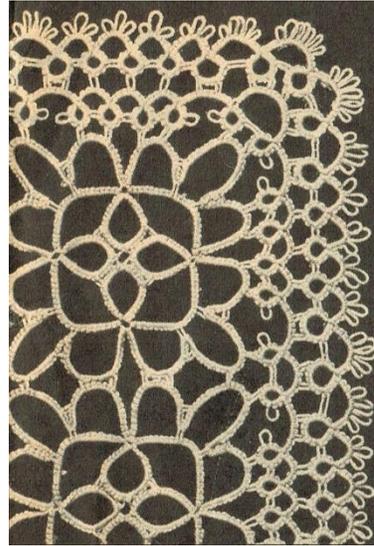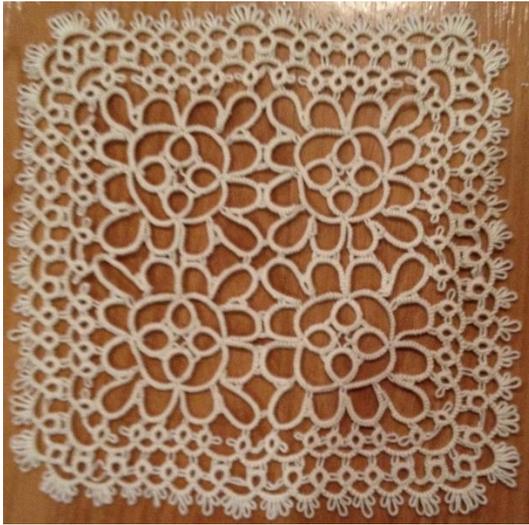# Challenge Piece for Kumeu Show

This piece is to be tatted as 3x3 square motifs (9 in total) then the border edging. It is also to be tatted in two or more colours

The pattern from the NZ Woman's Weekly October 18, 1982

NB: Pictures are smaller than the finished piece

Abbreviations

ds = Double Stitch	Lp = long picot
R = Ring	Sep = separated
CH = Chain	Cl = close
P = picot	RW = reverse work
smp = small picot	Rep = repeat

To start, either wind a shuttle from the ball and keep attached, or wind two shuttles continuous method

First motif

R1: 9ds, p, 7ds, Lp, 7ds, p, 9ds, Cl, RW
*CH: 9ds, 2 smp sep by 5ds, 9ds, RW
R2: 9ds, join to last p on R1, 7ds, join to lp on R1, 7ds, 9, 9ds, Cl, RW
Rep from * twice more joining the last ring to R1 to correspond. CH as previous chain, lock join to the base of R1.
Next row
*CH1: (put in a magic thread) 9ds, 2 p sep by 5ds, 5ds, Smp, 4ds, lock join to next smp on CH on previous row.
CH2: 4ds, join to smp on CH1, 9ds, 2p sep by 5ds, 9ds, Smp, 4ds, lock join to next smp
CH3: 4ds, join to smp on Ch2, 5ds, 2p sep by 5ds, 9ds, lock join to base of next ring on previous row
Rep from * to the end. (put in a magic thread on the last Chain)
Cut and tie, hide ends (using the magic threads)

Second motif

Work the first row as the same as the first motif

Second row

Work the second row as in the first motif but on the chains the "2p sep by 5ds" on one side will be joined to the corresponding p(s) on the chain of the first motif, on the corners only on p will join to each motif.
Complete eight motifs in a square formation

Edging

First Row

To start, either wind a shuttle from the ball and keep attached, or wind two shuttles continuous method

R: 3ds, p, 3ds, join to first p of any free corner CH (from the motifs) 3ds, Lp, 3ds, cl, RW
CH: 3ds, 5p(s) sep by 3ds, 3ds, RW (If using magic threads place one here)
R: 3ds, join to previous Lp, 3ds, join to next p on same motif, 3ds, p, 3ds, cl, RW
These make your corner
*CH1: 3ds, 2p(s) sep by 3ds, 3ds, RW
R1: 3ds, p, 3ds, join to next p on motif, 3ds, smp, 3ds, cl, RW
{CH: 3ds, p, 3ds, RW - R: 3ds, join to smp on R1, 3ds, join to next p on motif, 3ds, smp, 3ds, cl, RW} Repeat twice more
CH: as per Ch1
R: 3ds, p, 3ds, join to next p on motif (will be a corner p) 3ds, Lp, 3ds, cl, RW
Ch: Ch1: 3ds, 2p(s) sep by 3ds, 3ds, RW
R: 3ds, join to previous Lp, 3ds, join to next p on next motif, 3ds, p, 3ds, cl, RW
Ch: as per Ch1*
*Repeat from * to * to the next corner, keep going until back at first corner and either cut and tie or place a magic thread in the last chain.*

Second row

To start, either wind a shuttle from the ball and keep attached, or wind two shuttles continuous method

R1: 4ds, Lp, 4ds, join to the centre p on any free corner of row 1, 4ds, Lp, 4ds, cl, RW

CH1: 3ds, p, 1ds, 5Lp(s) sep by 1ds, 1ds, p, 3ds, RW

*R2: 3ds, join to Lp on Last R, 3ds, join to next p on row 1, 4ds join to next p on row 1, 3ds, LP, 3ds, cl, RW

CH2: 3ds, p, 1ds, 3Lp(s) sep by 1ds, 1ds, p, 3ds, RW

R3: 3ds, join to Lp on R2, 3ds, join to next p on row 1, 4ds, join to next p on row 1, 3ds, smp, 3ds, cl, RW

{CH3: 3ds, p, 1ds, Lp, 1ds, p, 3ds - R: 3ds, join to smp on R3, 3ds, join to next p on row 1, 3ds, smp, 3ds, cl, RW} Repeat twice more

CH: as per CH 3

R: 3ds, join to smp of last R, 3ds, join to next p on row 1, 4ds, join to next p on row 13ds, Lp, 3ds, cl, RW

CH: as per CH2*

Repeat from * to * until next corner

CH: as per CH2

R: as per R2

CH: as per CH1

Repeat R1 and CH1 to complete corner and then repeat from * to * for the next side. Keep going until you have completed all sides then cut and tie (Place a magic thread on last chain) hide ends.