

Crossfire



@toneymiller

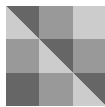
Overall quilt size: 90" x 90"



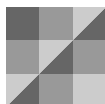
Blocks Used



Block in a Box - 4 blocks



Nine Patch Straight Furrow - Right - 8 blocks



Nine Patch Straight Furrow - Left - 8 blocks



Spool - 4 blocks








Rail Fence Vertical - 8 blocks

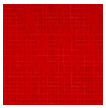


Plus - 4 blocks

Block Info

| Fabric | Pieces used | Fabric to cut | Total length needed | 40" strips needed | Total Yardage |
|---|---|---|---|---|------------------|
|  | 24 Rectangle(s) 8 Square(s) 32 Half-square Triangle(s) | 8 - 4 1/2" x 12 1/2" rectangle 8 - 4 1/2" square 16 - 3 1/2" x 6 1/2" rectangle 16 - 3 7/8" square | 136 x 4.5" 104 x 3.5" 62 x 3.875" | 4 - 4 1/2" wide 3 - 3 1/2" wide 2 - 3 7/8" wide | 39" = ~1 1/8 yds |
|  | 24 Square(s) | 20 - 4 1/2" square 4 - 6 1/2" square | 90 x 4.5" 26 x 6.5" | 3 - 4 1/2" wide 1 - 6 1/2" wide | 22" = ~5/8 yds |
|  | 16 Square(s) 48 Half-square Triangle(s) 8 Rectangle(s) | 16 - 4 1/2" square 24 - 4 7/8" square 8 - 4 1/2" x 12 1/2" rectangle | 172 x 4.5" 117 x 4.875" | 5 - 4 1/2" wide 3 - 4 7/8" wide | 40" = ~1 1/8 yds |
|  | 64 Square(s) | 64 - 4 1/2" square | 288 x 4.5" | 8 - 4 1/2" wide | 38" = ~1 1/8 yds |
|  | 48 Half-square Triangle(s) 24 Square(s) 20 Rectangle(s) | 24 - 4 7/8" square 24 - 4 1/2" square 20 - 4 1/2" x 12 1/2" rectangle | 117 x 4.875" 358 x 4.5" | 3 - 4 7/8" wide 9 - 4 1/2" wide | 58" = ~1 5/8 yds |

Border1 (For pieced border, add 10" to total length)



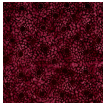
Yardage needed: seamless border length = 82" = ~2 3/8 yds

Border2 (For pieced border, add 10" to total length)



Yardage needed: seamless border length = 86" = ~2 1/2 yds

Border3 (For pieced border, add 10" to total length)



Yardage needed: seamless border length = 94" = ~2 5/8 yds

Backing

Yardage needed: 241" = ~6 3/4 yds

Binding

2.5" Strips required: 9

Yardage needed: 22.5" = ~5/8 yds

NOTE: Directional fabric may require an increase in the displayed fabric requirements.