

AMISH STAR

Block of the Month – Due January 4, 2006
12-1/2 inches unfinished

Supplies:

Color 1/Outer star = (any solid or solid-reading color):
Four rectangles 2-1/2" x 4-1/2"
One strip 3" x 12"

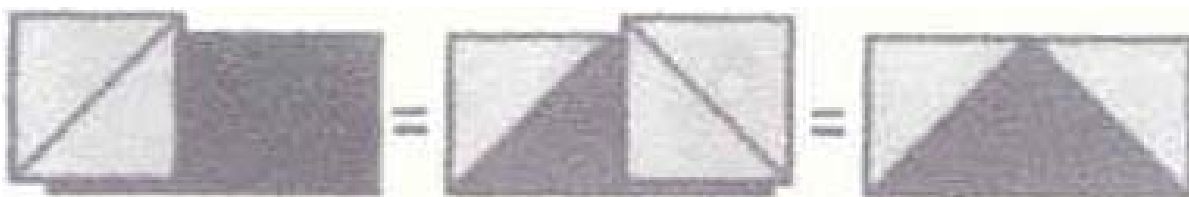


Color 2/Inner star = (solid or solid-reading color in the **purple** family):
Eight 2-1/2" squares

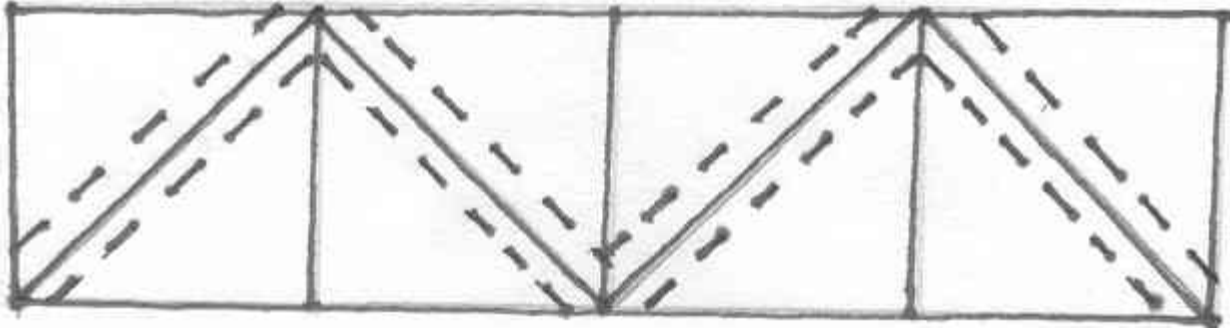
Color 3/Background = solid black fabric:
Four rectangles 2-1/2" x 4-1/2"
One strip 3" x 12"
Eight 2-1/2" squares
One 4-1/2" square

Making the Block:

Make the flying geese units (see below) by stacking a Color 2 square, right sides together and edges lined up, on one end of a Black rectangle. On the back of the square, lightly draw a diagonal line and sew on this drawn line. Cut off excess seam allowance and press the remainder towards the outer triangle. Repeat this with another Color 2 square on the other end. Make four units like this. OR use your own preferred method for making four flying geese units that will measure 2-1/2" x 4-1/2".



Speed-piece the half square triangles by stacking the Color 1 and the Black 3" x 12" strips right sides together. On the back of the lighter strip mark the 3" square lines and mark the diagonals as shown below. Sew a scant 1/4" above and below the marked diagonals, pivoting at the square lines. Cut apart on the square lines and on the marked diagonal lines between the rows of stitching. Trim each square to 2-1/2". This will give you eight half squares. OR use your own preferred method for making eight half-square triangles to measure 2-1/2".



SEW on DOTTED lines -- CUT on SOLID lines

Piece the block by joining your squares, rectangles, half squares, geese and the center square.

First make rows, then sew the rows together, always alternating pressing directions with each addition.

Check to make sure the block measures 12-1/2".

If you have any questions, don't hesitate to get in touch with Deena, 528-3435, buddha67@sonic.net.

Thanks to Marcia Hohn at www.quilterscache.com for permission to hand out this copyrighted pattern (2001).