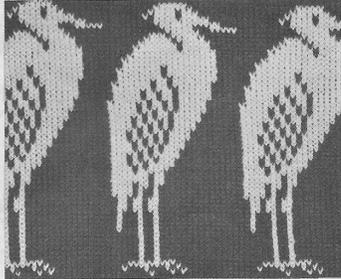


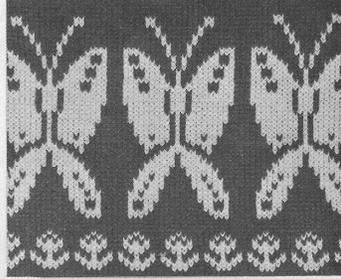
HANDY PUNCH ©COPYRIGHT
PATTERN SET M1001

THESE PATTERNS ARE SUITABLE
FOR USE WITH KNITMASTER PUNCHCARD
MACHINES MODELS 313 321 323 325.

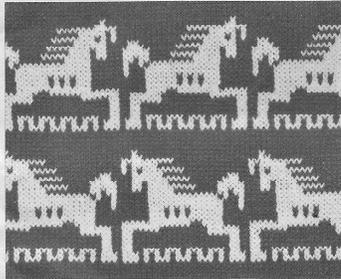
Empisal
Large Butterfly
Knitmaster



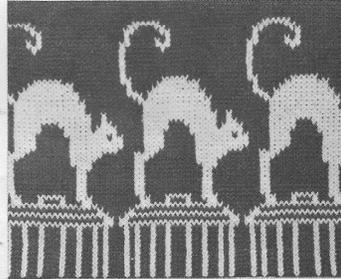
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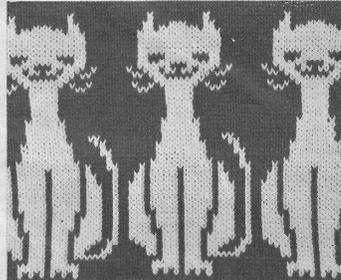
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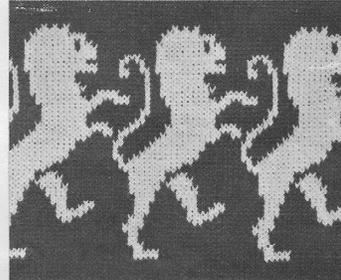
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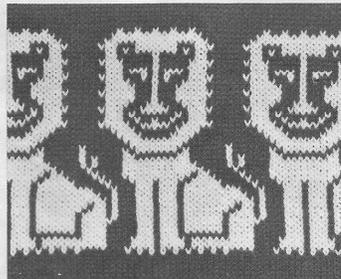
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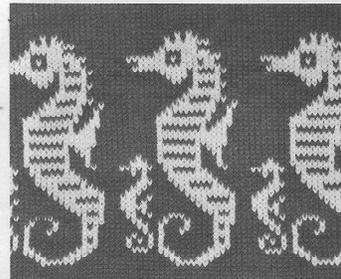
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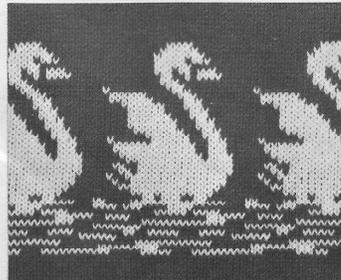
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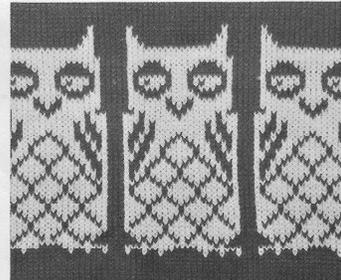
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M18



M19

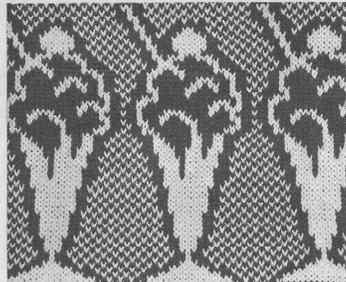


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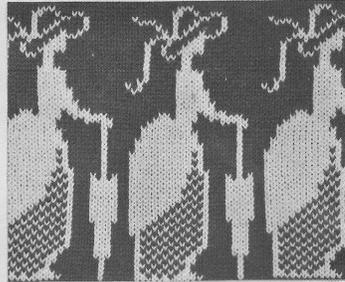
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PATTERN SET M1001

THESE PATTERNS ARE SUITABLE
FOR USE WITH KNITMASTER PUNCHCARD
MACHINES MODELS 313 321 323 325.

Empisal
Knitmaster



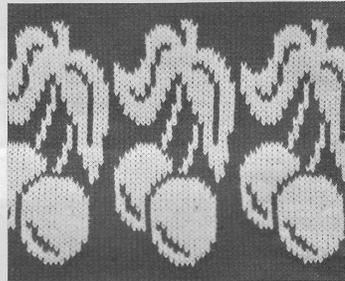
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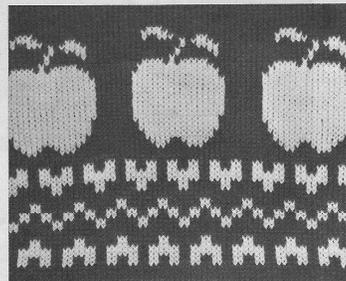
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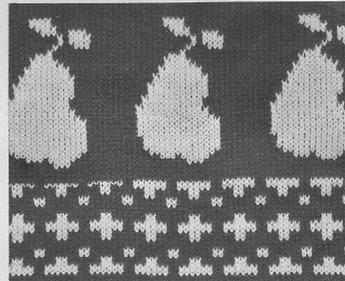
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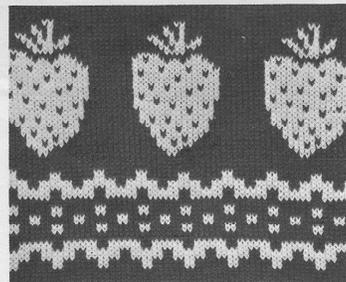
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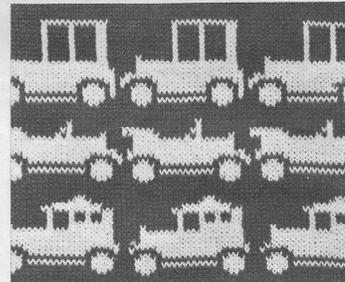
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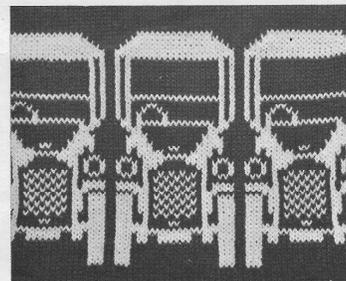
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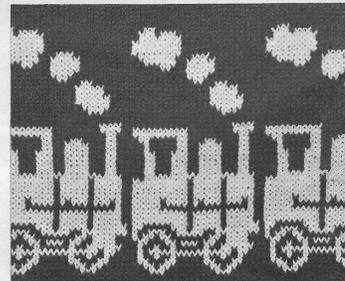
M7



M8



M9



M10

MOTIF SET M 1001

Here are some ideas to help you get the best results from this beautiful motif set.

M - 1 - ICECREAM - FAIRISLE - 60 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 2 - VICTORIAN LADY - FAIRISLE - 50 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 3 - FLOWER POT - FAIRISLE - 60 rows
You could knit this motif using 3 different colours in Feeder 2. For example, from 1 to 21 in brown for the pot. From 21 to 36 in green for the leaves. From 36 to 1 in any colour you like for the flower.

M - 4 - CHERRY - FAIRISLE - 51 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 5 - APPLE - FAIRISLE - 58 rows
Knit rows 7 - 8 - 15 - 16 - 23 - 24 - 25 - 26 - 55 - 56 - 57 - 58 col. 1 in Feeder 1 ONLY. Knit the apple from row 27 to 47 using another colour in Feeder 2 and the leaves from 47 to 55 using green in Feeder 2. If you wish to repeat the bottom border at the top, knit from 1 to 23 in Fairisle as above.

M - 6 - PEAR - FAIRISLE - 59 rows
Knit rows 7 - 8 - 15 - 16 - 23 - 24 - 25 - 26 col. 1 in Feeder 1 ONLY. You can knit the pear from 27 to 52 using yellow in Feeder 2 and the leaves from 52 to 1, using green in Feeder 2. If you wish to repeat the bottom border above the motif - card release to ● Cam Lever to centre 0 - knit 4 rows col. 1 in Feeder 1 ONLY and knit from 1 to 23 in Fairisle as above.

M - 7 - STRAWBERRY - FAIRISLE - 49 rows
Knit rows 7 - 8 - 15 - 16 - 23 - 24 - 25 - 26 - 56 - 57 - 58 - 59 - using col. 1 in Feeder 1 ONLY. You can knit the strawberry from 27 to 49 using red in Feeder 2, the leaves using green in Feeder 2 from 49 to 56. If you wish to repeat the bottom border at the top of the motif - knit from 1 to 23 in Fairisle as above.

M - 8 - CARS - FAIRISLE - 57 rows
Knit rows 19 - 20 - 35 - 36 - 56 - 57 - using col. 1 in Feeder 1 ONLY. Each car can be knitted using a different colour in Feeder 2 - from row 1 to 19, 21 to 35 and 37 to 56.

M - 9 - VETERAN CAR - FAIRISLE - 56 rows
From row 34 you can knit from the top of the car using a different colour in Feeder 2. When you wish to repeat the motif - set the Card Release to ● - Cam Lever to centre 0 and knit an even number of rows using col. 1 in Feeder 1 ONLY. Recommence motif in Fairisle.

M - 10 - TRAIN - FAIRISLE - 54 rows
Knit rows 1 - 2 - 34 - 35 col. 1 in Feeder 1 ONLY. For the top of the train you can change col in Feeder 2 from row 28 to 34, for the smoke, from 36 to 1.

M - 11 - BIRD - FAIRISLE - 60 rows
When you reached 1 at Row Indicator and wish to repeat the motif, set the Card Release to ●, Cam Lever to centre 0 and knit an even number of rows using col. 1 in Feeder 1 ONLY. Recommence motif in Fairisle.

M - 12 - BUTTERFLY - FAIRISLE - 59 rows
Knit rows 10 - 11 col. 1 in Feeder 1 ONLY. You can knit the butterfly using a different colour (Feeder 2) from the bottom border. If you wish to repeat the bottom border at the top of the motif, knit from 1 to 10 in Fairisle.

M - 13 - HORSES - FAIRISLE - 58 rows
Knit rows 26 - 27 - 28 - 29 - 55 - 56 - 57 - 58 using col. 1 in Feeder 1 ONLY. You can knit the second row of horses from row 30 to 55 using a different colour in Feeder 2.

M - 14 - CAT ON DUSTBIN FAIRISLE - 58 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 15 - SITTING CAT - FAIRISLE - 57 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 16 - STANDING LION - FAIRISLE - 53 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 17 - SITTING LION - FAIRISLE - 44 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 18 - SEAHORSE - FAIRISLE - 50 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 19 - SWAN - FAIRISLE - 42 rows
For the water, you can knit from 1 to 13 using blue in Feeder 2, for the Swan, from 13 to 1 using white in Feeder 2. If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

M - 20 - OWL - FAIRISLE - 49 rows
If, after knitting a complete set of motifs, you wish to repeat them again, wait until 1 appears for the second time on the Punchcard Row Indicator. Then set the Card Release to ●, the Cam Lever to centre 0, remove the second yarn colour and then knit an even number of rows in stockinet. Set the machine for Fairisle again, replace the second colour and knit another set of motifs.

HOW TO KNIT A SINGLE MOTIF.

To knit a single motif, the Punchcard must be made in reverse, so punch the holes where the white shows through NOT the blue. If you have used the printed card and have the normally punched card of the motif you wish to knit; you should take this punchcard and use it as a guide to punch a new card in reverse. Where there are holes on the original punched card there should be NO holes on the new card, and vice versa. When the new card is punched, insert it - 321 at RIGHT bottom - into the pattern panel and set the Card Release to ●. Set Tension Dial to 6 - Side Levers back to ▼. Arm Levers to 0 - Cam Lever to centre 0 (Stockinet). Front Levers are set to 11. Take two different colours of 4 ply yarn, thread colour 1 in Feeder 1 and make an open-edge cast-on over 50 Needles, knit several rows and finish with the Carriage at the RIGHT. Thread colour 1 in Feeder 2 and colour 2 in Feeder 1. Set Card Release to ▼ and Cam Lever to F (Knit-In).
A - Bring ALL but the 24 centre Needles to D position, as a guide there is an X between needles 12 and 13 at each side of centre. The 24 Needles are exactly the width of one pattern motif. Bring the thread of colour 2 UNDER the first needle in D position at the RIGHT of the needles in B position, OVER the other Needles in D position. Knit to the LEFT.
B - Bring ALL except the 24 centre Needles to D position, bring the thread of colour 2 UNDER the first needle in D position at the LEFT of the Needles in B position and OVER the other needles in D position. Knit to the RIGHT.
Repeat A and B until 1 shows at Row Indicator. Re-thread colour 1 in Feeder 1 and set the Card Release to ●. Set Cam Lever to centre 0 and continue knitting.

Card M-16 and M - 17 are NOT suitable for motif knitting.



