



By Aurora Lozada April 2011

I designed this little basket for the Online Class Contest on April 2011. You can use and share this pattern respecting the author's rights. Not for sell.

**Thread:**

On\_Shuttle\_A\_Size10= 12mt 72cm or 13yd 2ft 9in  
On\_Shuttle\_B\_Size10= 11mt 85cm or 12yd 2ft 11in

On\_Shuttle\_A\_Size20= 10mt 38cm or 11yd 1ft 1in  
On\_Shuttle\_B\_Size20= 09mt 53cm or 10yd 1ft 3in

On\_Shuttle\_A\_Size40= 07mt 56cm or 08yd 0ft 9in  
On\_Shuttle\_B\_Size40= 06mt 96cm or 07yd 1ft 10in

# add 25 cms (10" to thread1 and 10" to thread2) to do the last chain comfortably

R= Ring SR= Split Ring  
C= Chain SC= Split Chain LJ= Lock join  
RTOC= Ring Thrown Off Chain  
PC= Picot using gauge 1cm heigh

VSP= Very Small Picot 3mm heigh

**[ROUND 1]** # foot of the basket

R0= 8DS pc 8DS CR RW  
C= 16DS RW

2 { # repeat 2 times

R= 8DS + 8DS CR RW

C= 16DS RW

}

R= 8DS + 8DS CR RW

C= 16DS RW LJ R0 DNRW

# lock join to base of R0

**[ROUND 2]** #base of the basket

C=3DS

<RTOC = 4DS vsp 4DS vsp 4DS vsp 4DS CR>

2DS  
<RTOC = 4DS vsp 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS vsp 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS vsp 4DS vsp 4DS vsp 4DS CR>  
3DS LJ R  
# Lock join to next free base of ring of last round

2 { # repeat 2 times  
C=3DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
2DS <RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
3DS LJ R  
# Lock join to next free base of ring of last round  
}

C=3DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
2DS  
<RTOC = 4DS + 4DS vsp 4DS vsp 4DS CR>  
# join to last picot of previous ring of round

SC= 2DS LJ R / 3DS  
# Lock join to base of first ring of last round

SR= 4DS + 4DS / 4DS + 4DS CR  
# join to last picot of previous ring of this round  
# join to first picot of previous ring of this round

**[ROUND 3]** #body of the basket  
SR= 8DS vsp 8DS / 8DS vsp 8DS CR  
C= 8DS vsp 3DS vsp 3DS vsp 8DS RW

14 { # repeat 14 times  
R= 8DS + 8DS + 8DS vsp 8DS RW

# join to last picot of previous ring of this round  
# join to central picot of ring of previous round

C= 8DS +C 3DS vsp 3DS vsp 8DS RW  
# join to last picot of previous chain of this round  
}

R= 8DS + 8DS + 8DS + 8DS RW  
# join to last picot of previous ring of this round  
# join to central picot of ring of previous round  
# join to first picot of first ring of this round

SC= 8DS +C 3DS +C 3DS / 8DS RW  
# join to last picot of previous chain of this round  
# join to first picot of first chain of this round

**[ROUND 4]** #crown of the basket  
SR= 6DS / 6DS CR  
C= 8DS LJ C 8DS RW  
# lock join to middle picot of chain of previous round

15 {

R= 6DS +C 6DS CR RW

# join to next picot of chain of last round

C= 8DS LJ C 8DS RW

# lock join to middle picot of chain of previous round

}

# joint to base of the first ring of the round