

## Ice Drop Square

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### Abbreviations

CTM continuous thread method; SCMR self closing mock ring; fp false picot; SS swap shuttles; [ ] thrown off ring; R ring; Ch chain; RW reverse work; - or p picot; + join; Cl close; vsp very small picot; lj lock join; SR split ring; DNRW do not reverse work

### Round 1 Wind 2 shuttles CTM

Begin with SCMR 3-3 SS [fp, 2-2-2-2-2-2-2-2 Cl] SS 3-3. RW.

Ch: vsp, 4-4, RW

Note: you could also work this in 2 rounds, or make R 2-2-2-2-2-2-2-2 fp, and then make SR3-3/3-3.



R: 3+(previous R) 3+ (central ring)3-3 Cl, RW.

Ch: 4-4

Repeat, joining last R to the first and last Ch to the vsp.



### Round 2

Work these rings at right angles to round 1

R: 4-4-4

Ch: 6 lj to base on next R of Round 1

R: 4 +(previous R)4-4

Ch 6, lj to base of next R on Round 1. Continue in this way to last R



On the last R, join to previous R and then before joining to first R, insert ice drop 'gem'. Join to first R, complete R and Cl. Ch 6, join to base of first R.



### Round 3

Begin with SR: 5-5/5-5  
R: 1, vsp, 4 - 4, vsp, 1, Cl  
DNRW, SS



\*Ch: 1+ (vsp on R) 3-4 RW  
R: 3 + (SR)3 + (p on Ch Round 1) 3-3 Cl, RW  
Ch: 3-3 RW  
R: 3 + (previous R) 3 + (space between Ch on Round 1) 3-3 Cl RW  
Ch 3-3 RW  
R: 3 + (previous R) 3+ (p on next Ch on Round 1) 3-3 Cl RW  
Ch: 4-3vsp1 RW  
R: 5 + (previous R) 5 + (space between Ch on Round 1) 5-5 Cl SS  
R: 1+(vsp on Ch) 4-4 vsp 1 Cl, DNRW, SS



Repeat from \*, joining final R to first SR, and final Ch to base of small R.