OLIVE THE OWL

Complete Digital Crochet Amigurumi Pattern



DIGITAL DOWNLOAD ONLY - NO PHYSICAL ITEM WILL BE SHIPPED

Skill level: Confident Beginner / Intermediate

Written in standard US crochet terminology

2. DIGITAL DOWNLOAD NOTICE

Important purchase information

This file is a digital crochet pattern for making Olive the Owl. It is not a finished owl, plush toy, or other physical item. No physical product will be shipped.

- You will crochet, stuff, assemble, and finish the amigurumi yourself using the written instructions in this pattern.
- Finished measurements in this document are calculated design targets for digital reproduction, not guaranteed physical dimensions.
- Final size can vary with yarn brand, yarn weight, hook size, tension, stuffing density, and individual crochet technique.

Customer expectation

The goal is a softly rounded, seated owl with a large head, cream eye mask, cream belly panel, taupe wings and ears, yellow beak and feet, pink cheeks, and a small centre-back tail.

3. FINISHED MEASUREMENTS

Calculated design targets using the recommended super-bulky chenille yarn and 5.0 mm hook. Measurements are approximate ranges and may change with tension and stuffing.

Feature	Target cm	Target in
Overall seated height	28-31 cm	11.0-12.2 in
Overall width across wings	20-22 cm	7.9-8.7 in
Body depth	13-15 cm	5.1-5.9 in
Head width	14-16 cm	5.5-6.3 in
Head height	14-16 cm	5.5-6.3 in
Body height	13-15 cm	5.1-5.9 in
Body width	12-14 cm	4.7-5.5 in
Wing length	8-9 cm	3.1-3.5 in
Wing width	5-6 cm	2.0-2.4 in
Ear height	3-4 cm	1.2-1.6 in
Foot length	4.5-5.5 cm	1.8-2.2 in
Beak projection	1.5-2 cm	0.6-0.8 in
Tail diameter	2.5-3.5 cm	1.0-1.4 in

Size note

If your fabric is noticeably looser than the reference density, use a smaller hook before continuing. If your fabric is very stiff and difficult to work, increase the hook by 0.5 mm. Changing hook size will also change the finished dimensions and yarn usage.

4. MATERIALS AND TOOLS

Recommended yarn: super-bulky / jumbo-style plush chenille, approximately 100-120 m per 100 g. Choose a smooth plush yarn that holds dense single crochet without exposing stuffing.

Colour	Use	Approx. amount
Taupe / warm mushroom	Head, body, wings, ears, tail, belly embroidery	180-220 g
Cream / ivory	Face ovals and belly patch	70-90 g
Golden yellow	Beak and feet	20-25 g
Blush pink	Cheeks	5-10 g
Black embroidery yarn	Optional embroidered-eye alternative	Small amount

- 5.0 mm crochet hook (US H/8) as the design target; adjust only if needed for dense amigurumi fabric.
- Polyester fibre filling, approximately 250-350 g depending on stuffing density.
- Two 18 mm black safety eyes, or black yarn/thread for embroidered eyes.
- Tapestry needle with a blunt tip and an eye large enough for plush yarn.
- Removable stitch markers, including one main BOR marker and several placement markers.
- Pins or locking stitch markers for positioning parts before sewing.
- Scissors, measuring tape, and optional row counter.

Safety warning

Safety eyes, buttons, beads, wire, and other small or rigid components can be hazardous for children under 3 years old. For a child-safe appearance, omit safety eyes and embroider the eyes securely with yarn. This pattern does not require wire, pellets, beads, or internal rigid reinforcement.

5. GAUGE AND TENSION

Amigurumi should be worked with firm, dense tension so that stuffing does not show through the fabric. Exact gauge is not mandatory, but a reference gauge helps maintain the intended proportions.

Reference gauge

About 11 sc x 15 rows = 10 x 10 cm / 4 x 4 in in firm single crochet using a 5.0 mm hook and the recommended plush yarn. Work a small flat swatch only if you want to compare density before beginning the amigurumi.

- If you can easily see daylight between stitches before stuffing, reduce hook size by 0.5 mm.
- If the hook is difficult to insert and the fabric feels board-like, increase hook size by 0.5 mm.
- Do not deliberately loosen your tension during increase rounds; consistent tension keeps the head and body smooth.
- Gauge changes final size and yarn usage. It does not guarantee an exact finished measurement.

6. CROCHET METHOD AND TERMINOLOGY

- Terminology: standard US crochet terms throughout.
- Main 3D pieces are worked in continuous spiral rounds unless a section specifically says otherwise.
- Place a removable marker in the first stitch of every round. Move the marker up after each completed round.
- For the head and body, use the beginning-of-round (BOR) marker only to track round starts. Continuous spiral rounds naturally shift, so do not treat BOR as a fixed vertical centre-back line. Before placing features, establish physical centre back (CB) with a removable vertical strand of contrasting scrap yarn and place a second vertical guide directly opposite at physical centre front (CF). Use these physical guide lines for all placement coordinates and head-to-body alignment.
- Use standard yarn-over single crochet. If you prefer yarn-under single crochet, use it consistently for every amigurumi piece because stitch appearance and density can differ.
- The normal finished side of the crochet fabric faces outward. Do not turn spiral rounds.
- Flat face and belly patches are worked in continuous rounds from a magic ring, then flattened for sewing. They are not turned.
- Right and left always refer to Olive's own right and left unless the pattern explicitly says viewer right or viewer left.

Orientation shorthand

BOR = beginning of round and is used only for round counting. CB = physical centre back. CF = physical centre front directly opposite CB. The physical CB and CF guide lines are independent of BOR and remain the placement references throughout assembly.

7. ABBREVIATIONS

Abbreviation	Meaning
MR	magic ring
ch	chain
sl st	slip stitch
sc	single crochet
inc	increase - work 2 sc in the same stitch
inv dec	invisible decrease - insert hook through the front loops of the next 2 stitches and complete them together as 1 sc
BLO	back loop only
st / sts	stitch / stitches
rnd / rnds	round / rounds
FO	fasten off
BOR	beginning of round
CF	centre front
CB	centre back

Counting rule

The BOR marker is not a stitch. Because the main pieces are worked in spirals, there is no joining slip stitch and no turning chain to count.

8. CONSTRUCTION OVERVIEW

Olive is constructed from separate crocheted pieces that are assembled after shaping and stuffing. The head and body finish with matching 24-st openings for a controlled neck join.

Piece	Colour	Treatment
Head	Taupe	Stuff firmly; keep 24-st neck opening accessible
Face ovals x2	Cream	Flat and unstuffed; safety-eye stems pass through these and the head
Beak	Yellow	Very lightly stuffed
Cheeks x2	Pink	Flat and unstuffed
Ears x2	Taupe	Lightly stuffed at base only
Body	Taupe	Stuff firmly but keep lower base broad
Belly patch	Cream	Flat and unstuffed
Wings x2	Taupe	Lightly stuffed at rounded ends; upper edge flatter
Feet x2	Yellow	Lightly stuffed and slightly flattened
Tail	Taupe	Lightly stuffed; small rounded puff at CB

Recommended assembly order:

1. Complete the head through Rnd 15. Add a small amount of temporary stuffing to round the head for placement, establish the physical CB and CF guides, position the cream face ovals, and install the safety eyes. Finish the head and complete stuffing. Attach the beak and cheeks; if using the embroidered-eye alternative, add the eyes after final stuffing.

2. Complete and stuff the body; establish physical CB and CF guides and attach the belly patch while the body neck opening remains accessible.

3. Add the taupe belly feather embroidery. Secure the embroidery tails under the belly-patch edge or inside the body before the neck opening is closed.

4. Join the 24-st head opening to the 24-st body opening and adjust neck stuffing before closing the seam.

5. Attach feet, wings, ears, and tail using the placement maps and written coordinates.

6. Check symmetry and balance from front, back, top, underside, and both side views; then bury all remaining tails.

9. COMPLETE WRITTEN CROCHET PATTERN

Before beginning

Read the placement notes for each piece before fastening it permanently. Plush yarn can hide stitch tops, so use markers generously. Count every round rather than relying on visual repetition.

A. Head - taupe

Work in a continuous spiral. Use the BOR marker only to track round starts; do not treat BOR as a fixed centre-back line. Establish physical CB and CF guide lines during the Rnd 15 face-placement pause. Stuff firmly without stretching the stitches.

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	(Sc in next st, inc in next st) 6 times.	18
4	(Sc in next 2 sts, inc in next st) 6 times.	24
5	(Sc in next 3 sts, inc in next st) 6 times.	30
6	(Sc in next 4 sts, inc in next st) 6 times.	36
7	(Sc in next 5 sts, inc in next st) 6 times.	42
8	(Sc in next 6 sts, inc in next st) 6 times.	48
9	Sc in each st around.	48
10	Sc in each st around.	48
11	Sc in each st around.	48
12	Sc in each st around.	48
13	Sc in each st around.	48
14	Sc in each st around.	48
15	Sc in each st around. Pause here for face placement and eye installation.	48
16	(Sc in next 6 sts, inv dec) 6 times.	42
17	Sc in each st around.	42
18	(Sc in next 5 sts, inv dec) 6 times.	36
19	Sc in each st around.	36
20	(Sc in next 4 sts, inv dec) 6 times.	30
21	Sc in each st around.	30
22	(Sc in next 3 sts, inv dec) 6 times.	24
23	Sc in each st around. FO, leaving about 70 cm / 28 in for the neck seam.	24

Pause after Head Rnd 15

Add a small amount of temporary filling so the head is lightly rounded without stretching the stitches. Establish physical CB with a removable vertical scrap-yarn guide and physical CF directly opposite it. Make both cream face ovals and pin them over approximately Head Rnds 8-15 with their inner edges meeting or overlapping slightly at CF. Insert each safety-eye stem through a cream oval and through the head between Head Rnds 11-12, approximately 3-4 sts to each side of physical CF, giving approximately 7-8 sts between eye centres. Check the face from straight on while the head is lightly shaped. Move or remove the temporary filling from behind the eye stems as needed, then fasten the washers inside the head before the decreases make access difficult. Remove excess temporary filling if it interferes with continuing the next rounds. If using embroidered eyes, skip the hardware and embroider the eyes after final stuffing.

Stuffing: After the temporary shaping used for the Rnd 15 face-placement check, continue permanent stuffing after Rnd 18. Put the most filling into the forehead, cheeks, and side walls. Keep the bottom 24-st opening accessible and moderately stuffed for the neck seam.

B. Cream face ovals - make 2

Work in continuous rounds from an MR. Do not turn.

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	(Sc in next st, inc in next st) 6 times.	18
4	(Sc in next 2 sts, inc in next st) 6 times. FO, leaving a long sewing tail.	24

Shape: Flatten completely. Gently ease each piece into a soft, near-round oval; do not stretch it into a long capsule. Position the pair over approximately Head Rnds 8-15 with the inner edges meeting or overlapping slightly at CF.

C. Beak - golden yellow

Rnd	Instruction	Sts
1	4 sc in MR.	4
2	Inc in each st around.	8
3	Sc in each st around. FO, leaving 30 cm / 12 in for sewing.	8

Add only a tiny pinch of filling. Keep the beak short and rounded, with a softly defined front point rather than a long cone. The 8-st opening is sewn against the face.

D. Cheeks - blush pink - make 2

Rnd	Instruction	Sts
1	6 sc in MR. Sl st loosely to the first sc only to neaten the edge. FO, leaving 20 cm / 8 in for sewing.	6

Flatten completely. These are small surface circles, not stuffed pieces.

E. Ear tufts - taupe - make 2

Rnd	Instruction	Sts
1	4 sc in MR.	4

Rnd	Instruction	Sts
2	Inc in each st around.	8
3	Sc in each st around.	8
4	(Sc in next 3 sts, inc in next st) 2 times.	10
5	Sc in each st around. FO, leaving 35 cm / 14 in for sewing.	10

Place only a small pinch of filling in the lower half. Keep the upper tip soft and rounded rather than rigidly pointed.

F. Body - taupe

Work from the lower base upward in a continuous spiral. Use the BOR marker only to track round starts. After stuffing and shaping the body, establish physical CB and CF with removable vertical guide threads before placing the belly, limbs, or tail. The finished 24-st opening becomes the neck.

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	(Sc in next st, inc in next st) 6 times.	18
4	(Sc in next 2 sts, inc in next st) 6 times.	24
5	(Sc in next 3 sts, inc in next st) 6 times.	30
6	(Sc in next 4 sts, inc in next st) 6 times.	36
7	(Sc in next 5 sts, inc in next st) 6 times.	42
8	Sc in each st around.	42
9	Sc in each st around.	42
10	Sc in each st around.	42
11	Sc in each st around.	42
12	Sc in each st around.	42
13	Sc in each st around.	42
14	Sc in each st around.	42
15	(Sc in next 5 sts, inv dec) 6 times.	36
16	Sc in each st around.	36
17	Sc in each st around.	36
18	(Sc in next 4 sts, inv dec) 6 times.	30
19	Sc in each st around.	30
20	Sc in each st around.	30
21	(Sc in next 3 sts, inv dec) 6 times.	24
22	Sc in each st around.	24
23	Sc in each st around. FO, leaving about 70 cm / 28 in if you want to use the body tail for the neck seam.	24

Stuffing: Begin after Rnd 15. Keep the base broad and slightly flattened. Add most filling to the lower and middle body. Leave Rnds 21-23 moderately stuffed so the neck join does not become over-rounded.

G. Belly patch - cream

Work in continuous rounds from an MR. Do not turn.

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	(Sc in next st, inc in next st) 6 times.	18
4	(Sc in next 2 sts, inc in next st) 6 times.	24
5	(Sc in next 3 sts, inc in next st) 6 times.	30
6	(Sc in next 4 sts, inc in next st) 6 times. FO, leaving a long sewing tail.	36

Gently flatten. Keep the patch broad and rounded, easing it into only a very soft oval if needed. Position it centred on CF over approximately Body Rnds 8-19. Do not stuff.

H. Wings - taupe - make 2

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	(Sc in next st, inc in next st) 6 times.	18
4	Sc in each st around.	18
5	Sc in each st around.	18
6	(Sc in next 4 sts, inv dec) 3 times.	15
7	Sc in each st around.	15
8	(Sc in next 3 sts, inv dec) 3 times.	12
9	Sc in each st around.	12
10	(Sc in next 2 sts, inv dec) 3 times. FO, leaving 45 cm / 18 in for sewing.	9

Lightly stuff Rnds 1-6 so the rounded end is softly padded. Keep Rnds 7-10 almost flat. Flatten the 9-st opening sideways before pinning to the body.

I. Feet - golden yellow - make 2

Rnd	Instruction	Sts
Setup	Ch 5. Begin in the 2nd ch from hook.	-
1	Sc in next 3 ch, 3 sc in last ch; working along underside, sc in next 2 ch, inc in last ch.	10
2	Inc in next st, sc in next 2 sts, inc in each of next 3 sts, sc in next 2 sts, inc in each of next 2 sts.	16
3	BLO sc in each st around.	16
4	Sc in each st around.	16
5	(Sc in next 2 sts, inv dec) 4 times. FO, leaving 35 cm / 14 in for sewing.	12

Add a small amount of filling and flatten slightly. Keep the 12-st opening open for attachment to the body. Before attaching, use yellow yarn to make two shallow vertical tightening lines over the front half of each foot, dividing the rounded front into 3 soft toe lobes. Do not pull tightly enough to create hard ridges. During assembly, sew the entire 12-st opening securely against the body.

J. Tail - taupe

Rnd	Instruction	Sts
1	6 sc in MR.	6
2	Inc in each st around.	12
3	Sc in each st around.	12
4	(Sc in next st, inv dec) 4 times. FO, leaving 35 cm / 14 in for sewing.	8

Add a small pinch of filling. Do not flatten the tail. Keep it as a compact rounded puff with the 8-st opening forming the attachment base.

10. STITCH-COUNT VALIDATION

All shaping sequences in the written pattern were digitally checked so each repeat consumes the available stitches and arrives at the stated final count. The customer does not need to perform any calculations.

Piece	Verified count path	Finish
Head	6 -> 12 -> 18 -> 24 -> 30 -> 36 -> 42 -> 48 -> 42 -> 36 -> 30 -> 24	24-st neck opening
Body	6 -> 12 -> 18 -> 24 -> 30 -> 36 -> 42 -> 36 -> 30 -> 24	24-st neck opening
Wing	6 -> 12 -> 18 -> 15 -> 12 -> 9	9-st flattened opening
Ear	4 -> 8 -> 10	10-st sewing edge
Beak	4 -> 8	8-st sewing edge
Foot	10 -> 16 -> 12	12-st flattened opening
Tail	6 -> 12 -> 8	8-st rounded attachment opening
Face oval	6 -> 12 -> 18 -> 24	flat
Belly patch	6 -> 12 -> 18 -> 24 -> 30 -> 36	flat

Count-check habit

For best results with plush yarn, count at the end of every round and move the BOR marker immediately. If a count is wrong, correct it before continuing because plush yarn can make skipped stitches difficult to find later.

11. SHAPING AND PROPORTIONS

- Head-to-body target: the head should appear slightly wider and taller than the body, creating the oversized, friendly owl silhouette shown in the reference.
- The head reaches its maximum 48-st circumference on Rnd 8 and remains at 48 sts through Rnd 15. The body reaches its maximum 42-st circumference on Rnd 7 and remains at 42 sts through Rnd 14.
- Keep the lower body broad and the upper body gently tapered. Avoid overstuffing the 24-st neck area.
- The cream face ovals should be broad, near-round lobes that dominate the front of the head without reaching the crown or side seams. Their inner edges should create a soft V around the beak.
- The wings sit low enough to frame the belly but high enough that their top edges begin around the middle-upper body.
- Feet are low and forward, with the toe lobes facing front and slightly outward.
- Ear tufts sit at approximately the 10 o'clock and 2 o'clock positions from the front view. They should angle slightly outward.
- The small tail is centred low at the back and forms a compact rounded puff. It should project slightly from the body without forming a pointed or hanging end.
- The design target is a seated silhouette. No wire or weighted pellets are required by this construction.

Visual proportion check

Before sewing any limb permanently, set the stuffed head on the body and pin the parts temporarily. View Olive from at least 1 m / 3 ft away. Adjust the wing height, ear angle, and foot spacing until the silhouette looks balanced.

12. COLOUR CHANGES AND SURFACE DETAILS

The main 3D pieces use single colours, so there are no in-round colour changes. Cream, yellow, and pink details are added as separate crocheted pieces. This keeps the spiral fabric clean and avoids stepped colour joins on the main head and body.

- Cream face ovals: sew over approximately Head Rnds 8-15. Their inner edges meet at CF beneath the forehead.
- Cream belly patch: sew over approximately Body Rnds 8-19, centred on CF. Keep a narrow, visually even taupe border visible around the patch.
- Pink cheeks: sew approximately 2 rounds below the eye line, with centres about 5 sts to each side of CF and slightly farther from CF than the eye centres.
- Yellow beak: sew at CF between the lower inner edges of the cream face ovals.
- Yellow feet: sew at the lower front of the body with toe lobes facing forward.
- Taupe belly feather embroidery: add after the belly patch is attached. Use a blunt tapestry needle and the same taupe yarn as the body.

Belly feather embroidery target:

- Upper motif: one shallow V or curved stitch centred over Body Rnds 11-12, about 3 sts wide.
- Middle motif: two shallow side-by-side V shapes over Body Rnds 13-14.
- Lower motif: two or three small shallow arcs over Body Rnds 15-16. Keep the design symmetrical around CF.
- Secure the embroidery on the underside of the belly patch edge or inside the body before the neck seam is completely closed. Do not pull tightly enough to pucker the cream fabric.

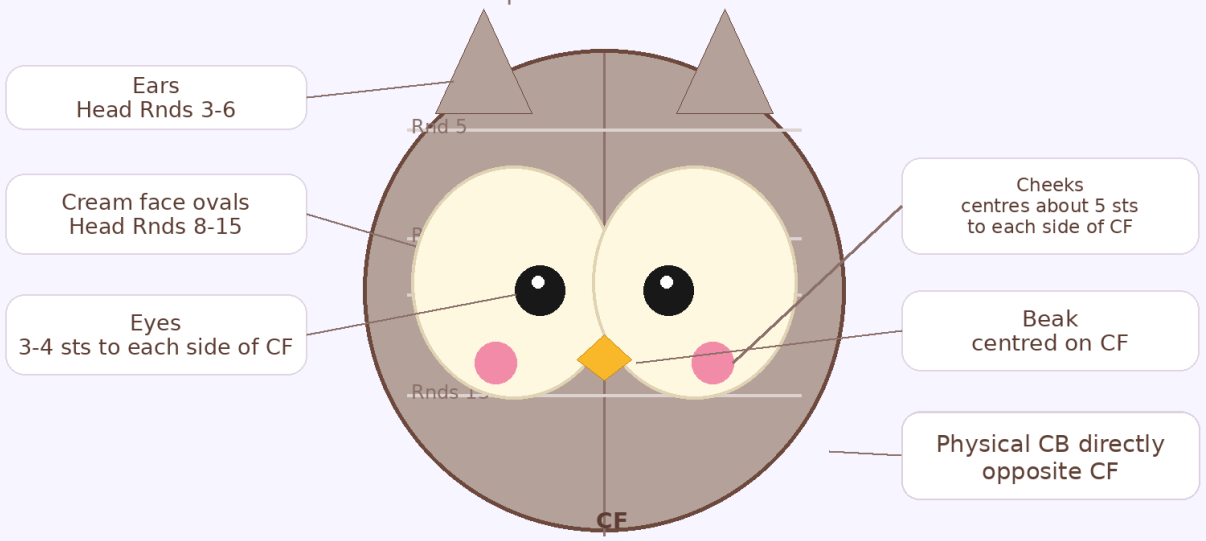
13. PLACEMENT MAPS

How to read these coordinates

BOR marks round starts only and is not used as a placement axis. CB and CF are physical vertical guide lines established on the shaped piece, with CF directly opposite CB. Right and left are Olive's own right and left. Stitch distances from CF are approximate placement targets; plush yarn and stuffing can shift the visual centre slightly, so always check the shaped piece before permanent sewing.

HEAD + FACE PLACEMENT MAP

Front view - directions are from Olive's point of view.



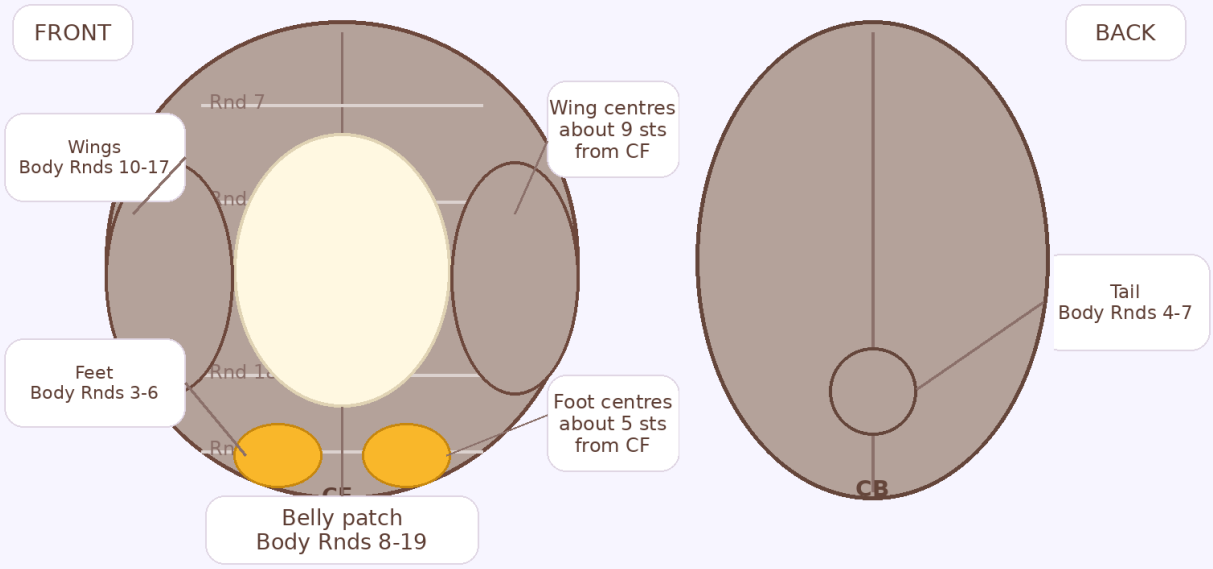
Check feature positions after the head is partially stuffed.

Head placement details

Feature	Round range	Placement
Cream face ovals	Head Rnds 8-15	Inner edges meet/overlap slightly at CF; keep each lobe broad and near-round.
Eyes	Between Head Rnds 11-12	Centres approximately 3-4 sts to each side of CF; approximately 7-8 sts between centres.
Beak	Head Rnds 12-15	Centred on CF; 8-st base between the inner lower edges of the cream face patches; short rounded tip projects slightly forward/downward.
Cheeks	Head Rnds 13-15	Centres approximately 5 sts to each side of CF; roughly 2 rounds below the eye line.
Ears	Head Rnds 3-6	Centres about 7 sts to each side of CF when measured around Head Rnd 5; angle outward.

BODY + LIMB PLACEMENT MAP

Front and back placement targets after the body is moderately stuffed.



Body placement details

Feature	Round range	Placement
Belly patch	Body Rnds 8-19	Centred on CF; keep the patch broad and rounded.
Wings	Body Rnds 10-17	Centres about 9 sts to each side of CF measured around Body Rnd 13; rounded end lower.
Feet	Body Rnds 3-6	Centres about 5 sts to each side of CF measured around Body Rnd 4; toes forward and slightly outward.
Tail	approximately Body Rnds 4-7	Centred on physical CB; keep the tail rounded and projecting slightly backward.

Check after stuffing

Pin both members of every paired feature at the same time. Compare from the front, back, top, and underside before sewing. If the spiral fabric makes one side appear a few millimetres higher, adjust visually rather than forcing a numerical coordinate that looks uneven.

14. STUFFING AND SHAPING

- Head: firmly stuffed without stretching the stitches. Add small tufts gradually to keep the crown, cheeks, and sides smooth. Keep the final 24-st neck opening moderately stuffed.
- Body: firmly stuffed through the lower and middle sections. Press the base against a flat surface while stuffing so it stays broad rather than becoming spherical. Keep the upper 2-3 rounds moderately stuffed for the neck seam.
- Wings: lightly stuff the rounded lower half only. The upper sewing edge should remain soft and nearly flat.
- Ears: place only a small amount of filling in the lower half. Keep the tips soft.
- Beak: use only a tiny pinch of filling. Keep the beak compact and softly rounded; do not stretch it into a long cone.
- Feet: lightly stuff and flatten slightly. The front should remain rounded enough for the toe-dividing lines.
- Tail: add only a small pinch of filling. Keep the tail rounded and do not flatten or elongate it.
- Face ovals, cheeks, and belly patch: leave completely unstuffed.

Needle sculpting is not required for this design. The facial expression comes from the cream oval placement, eye spacing, beak position, and cheek placement.

15. ASSEMBLY INSTRUCTIONS

1. Prepare orientation guides. Reconfirm the physical CB and CF guide lines established on the head during face placement. On the stuffed body, establish physical CB and CF with removable vertical guide threads before attaching front or back features. BOR remains only the round-start marker; do not realign the physical guides to BOR.
2. Finish the face. Confirm the cream face ovals and safety eyes are secure. If using the embroidered-eye alternative, embroider and secure the eyes now on the fully stuffed head. Pin the beak at CF and the cheeks below the eyes, then sew them securely with their edges lying flat.
3. Attach the belly patch. Centre it over approximately Body Rnds 8-19. Pin at top, bottom, left, and right first, then fill in the intermediate pins. Sew the outer edge evenly without stretching the broad cream patch.
4. Add belly feather embroidery. Work the taupe motifs described in Section 12 while the body neck opening is still accessible. Keep the motifs centred and shallow. Secure the embroidery tails under the belly-patch edge or inside the body before continuing.
5. Join head to body. Match the 24 head-opening stitches to the 24 body-opening stitches one-to-one, aligning CF to CF and CB to CB. Use a whip stitch or ladder-style seam through both loops. Work halfway around, adjust neck stuffing, then finish the seam.
6. Attach feet. Pin each foot over Body Rnds 3-6, centres about 5 sts to either side of CF. Toe lobes face front and angle slightly outward. Place the entire 12-st open edge against the body and whip stitch all 12 opening stitches securely to the body so no part of the opening remains exposed. Then add 2-3 small underside tacks through the closed foot fabric if needed to control the foot angle.
7. Attach wings. Pin over Body Rnds 10-17, centres about 9 sts to each side of CF around Body Rnd 13. Keep the rounded end lower and slightly forward. Sew the upper flattened opening and 1-2 side stitches so the wing hangs softly rather than being fully fused to the body.
8. Attach ear tufts. Pin over Head Rnds 3-6 at matching angles. Sew around each 10-st base. Check that both tips lean outward by a similar amount.
9. Attach tail. Centre the rounded 8-st tail opening at CB over approximately Body Rnds 4-7. Sew completely around the opening while preserving the rounded puff shape. Do not flatten, elongate, or pull the tail into a point.
10. Final symmetry check. View from front, back, both sides, top, and underside. Correct any loose seam or obvious asymmetry before burying the final yarn tails.

Do not trap access points

Before closing the neck seam completely, confirm all safety-eye washers are secure, the head and body are fully stuffed, the belly embroidery tails are resolved, and no temporary guide thread needs to be removed from inside the body.

16. SEWING METHODS

Join	Method	How to sew
Head to body	Whip stitch or ladder-style join through both loops	Match 24 stitches one-to-one. Tighten only enough to close the seam without cinching the neck.
Flat patches	Whip stitch / surface attachment	Pass under the outer edge stitch of the patch and through one body stitch at a time. Keep tension even.
Wings	Whip stitch through flattened opening	Catch both layers of the flattened 9-st opening and a small amount of body fabric. Add 1-2 side tacks only as needed.
Ears	Whip stitch around open base	Sew around all 10 stitches of the open ear base, catching one ear-edge stitch and a small amount of head fabric at a time. Keep the lightly stuffed lower half rounded; do not flatten the ear base.
Feet	Whip stitch around full open edge plus underside tacks	Sew all 12 stitches of the open foot edge securely to the body, sealing the opening completely. Then make 2-3 underside tacks if needed to control foot direction.
Tail	Whip stitch around open base	Sew the complete 8-st open base at CB. Keep the stuffed tail rounded rather than flattened.
Beak	Small whip stitches around open base	Catch the beak edge and head surface. Add tiny amounts of filling before the last few stitches if needed.

- Pin before sewing. Plush yarn hides stitches, so work slowly and use the visible row structure as a guide.
- Do not pull seams so tightly that the body fabric puckers or the attached piece collapses.
- Secure each seam with 2 small knots hidden inside or under the attachment, then weave the tail through the stuffed piece and bring it out several centimetres away. Snip close so the end retracts inside.

17. FINAL VISUAL CHECKLIST

Check	Check
[ ] Face is centred on CF and visually balanced.	[ ] Eyes are level and approximately 7-8 sts apart at the eye line.
[ ] Cream face ovals are symmetrical and form a soft V around the beak.	[ ] Beak is centred, compact, and projects only slightly forward/downward.
[ ] Cheeks are level and equally spaced from CF.	[ ] Ear tufts sit at matching heights and similar outward angles.
[ ] Head sits directly over the body without leaning left or right.	[ ] Belly patch is broad, rounded, and centred on CF.
[ ] Wings begin at similar heights and hang at matching angles.	[ ] Feet are level, separated, and facing forward/slightly outward.
[ ] Tail is centred low at CB and forms a small rounded puff.	[ ] Belly feather embroidery is centred and does not pucker the cream patch.
[ ] Amigurumi has the intended broad seated silhouette when placed on a flat surface.	[ ] No visible stuffing shows through the stitches.
[ ] No large gaps remain around sewn pieces or decreases.	[ ] No safety-eye washer, knot, or rigid component is exposed.
[ ] All seams are secure and no yarn tails are left loose.	[ ] All temporary markers and guide threads have been removed.

18. TROUBLESHOOTING

Problem	Practical fix
Stuffing shows through	Use a smaller hook or firmer tension. Add stuffing in smaller tufts rather than forcing a large amount against one area.
Owl is too large or too small	Check yarn weight, hook size, and reference gauge. Use the same pattern counts; changing hook or yarn changes scale.
Rounds twist or BOR drifts	BOR drift is normal in continuous spiral rounds. Move the BOR marker after every round for counting only; do not try to force it into a vertical placement line. Use the physical CB and CF guide threads for feature placement and alignment.
Visible colour-change step	Main pieces do not require colour changes. For separate patches, use surface sewing rather than joining colours into the spiral.
Eyes look uneven	Before final tightening, compare from straight front view. Reposition embroidered eyes or, if using safety eyes, correct patch placement before closing the head.
Beak is off-centre	Re-pin it using CF as the centre line. The upper base should sit between the inner lower edges of the cream ovals.
Head leans to one side	Open a small section of the neck seam, redistribute stuffing, and retighten the 24-to-24 stitch join evenly.
Wings are uneven	Match their top attachment round first, then compare lower tips before adding side tacks.
One ear sits higher	Match the lower ear bases over the same head rounds and compare the outer tip angle from front and top views.
Feet point inward or outward too much	Remove the underside tacks and, if necessary, unpick a short section of the foot-base seam. Re-angle the foot, resew the opened section completely, and replace the underside tacks.
Tail looks flat, pointed, or off-centre	Reposition it at low CB, redistribute the small amount of filling, and resew the complete base without flattening the tail.
Gaps appear around sewn pieces	Add smaller, closer whip stitches. Do not over-tighten; aim to close the edge rather than cinch the fabric.
Attachment feels loose	Add a second pass through the attachment edge and nearby body stitches, then bury the tail deeply.
Flat base becomes rounded	Massage stuffing upward from the base and press the body gently on a flat surface. Avoid overfilling the centre bottom.
Decrease holes are visible	Use invisible decreases through front loops only and maintain firm tension through the completed decrease.

19. PRINTING AND CUSTOMER NOTES

- DIGITAL DOWNLOAD ONLY - no physical item will be shipped.
- Pattern terminology: standard US crochet terminology.
- Recommended printing: A4 at 100% scale. US Letter users may choose Fit to Printable Area; written stitch counts do not depend on printed diagram scale.
- Personal handmade use is permitted.
- You may sell finished Olive the Owl amigurumi items that you crochet yourself in small handmade quantities. Please credit the pattern designer/shop in your finished-item listing when practical.
- Mass manufacturing from this pattern is not authorized.
- Do not redistribute, resell, copy, upload, translate, share, or publish this pattern or substantial parts of it without permission.
- Do not resell the PDF or include the pattern file in kits, bundles, courses, or other digital products without written authorization.
- Finished measurements are design targets only and can vary with yarn, hook size, tension, stuffing, and technique.
- No physical prototype or test crochet was used in the creation of this digital pattern.

Thank you for making Olive

Take your time with the face and placement steps - small positional changes can make a big difference in expression. Pin first, compare from several angles, then sew once the owl looks balanced.

OLIVE THE OWL - QUICK COMPLETION CHECK

A compact reference for the final assembly stage

Feature	Target
Head opening	24 sts
Body opening	24 sts
Eye line	Between Head Rnds 11-12
Eye spacing	About 3-4 sts each side of CF; about 7-8 sts between centres
Belly patch	Body Rnds 8-19
Wings	Body Rnds 10-17
Feet	Body Rnds 3-6
Ears	Head Rnds 3-6
Tail	approximately Body Rnds 4-7 at CB

Last reminder

Pin paired pieces together, check from every angle, and resolve stuffing or alignment before burying yarn tails. This document is a digitally designed pattern and does not claim physical test-crochet verification.