Take-Tac-Go!

Crochet Pattern by Deborah Ellis of Neatly Tangled

http://neatlytangled.com

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Skill Level: Easy

Materials: Worsted weight yarn of your choice, in two or more colors. You'll need approximately 3 ounces of the main/motif color and an ounce of your contrast color. For the Xs and Os, size H (5.0 mm) hook. For gameboard/carry pouch, size I (5.5 mm) hook. One button 1 to 1.25 inches (2.5 to 3.2 cm) in diameter, and appropriate thread and needle for sewing it on. Tapestry needle for weaving ends.

Abbreviations:

ch...chain stitch
hdc...half double crochet
sc...single crochet
sl st...slip stitch
yo...yarn over

Special stitches:

sc2tog: Insert hook through both loops of next sc, yo and pull through, insert hook through both loops of next sc, yo and pull through, yo and pull through all 3 loops on the hook: 1 sc2tog (counts as 1 sc).

Notes:

You may prefer to use a sturdy acrylic for this pattern, since it can then be washed easily if needed. This pattern can be worked with any weight yarn and an appropriate hook...bigger yarn/hook will produce a bigger piece. As written, the finished gameboard is approximately 7.5 inches (19 cm) square. The Xs and Os are approximately 1.5 inches (3.8 cm) across.

Gauge is 4 sc and 4 rows = 1 inch, but it isn't terribly important...what you're looking for is the combination of hook and yarn that will give you nice, flat pieces for the gameboard and pouch.

The motifs are worked in spirals. Do not join rounds. You may find it useful to mark the first stitch of each round.

Pattern:

Xs (Make 5):

With Smaller Hook:

First 'arm': Ch 5. Sl st in 2nd ch from hook and each ch across: 4 sl st.

Second 'arm': Ch 4. Sl st in 2nd ch from hook and each ch across (3 sl st), and in last ch sl stitched in on first 'arm' (starting chain for the whole X): 4 sl st.

Third 'arm': Repeat second 'arm.'

Final 'arm': Repeat second 'arm.' Clip yarn, leaving a tail at least 6 inches long. Pull tail back through work so that it is held to the front of your X. Chain 1, then pull end through that chain st to fasten off. Thread tail onto tapestry needle and pull knot back through center of X and weave in ends.

Os (Make 5):

Ch 7, join with sl st to form ring.
Ch 2, then make 20 hdc in ring: 21 hdc.
Sl st in top chain of ch 2, fasten off and weave in ends.

Gameboard:

With Larger Hook:

Square Motif (Make 9):

Round 1: Chain 4. 11 dc in 4th ch from hook: 12 dc.

Round 2: Sc in top chain of round 1's starting chain. *[Hdc, ch 2, hdc] all in next dc, sc in each of next 2 dc.* Repeat from * to * 2 more times, then [hdc, ch 2, hdc] all in next dc, sc in next dc. You should have four corners that are (hdc, ch 2, hdc), and the sides should have 2 sc between each corner.

Round 3: Sc in next sc, sc in next hdc. *[Sc, ch 2, sc] all in ch-2 sp, then sc in each stitch across side (4 sc).* Repeat from * to * 2 more times, then *[Sc, ch 2, sc] all in ch-2 sp, sc in next hdc, sc in next sc, sl st in first sc of round and fasten off.

Joining Motifs:

Join your motifs with four single crochet seams as follows: holding wrong sides together, sc in the " true" back loops only of each stitch across to join. (These will be the loops that are the middle two of the four loops as you are holding the motifs. Or, to look at it another way, it is the loop that's furthest from you on the motif facing you, and the loop that's closest to you on the motif facing away from you.) The nine motifs joined together in this fashion form the gameboard.

Edging gameboard:

With right side facing you, join in the back loop of any stitch and sc in back loop only of each st across. After last st of side (first ch st from existing corner), ch 2, then sc in back loop of first stitch of new side (second ch st of existing corner). At end of round, join with sl st to first sc and fasten off. Weave in ends. Each side should have 26 stitches (24 sc and 2 ch).

Pouch:

Main Pouch (This will make a rectangle as wide as but slightly shorter than the gameboard.):

With motif color, ch 27.

Row-1: Sc in 2nd ch from hook and each ch across: 26 sc. Ch 1, turn.

Rows 2-29: Sc in each sc across, chaining 1 and turning at the end of each row. At the end of last row, instead of making a chain fasten off. Weave in ends.

Flap:

With motif color, ch 27.

Row-1: Sc in 2nd ch from hook and each ch across: 26 sc.

Rows 2-4: Ch 1, turn. Sc in each sc across: 26 sc.

Row 5: Ch 1, turn. Sc2tog, 22 sc, sc2tog: 24 sc.

Row 6: Ch 1, turn. Sc2tog, 20 sc, sc2tog: 22 sc.

Row 7: Ch 1, turn. Sc2tog, 18 sc, sc2tog: 20 sc.

Row 8: Ch 1, turn. Sc2tog, 16 sc, sc2tog: 18 sc.

Row 9: Ch 1, turn. Sc2tog, 14 sc, sc2tog: 16 sc.

Row 10: Ch 1, turn. Sc2tog, 12 sc, sc2tog: 14 sc.

Row 11: Ch 1, turn. Sc2tog, 3 sc. Ch 4, skip 4 sc and sc into next sc and next 2 sc. Sc2tog. You'll have 4 sc, then a ch-4 sp, then 4 sc. This forms the buttonhole.

Row 12: Ch 1, turn. Sc2tog, sc in each sc and ch st across, sc2tog in last 2 sc: 10 sc.

Row 13: Ch 1, turn. Sc2tog, 6 sc, sc2tog: 8 sc.

Row 14: Ch 1, turn. Sc2tog, 4 sc, sc2tog: 6 sc. Fasten off and weave in ends.

Assembly:

With wrong sides together and the right side of the gameboard facing you, join the main pouch and flap to the gameboard as follows: Align the gameboard and pouch/flap pieces and join in any stitch by single crocheting through both. Sc through both around, adding a ch-2 to the corners to keep them square as when edging the gameboard. At the end of the round, join with sl-st to first sc and fasten off. Weave in ends.

Sew on button and enjoy your game!