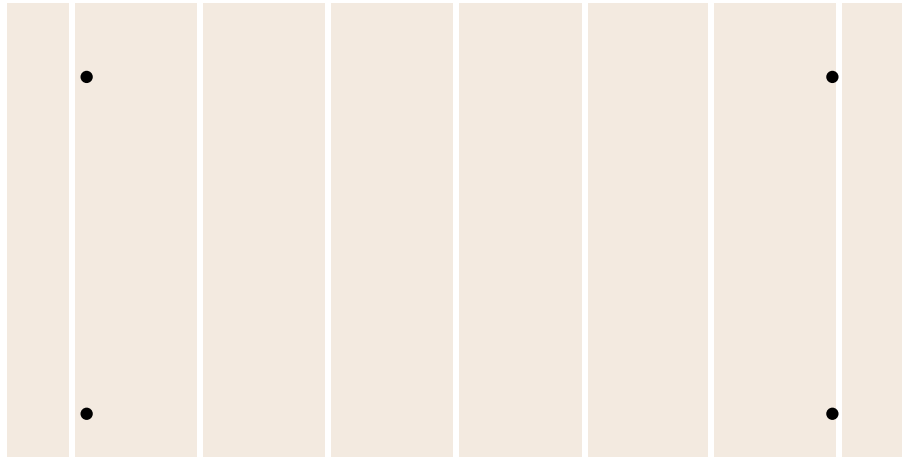
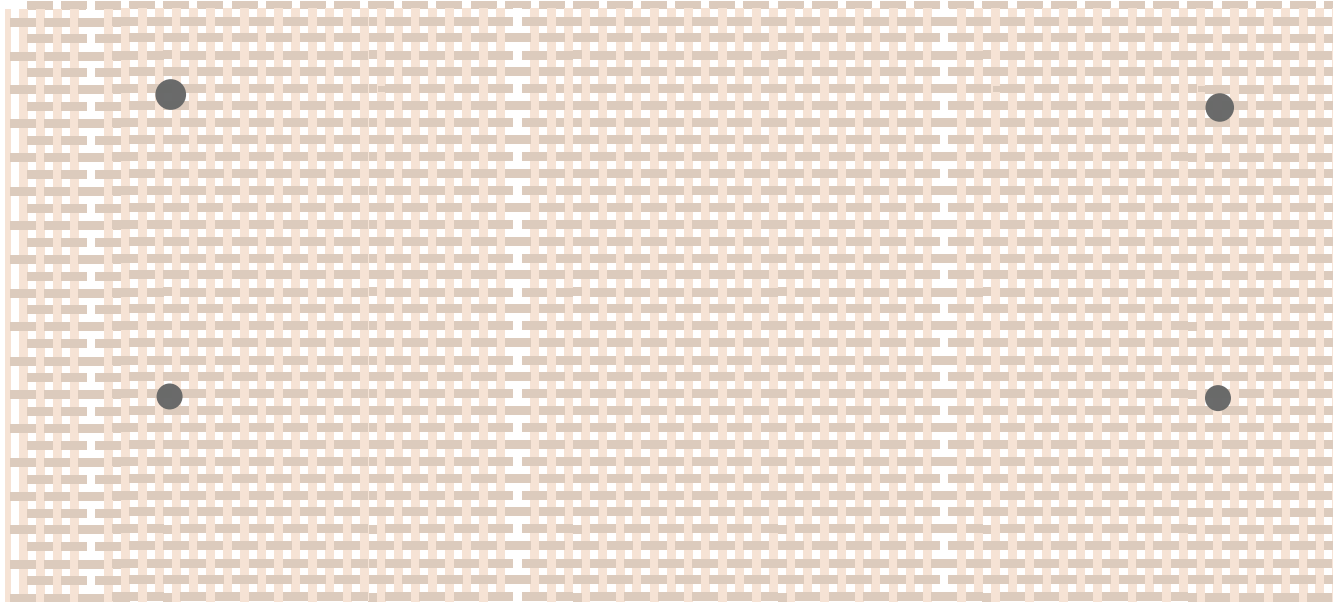


We will be making a rectangle to match the size of the wood. Please trace the wood after you've stretched your monk's cloth.

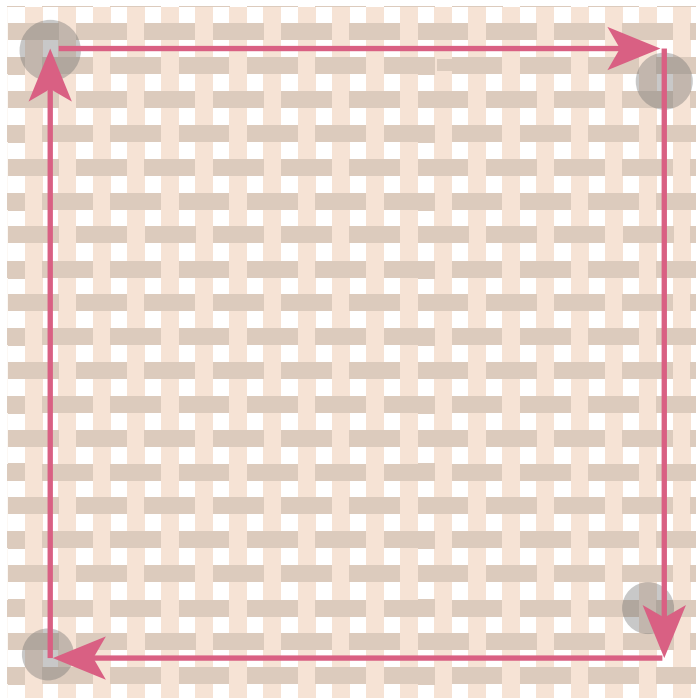


To trace- mark the edges first with your Sharpie marker and then connect the dots with care. Please review the next few notes before you start drawing.





Select a starting point and draw your lines on top of the holes. Keep your line in holes that align with each other even though some of your maker points may be incorrect. (see below)



For straight vertical and horizontal lines, you should always:

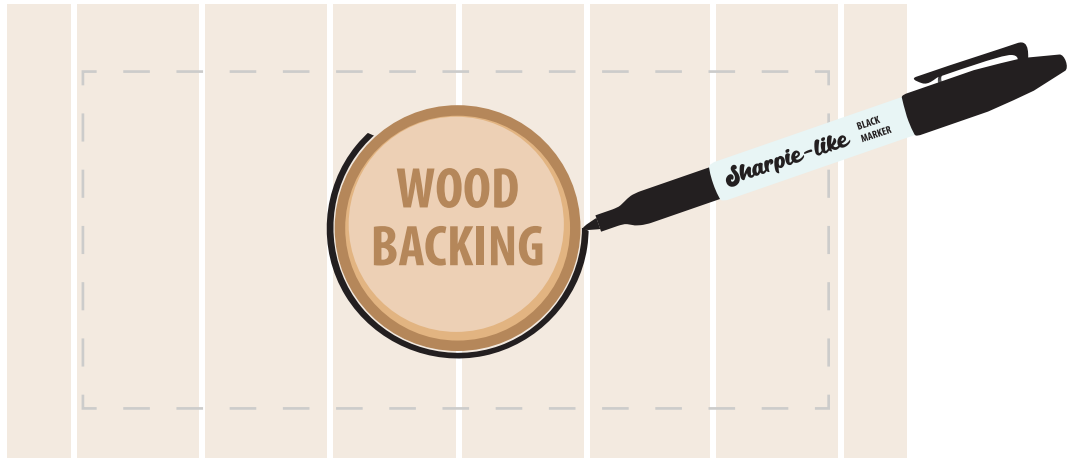
- Draw them first.
- Make sure they are aligned with the fabric openings (holes).

When you draw your first dots they are not always on top of the holes that line up with your starting point.

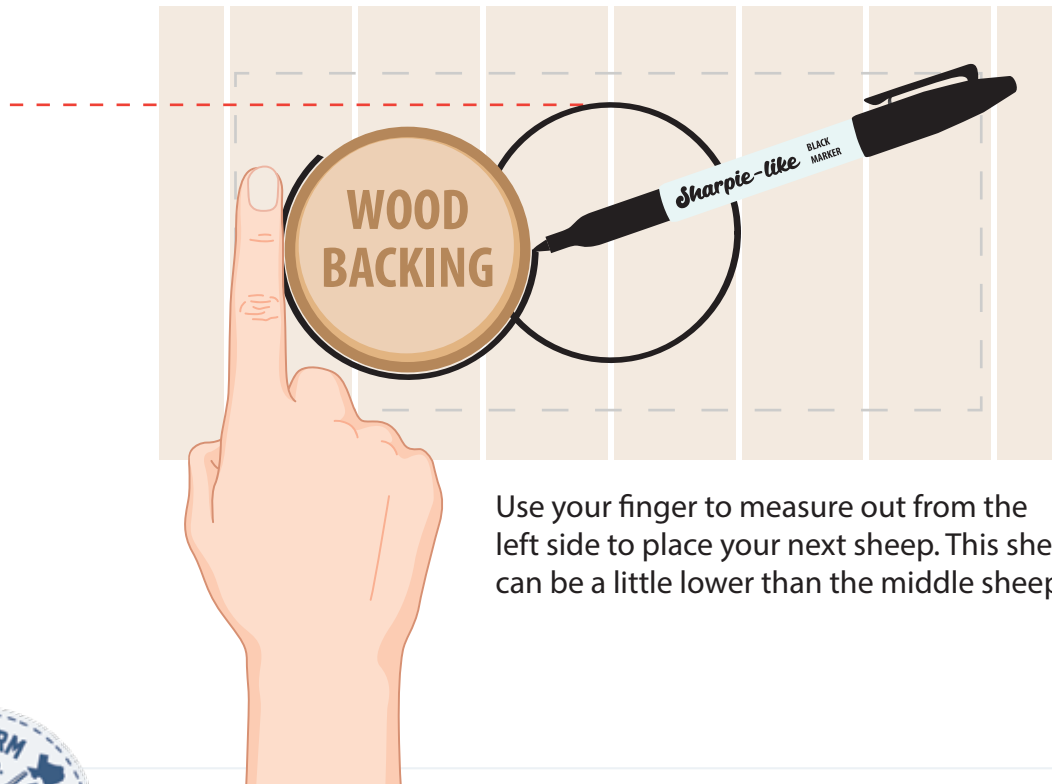
This is OK - your goal is to make sure the holes line up. If this makes your pattern warp, tighten your monk's cloth until the lines are straight.

The holes of the fabric never lie!!



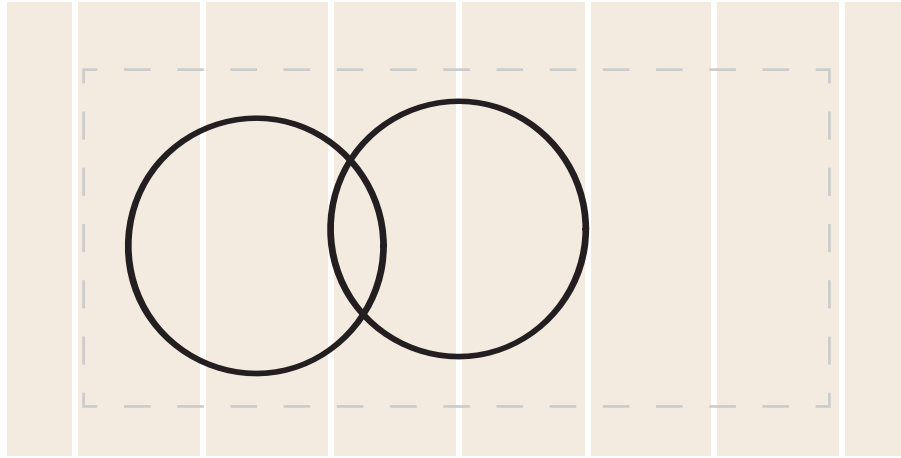


Use the “wood backing” to trace a sheep in the center of your fabric. You may want to be a little above the center to save room for legs.

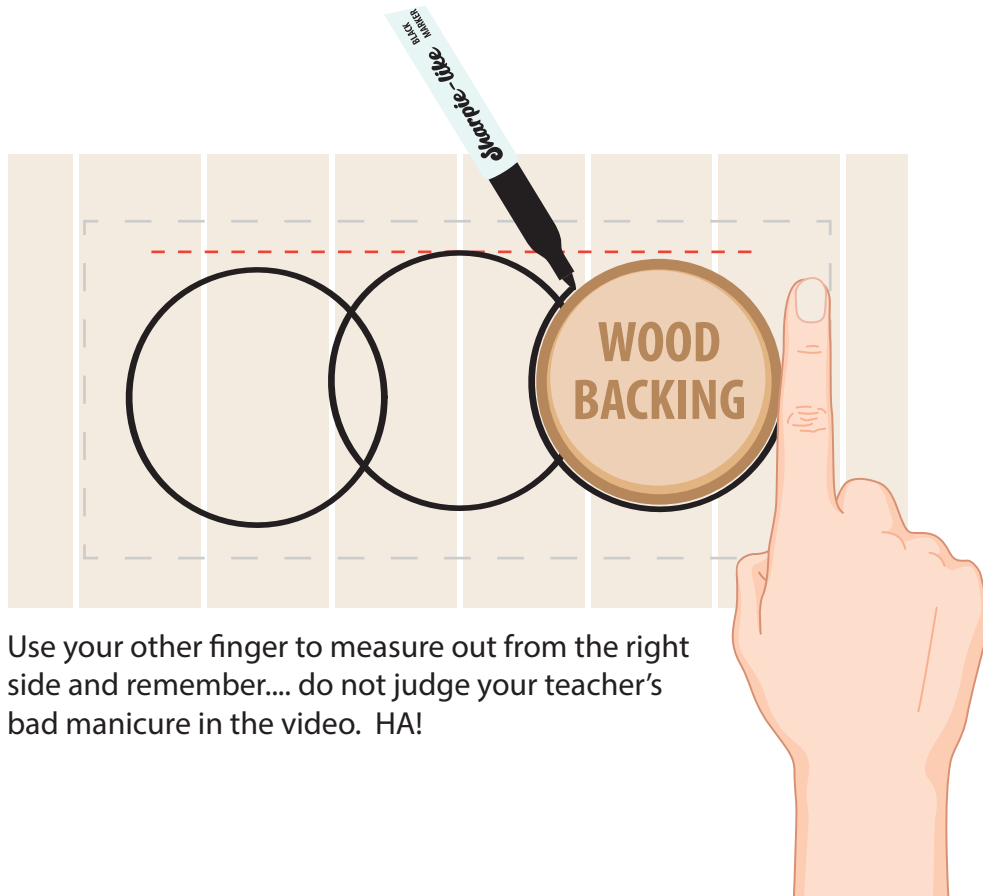


Use your finger to measure out from the left side to place your next sheep. This sheep can be a little lower than the middle sheep.



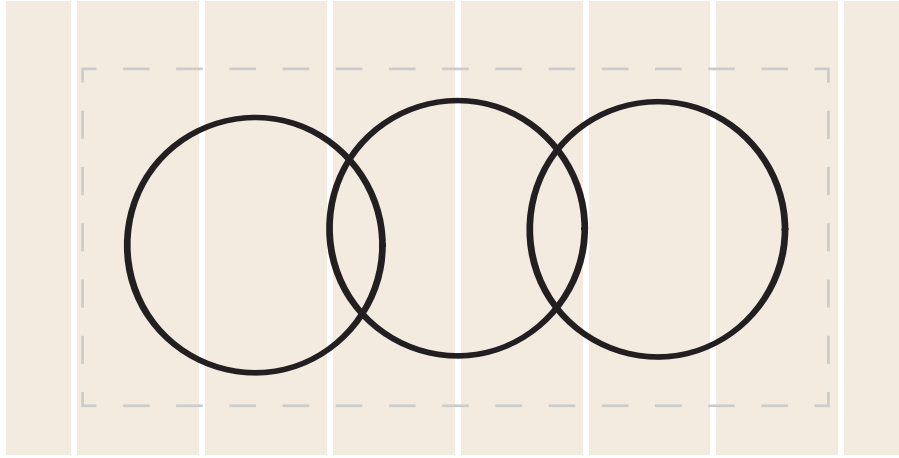


You are now ready to add another sheep!

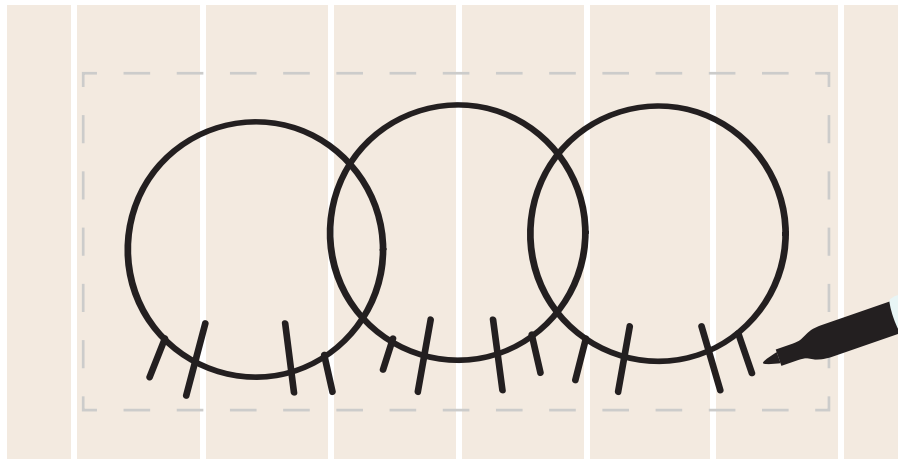


Use your other finger to measure out from the right side and remember.... do not judge your teacher's bad manicure in the video. HA!



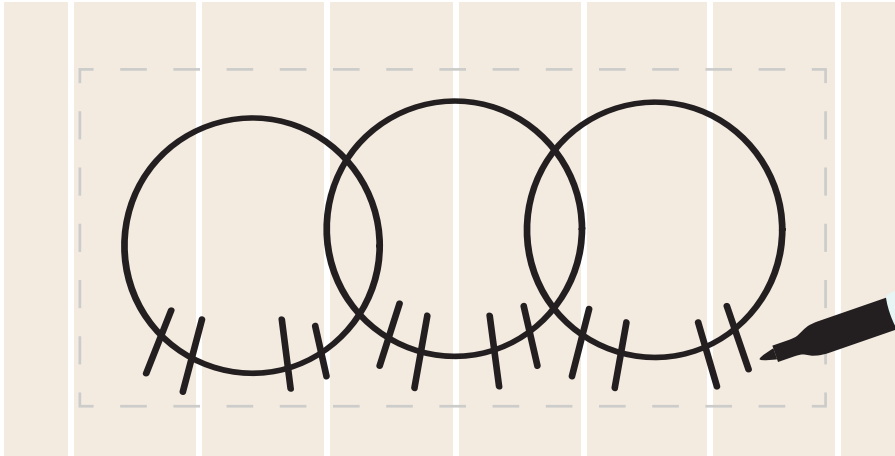


Your monk's cloth should look like this.



Now add the legs. The legs can be however you like.
I suggest punching the rear legs shorter and not intruding on the body.



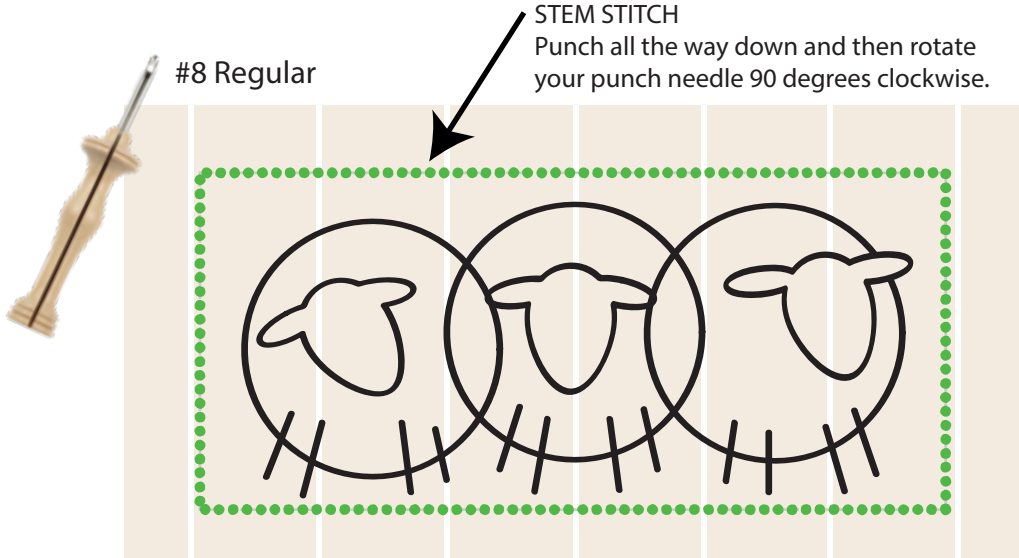


Don't worry about overlapping the bodies or even the legs . we will punch the bodies full of yarn but punch the legs where they are "visible" in the background.

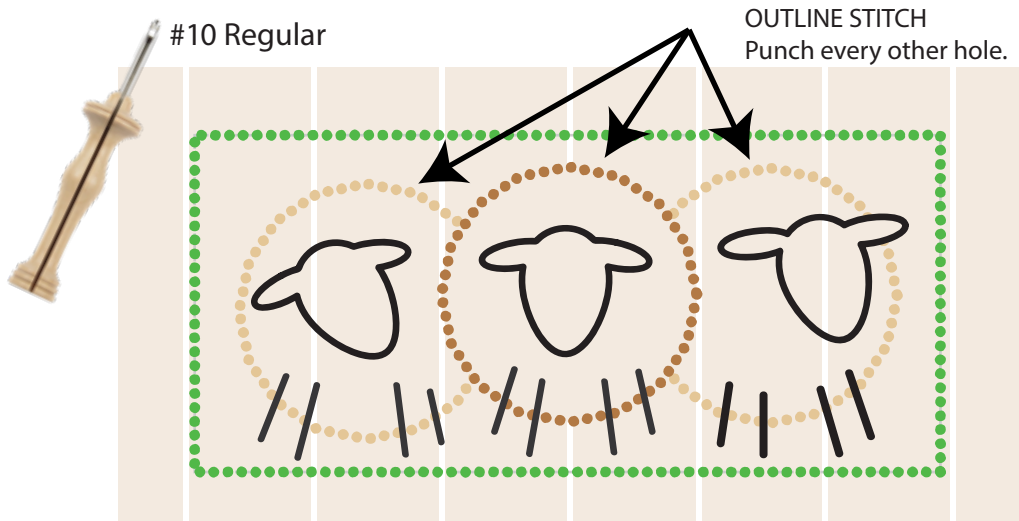


Now place the faces where you would like them to be and trace. The faces can be inside the body or overlap onto the background.



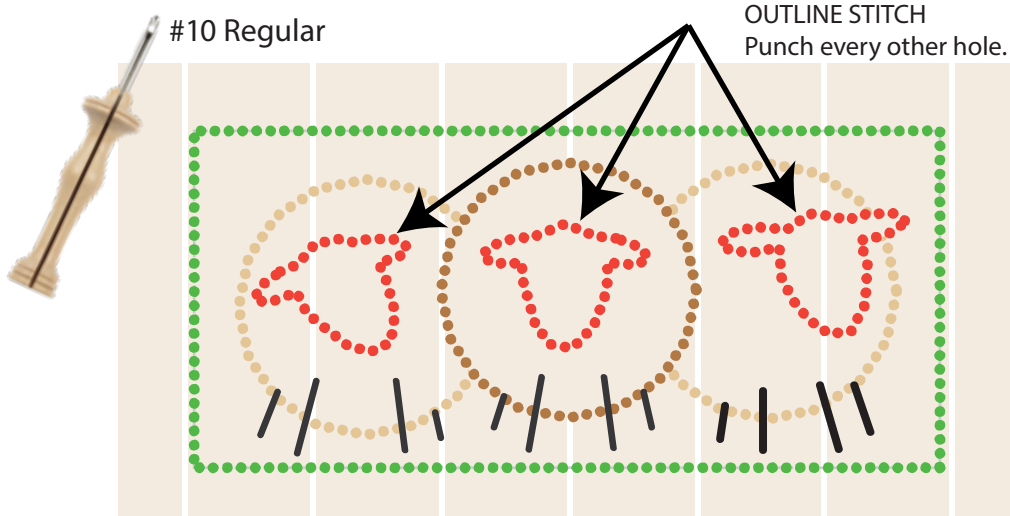


Stem stitch with yarn all the way around the rectangle you drew.
Punch directly on top of the rectangle.
Use a yarn that you know you will not use for one of your sheep.

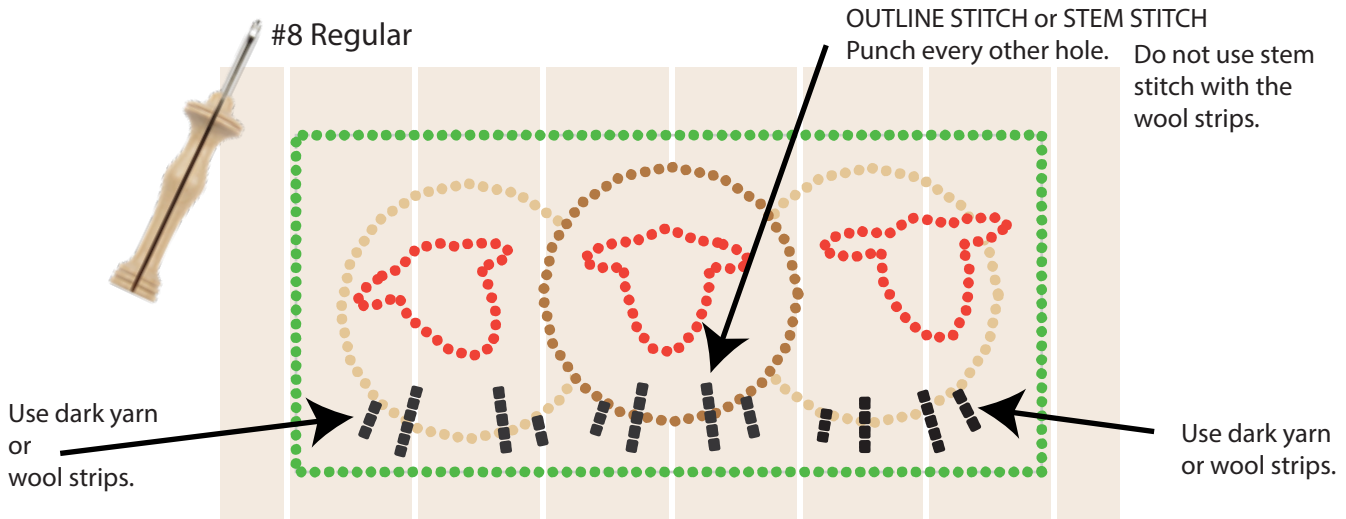


Outline the sheep (ignore overlapping shapes) with the color you want to use with for their bodies. If your yarn is thin, use more than one strand in your punch needle. You may also use a FINE punch needle as long as it is a number 10. Use the stitch gauge guidelines if you prefer to use a FINE punch needle.





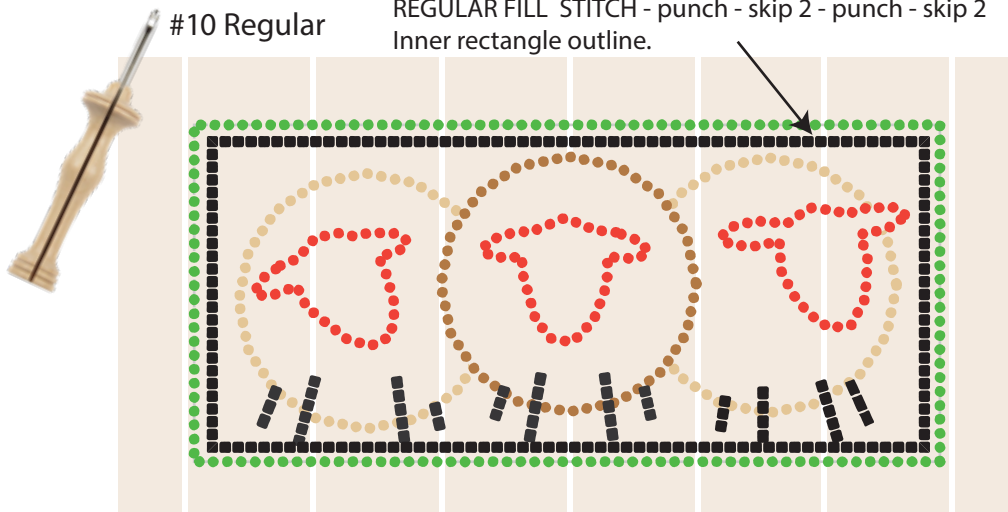
Outline the sheep (ignore overlapping shapes) with the color you want to use with for their bodies. If your yarn is thin, use more than one strand in your punch needle. You may also use a FINE punch needle as long as it is a number 10. Use the stitch gauge guidelines if you prefer to use a FINE punch needle.



Punch the legs one of the following ways:

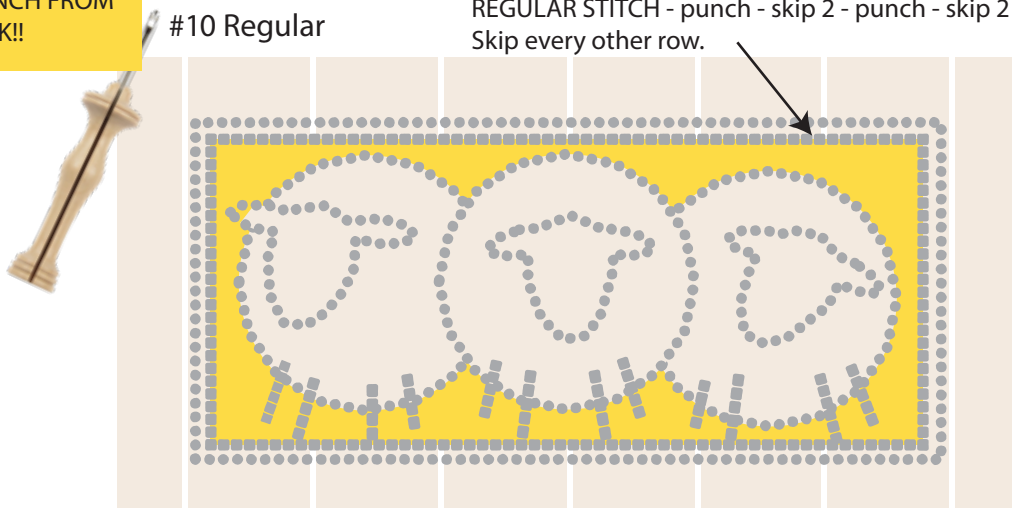
- Thin yarn should be punched with two or three strands in your punch needle. You may use a stem stitch if you prefer to make the legs look a little denser.
- If you use thick yarn, punch one row utilizing the stem stitch.
- If you use wool strips, punch a regular stitch (no rotation) and only one row for each leg.





Outline the sheep heads with a #10 regular. Yes, we are using a short #10 regular. We will not be holding and pulling yarn until the next class when we fill the sheep.

FLIP YOUR FRAME AND PUNCH FROM THE BACK!!



WOOL STRIPS PUNCHED ON THE BACK SIDE.
Our goal here is to fill the background with whatever colors you would like. Remember to reserve the colors you want to use for your sheep so you have enough to complete the project in the way that you would like.

