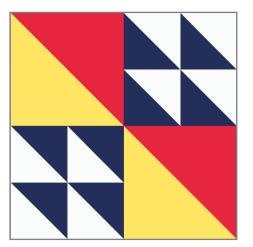


Mallard



Block Skill Level

Beginner Friendly Unfinished block: 12.5" x 12.5"

Techniques used: 4 at a time Half Square Triangles (HST) 8 at a time Half Square Triangle

Read through all instructions before beginning.

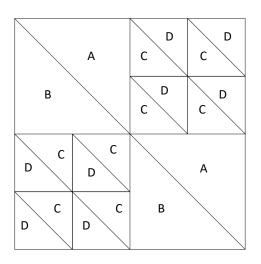
Fabric Selection:

- 4 & 8 at a time HST units work well with non-directional prints.
- Repeating the block for a quilt:
 - Consider using a mix of fabrics for the 8 at a time HST units. Mix up placement through out the blocks for a scrappy look.

Recommended Rulers & notions:

- Quilters Select 6 1/2 x 6 1/2" Non-Slip Ruler
- Quilters Select 8 1/2" x12" Non-Slip Ruler
- Quilters Select Self Erase Marker

FABRIC	CUT
Fabric A (Red)	(1) 7" square
Fabric B (Yellow)	(1) 7" square
Fabric C (Navy)	(1) 8" Square
Fabric D (White)	(1) 8" Square





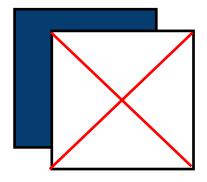


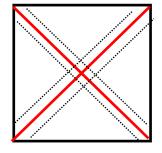


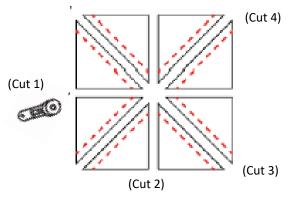
Eight at a Time Half Square Triangle Units:

Fabric (C): 8" square & Fabric (D) 8" square

- Mark diagonal lines in both directions on the wrong side of one of the fabric units (as illustrated in Red).
- Place right sides together; stitch 1/4" away on both sides of marked lines.
- Cut the unit in half horizontally and vertically, then again on the drawn lines.







- Press the HST units and trim to 3 1/2".
- Join two HST as illustrated. Make four pairs.

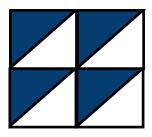
• Join the pairs to create 4-Patch HST units. Make 2.



Make 8 3 1/2" x 3 1/2"



Make 4 6 1/2" x 3 1/2"



Make 2 6 1/2" x 6 1/2"



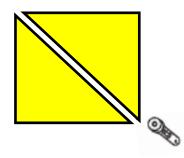


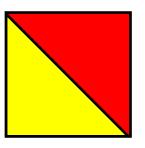


Two at a Time Half Square Triangle Units:

Fabric (A): 7" square & Fabric (B) 7" square

- Mark a diagonal lines on the wrong side of one of the ٠ fabric units (as illustrated in Red).
- Place right sides together; stitch 1/4" away on both sides ٠ of marked line.
- Cut the unit in half on the drawn line. •
- Press and trim to 6 1/2"

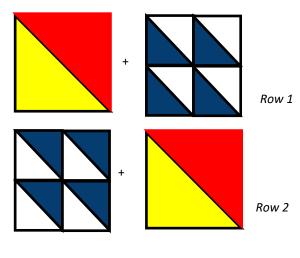


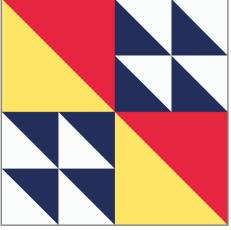


Make 2 6 1/2" x 6 1/2"

Putting it all Together:

- Stitch together each Row as illustrated.
- Join Rows and press well.

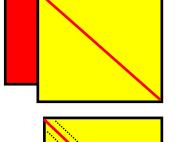




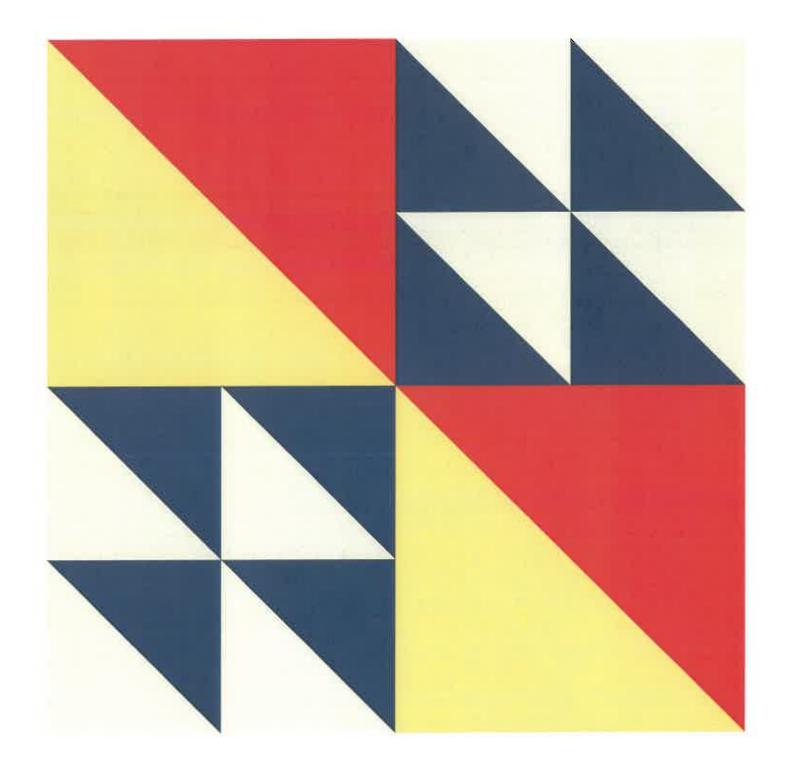


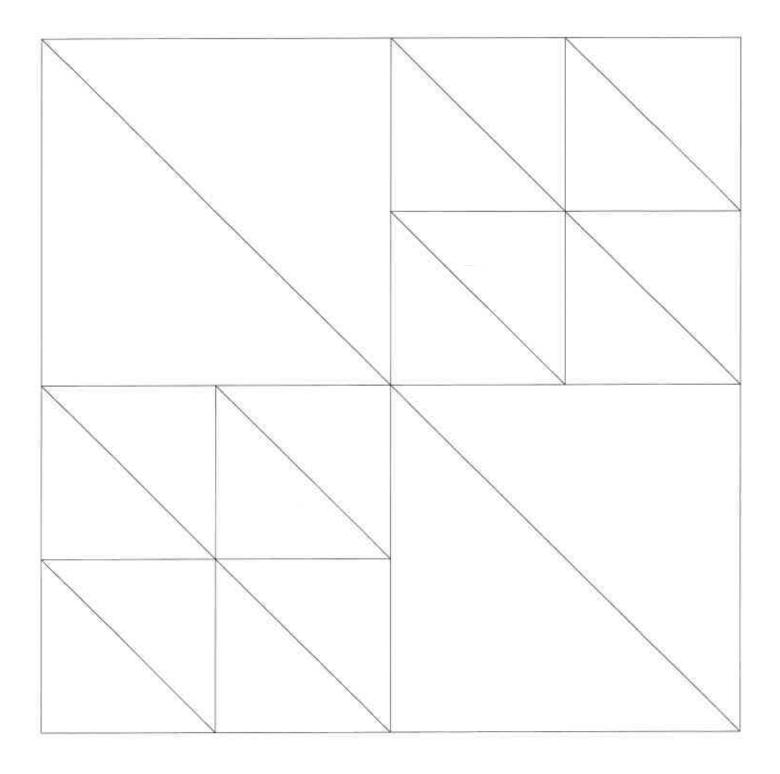


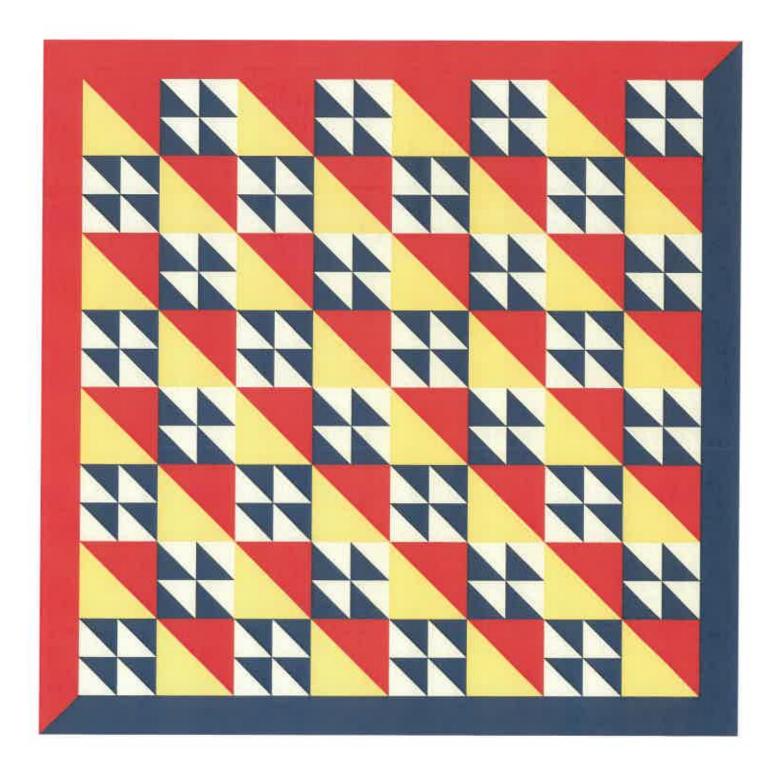












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