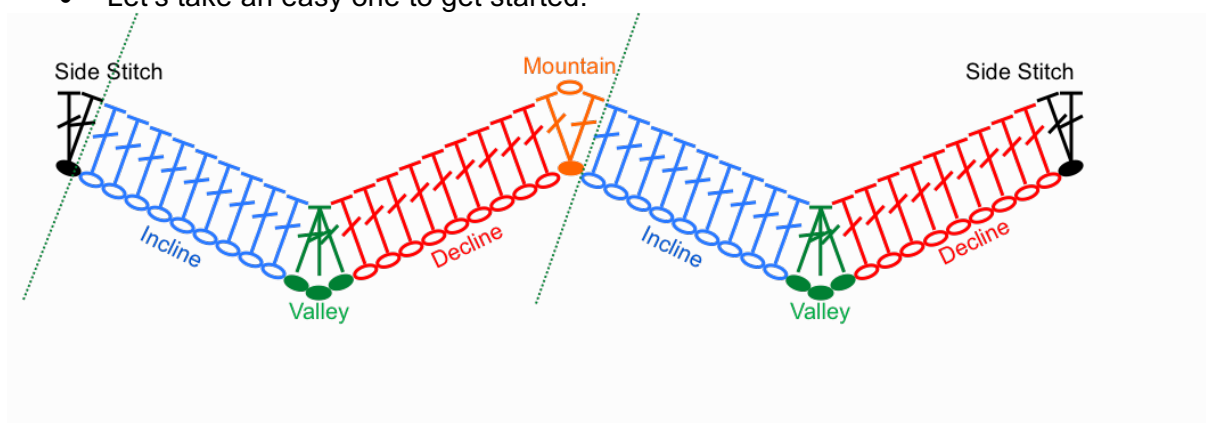


# Ripple Math 3

As promised, we are going to do the math of two ripples, just as a warm up to the *Ready... Steady... Ripple!* CAL. Here is the first one.

Now remember the three rules to the ripple:

- the mountain and the valley must be perfect opposites;
- the decline must match the incline in the number of stitches;
- the side stitch must be either 1/2 or 2/3 of the mountain.
- Let's take an easy one to get started.



The mountain: dc, ch, dc in one stitch of the foundation row, or in 1-ch space of previous row.

The Valley: dc 3 tog

Side Stitch: 2 dc

Decline / Incline: 9 dc in each

## Rule Check

In the valley, we decrease two, in the mountain, we increase two, mountain and valley are opposites.

Decline and Incline both 9 stitches each.

Side Stitch is 2 stitches, mountain is three (dc, ch, dc) – side stitch is 2/3 of mountain.

## To calculate

To calculate the foundation chain, we count the stitches from the side stitch on the right, to the stitch just before the mountain.

Side Stitch (1) + Decline (9) + Valley (3) + Incline (9) = 22 stitches

You will need multiples of 22+1 for decline / incline of 9. You could thus start with 23, 45, 67  
.....

## Size Variation

If you want to change the depth of the ripple effect, you can adjust the decline and incline – both with the same number of stitches.

Multiples of  $12+1$  for decline/incline of 4 (start with 25, 37, 49...)

Multiples of  $14+1$  for decline/incline of 5 (start with 29, 43, 57...)

Multiples of  $16+1$  for decline/incline of 6 (start with 33, 49, 65...)

Multiples of  $18+1$  for decline/incline of 7 (start with 37, 55, 73...)

Multiples of  $20+1$  for decline/incline of 8 (start with 41, 61, 81...)

Is it starting to look less complicated?