

Magical Fox

Quilt Designed by eQuilter



70" x 54"

Skill Level: Confident Beginner**Finished Quilt Size:** 70" x 54"

*Please read all instructions before beginning. Pre-washing recommended for hand dye only.
Pre-washing NOT recommended for other fabrics.*

Yardages and Cutting

WOF is width of fabric from selvage edge to selvage edge. Remove as little fabric as possible when removing selvages and squaring strip ends.

Magical Fox panel

- Trim to 42 1/2" x 27 1/2".

3/4 yard rust leaves

- 2 strips 9 1/4" x WOF; cut into (8) 9 1/4" squares, then cut twice diagonally to make 32 triangles.

1/2 yard multi leaves

- 1 strip 9 1/4" x WOF; cut into (4) 9 1/4" squares, then cut twice diagonally to make 12 triangles.

5/8 yard teal hand dye

- 7 strips 2 1/4" x WOF for binding.

2 1/4 yards black

- 6 strips 4 7/8" x WOF; cut into (44) 4 7/8" squares,

then cut in half diagonally to make 88 triangles.

- 1 strip 4 1/2" x WOF; cut into (8) 4 1/2" squares.
- 2 strips 3 1/2" x WOF; trim to 2 strips 32 1/2".
- 2 strips 3" x WOF; trim to 2 strips 42 1/2".
- 6 strips 3 1/2" x WOF for border

4 1/4 yards 44/45" backing fabric

- 2 strips 70" x WOF

OR

2 yards wide backing fabric

- 1 piece 85" x 70"

Batting

- 1 piece 85" x 70"

Completing the Quilt

Use a 1/4" seam allowance for all stitching. Press seams as directed. Refer to the exploded quilt diagram on the next page throughout the following steps.

1. Sew a black triangle to the left short edge of the (32) rust triangles. Press seam toward the black triangle. Repeat on the right short edge to make (32) 4 1/2" x 8 1/2" triangle units. Repeat with the (12) multi triangles to make (12) multi triangle units.



Triangle Units — Make 32 Rust and 12 Multi

2. Stitch the 3" x 42 1/2" black strips to the top and bottom of the panel. Press seams toward the strips. Add the 3 1/2" x 32 1/2" strips to the sides to complete the 48 1/2" x 32 1/2" framed panel. Press seams toward the strips.

3. Sew together (2) rust triangle units, (2) multi triangle units, and another (2) rust triangle units in a row, short ends together to make a 4 1/2" x 48 1/2" top strip. Press seams open. Repeat to make a bottom strip. Stitch to the top and bottom of the framed panel. Press seams toward the panel.

4. Stitch together (1) rust triangle unit, (2) multi triangle units, and another (1) rust triangle unit in a row, short ends together, and add a 4 1/2" black square to each end to make the 4 1/2" x 40 1/2" side strip. Press seams open between the units and toward the squares. Repeat to make a second side strip. Sew to the sides of the framed panel. Press seams toward the strips.

5. Repeat step 3 with (3) rust triangle units, (1) multi triangle units, and another (3) rust triangle units in a row to make (2) 4 1/2" x 56 1/2" top and bottom strips. Sew to the top and bottom of the quilt center. Press seams toward the quilt center.

6. Repeat step 4 with (2) rust triangle units, (1) multi triangle unit, and another (2) rust triangle units in a row to make the 4 1/2" x 48 1/2" side strips. Stitch to the sides of the quilt center to complete the 64 1/2" x 48 1/2" pieced center. Press seams toward the strips.

7. Sew the 3 1/2" x WOF black strips short ends together to make a long strip. Press seams to one side. Cut into 2 strips each 64 1/2" and 54 1/2". Stitch the 64 1/2" strips to the top and bottom of the pieced center and the 54 1/2" strips to the sides to complete the top. Press seams toward the strips.

8. If using 44/45" backing fabric, remove the selvage edges from the backing pieces. Join the pieces on the long edges with a 1/2" seam allowance. Press seam open. Trim to make the 85" x 78" backing piece.

9. Layer the quilt top with the backing and batting pieces. Quilt as desired. Trim batting and backing even with the top.

10. Join the teal hand dye binding strips on the short ends with diagonal seams to make a long strip. Press seams in one direction. Press the strip in half along the length with wrong sides together. Bind the quilt edges using your favorite method to complete the quilt.

