

HOW TO CROCHET A BASKET



CROCHET BASKET SUPPLIES

- **H (5.00mm) hook**
- **Worsted weight yarn**
- **tapestry needle**
- **scissors**

CROCHET BASKET PATTERN

Abbreviations:

Ch: chain **St:** stitch **SC:** single crochet

Sl st: slip stitch **HDC:** half double crochet

Rnd 1: Make a magic circle and secure with an anchor st. Ch 2. Work 8 HDC in magic. Circle. Join with Sl st to top of ch 2.

Rnd 2: Ch 2, 1 HDC in same st. Work 2 HDC in each remaining st in round (16 sts)
Join with sl st to top of ch 2.

Rnd 3: Ch 2, 1 HDC in next st *2 HDC in next st, then work 1 HDC in next st* repeat steps between * until the end of round (24sts).
Join by sl st into front loop of chain 2.

Rnd 4: 1 HDC in front loop of each st in the round. This will create a small ridge on the outside of the basket (24 sts). Join with sl st to front loop of chain 2. Chain 2.

Rnd 5 & 6: Repeat round 4. When it comes time to join with sl st at the end of round 6 sl st into the top of ch 2 (both loops).

Rnd 7: Ch 1, sc in each st in the round. Join with sl st in top of ch 1 (24 sts)

Handle

join with sl st & chain 17 & attach to the basket with a sl st. Work 1 sc in each st back across the handle (17 sts). Fasten off and weave in ends. The handle can easily be made longer, just add a few more stitches to your beginning chain.

CROCHET BASKET PATTERN

OPTION 2 FOR BASKET HANDLE

If you would like a wider handle try this pattern.

Wide Handle

Ch 1, 1 sc in same st, 1 sc in next st. Ch 1 and turn your work so you're working yarn is on the right. Work 1 sc in each st (2) ch 1 and turn your work.

Repeat previous steps until the handle is about 5 1/2 inches long. Cast off leaving about an 8-inch tail. With tapestry needle pull the tail down through 1 st on the basket, then up through the next st on the basket and 1 st on the handle. Continue to weave in the tail down through next st on the handle and next st on the basket, end with pulling yarn up through the end of the handle to secure in place. Weave in ends to complete basket!

