

Rosedale Cowls

~a Knitter Bunny Pattern~



Rosedale A



Rosedale B

This pair of cowls was inspired by my mother. When she visited over the holidays she commented on how pretty the beaded yarn was and I could not pass up the opportunity to make her some easy cowls.

I thought that other knitters might appreciate what an easy and yet pretty cowl pattern this is, so I wrote up a quick pattern!

Named for an area south of Hillsboro, the Rosedale cowls present 2 different options for wearing this luscious hand-beaded yarn.

This pattern is meant for adventurous novice knitters to experienced knitters and all those in-between. Please read the entire pattern before beginning.

Yarn: 2 Skeins Louisa Harding Grace Hand Beaded, 31% Merino, 31% Silk, 30% Other, 8% Polyester, 74 yards (148 yards total for each cowl), Purple

Needle: US 8 (5 mm) Hiya Hiya Steel Interchangeable needles or needles to obtain gauge

Gauge: 4 stitches per inch (spi) and 5 rows per inch (rpi) OR 16 stitches & 20 rows to 4 inches/10 cm in stockinette (unblocked)

Size: A- 20 inches around by 8 inches wide
B- 36 inches around by 7 inches wide

To alter the size: Adjust your gauge to increase or decrease the circumference of the scarf as needed. Alter the width as desired.

Rosedale A:

Cast on 35 stitches using the Long Tail Cast-On. Knit every row until you have used almost all of your yarn. Cast off.

Sew the cast-off edge to the cast-on edge using mattress stitch.

Wash and block gently to allow the yarn to bloom.

Rosedale B:

Cast on 25 stitches using the Long Tail Cast-On.

Row A: Knit

Row B: Purl

Continue to repeat rows A and B until you have used almost all of your yarn. Cast off.

Sew the cast-off edge to the cast-on edge using mattress stitch.

Wash and block gently to allow the yarn to bloom. This cowl should roll in on itself.

To create a shorter and wider cowl, cast on 30 or 35 stitches.

Other Thoughts:

These cowls would also be great with striped yarn, sparkly yarn, handspun and beaded, or so many other kinds of yarn.