



Salt and Pepper - Cowl

No. 1006-204-1475

Skill Level: Beginner

Measure: 36 cm x 25 cm

Crochet Hook: 4 mm (US size G)

Materials: Sewing needle for weaving in the ends, scissors

Gauge: 14 sts = 10 cm

13 rows = 10 cm

in the stitch pattern used

Yarn: Hurricane

Film Noir (#8) - 1 cake

Info: Half a cake will be enough to make this cowl. With 1 cake you can make the cowl and the Salt and Pepper fingerless gloves, that matches the cowl.

Buy your yarn here:

<http://shop.hobbii.com/salt-and-pepper-cowl>

Abbreviations used in this pattern:

Ch - chain

Sc - single crochet

Dc - double crochet

BPdc - back post double crochet: Insert the hook from back to front (= right space of a post) and then from front to back (= left space of same post). Work the dc around the post of a stitch.

FPdc - front post double crochet: yarn over, insert the hook from front to back (= right space of a post) and then from back to front (=left space of same post). Work the dc around the post of the stitch.

Sl st - slip stitch

St(s) - stitch (es)

* repeat section

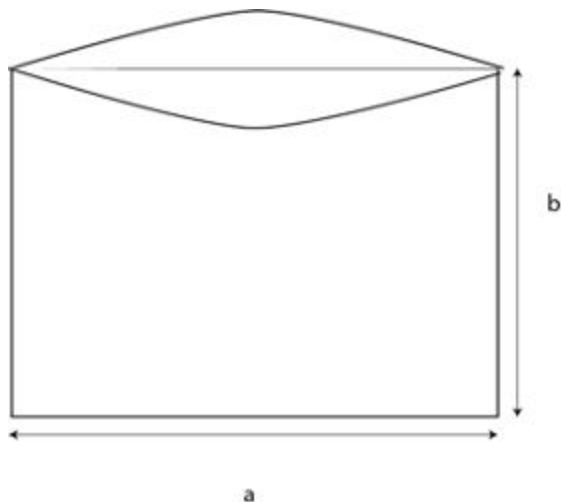
R| - row/round

Final Measurements

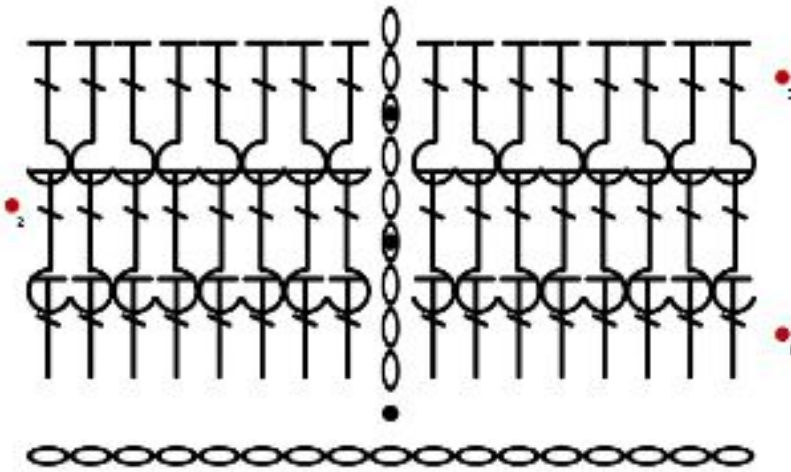
This pattern is available in one size.

Width a: 36 cm

High b: 25 cm



Stitch chart



Pattern Notes

Ch 3 at the beginning of the round counts as first st.

All rounds are connected with a slip stitch in the 3rd stitch of the starting chain.

If you want to adjust the width, chain a multiple of 2 plus Ch 3 and start with 1st dc in the 5th chain from the hook.

Instructions

Start | ch 100 and join the ends with a sl st to make a circle.

R1 | ch 3, starting with 5th st, 1 dc in each st, join with a sl st with 3rd st of the starting ch.

R2 | Ch 3, *1 FPdc, 1 BPdc* Repeat until you have 1 st left, 1 FPdc, join with a sl st with 3rd st of the starting ch.

R3 | ch 3, *1 BPdc, 1 FPdc* Repeat until you have 1 st left, 1 BPdc, join with a sl st with 3rd st of the starting ch.

Repeat **R2** and **R3** until you have 33 rounds.

To finish

Weave in all ends and block to measurements.

Enjoy!

