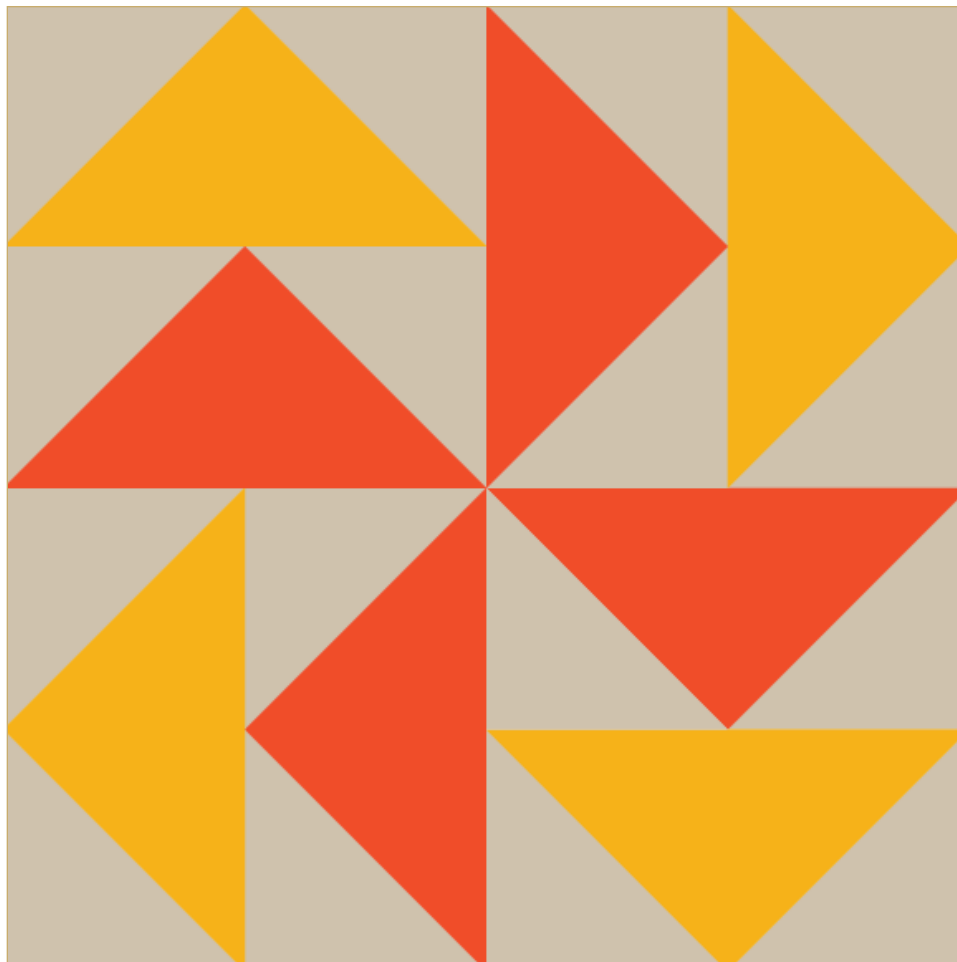




The Dutchman's Puzzle Quilt Block Pattern (in 8 different sizes)



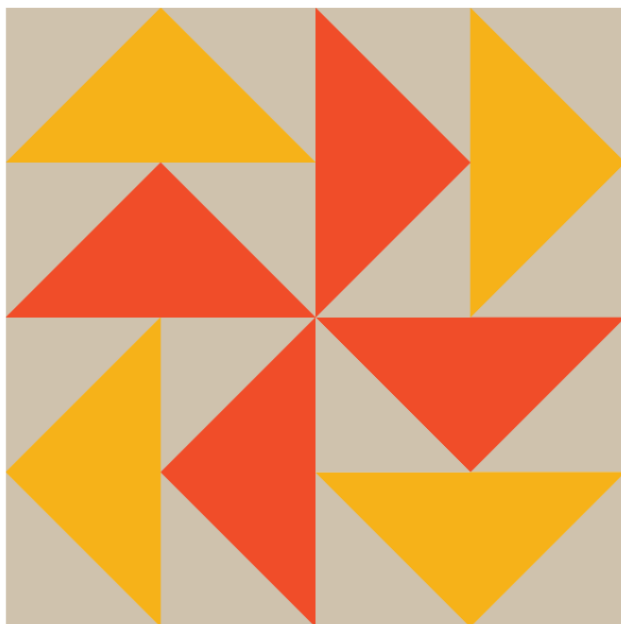
Skill level: Confident Beginner

A block pattern from

The Scissortail Quilting Company

www.scissortailquilting.com

The Dutchman's Puzzle Quilt Block Pattern



You will need 3 fabrics ranging in value from light to dark.



Use the chart below to determine what size to cut your patchwork pieces. For example, if you want a 6" block, you would use the measurements given in the highlighted column below.

The Dutchman's Puzzle Block consists of 8 Flying Geese units, arranged in a pinwheel fashion. For this pattern, you will cut rectangles and squares to use the "Quick Corner Method" for making Flying Geese. You can find complete instructions for this method on my website:

scissortailquilting.com/quilt-block-library/flying-geese-units/

Cutting Chart:

Patch Shape	Sub-cut?	FINISHED SIZE							
		6"	8"	9"	10"	11"	12"	15"	16"
Cut 16	No	2" x 2"	2.5" x 2.5"	2.75" x 2.75"	3" x 3"	3.25" x 3.25"	3.5" x 3.5"	4.25" x 4.25"	4.5" x 4.5"
Cut 4	No	2" x 3.5"	2.5" x 4.5"	2.75" x 5"	3" x 5.5"	3.25" x 6"	3.5" x 6.5"	4.25" x 8"	4.5" x 8.5"
Cut 4	No	2" x 3.5"	2.5" x 4.5"	2.75" x 5"	3" x 5.5"	3.25" x 6"	3.5" x 6.5"	4.25" x 8"	4.5" x 8.5"

Block Construction:

NOTE: For all seams, you should use a scant 1/4" seam and a 2.0 mm stitch length. Your unfinished block should measure 1/2" more than the finished size you are making. (i.e. For a 6" finished block, your block should measure 6.5")

First make all your Flying Geese units using the Quick Corner Method. Then, arrange all your geese units as shown in the diagram at the right.

Notice that the block is a 4-patch (2x2 grid). Sew the geese units in each grid together, then sew these together in typical 4-patch construction style.



REMEMBER:

Even when you're "finished" making the block, we call it an "unfinished" block until it is sewn into a quilt.

The Dutchman's Puzzle Coloring Page

Get out your colors and experiment with your color placement before you cut and sew!

