



Game Time

designed by Lisa Swenson Ruble

featuring *Game Night*

SIZE: 57" x 17" RUNNER; 7" x 15" PENNANTS



THIS IS A DIGITAL REPRESENTATION OF THE QUILT TOP, FABRIC MAY VARY.

PLEASE NOTE: BEFORE MAKING YOUR PROJECT, CHECK FOR ANY PATTERN UPDATES AT WINDHAMFABRICS.COM'S FREE PROJECTS SECTION.



Game Time

KEY	FABRIC	SKU	YD	CUTTING INSTRUCTIONS
A		53776-1	1/2	(2) 6" x 42" strips, subcut (4) 6" x 14" rectangles and (4) 2-1/2" squares.
B		53777-2	FQ	(1) 6" x 21" strip, subcut (1) 6" x 14" rectangle.
C		53778-1	FE	(1) 2-1/2" x 21" strip, subcut (4) 2-1/2" squares
D		53778-2	FQ	(1) 6" x 21" strip, subcut (1) 6" x 14" rectangle. (1) 2-1/2" x 21" strip, subcut (4) 2-1/2" squares.
E		53779-1	FE	(1) 2-1/2" x 21" strip, subcut (4) 2-1/2" squares
F		53779-2	FQ	(1) 14" x 21" strip, subcut (1) 6" x 14" rectangle. (1) 2-1/2" x 21" strip, subcut (4) 2-1/2" squares.
G		53780-3	FQ	(1) 14" x 21" strip, subcut (1) 6" x 14" rectangle. (1) 2-1/2" x 21" strip, subcut (6) 2-1/2" squares.
H		53781-3	5/8	(1) 8-1/4" x 42" strip, subcut (1) 8-1/4" square. (1) 7-1/2" x 42" strip, subcut (1) 7-1/2" x 40-1/2" strip.
I		PALETTE 37098-82 Red	3/8	FOR BINDING: (4) 2-1/4" x 42" strips, sew short ends together.
J		31835-1 white	1/4	(1) knight template (1) rook template (1) queen template (1) king template

WOF=WIDTH OF FABRIC

PROJECT DISCLAIMER: Every effort has been made to ensure that all projects are error free. All the information is presented in good faith, however, no warranty can be given nor results guaranteed. Therefore, we assume no responsibility nor damages that may occur when referring to this pattern. When errors are brought to our attention, we make every effort to correct and post a revision as soon as possible. We suggest you check windhamfabrics.com for pattern updates and to test the pattern prior to making the project. Test templates first, before cutting all the pieces. Free projects are not for resale.



Game Time

KEY	FABRIC	SKU	YD	CUTTING INSTRUCTIONS
K		PALETTE 37098-1 Vine Black	1-1/2	(2) 4" x 42" strips, subcut (2) 4" x 14" strips and (2) 4" x 10-1/2" strips. (4) 2" x 42" strips, subcut (4) 2" x 40-1/2" strips. (1) 2-1/2" x 42" strip; subcut (28) 1-1/2" x 2-1/2" rectangles. (10) 1-1/4" x 42" strips, subcut (16) 1-1/4" x 9-3/4" strips, (16) 1-1/4" x 9" strips and (8) 1-1/4" x 7-1/2" strips. (1) knight template (1) rook template (1) queen template (1) king template (1) each templates for "GAME NIGHT"
		Backing	2	Batting 25" x 65" piece and (8) 10-1/2" x 18-1/2" pieces

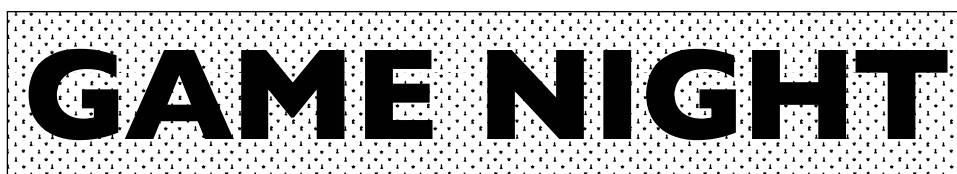
ADDITIONAL SUPPLIES:

Fusible web

MAKE THE TABLE RUNNER

1. Trace each "GAME NIGHT" appliqué template onto the paper side of fusible web. Cut out 1/4" past drawn lines. Fuse shapes onto **K** fabric and cut out on the drawn lines.

2. Lay out "GAME NIGHT" letters on the **H** 7-1/2" x 40-1/2" rectangle, centering from left to right and top to bottom. Fuse letters in place and secure with a zigzag or other decorative stitch.



3. Lay out (13) assorted 2-1/2" squares and (14) **K** 1-1/2" x 2-1/2" rectangles and sew into a row, referring to diagram for fabric placement. Sew **K** 2" x 40-1/2" strips to top and bottom to make a pieced row. Make (2).

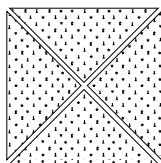




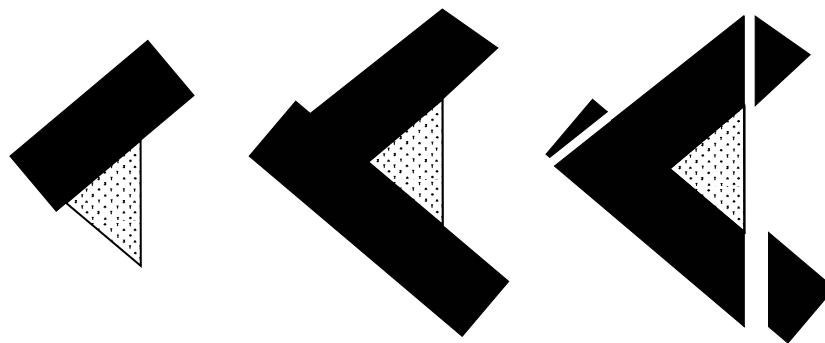
Game Time

4. Sew pieced rows to the top and bottom of the "GAME NIGHT" rectangle from step 2 to create the runner center.

5. Cut the **H** 8-1/4" square in half diagonally twice, creating (4) triangles. Discard the top and bottom triangle.



6. Sew (1) **K** 4" x 10-1/2" strip to (1) **H** triangle. Trim **K** strip even with triangle edge. Sew (1) **K** 4" x 14" strip to the adjoining triangle side. Trim both **K** ends even with remaining **H** triangle side to create (1) pieced triangle end. Make (2).



7. Sew the pieced triangle ends to short ends of the runner center.



FINISHING

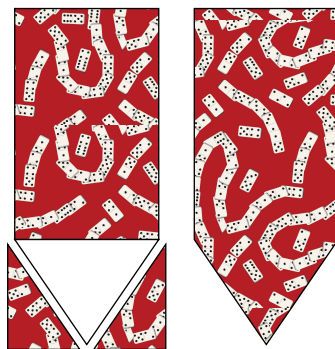
Layer runner top, batting and backing together to form quilt sandwich. Baste and quilt as desired. Bind using **I** 2-1/4" strips.



Game Time

MAKING THE PENNANTS

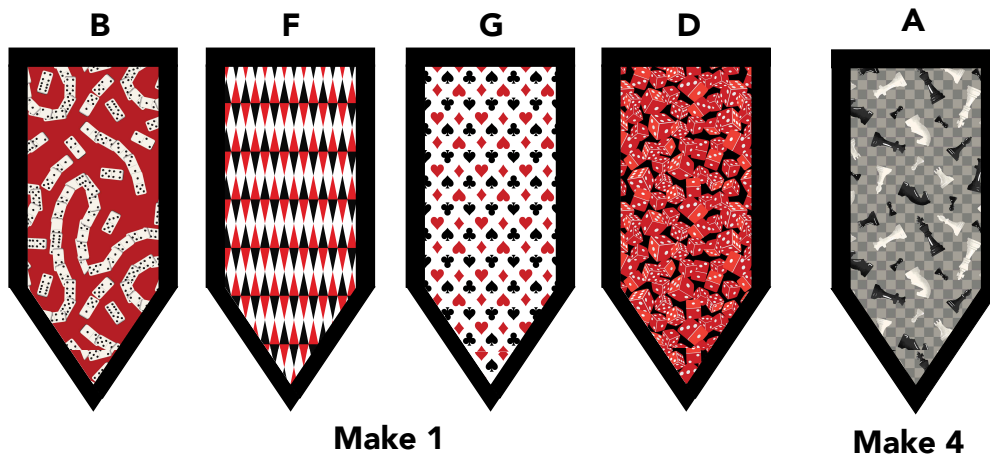
1. Position the triangle template on a short end of (1) **B** 6" x 14" rectangle. Cut along template lines to create the pointed end for the pennant.



2. Sew **K** 1-1/4" x 9-3/4" strips to opposite long sides of the **B** pennant, starting at the top edge. Sew (1) **K** 1-1/4" x 7-1/2" strip along the top edge. Sew (1) **K** 1-1/4" x 9" strip to the right triangle edge, extending beyond the fabric at both ends. Trim excess. Sew (1) **K** 1-1/4" x 9" strip to the remaining left triangle edge, extending beyond the fabric at both ends. Trim excess.



3. Repeat steps 1 and 2 to make (1) each pennant using Fabrics **D**, **F** and **G** and (4) pennants using Fabric **A**.

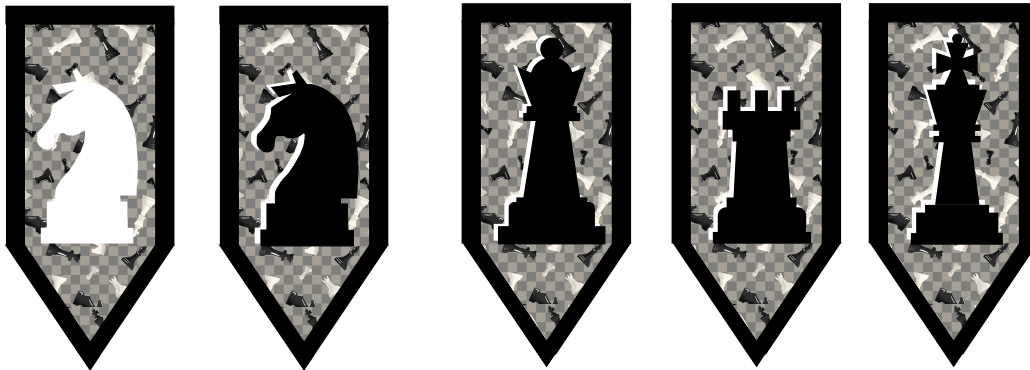




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4. Trace (2) each knight, rook, queen and king appliqué templates onto the paper side of fusible web. Cut out 1/4" past drawn lines. Fuse (1) of each shape onto **J** and **K** fabric and cut out on the drawn lines.

5. Position and fuse (1) each **J** and **K** knight templates on (1) **A** pennant, offsetting the **K** knight slightly so the **J** knight shows on the left side. Fuse letters in place and secure with a zigzag or other decorative stitch. Repeat to make (1) each rook, queen and king pennant tops.



Make 1

Make 1 each

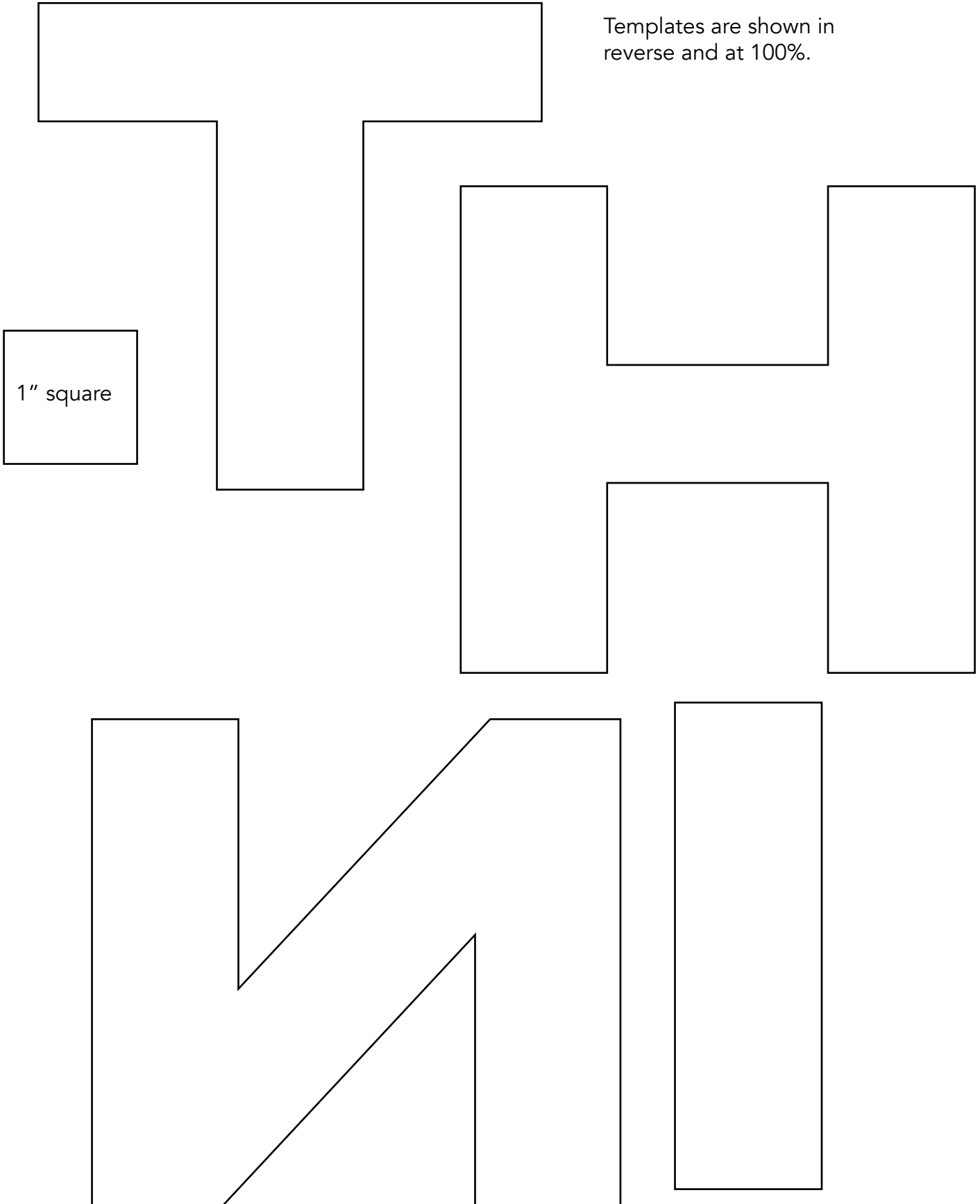
FINISHING

For each pennant, layer batting, backing right side up and pennant top right side down. Stitch around the pennant shape using a 1/4" seam allowance and leaving a 5" opening along top edge for turning. Turn right side out, press raw edges in, and whipstitch opening closed. Topstitch 1/4" from outer edge of pennant and add additional quilting as desired. Repeat for each pennant.



Game Time

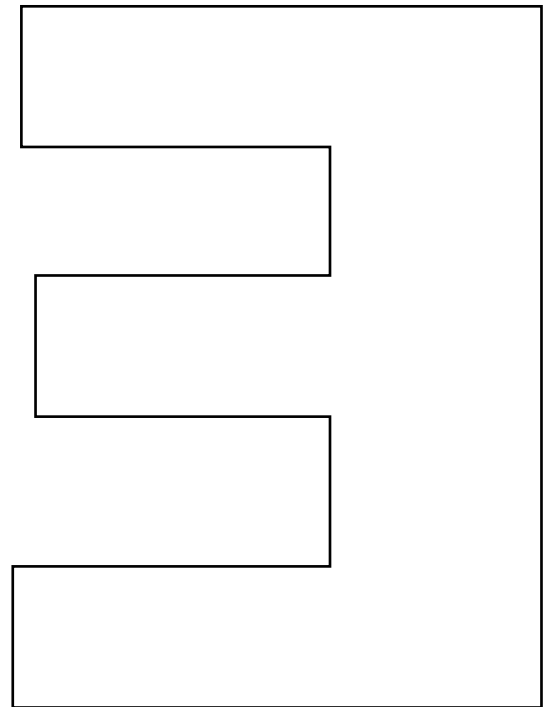
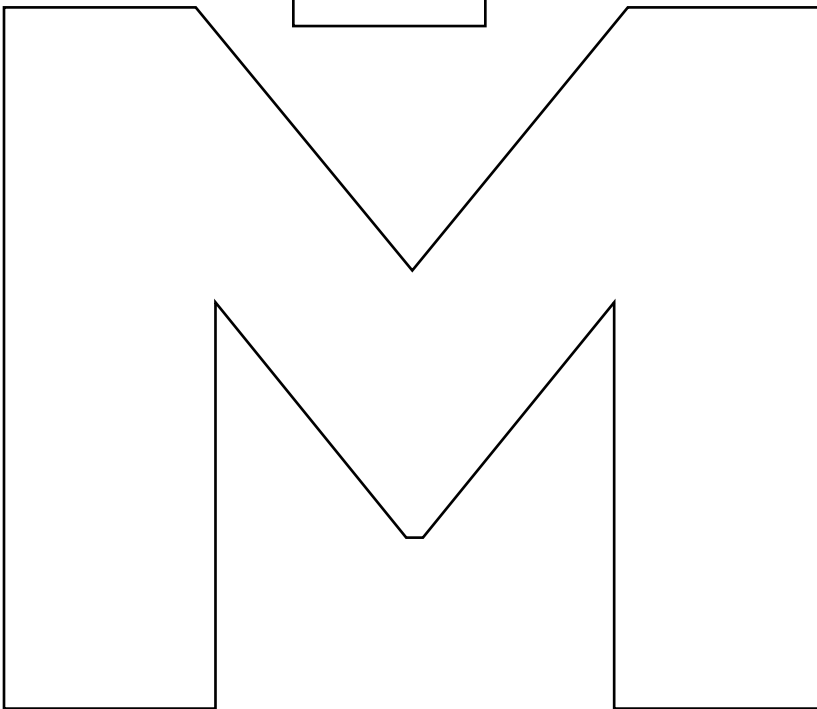
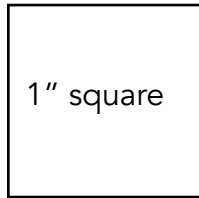
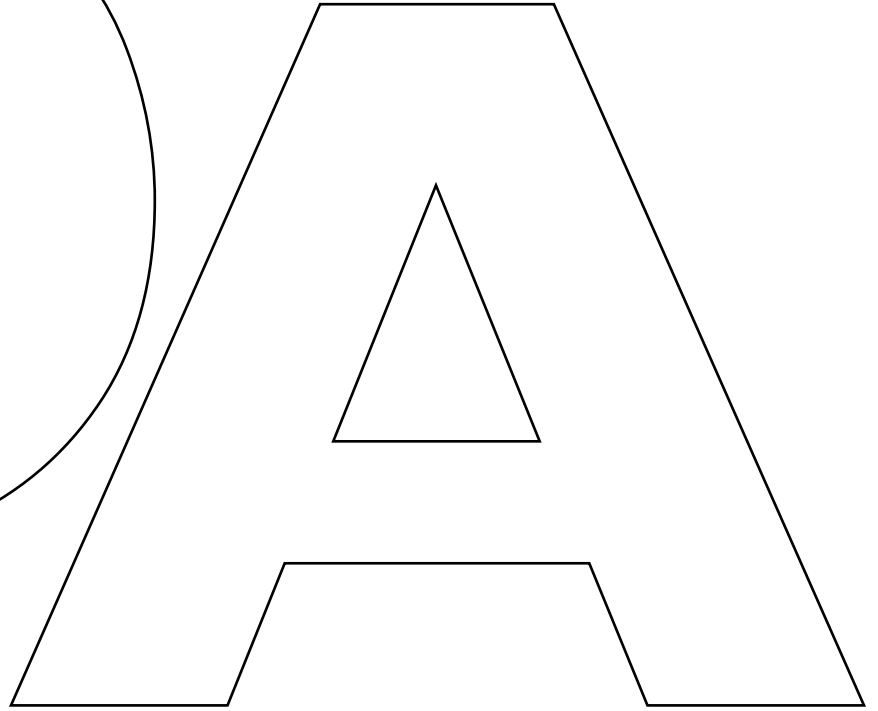
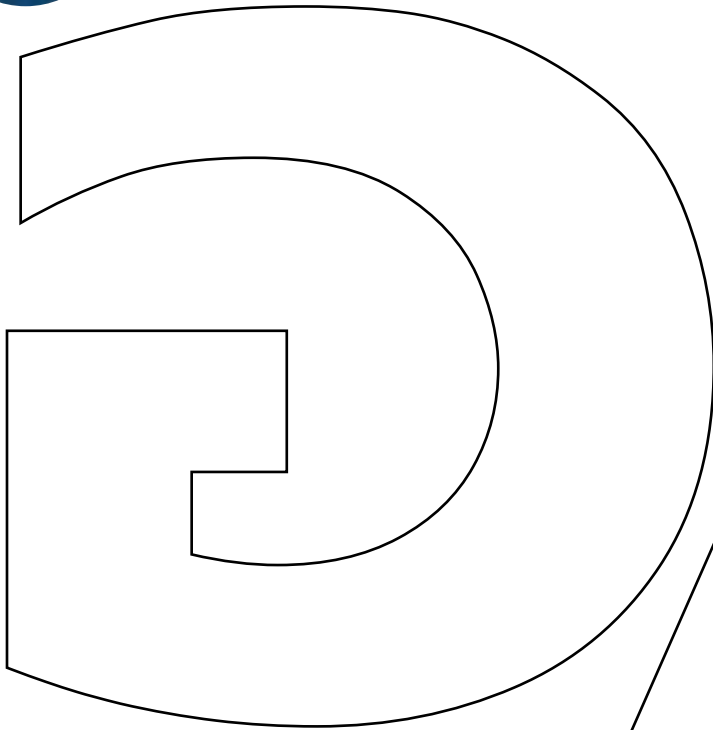
Templates are shown in reverse and at 100%.





Game Time

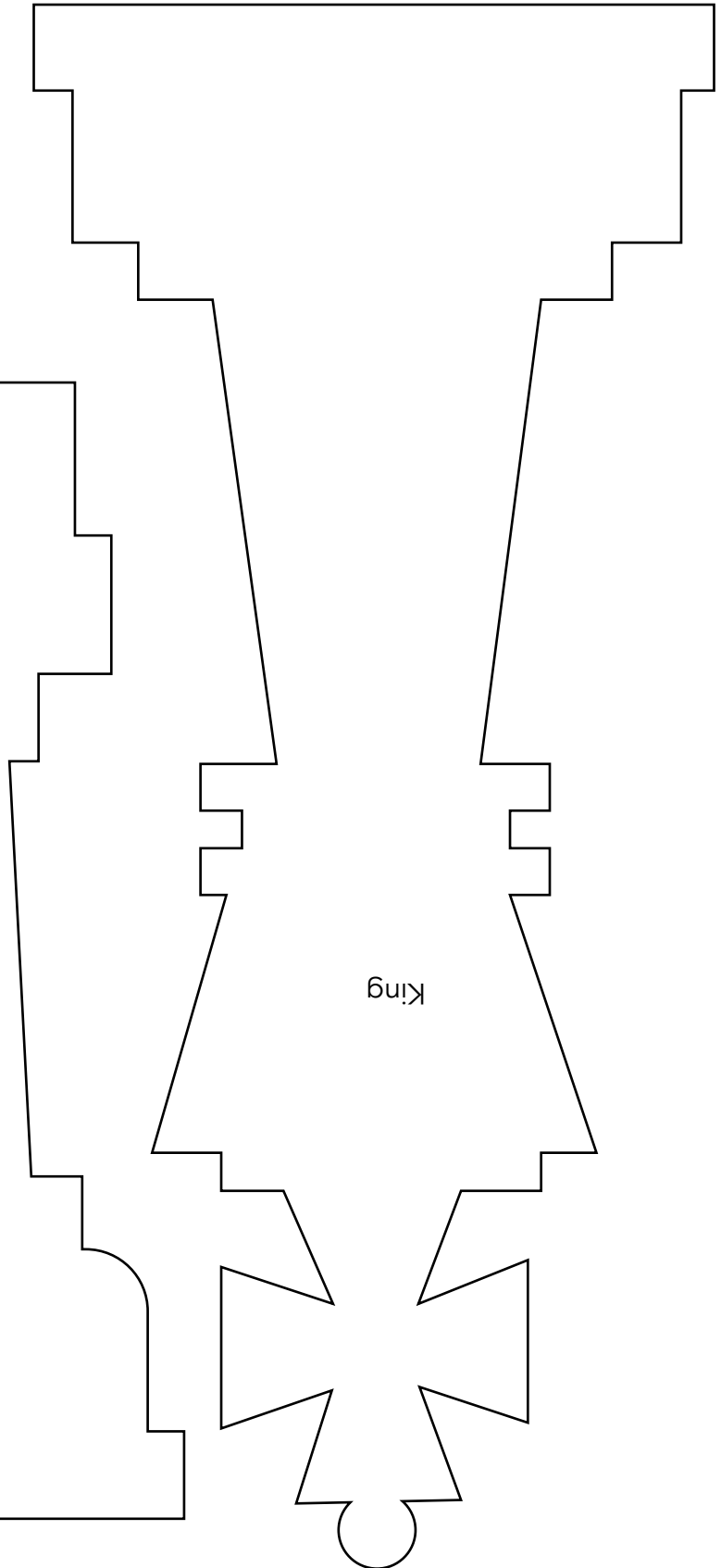
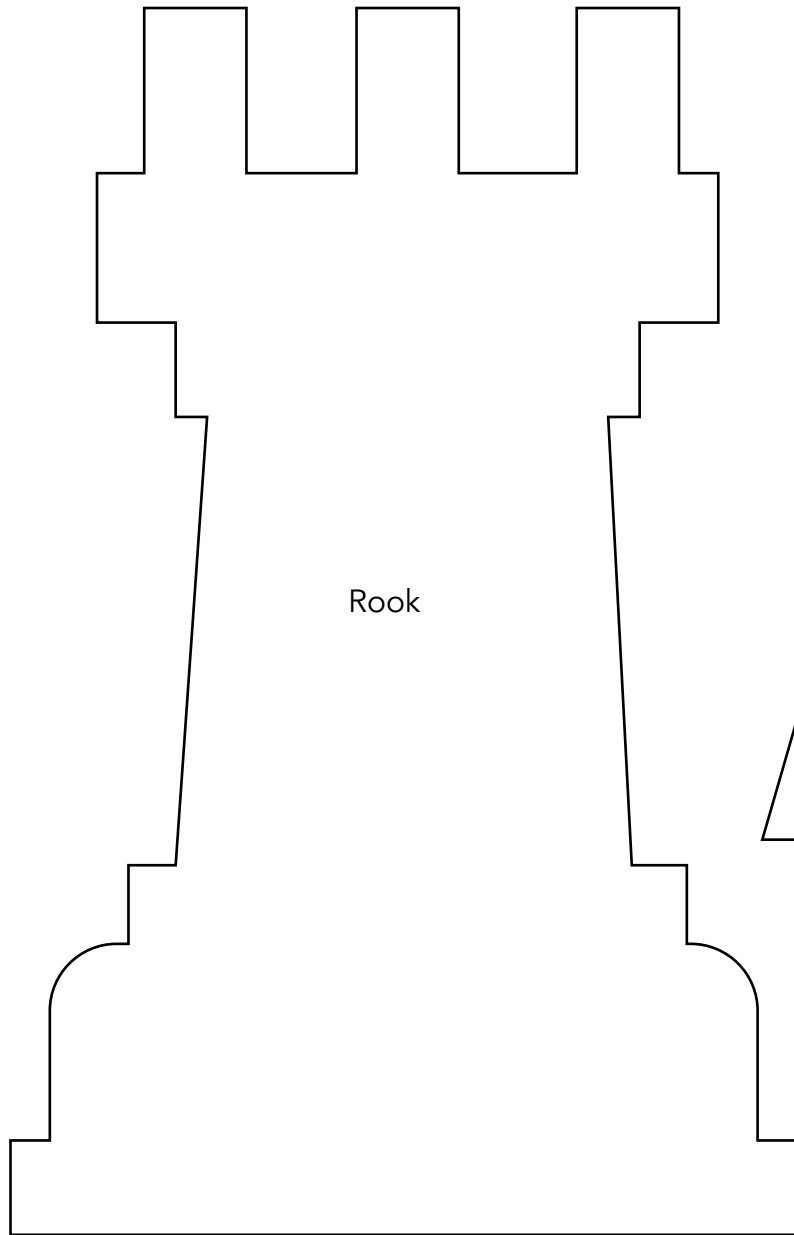
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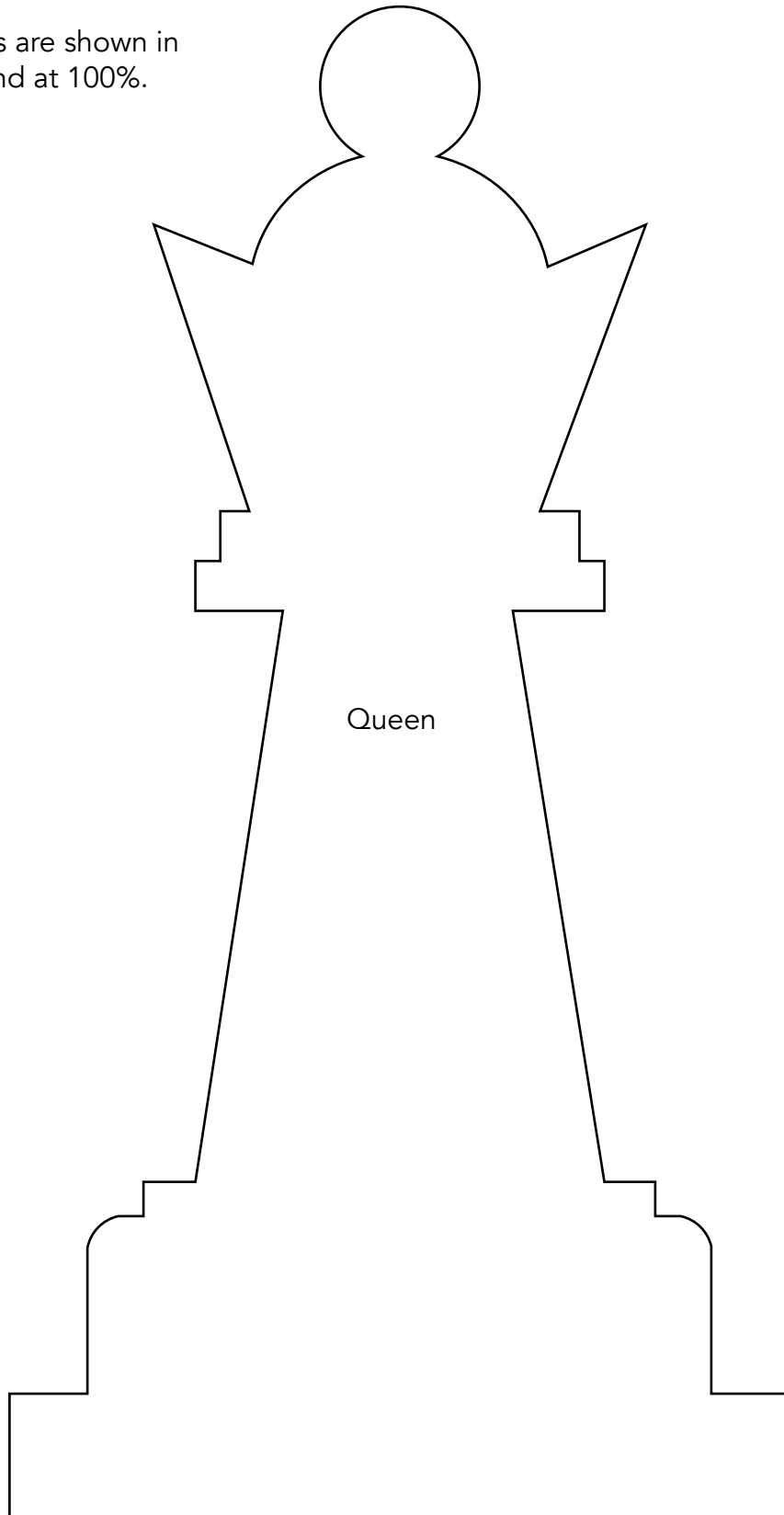
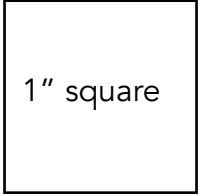
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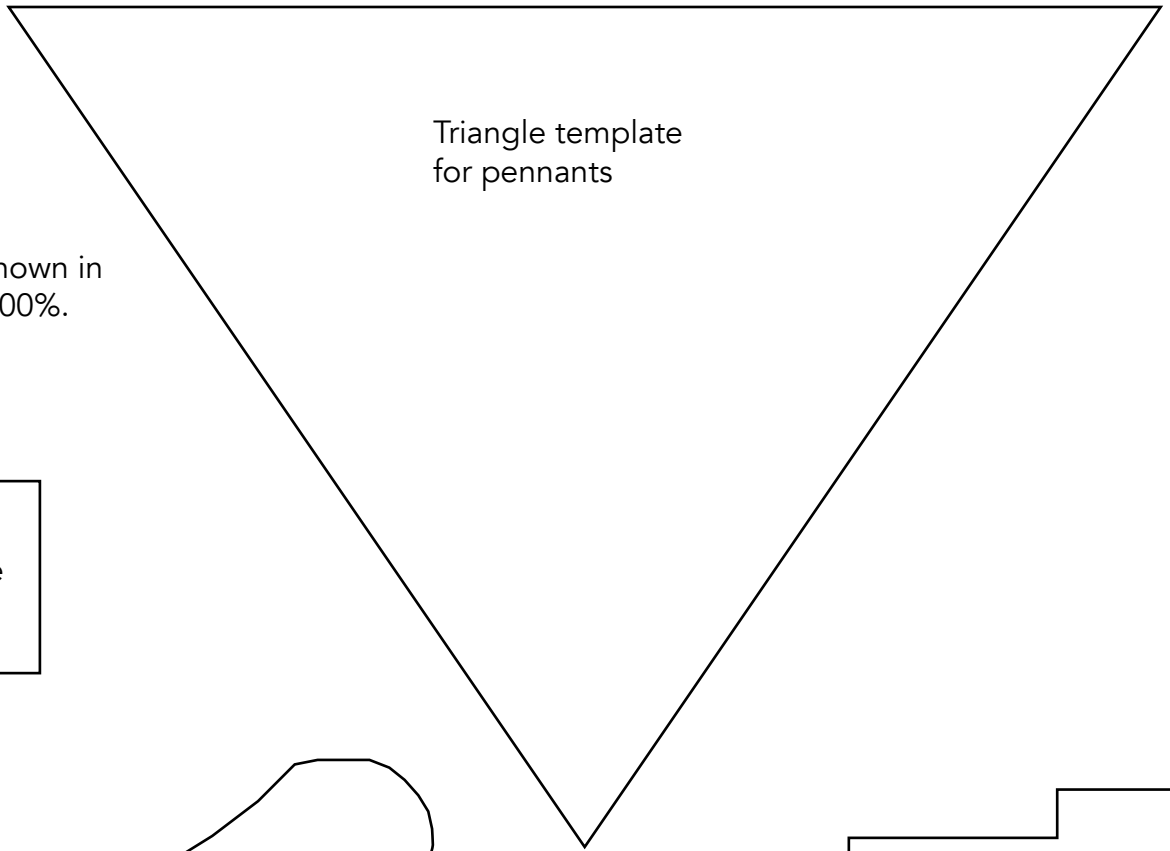
Game Time

Templates are shown in reverse and at 100%.



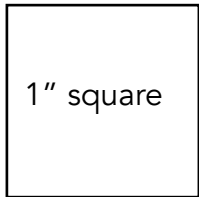


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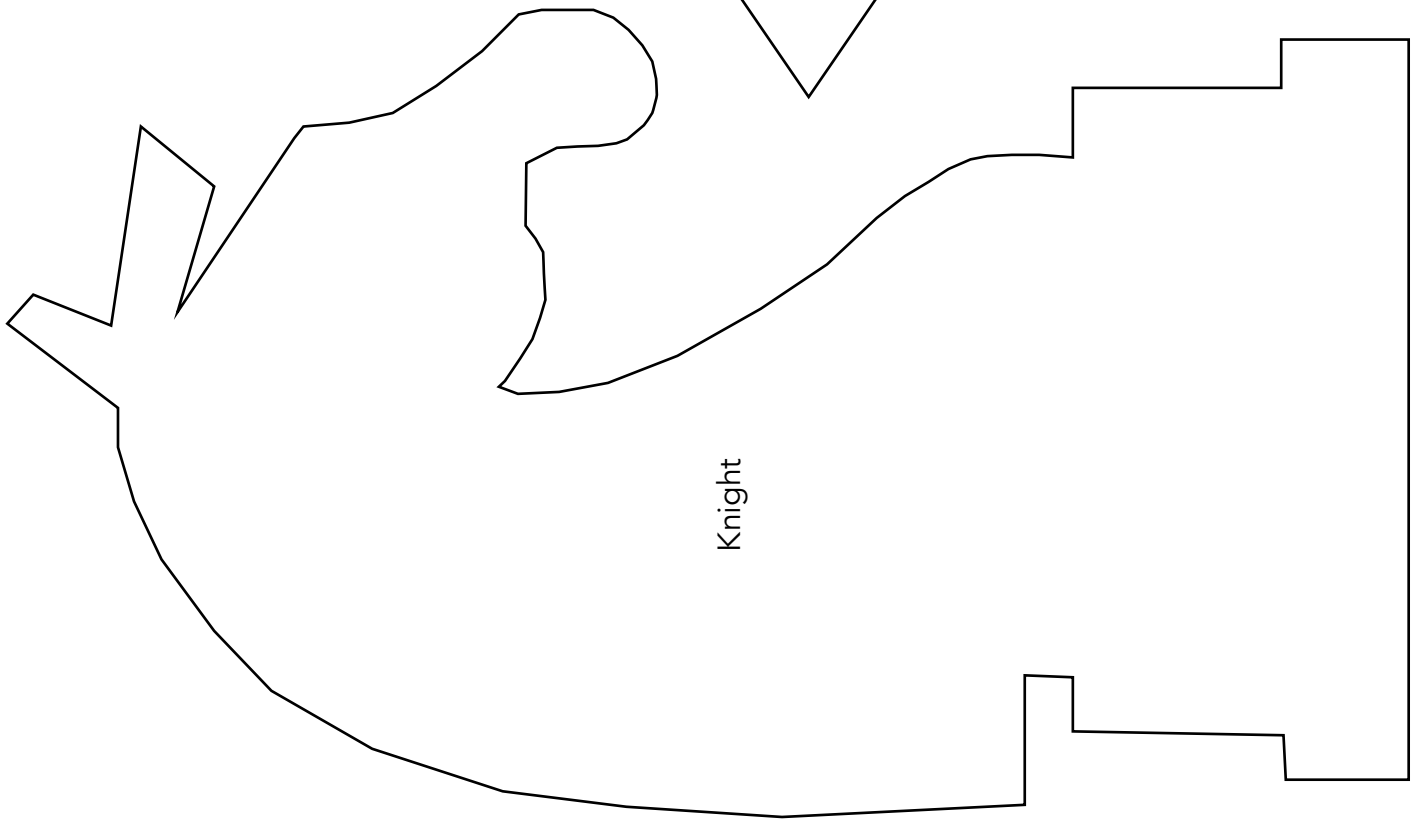


Triangle template
for pennants

Templates are shown in
reverse and at 100%.



1" square



Knight