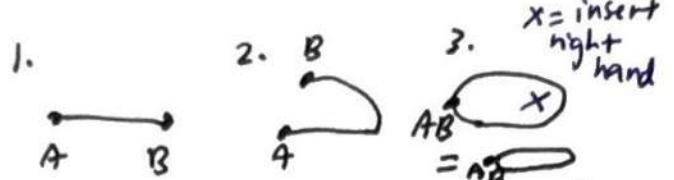
Same idea, this makes it really easy (so long as you don't lose your place ~~between~~ / mix up A and B) to know where to insert right hand.



Remember, it's right is the knuckle that brings the end towards strands the finger 3 left hand

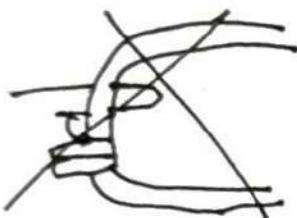
## REPEAT THE PROCESS

~~Now, it's~~ Everything simplifies down to a 2-strand model.

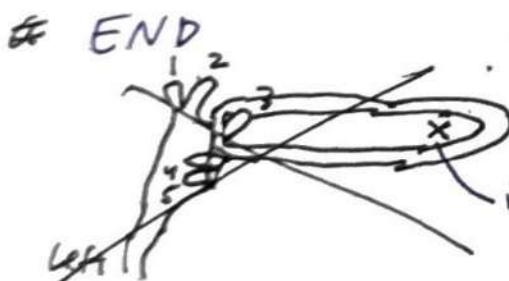
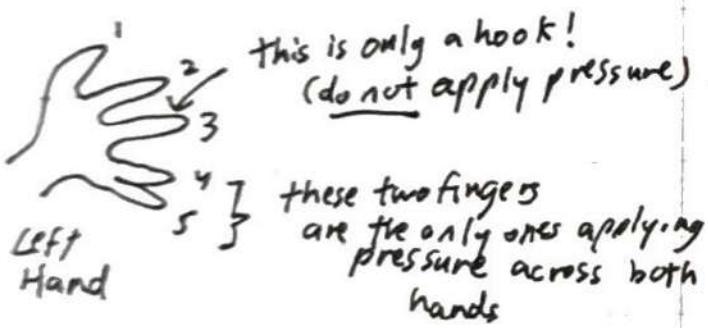


one thing for strand & excess dough management:

take on Left Hand, take your last batch of hooked strands and move to under your 4&5 left fingers, then clasp, then under those fingers, then trim the excess dough.



(new insights 1.0)



(note: the many strands are abstracted as one loop here)

insert right hand here

Right Hand



Hook this end to  
your left hand 2nd finger.

(Hook using the same RH finger 2&3 knuckle  
gesture as before)

