

# ROUND RASCALS ROOSTER



## PIECES

EYES



PUPILS



EYELIDS



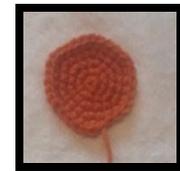
EYELASHES



BEAK



BEAK PLATE



COMB



WATTLES



LEGS & TOES



WINGS



TAIL FEATHERS



## **STITCHES + ABBREVIATIONS**

SC	SINGLE CROCHET
HDC	HALF DOUBLE CROCHET
DC	DOUBLE CROCHET
SC2	SINGLE CROCHET IN NEXT 2 STITCHES
2SC	INCREASE – 2 STITCHES IN SAME STITCH
SC2tog	DECREASE
SL ST	SLIP STITCH
RND	ROUND
Ch	CHAIN
MC	MAGIC CIRCLE
BL	BACK LOOPS
FL	FRONT LOOPS
ST	STITCH
FO	FASTEN OFF
RS	RIGHT SIDE
WS	WRONG SIDE
SK ST	SKIP STITCH

## **MATERIALS**

4mm/G Hook (or smaller or larger, depending on how big you want your toy)

Red Heart Super Saver or other #4 Medium Worsted Weight yarn :

Brown: XX yards

Red: XX yards

Orange: XX yards

Teal: XX yards

Small Amounts (10 yards): Black, White, Yellow

Darning/Sewing Needle

Scissors

Stitch Markers

Pins

Polyfill Stuffing

## AMIGURUMI TIPS

- Secure your magic circle by pulling the starting tail tight and tying a knot. If you can't do a magic circle, simply chain 2 and work the starting stitches in the 2<sup>nd</sup> chain from the hook.
- Amigurumi is worked in the round, which means instead of closing your circles with a slip stitch and a chain, you simply continue around in a spiral, with a stitch marker indicating the start of the next round.
- Carry your tails where possible, unless otherwise indicated.
- When the number is BEFORE the st, such as 2SC, that means you put that many sts in the SAME st (increase sts). When the number is AFTER the st, such as SC2, that means you SC in the next 2 sts (regular sts).
- Secure your sewing tails with knots before weaving them inside the amigurumi.
- Use pins when available, so you can visualize the placement of the pieces BEFORE you sew them on.
- Try to find a happy medium of stuffing fullness. Understuffing can leave your amigurumi looking floppy, but overstuffing can stretch the stitches and show the stuffing.
- Use invisible decrease on amigurumi as it makes smaller holes.
- Use a blunt-ended darning needle, not a sewing needle, to avoid injury.
- Starting tails need to be long enough to be hidden when necessary. It's ALWAYS better to have extra length than not enough.
- Perfection is a myth. Happy accidents can happen and give amigurumi their own character. Just have fun!
- Did you know that if you use yarn under instead of yarn over, it will give you tighter and neater stitches on your amigurumi? It's true!

## EYEBALLS (MAKE 2)

### *WITH WHITE:*

Rnd 1: 6SC in MC. (6) Place st marker.  
 Rnd 2: 2SC in each st around. (12)  
 Rnd 3: (SC, 2SC) repeat around. (18)  
 Rnds 4-5: SC around. (18)  
 Sl st in next st and FO.

### *WITH RED:*

Rnd 6: Join yarn, and **in BL**, (SC2, 2SC) repeat around. (24)  
 Sl st in next st to FO, leaving long tail for sewing.

## PUPILS (MAKE 2)

### *WITH BLACK:*

Rnd 1: 6SC in MC. (6)  
 Sl st in next st to FO, leaving long tail for sewing.

## EYELIDS (MAKE 2)

### *WITH RED:*

Row 1: Ch9, SC in 2<sup>nd</sup> ch from hook and next 7 chs. Ch1, turn. (8)  
 Row 2: SC2tog, SC4, SC2tog, Ch1, turn. (6)  
 Row 3: SC2tog, SC2, SC2tog, Ch1, turn. (4)  
 Row 4: SC2tog, SC2tog. (2) FO. With RS facing, join yarn in the right corner, SC10 around the top of the eyelid. FO, leaving long tail for sewing.

## EYELASHES (MAKE 2)

*WITH BLACK:*

Ch9, Sl st in 2<sup>nd</sup> ch from hook, \*ch6, sl st in 2<sup>nd</sup> ch from hook and next 4 chs, sl st into next st on original ch\*. Repeat from \* to \* until the end of the ch. Sl st in last ch to FO, leaving long tail for sewing.

## BEAK (MAKE 2)

*WITH ORANGE:*

Rnd 1: 6SC in MC. (6) Place st marker.

Rnd 2: SC around. (6)

Rnd 3: (SC2, 2SC) twice. (8)

Rnd 4: SC around. (8)

Rnd 5: (SC, 2SC) repeat around. (12)

Rnd 6: SC around. (12)

Rnd 7: (SC, 2SC) around. (18)

Rnd 8: (SC2, 2SC) around. (24)

Rnd 9: (SC3, 2SC) around. (30) LIGHTLY STUFF.

Pinch the top of the beak, with 15 sts on each side lining up, Ch1 and SC through each set of sts across to close (as shown). FO, leaving long tail for sewing.



## BEAK PLATE

*WITH ORANGE:*

Rnd 1: 6SC in MC. (6) Place st marker.

Rnd 2: 2SC in each st around. (12)

Rnd 3: (SC, 2SC) repeat around. (18)

Rnd 4: (SC2, 2SC) around. (24)

Rnd 5: (SC3, 2SC) around. (30)

Sl st in next st to FO, leaving long tail for sewing.

## COMB TIPS (MAKE 4)

*WITH RED:*

Rnd 1: 6SC in MC (6) Place st marker.

Rnd 2: (SC2, 2SC) twice. (8)

Rnd 3: SC around. (8)

Rnd 4: (SC, 2SC) repeat around. (12)

Rnds 5-8: SC around. (12)

Rnd 9: (SC2tog) around. (6)

Rnds 10-13: SC around. (6)

Pinch the top of the comb tip, with 3 sts on each side lining up, Ch1 and SC through each set of sts across to close. FO, leaving long tail for sewing.

## WATTLES (MAKE 2)

### *WITH RED:*

Rnd 1: 6SC in MC (6) Place st marker.  
 Rnd 2: (SC2, 2SC) twice. (8)  
 Rnd 3: SC around. (8)  
 Rnd 4: (SC, 2SC) repeat around. (12)  
 Rnds 5-8: SC around. (12)  
 Rnd 9: (SC2tog) around. (6)  
 Rnds 10-13: SC around. (6)  
 Pinch the top of the wattle, with 3 sts on each side lining up, Ch1 and SC through each set of sts across to close. FO, leaving long tail for sewing.

## LEGS (MAKE 2)

### *WITH ORANGE:*

Rnd 1: 6SC in MC (6) Place st marker.  
 Rnd 2: (SC, 2SC) repeat around. (9)  
 Rnds 3-4: SC around. (9)  
 Rnd 5: (SC, SC2tog) around. (6)  
 Rnds 6-13: SC around. (6) BEGIN TO LIGHTLY STUFF. (Tip: Use the back of a 6mm/J hook to insert the stuffing down into the leg.)  
 Rnd 14: (SC, 2SC) around. (9)  
 Rnds 15-16: SC around. (9)  
 Rnd 17: (SC, SC2tog) around. (6)  
 Rnds 18-25: SC around.  
 Sl st in next st to FO, leaving long tail for sewing. FINISH STUFFING.

## TOES (MAKE 6)

### *WITH ORANGE:*

Rnd 1: 6SC in MC (6) Place st marker.  
 Rnds 2-6: SC around. (6)  
 Sl st in next st to FO, leaving long tail for sewing. STUFF LIGHTLY.

## WINGS (MAKE 2)

### *WITH BROWN:*

Rnd 1: 6SC in MC. (6) Place st marker.  
 Rnds 2-4: SC around. (6)  
 Rnd 5: (SC, 2SC) repeat around. (9)  
 Rnd 6: **In BL**, SC around. (9)  
 Rnd 7: (SC2, 2SC) around. (12)  
 Rnd 8: **In BL**, SC around. (12)  
 Rnd 9: (SC, 2SC) around. (18)  
 Rnd 10: **In BL**, SC around. (18)  
 Rnd 11: (SC2, 2SC) around. (24)  
 Rnd 12: **In BL**, SC around. (24)  
 Rnd 13: SC around. (24)  
 Rnd 14: **In BL**, SC around. (24)  
 Rnd 15: (SC2, SC2tog) around. (18)  
 Rnd 16: **In BL**, SC around. (18)  
 Rnd 17: (SC, SC2tog) around. (12)  
 Rnd 18: **In BL**, SC2tog around. (6)  
 Sl st in next st to FO, leaving long tail for sewing the hole closed and for sewing on the wing later.  
 At the bottom tip of the wing, join yarn in 1st FL, Ch5, SK ST, sl st in next.  
 \*Ch5, SK ST, sl st in next.\* Repeat from \* to \* until you reach the top of the wing. FO. Weave in ends.



## TAIL FEATHERS

### (MAKE 2 TEAL + 1 BROWN)

#### *WITH TEAL:*

Rnd 1: 6SC in MC. (6) Place st marker.

Rnds 2-4: SC around. (6)

Rnd 5: (SC, 2SC) repeat around. (9)

Rnd 6: **In BL**, SC around. (9)

Rnd 7: (SC2, 2SC) around. (12)

Rnd 8: **In BL**, SC around. (12)

Rnd 9: (SC, 2SC) around. (18)

Rnd 10: **In BL**, SC around. (18)

Rnd 11: SC around. (18)

Repeat Rnds 10 & 11 \* (5 times)

Rnd 22: **In BL**, SC around. (18)

Rnd 23: (SC, SC2tog) around. (12)

Rnd 24: **In BL**, SC around. (12)

Rnd 25: SC2tog around. (6)

Sl st in next st to FO, leaving long tail for sewing the hole closed and for sewing on the wing later.

At the bottom tip of the tail feathers, join yarn in 1st **FL**, Ch5, SK ST, sl st in next.

\*Ch5, SK ST, sl st in next.\* Repeat from \* to \* until you reach the top of the tail feathers. FO. Weave in ends.



## **FLOWER HEXAGONS (MAKE 10)**

### ***WITH BROWN:***

Rnd 1: 5SC in MC. (5) Sl st in next st to FO.

\*\*You are going to pretend there are 6 sts when you work the next row. You will work a st before the knot, and a st after the knot. By doing this, your starting circle is tighter and looks much neater after the next row is complete.

### ***WITH FLOWER COLORS (5 RED, 5 TEAL):***

Rnd 2: Join new yarn with a sl st in any st. Remember to carry all of your tails. You will now be making a flower as follows:

\*YO, insert hook into same st as join and draw up a loop as high as you can, but keep things as loose and relaxed as you can. Repeat this 3 more times, for a total of 4 loops. Now, YO and pull your hook through all 4 loops. Ch2.  
\*

Repeat from \* to \* 5 more times, for a total of 6 petals. Sl st into st at the top of the 1<sup>st</sup> petal. FO.

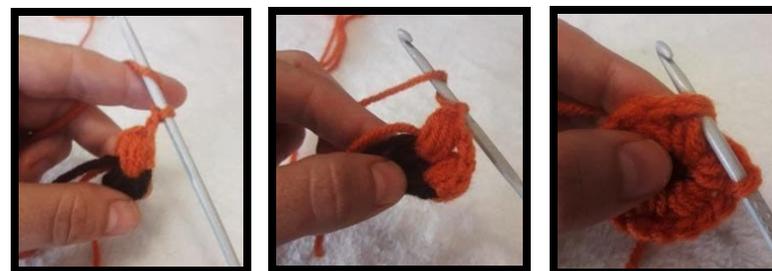
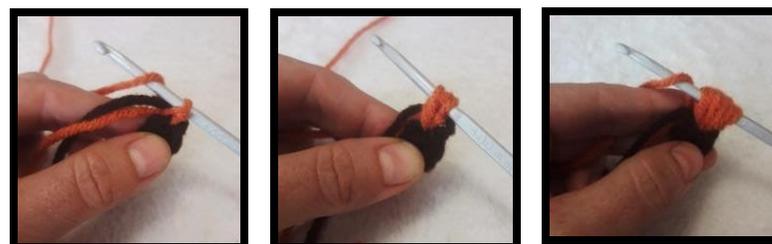
### ***WITH BROWN:***

Rnd 3: Join new yarn with a standing SC in the 1<sup>st</sup> ch2 space where you FO on the previous rnd. SC, Ch1, SC2 in same ch2 space. SC in the next st at the top of the flower petal.

\*[(SC2, Ch1, SC2 in ch2 space), SC in top of petal]\*. Repeat from \* to \* 4 more times.

Sl st loosely in next 2 sts. Sl st in next ch1 space to FO, leaving long tail approx. 24" for sewing later. Trim off any tails at the back of the hexagon. If you forgot to carry some of the tails, be sure to tie them off before trimming. This will make sewing the pieces together easier.

**\*Illustrations use different colors\*\***



## **FLOWER PENTAGONS (MAKE 5)**

### ***WITH BROWN:***

Rnd 1: 4SC in MC. (4) Sl st in next st to FO.

\*\*You are going to pretend there are 5 sts when you work the next row. You will work a st before the knot, and a st after the knot. By doing this, your starting circle is tighter and looks much neater after the next row is complete.

### ***WITH YELLOW:***

Rnd 2: Join new yarn with a sl st in any st. Remember to carry all of your tails. You will now be making a flower as follows:

\*YO, insert hook into same st as join and draw up a loop as high as you can, but keep things as loose and relaxed as you can. Repeat this 3 more times, for a total of 4 loops. Now, YO and pull your hook through all 4 loops. Ch2.  
\*

Repeat from \* to \* 4 more times, for a total of 5 petals. Sl st into st at the top of the 1<sup>st</sup> petal. FO.

### ***WITH BROWN:***

Rnd 3: Join new yarn with a standing SC in the 1<sup>st</sup> ch2 space where you FO on the previous rnd. SC, Ch1, SC2 in same ch2 space. SC in the next st at the top of the flower petal.

\*[(SC2, Ch1, SC2 in ch2 space), SC in top of petal]\*.

Repeat from \* to \* 3 more times.

Sl st loosely in next 2 sts. Sl st in next ch1 space to FO, leaving long tail approx. 24" for sewing later. Trim off any tails at the back of the pentagon.

If you forgot to carry some of the tails, be sure to tie them off before trimming. This will make sewing the pieces together easier. Mark each pentagon with a colored stitch marker. This will be important for assembly.

## **PLAIN PENTAGONS (MAKE 7)**

### ***WITH BROWN:***

Rnd 1: 5SC in MC. (5) Place st marker.

Rnd 2: 2SC in each st around. (10)

Rnd 3: (SC, 2SC) repeat around. (15)

Rnd 4: [(SC, HDC, SC in same st), SC2] around. (25)

SC in next st, sl st in next st to FO, leaving long tail approx. 24" for sewing later. This should bring the tail to a point on the pentagon.

## **PLAIN HEXAGONS (MAKE 10)**

### ***WITH BROWN:***

Rnd 1: 6SC in MC. (6) Place st marker.

Rnd 2: 2SC in each st around. (12)

Rnd 3: (SC, 2SC) repeat around. (18)

Rnd 4: [(SC, HDC, SC in same st), SC2] around. (30)

SC in next st, sl st in next st to FO, leaving long tail approx. 24" for sewing later. This should bring the tail to a point on the hexagon.

# ASSEMBLY

## LAYOUT

This is the layout for the sphere. The 5 plain hexagons and 1 plain pentagon at FRONT center are where you will eventually attach the face. If you haven't already, trim the tails at the back of the hexagons and pentagons, leaving the long tails for sewing. You will be joining with either the Slip Stitch Method or the Hook Whipstitch Method, using the tails on the hexagons and pentagons, as well as attaching tail(s) where indicated. If you wish to use a different joining method, such as sewing it together, you are free to do so. Pay close attention to the instructions that follow on the next few pages. You may want to print this page as well, to use as a guide when joining the pieces together.

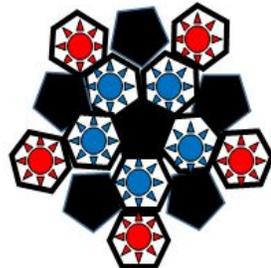
### *FRONT*

- 1 Plain Pentagon
- 10 Plain Hexagons
- 5 Yellow Flower Hexagons



### *BACK*

- 6 Plain Pentagons



Round Rascals ROOSTER

5 Red Flower Hexagons

5 Blue Flower Hexagons

## JOINING METHODS

### *SLIP STITCH METHOD (Ridged Seam):*

With WS facing each other, line the corners and the sts up on each piece you are joining (5 sts each). When you count from right to left, the 5<sup>th</sup> st will always be the CORNER (either the HDC or the st before the Ch1 space). If you aren't sure you are lined up, find the CORNER st to the left and including that st, count back 5, from left to right, and st 1 will be where you insert your hook. Using the long tail to your right, insert your hook through both sts, grab the tail, draw it through with the hook, YO, and pull through the loop (counts as a sl st). Now sl st 4 across to the next corner. You may want to use stitch markers to join the corners as you go.



### *HOOK WHIPSTITCH METHOD (Flat Seam):*

*(This is the method I use for the Rooster)*

With WS facing each other, line the corners and the sts up on each piece you are joining. Using the long tail to your right, insert your hook through both sts, grab the tail, and draw it all the way through with the hook. Insert your hook through the next 2 sts, YO, and pull it all the way through. Do this 3 more times until you reach the corner. When you count, 1, 2, 3, 4, 5, the 5<sup>th</sup> st will always be the CORNER (either the



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The Crochet Crowd

HDC or the st before the Ch1 space).

You may want to use stitch markers to join the corners as you go, as illustrated above.

## **JOINING THE FRONT PIECES TOGETHER**

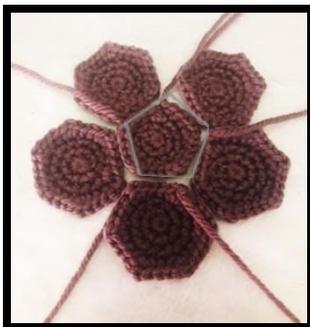
***\*\*Important: ALL pieces should be placed with the tail at the right-hand corner, next to the joining round, so you can join pieces from right to left.\*\****

***\*\*It may be easier to join the pieces individually, one at a time, rather than pinning them all together at once. Just keep in mind the layout. That is why it was suggested that you print the diagram page.\*\****

### **ROUND 1:**

Lay the first 6 pieces together with the tails to the right-hand side.

There should be a PLAIN PENTAGON in the middle and 5 PLAIN HEXAGONS on each side of the pentagon. Using the tail on the PLAIN PENTAGON, join each PLAIN HEXAGON to the PLAIN PENTAGON and then FO.



Round Rascals ROOSTER

### **ROUND 2:**

Now take 5 YELLOW FLOWER PENTAGONS, and place them between each PLAIN HEXAGON, with the tails pointing inward at center. Using the long tail of each PLAIN HEXAGON, join the PLAIN HEXAGONS together up the middle, and then join the YELLOW FLOWER PENTAGON across to the left (with the same tail). FO. Then use the tail of each YELLOW FLOWER PENTAGON, and join across to the right. FO.



### **ROUND 3:**

You will notice in this round that the ball will start to curve as you join. Take 5 PLAIN HEXAGONS, and place each between the YELLOW FLOWER PENTAGONS, with the PLAIN HEXAGON tails to the bottom right (when looking out from center). Using the long tail of each PLAIN HEXAGON, join the PLAIN HEXAGON across the top of the PLAIN HEXAGON, and then join the YELLOW FLOWER PENTAGON across to the left (with the same tail). FO. Then use the tail of each PLAIN HEXAGON, and join across to the right. FO. If any of the pieces are “bunched” at the seam, you may have made a mistake joining. It should look EXACTLY as shown. Secure all tails and weave them into the back of the FRONT piece of the ball. If necessary, use tails to close up any holes at the joins. Then weave them in and trim them off.



## **JOINING THE BACK PIECES TOGETHER**

***\*\*Important: ALL pieces should be placed with the tail at the right-hand corner, next to the joining round, so you can join pieces from right to left.\*\****

***\*\*It may be easier to join the pieces individually, one at a time, rather than pinning them all together at once. Just keep in mind the layout. That is why it was suggested that you print the diagram page.\*\****

### **ROUND 1:**

There should be a PLAIN PENTAGON in the middle and 5 BLUE FLOWER HEXAGONS on each side of the pentagon. Using the tail on the PLAIN PENTAGON, join each BLUE FLOWER HEXAGON to the PLAIN PENTAGON and then FO.



### **ROUND 2:**

Now take 5 PLAIN PENTAGONS, and place them between each BLUE FLOWER HEXAGON, with the tails at the center point. Using the long tail of each BLUE FLOWER HEXAGON, join the BLUE FLOWER HEXAGONS together up the middle, and then join the PLAIN PENTAGON across to the left (with the same tail). FO. Then use the tail of each PLAIN PENTAGON, and join across to the right. FO.



### **ROUND 3:**

You will notice in this round that the ball will start to curve as you join. Take the next 5 RED FLOWER HEXAGONS, and place each between the PLAIN PENTAGONS, with the RED FLOWER HEXAGON tails to the bottom right (when looking out from center). Using the long tail of each RED FLOWER HEXAGON, join the RED FLOWER HEXAGON across the top of the PLAIN HEXAGON, and then join the PLAIN PENTAGON across to the left (with the same tail). FO. Then use the tail of each RED FLOWER HEXAGON, and join across to the right. FO. If any of the pieces are “bunched” at the seam, you may have made a mistake joining. It should

look EXACTLY as shown. Secure and weave all tails into the back of the FRONT piece of the ball. If necessary, use tails to close up any holes at the joins. Then weave them in and trim them off.



## JOINING THE FRONT + BACK PIECES TOGETHER

Lightly stuff each half of the ball. Attach a long piece of yarn, approx. 10 ft for joining the pieces together. *(If you are using the Hook Whipstitch Method, you may want to use 2 – 5ft pieces, as it won't be quite so long to pull through the sts.)* Line each half up and begin joining together. Go ahead and use stitch markers or pins to secure the pieces if necessary, at the corners. When you join about 2/3 of the way around, begin to stuff more firmly. When you only have 2 seams left to close the ball, finish stuffing firmly. Secure your tails and weave them inside of the ball.



FRONT

BACK



with the yellow flower at the top. Line the beak up with the center pentagon, pin if necessary, and sew it in place. Secure the tail and weave it into the beak.



## TURN YOUR BALL INTO A ROOSTER

### ***BEAK:***

Take the beak plate and one of the beak pieces and line the sts up on the bottom half of the beak plate. Using the long tail on the beak piece, whipstitch through the FL of the beak plate and the whole st of the beak piece, across 15 sts. Line the top beak piece up with the remaining sts on the beak plate and using the long tail, whipstitch around as previously indicated. Use both beak tails to sew the sides of the beak pieces together. Secure and weave in the ends. The long tail on the beak plate will be used to sew the beak to the ball, through the remaining BLs. Turn the ball as shown,



### ***EYES & EYELIDS:***

With the front of the eyeballs facing you, line up the pupils so that they are centered over the middle rnd (or center it just below the middle rnd). Using the long tails, whipstitch the pupils to the eyeballs, secure your tails and weave them in. Line the eyelids up on the eyeballs and using the long tails on the eyelids, whipstitch the eyelids to the eyeballs as follows: With the eyeballs facing away from you, whipstitch through the FLs of the eyeballs and the whole sts of the eyelids. Secure tail with a knot, then weave into the back of the eyelids. Do not sew across the bottom of the eyelid. You should be able to pull the eyelid down over the pupil. Line the eyeballs up on the

two hexagons above the beak. Pin if necessary, and sew the eyeballs to the ball. Secure and weave in your ends.



## ***WATTLES:***

With the RS facing toward you, stack the 2 wattles on top of each other. Line each of 3sts up together and using BOTH tails, sl st across to join. Secure the ends, and using the tails, sew the wattles at the bottom/middle of the beak. Weave in the ends



## ***EYELASHES:***

Line the eyelashes up at the top of the eyelids, with the WS facing out toward you (so that the eyelashes curve down around the eyeballs. Pin in place, if necessary. Using the long tail, whipstitch through the chs on the bottoms of the eyelids and the chs along the bottoms of the eyelashes. Secure the tails and weave in the tails. You should be able to pose the eyelashes to make the rooster sleep or awaken.

## ***COMB:***

Take the 4 comb pieces, and with RS facing towards you, stack them atop each other, with 3sts on each lining up. Take ONE tail, insert your hook through all 4 pieces, and sl st across to join. Weave the 3 remaining tails into the comb pieces. Line the comb up just above the yellow flower between the eyes. Using the remaining tail, sew the comb to the ball across the front, then across the side, across the back and then across the other side. Sewing it on all sides will help hold the comb together and give it some lift. Secure your tail and weave it in.



## ***WINGS:***

Take the wings with the long tail end facing toward the front of the rooster, and line them up at the sides, just below and between the flower hexagons. Sew the wings to the ball across the front tip of the wing and then across the back. Secure the tail and weave it in.



## ***TAIL FEATHERS:***

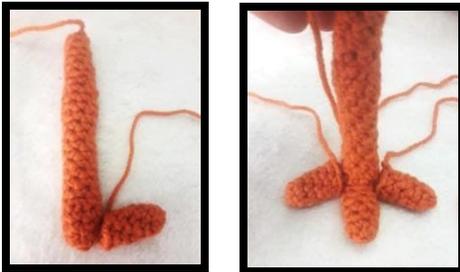
With the Rooster upright and the back facing you, take the brown tail feather and line it up with the center pentagon. The bottom of the tail feather (where the long tail is) should be at the bottom. Use the long tail to sew the tail feather to the ball. Sew across both the top and the bottom edge of the tail feather. Then join the blue tail feathers in the same way, slightly angled and overlapping the brown tail feather. Once the tail feathers are attached, push them up slightly towards the ball, and using the tails, tack the tail feathers up, so that they look like the last image shown below. Secure and weave in the ends when you are happy with the position of the tail feathers.





## ***LEGS:***

Take the long leg piece and line up the 1<sup>st</sup> middle toe as shown. Sew in place. Then take the other 2 toe pieces and slightly angle them on each side of the center toe. Sew in place, secure and weave in the ends. Repeat for the other leg. Take the legs and line them up on the bottom center of the rooster. Using the long tails on the legs, sew the legs to the ball. Secure the tails and weave them in.



***CONGRATS! YOU ARE FINISHED YOUR ROOSTER!***