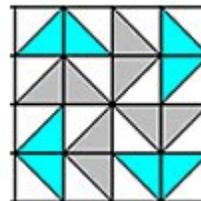


Dutchman's Puzzle

from <http://www.quiltingassistant.com/dutchmanspuzzle.html>

Finished Size 12" x 12"

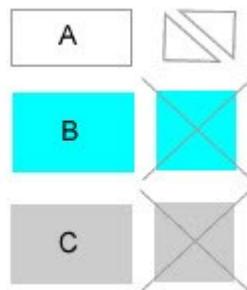


Dutchman's Puzzle requires three fabrics, preferably two prints and a solid. Working it up in a single color is also possible as long as there is a difference in tone between the fabrics. As long as one print is a darker shade than the other, the block remains balanced.

In these directions, the colors are A – white, B – blue and C – gray.

Cutting:

- A: Cut sixteen right triangles from a 3 7/8-inch strip of fabric A. (Cut 8 3 7/8 inch squares and then cut each in half on the diagonal.)
- B: Cut four quarter triangles from a 7 1/4-inch strip of fabric B. (Cut 4 7 1/4 inch squares and then cut each in half on the diagonal in both directions.)
- C: Cut four quarter triangles from a 7 1/4-inch strip of fabric C. (Cut 7 1/4 inch squares and then cut each in half on the diagonal.)

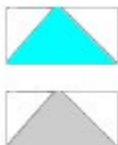


Piecing:

Select two fabric A right triangles and one fabric B quarter triangle. Place one fabric A triangle over the fabric B triangle and stitch to one side. Repeat to place a second fabric A triangle on the fabric B triangle's other side to form one rectangular strip. This is known as a Flying Geese square. Repeat the above to use all fabric B triangles.

Repeat these steps again to use all fabric C triangles, creating a total of eight rectangular strips all together.

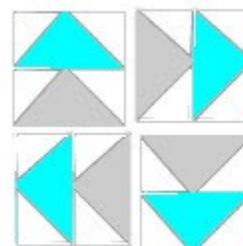
OR use any method you wish to make eight 3" by 6" Flying Geese squares (finished size.)



rectangular strips

Gather one fabric B rectangular strip and one fabric C rectangular strip. Place one over the other, right sides together and stitch. Repeat with all strips to form four sections. Press all seams.

Four-Patch Assembly - The key to assembling Dutchman's Puzzle correctly rests entirely in positioning each section properly. Although the patches are exactly the same, when placed in this block, each is rotated 90° clock-wise. Before sewing compare your positioning with this pattern for best results.



four-patch assembly