

A COUPLE OF MATH SKILLS FROM *SWEATER 101*

I. USING YOUR CALCULATOR MEMORY

1) Turn the calculator on and **hit the MRC (memory recall) button**. Probably it will still say '0' because there's nothing in the memory. If something does pop up, hit the **M-** button (subtract from memory) and the **C** (clear) or **CE** (clear entry) button. Hang in there with me. You did all this just to get to zero in case you weren't there already.

2) Now type in a number you will be using many times like the stitch gauge [we'll use 4.15 for this example], **and press M+** (add to memory). On my calculator, a little **M** appears in the upper right corner of the window and stays there as long as something is being stored in memory.

3) **Then hit CE or C**. With luck, you have a 0 with a little **M**. Now you can start your calculations, and **every time you need the number 4.15 hit the MRC button** instead. Everything else is business as usual. For example, **20** (the inches you want for the front body width) **X** (times) **MRC = 83**. Notice the equals sign. You have to hit that in order to complete the multiplication.

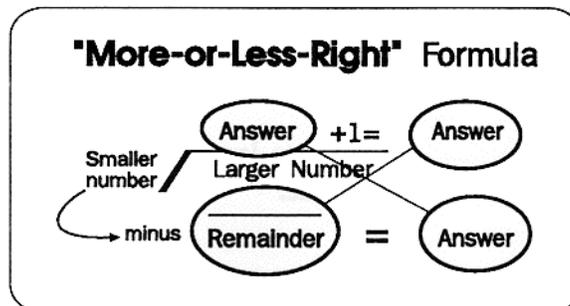
Push CE (or C on some calculators), and continue to figure the stitches you need at the back of the neck, at the cuff of the sleeve, the top of the sleeve, etc.

If you're a machine knitter and need to calculate the rows (5.87 is your make-believe gauge) you'll need to:

1. Hit MRC
2. Hit M- (this erases 4.15 from your little notepad)
3. Clear
4. Type in 5.87
5. Hit M+ (this writes the new number on your pad)
6. Clear Entry (CE) or Clear

And bingo! You're ready to figure your rows.

II. THE MORE-OR-LESS-RIGHT FORMULA



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