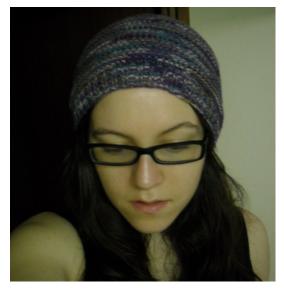
PATTERSON BEANIE

Looking for a hat to relax in? This slouchy welted beanie is perfect for you! Since there is no lace pattern its ideal for showing off a multi-coloured yarn. You can also experiment with doing the pearl sections in one colour and the knit sections in another.



Tools:

Japanese 3.6mm circle needles (US 4)
1.75 skeins of a multi-coloured yarn (I used Noro Lily Multi)
Stitch markers
Tapestry needle

RIB:

CO 100 stitches – I prefer using the long tail cast on method. Join into a round, and add an end of row marker.

k1 p1 for the entire row. Repeat for 10 rows. I use stitch markers every 10 stitches to make sure I don't make a mistake.

BODY:

*Pearl 3 rows. Knit 6 rows. Repeat from * 5 times

DECREASES:

Knit 6 rows

After your fifth knit section, it is time to make decreases. Once the yarn gets tight on your needles, use the magic loop method.

Pearl 1 row *p4 p2tog (repeat from *) – you will have 90 stitches Pearl 1 row Knit 6 rows

Pearl 1 row *p3 p2tog (repeat from *) – 64 stitches Pearl 1 row Knit 6 rows

Pearl 1 row *p3 p2tog (repeat from * to last 4 stitches) p4 – 52 stitches Pearl 1 row



Pearl 1 row *p3 p2tog (repeat from * to last 2 stitches) p2 – 42 stitches Pearl 1 row Knit 6 rows



Pearl 1 row p2tog for 1 row – 21 stitches
*p2tog (repeat to the last stitch) p1 – 11 stitches
*p2tog (repeat to the last stitch) p1 – 6 stitches
Cut a 5 inch tail, pull the yarn through the last 6 stitches using tapestry needle. Weave in ends and cut tails.

* I pushed in the tip of the hat, because I like the look.

VARIATIONS:

If you want a slouchier body, I suggest that in the third row of the first pearl section increase the number of stitches by doing p4 m1, to end up with 110 stitches. Though, the original body is already very large. My head is pretty large and the rib is very comfortable on me. But if you have a small head try CO 90 stitches and then increase in the third pearl section by p4 m1 to the end of the row and then m1 one more time (end up with 100 stitches).

