

Juana's CSM Selvage



By Juanita Reynard

This selvage technique makes a nicer looking selvage than the usual method.

1. Leave the ribber off and set up the cylinder needles with every other needle in place. Scrap on for 3-4 rows. Stop at right hash mark.
2. Tie on yarn and pull the new and scrap yarn through the yarn feeder.
3. Set the new yarn to knit the first needle AFTER the hash mark and the scrap yarn to knit the first needle BEFORE the hash mark.
4. Knit around with yarn and stop in front.
5. Put the ribber in place. Make sure that the knitting lever is in the IN position.
6. Add needles into the ribber dial on the right side hash mark. Start with the first ribber needle after the hash mark and then add needles all around the back and over to the left side as far as you can go.
7. Using a crochet hook, lift the yarn stretched between each cylinder needle and hang it on the opposing ribber needle. Hang the loops as far as you can to the left side.
8. Knit around to the right side or towards the back and add the rest of the ribber needles and hang the cylinder loops over the needles. Once done, keep on knitting. The selvage-is complete.

An alternative method that I use to speed things up is to load the ribber dial with all the needles in the start. This method differs in two ways.

1. 1 When putting the ribber dial on the machine to hang the loops from the right hash mark around, set the ribber lever to the OUT position so that the front needles do not knit.
2. Place a red mark on my tappet plate to mark which ribber needle comes out first when the lever is shifted from OUT to IN. When adding needles, hanging loops, and tapping the crank towards the right hash mark, shift the lever into the IN position when the red dot is just before the first ribber needle to knit (the one with the first loop of new yarn). Everything else in the process is the same.

<http://juana.sockknittingmachines.com/>

This article was originally published in the SockMachine Knitting newsletter on December 1, 2003, Volume 7, Issue 4 and is posted here with the permission of the editor, Bonnie Smola.