

18" Chrysanthemum Block Supply List

Our class goal will be to complete one – 18" block. I have given you the fabric requirements for yardage on page 1 and layer cakes on page 2 of this supply list.



Star 60 Units: We will be making two sets of 3" finished Star 60 units. On the outside edge there are 12—3" finished Star 60 units with silver diamonds & black side triangles. On the inside, around the center triangles there are another 12—3" finished Star 60 units with silver diamonds & copper side triangles. Choose side triangle fabric that contrasts with your choice of diamond fabric.

Supply List:

12—3" finished Star 60 Units.

Diamond (silver fabric) cut two 2 1/4" WOF strips.

Side Triangles—(black fabric) cut two 2 1/2" WOF strips.

12—3" finished Star 60 Units.

Diamonds—(silver fabric) cut two 2 1/4" WOF strips.

Side Triangles (copper fabric) cut two 2 1/2" WOF strips.

Companion Triangles (Oversized)

Cut one 4" WOF strip each (silver & gold fabrics). Sub-cut 6 gold & 6 silver triangles.

Companion Triangles (Precision)

Cut one 3 1/2" strip each (gold & silver fabrics). Sub-cut 12 gold & 6 silver triangles

Tools:

Star 60 tool

InvisiGrip

Mechanical Pencil

Regular 6" x 12" ruler

Chrysanthemum Quilt

But wait, there's more! I wanted to see how Chrysanthemum looked in a quilt. I made this version from 10" squares. Each block used 11 – 10" squares. Quilt measures 46" x 60".



Fabric Requirements:

Blocks: 11 – 10" squares total (see below)
Background: 1 yard
Outer Border & Binding: 1 yard



Each block has 2 sets of 12 – 3" finished Star 60 units.

Diamonds: 2 – 10" squares of the same color per block, to cut 24 diamonds. OR you could use 2 different colors.

Side Triangles: 2 – 10" squares of the same color.

Side Triangles Background: Black was my background I cut 4 – 2.5" WOF strips for the side triangles for 6 blocks (72 sets)



Companion Triangles (Oversized): 4 – 10" squares 2 colors.



Companion Triangles (Precision): 2 – 10" squares same color, 1 – 10" square of a different color.