

# Free Knitting Pattern Lion Brand® Landscapes® Hip Slouch Hat Pattern Number: L40743D

Pattern Number: L40743D Designed by Ubaldo Feliciano-Hernandez



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### <u>SKILL LEVEL</u> – Easy

### <u>SIZES</u>

**Finished Circumference** About 17 1/2 (20 1/2) in. (44.5 (52) cm), will stretch to fit a range of sizes.

Finished Height About 12 in. (30.5 cm)

**Note:** Pattern is written for smaller size with changes for larger size in parentheses. When only one number is given, it applies to both sizes. To follow pattern more easily, circle all numbers pertaining to your size before beginning.

#### MATERIALS

- Lion Brand® Landscapes® (Art. #545)
  - 212 Volcano 1 ball
- Lion Brand® double pointed knitting needles size 9 (5.5 mm)
- Lion Brand® stitch markers
- Lion Brand® large-eyed blunt needle

## ADDITIONAL MATERIALS

Circular knitting needle size 9 (5.5 mm), 16 in. (40.5 cm) long

### **GAUGE**

16 sts = about 4 in. (10 cm) in St st worked in the rnd (k every rnd). BE SURE TO CHECK YOUR GAUGE.

### <u>NOTE</u>

Hat is worked in one piece in the round, starting with the circular needle and ending with double pointed needles.

### <u> HAT</u>

With the circular needle, cast on 70 (82) sts.

Place marker for beg of rnd and join by knitting the first st on the left hand needle with the working yarn from the right hand needle and being careful not to twist the sts.

Work in St st worked in the rnd (k every rnd) until piece measures about 12 1/2 in. (32 cm) from beg.

Work the Last Rnd with double pointed needles. **Last Rnd:** Knit 2 together around – you will now have 35 (41) sts. Cut yarn, leaving a long yarn tail. Thread yarn tail into blunt needle, then thread through sts of last rnd. Pull to close top of Hat and knot.



#### **FINISHING**

Weave in ends.

#### **ABBREVIATIONS**

beg = beginning k = knit rnd = round st(s) = stitch(es) St st = Stockinette stitch

Every effort has been made to produce accurate and complete instructions. We cannot be responsible for variance of individual crafters, human error, or typographical mistakes.