



## PATROON - INFO

Dit is de lay-out van beide deken. De nummers komen overeen met de delen. Zoals je kunt zien moeten de meeste delen 4 keer gemaakt worden, behalve het middelste vierkant van de grote deken. Samen met deel 5 zal ik ook de rand voor de deken geven.

Beide deken zijn vierkant, maar de kleine deken kun je verlengen tot een rechthoek door vierkant 5 en 6 2 keer te maken.

Het belangrijkste van dit patroon is dat je je steken **BLIJFT TELLEN**, omdat een foutje zo is gemaakt en pas wordt gevonden in de volgende ronde. In het begin is het uithalen nog niet veel werk, maar er zijn rondes van +150 steken. Dus tel je steken want dan vind je het foutje voor de volgende hoek.

In de meeste patronen is er een driehoek voor elke kant. Let goed op want de eerste 16 toeren van elke driehoek in elk vierkant is hetzelfde, maar daarna kan het verschillend zijn voor elke driehoek. **Zorg ervoor dat je de volgorde van de driehoeken niet verwisseld!!**

Het schema is verdeeld over 2 pagina's en in kleur. Ik maak altijd gebruik van kleur om de schema's makkelijker te kunnen lezen. Als je een zwart/wit printer hebt is het geen probleem want er zit genoeg contrast in de kleuren.

1	2	3	1
3	4	4	2
2	4	4	3
1	3	2	1

1	2	5	3	1
3	4	6	4	2
5	6	7	6	5
2	4	6	4	3
1	3	5	2	1

## TERUGGAANDE TOER

Bevestigen: schuif en draai, haal door 1 lus,

Schuif en draai, haal door 2 totdat er nog maar 5 lussen op de naald staan, schuif en draai tot en met de laatste toer.

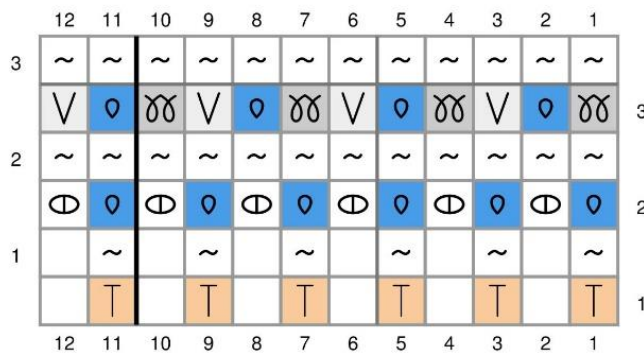
## HET PATROON

Maak dit vierkant 4 keer.

Als je met een nieuwe bol moet beginnen voor de teruggaande toer halverwege je vierkant dan moet je een beetje plannen! Je wisselt van draad bij het maken van de eerste helft van de hoek. Als je het ergens anders doet kan het opvallen.

## DE START JE EEN VIERSKANT

Hier volgt een korte instructie hoe je een vierkant start. De complete instructie staat in de tutorial.



### Ronde 1

Magische cirkel (1lus op de naald) 5TES (6 lussen op de naald)

### Ronde 2

Sluit de magische cirkel

### 6x (TKS, TFS)

### Ronde 3

(2nd half corner), TKS, (1st half corner),

(2nd half corner), TKS, (1st half corner),

(2nd half corner), TKS, (1st half corner),

(2nd half corner), TKS, (1st half corner)

Op de laatste 2 pagina's vind je het schema vanaf toer 4. Hieronder vind je de geschreven instructies van het gehele vierkant.

### Ronde 4

(2nd half corner), 3TKS, (1st half corner),

(2nd half corner), 3TKS, (1st half corner),

(2nd half corner), 3TKS, (1st half corner),

(2nd half corner), 3TKS, (1st half corner)

### Round 5

(2nd half corner), TKS, TRS, TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, TKS, TRS, TKS, (1st half corner)

### Round 6

(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner)

### Round 7

(2nd half corner), TKS, 2TRS, 3TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 3TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 3TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 3TKS, 2TRS, TKS, (1st half corner)

### Round 8

(2nd half corner), TKS, 2TRS, 5TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 5TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 5TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 5TKS, 2TRS, TKS, (1st half corner)

### Round 9

(2nd half corner), TKS, 2TRS, 7TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 7TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 7TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, 7TKS, 2TRS, TKS, (1st half corner)

### Round 10

(2nd half corner), TKS, 2TRS, TKS, 2TRS, 3TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, 3TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, 3TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 2TRS, 3TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner)

### Round 11

(2nd half corner), TKS, 2TRS, TKS, 9TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 9TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 9TRS, TKS, 2TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 2TRS, TKS, 9TRS, TKS, 2TRS, TKS, (1st half corner)

## Round 12

(2nd half corner), TKS, 2TRS, TKS, 2TRS, 2TKS, 3TRS, 2TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, 2TKS, 3TRS, 2TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, 2TKS, 3TRS, 2TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, 2TKS, 3TRS, 2TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner)

## Round 13

(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner),

(2nd half corner), TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 2TRS, TKS, (1st half corner)

## Round 14

(2nd half corner), TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 3TRS, TKS, (1st half corner),

(2nd half corner), TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 3TRS, TKS, (1st half corner),

(2nd half corner), TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 3TRS, TKS, (1st half corner),

(2nd half corner), TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 3TRS, TKS, (1st half corner)

## Round 15

(2nd half corner), TKS, 5TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 5TRS, TKS, (1st half corner),

(2nd half corner), TKS, 5TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 5TRS, TKS, (1st half corner),

(2nd half corner), TKS, 5TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 5TRS, TKS, (1st half corner),

(2nd half corner), TKS, 5TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 5TRS, TKS, (1st half corner)

## Round 16

(2nd half corner), TKS, 7TRS, 3TKS, 5TRS, 3TKS, 7TRS, TKS, (1st half corner),

(2nd half corner), TKS, 7TRS, 3TKS, 5TRS, 3TKS, 7TRS, TKS, (1st half corner),

(2nd half corner), TKS, 7TRS, 3TKS, 5TRS, 3TKS, 7TRS, TKS, (1st half corner),

(2nd half corner), TKS, 7TRS, 3TKS, 5TRS, 3TKS, 7TRS, TKS, (1st half corner)

### Round 17

(2nd half corner), TKS, 27TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 27TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 27TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 27TRS, TKS, (1st half corner)

### Round 18

(2nd half corner), 2TKS, 8TRS, 3TKS, 5TRS, 3TKS, 8TRS, 2TKS, (1st half corner),  
(2nd half corner), 2TKS, 13TRS, TKS, 10TRS, 5TKS, (1st half corner),  
(2nd half corner), 5TKS, 5TRS, 3TKS, 5TRS, 3TKS, 8TRS, 2TKS, (1st half corner),  
(2nd half corner), 2TKS, 27TRS, 2TKS, (1st half corner)

### Round 19

(2nd half corner), TKS, TRS, 2TKS, 6TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 6TRS, 2TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, 2TKS, 11TRS, 3TKS, 9TRS, TKS, 4TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 4TRS, TKS, 4TRS, TKS, 3TRS, TKS, 3TRS, TKS, 3TRS, TKS, 6TRS, 2TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, 2TKS, 25TRS, 2TKS, TRS, TKS, (1st half corner)

### Round 20

(2nd half corner), 2TKS, 2TRS, 2TKS, 4TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 4TRS, 2TKS, 2TRS, 2TKS, (1st half corner),  
(2nd half corner), 2TKS, 2TRS, 2TKS, 9TRS, TKS, TRS, TKS, TRS, TKS, 8TRS, TKS, TRS, 5TKS, (1st half corner),  
(2nd half corner), 5TKS, TRS, TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, 5TRS, TKS, 4TRS, 2TKS, 2TRS, 2TKS, (1st half corner),  
(2nd half corner), 2TKS, 2TRS, 2TKS, 23TRS, 2TKS, 2TRS, 2TKS, (1st half corner)

### Round 21

(2nd half corner), TKS, TRS, 2TKS, 2TRS, 2TKS, 3TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 3TRS, 2TKS, 2TRS, 2TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, 2TKS, 2TRS, 2TKS, 7TRS, TKS, 2TRS, TKS, 2TRS, TKS, 7TRS, TKS, TRS, TKS, 4TRS, TKS, (1st half corner),  
(2nd half corner), TKS, 4TRS, TKS, TRS, TKS, 3TRS, TKS, 2TRS, TKS, 2TRS, TKS, TRS, TKS, 2TRS, TKS, 2TRS, TKS, 3TRS, 2TKS, 2TRS, 2TKS, TRS, TKS, (1st half corner),  
(2nd half corner), TKS, TRS, 2TKS, 2TRS, 2TKS, 21TRS, 2TKS, 2TRS, 2TKS, TRS, TKS, (1st half corner)

## Round 22

(2nd half corner), 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, 3TRS, 2TKS, 3TRS, TKS, TRS, TKS, 3TRS, 2TKS, 3TRS, 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, (1st half corner),

(2nd half corner), 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, 5TRS, TKS, 3TRS, TKS, 3TRS, TKS, 6TRS, TKS, TRS, TKS, TRS, 5TKS, (1st half corner),

(2nd half corner), 5TKS, TRS, TKS, TRS, TKS, 4TRS, 2TKS, 3TRS, TKS, TRS, TKS, 3TRS, 2TKS, 3TRS, 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, (1st half corner),

(2nd half corner), 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, 19TRS, 2TKS, 2TRS, 2TKS, 2TRS, 2TKS, (1st half corner)

## Round 23

(2nd half corner), 4TKS, 2TRS, 2TKS, 2TRS, 2TKS, 7TRS, TKS, TRS, TKS, 7TRS, 2TKS, 2TRS, 2TKS, 2TRS, 4TKS, (1st half corner),

(2nd half corner), 4TKS, 2TRS, 2TKS, 2TRS, 2TKS, 3TRS, TKS, 3TRS, 3TKS, 3TRS, TKS, 5TRS, TKS, TRS, TKS, TRS, TKS, 4TRS, TKS, (1st half corner),

(2nd half corner), TKS, 4TRS, TKS, TRS, TKS, TRS, TKS, 9TRS, TKS, TRS, TKS, 7TRS, 2TKS, 2TRS, 2TKS, 2TRS, 4TKS, (1st half corner),

(2nd half corner), 4TKS, 2TRS, 2TKS, 2TRS, 2TKS, 17TRS, 2TKS, 2TRS, 2TKS, 2TRS, 4TKS, (1st half corner)

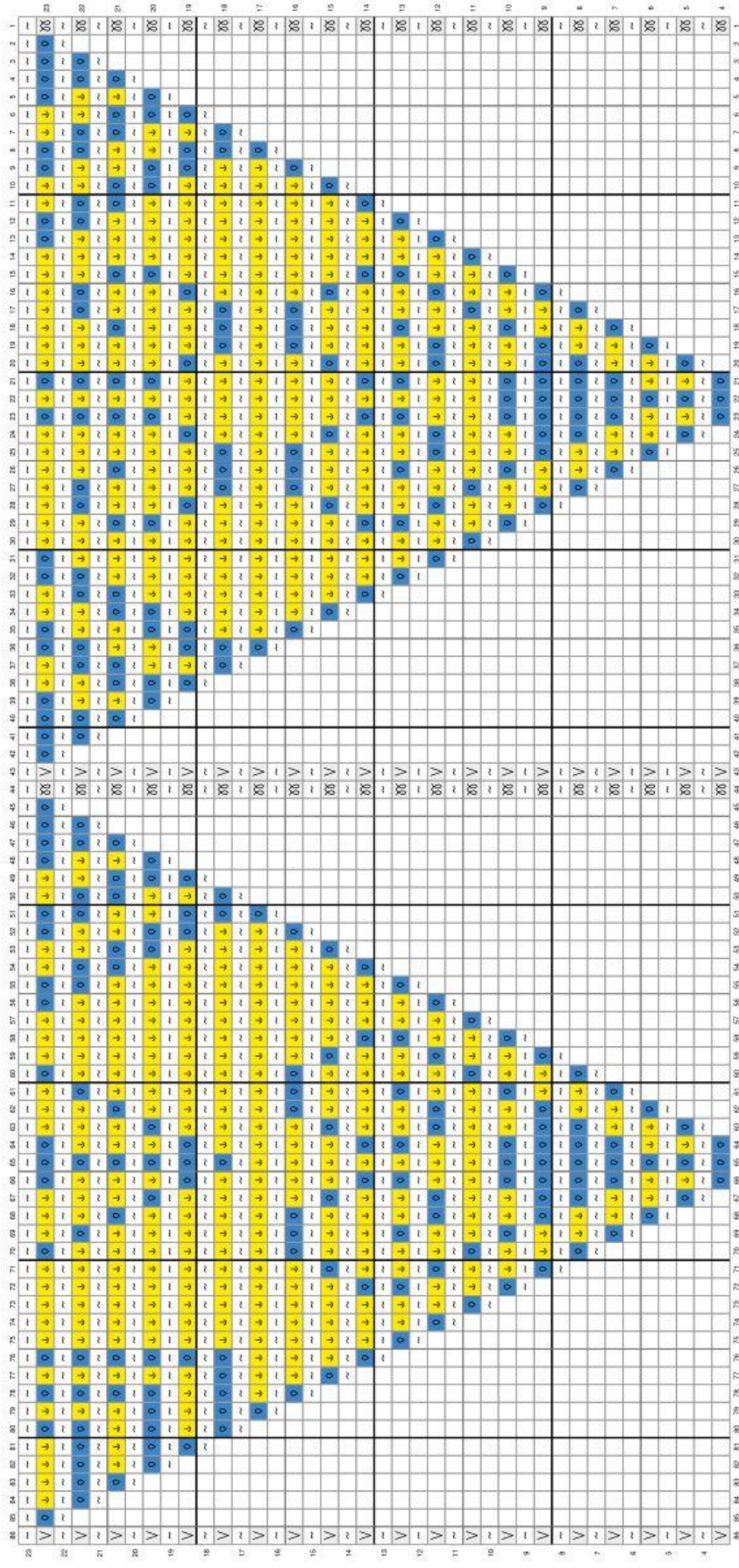
## BINDING OFF

There are many ways to bind off, I worked as followed:

Make all the return stitches leaving 1 loop of color 2 on hook. Insert hook as a **TKS**, YO color 1 and PT stitches and loop on the hook (slipstitch) (1 loop on the hook). **DO NOT** increase on the corners! Close the round with slipstitch in the first slipstitch.

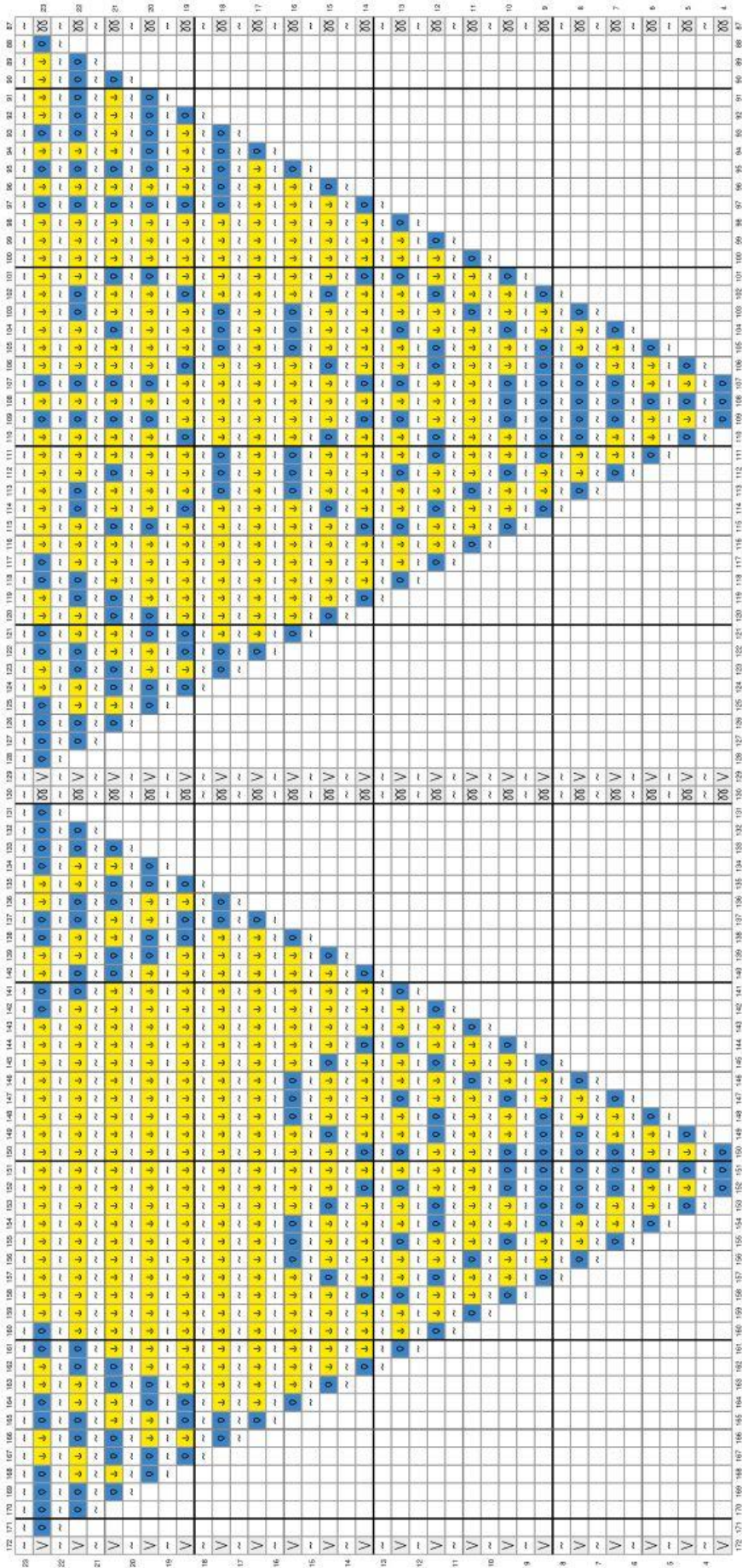
Weave in the ends.

**Make this square 4 times.**



- No Stitch
- ∞∞ 2nd half corner
- TKS
- ↓ TRS
- ~ Return
- ↓ 1st half corner





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