



## PATROON - INFO

Dit is de lay-out van large 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.

De kleine deken is nu afgerond, we gaan verder met de grote verder.

Beide dekens 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	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 VIERKANT

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

	12	11	10	9	8	7	6	5	4	3	2	1	
3	~	~	~	~	~	~	~	~	~	~	~	~	
	V	o	oo	V	o	oo	V	o	oo	V	o	oo	3
2	~	~	~	~	~	~	~	~	~	~	~	~	
	o	o	o	o	o	o	o	o	o	o	o	o	2
1		~		~		~		~		~		~	
		T		T		T		T		T		T	1
	12	11	10	9	8	7	6	5	4	3	2	1	

### Ronde 1

Magic circle (1 loop on the hook) 5TES (6 loops on the hook)

### Ronde 2

Close the magic circle

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)

On the last 2 pages you will find the charts from row 4 and up. Right below you will find the written instructions for the complete square.

### 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)

### Ronde 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)

### Ronde 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)

### Ronde 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)

### Ronde 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)

### Ronde 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)

### Ronde 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)

### Ronde 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)

## Ronde 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)

## Ronde 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)

## Ronde 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)

## Ronde 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)

## Ronde 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)

### Ronde 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)

### Ronde 18

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

### Ronde 19

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

### Ronde 20

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

### Ronde 21

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

## Ronde 22

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

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

(2nd half corner), 5TKS, TRS, TKS, TRS, TKS, 6TRS, 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)

## Ronde 23

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

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

(2nd half corner), TKS, 4TRS, TKS, TRS, TKS, TRS, TKS, 5TRS, 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)

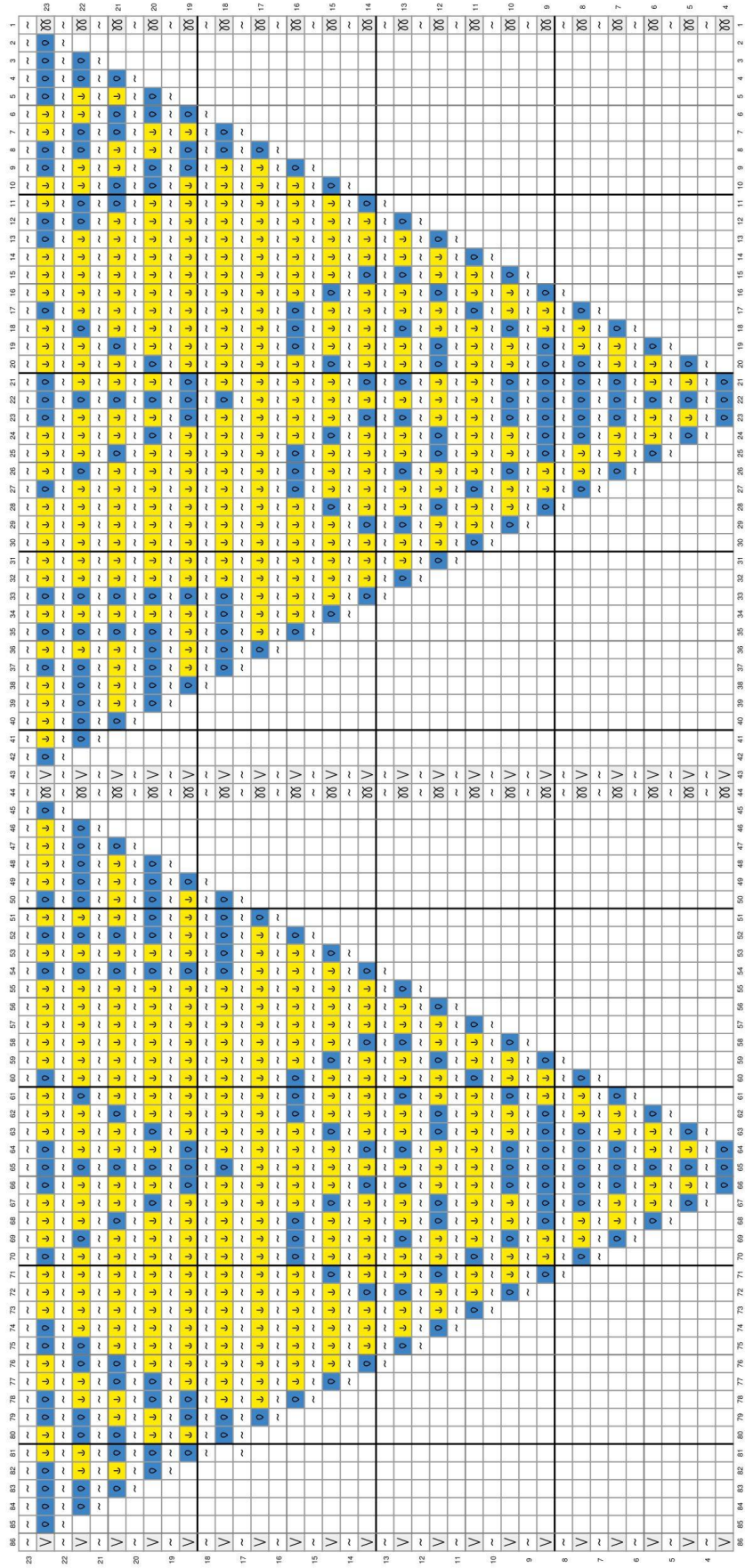
## BINDING OFF







Er zijn vele manieren om de afsluittoer te maken, ik heb als volgt gewerkt:

Maak alle teruggaande steken, laat 1 lus op de naald van kleur 2. Steek je naald in als een **TKS**, YO kleur 1 en PT door de steek en de lus op de naald (halve vaste) (1 lus op de naald). Meerder **NIET** op de hoeken! Sluit de ronde met een halve vaste in de eerste halve vaste.

Werk je draadjes weg

**Maak dit vierkant 4 keer.**



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



