BLOCK LOTTO



String Block

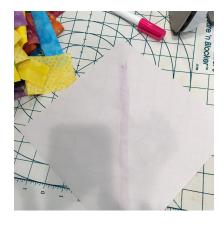
Materials needed:

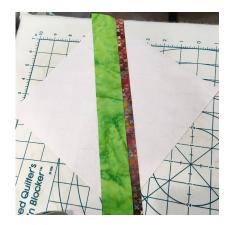
- One 8 1/2" piece of news print or other paper. (handed out at meeting)
- One strip of batik focus fabric. (handed out at meeting)
- Several scraps of batik fabric. Strips should be between 1" and 2 1/2". They need to be long enough to hang over the fabric by 1/4"
- Washable glue stick and Hot dry iron



Color: Must be a color that is in the focus fabric. Must be batik fabric. There are many colors to choose from in the focus fabric. DO NOT USE BROWN.

- Before sewing reduce your stitch length to 1.5. This helps to remove the paper in the end and keep stitches secure while papers are being removed.
- Start by putting a thin layer of glue from corner to corner.
- Place the focus fabric down corner to corner. Fabric should over hang the edges of the block. This will be trimmed off later.
- Place one strip on top of the focus fabric and sew 1/4" seam on the left side.
- Then press open with a hot dry iron.
- Next you can place another strip on the other side of the focus fabric and press it open.
- Continue to add different color fabric until you have covered the entire piece of paper.







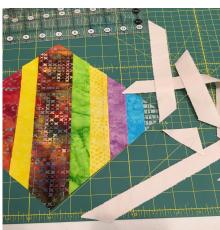


- Flip over the block and trim using the paper as your guide. Block should be 8 1/2" square.
- Carefully remove paper from back of block and you are done!!









GENERAL RULES:

- Blocks must be made of quilt shop quality, modern fabric.
- Blocks should be 8 1/2 inches square...MUST BE within 1/4 inch.
- You may make an unlimited amount of blocks. Each block gets one entry into the drawing. There is a \$1/block entry fee paid to the guild.
- Depending on the amount of entries, we will split the blocks up to allow several winners.
- Please label your block with your name. (You may use an address label)
- If you have previously won, you must bring your flimsy (quilt top) or finished quilt made from your winning blocks in order to be eligible to win again. You may still contribute to the pool each month, if you'd like.