



# Donkey

Kristi Tullus

## Size

35 cm (14") from head to toe, 43 cm (17") including ears, when crocheted with worsted weight merino wool and a 3,00 mm hook.

## Skills required

Crocheting in spiral, slip stitch, single crochet stitch, increasing and decreasing.

## Difficulty

3. Intermediate – includes some less common crochet techniques and color changes.

## Contact Info

Pattern includes unlimited support from me over email or Skype. Crochet photo and video tutorials and helpful tips are available on my website.

✉ [kristi@spire.ee](mailto:kristi@spire.ee)

🌐 <http://spire.ee>

📺 a0kristi

Copyright © 2017 TÜ Spire. Contents of this document MAY NOT be copied, reproduced, altered, published or distributed in any way. You MAY sell finished products made with this pattern, provided you credit me as the designer (KristiTullus, kristitullus.com).



**Tip!** You can use the same pattern to make larger or smaller toys by using finer or bulkier yarn. Make sure to pick a crochet hook at least a size smaller than suggested on the yarn label and crochet tightly enough to achieve a tight gauge that will not allow the stuffing to show through the fabric. You may also need to adjust the size of the safety eyes and joints.

### Materials & Tools

- Yarn. I used BBB Filati *Full*, a worsted weight merino wool, 90 m=50g (98yd=50g) / 8 wpi / 4: medium. You will need about 75g of gray, 25g of dark brown and 10g of white yarn.
- 3,00 - 3,50 mm crochet hook (US size 3/D - 4/E) or according to the yarn.
- Polyester fiberfill, wool, wadding for stuffing.
- 12 mm (1/2") safety eyes or buttons, beads, felt etc.
- Two 20 mm (3/4") and two 30 mm (1 1/5") doll joints or safety eyes or buttons and thread.
- Embroidery floss.
- Yarn needle, scissors, stitch marker.

### Choosing joints

**Tip!** You can use plastic doll joints, cotter pin joints, buttons and thread or even just thread to attach the arms and legs. My favorite are plastic doll joints - they are easy to install, durable and washable. Buttons and thread will work great as well, if you can't get your hands on joints.

### Plastic doll joints



1. Plastic doll joints come in three pieces - disk with a stem, washer and a fastener.



2. Disk with a stem is placed inside a limb, pushing the stem through the fabric.



3. And then locked to place inside the body.

## Button and thread joints

**Tip!** Make sure you use a very strong thread to attach the limbs – it will have to endure quite a bit of tension and can be a bit difficult to mend, should it break. I have found cotton embroidery floss, nylon sewing thread (doubled or tripled) or fishing line work really well.



1. Cut a length of yarn and draw it through the holes in the button.



2. Place the button inside a limb, drawing the yarn tails through the fabric.



3. Place the other button inside the body, draw the yarn tails through the holes and knot them together.

## Abbreviations

- **st(s)** = stitch(es).
- **mr, sc *n*** = crochet *n* (number) single crochet stitches in to the adjustable loop (see page 13).
- **ch** = chain stitch.
- **sl st** = slip stitch (single crochet stitch in UK and Australia).
- **sc** = single crochet stitch (double crochet stitch in UK and Australia).
- **bpsc** = back post single crochet stitch (see page 12).
- **sc (or sl st, ch, hdc etc.) *n*** = crochet *n* single crochet stitches (or sl st, ch, hdc etc.), one in each stitch.
- **inc** = increase – crochet two single crochet stitches in the same stitch.
- **dec** = decrease – crochet two stitches together using the invisible decrease method (see page 14-15).
- **(sc 4, inc) x *n*** = repeat the pattern between parentheses *n* times.
- **(36)** = number of stitches in a round after finishing round.

## Notes

- Work in a continuous spiral, do not join rounds or turn your work, unless instructed otherwise in the pattern.
- Work all stitches in both loops, unless instructed otherwise in the pattern.
- Make sure to crochet tightly enough to achieve a tight gauge that will not allow the stuffing to show through the fabric.
- Use a stitch marker or a piece of yarn to mark the end or the beginning of a round. Move the marker up after completing each round.

## Head

With white yarn:

- |                                     |      |
|-------------------------------------|------|
| 1: mr, sc 6                         | (6)  |
| 2: inc x 6                          | (12) |
| 3: (sc, inc) x 6                    | (18) |
| 4: (inc, sc 2) x 6                  | (24) |
| 5: (sc 7, inc) x 3                  | (27) |
| 6: sc in each st                    | (27) |
| 7: sc 3, inc, (sc 8, inc) x 2, sc 5 | (30) |