

# Holiday Baby Bib Instructions



These are so much fun and so quick to put together. You can add a pocket and make them peek-a-boo bibs.

## Fabrics:

- For making just one bib, you need a piece of bib backing fabric, a piece of bib front fabric, piece of backing that will not show (muslin), and a piece of batting (I like to use poly batting for these). Each should be about 15 x 20.
- If making all three bibs at the same time, you will need a piece of bib backing, batting, and backing that will not show about 20" x WOF (at least 42"). For each bib you will need a piece of fabric 15 x 20 for the front of the bib.
- If you want to add the pocket you will need a piece of fabric 8" x 14".
- You will need various fabrics for the appliques. 10" squares will work for the pumpkin, ghost, and Frankenstein's head.

## Fusible:

- You will need fusible web for each of the applique pieces. I prefer a heavier duty fusible since bibs will be washed often.

## Threads:

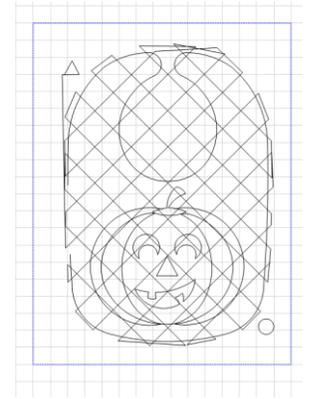
- Any threads work for this project.

## Steps for single bib:

- Load the muslin and batting on the long arm. Put the front fabric down and baste.



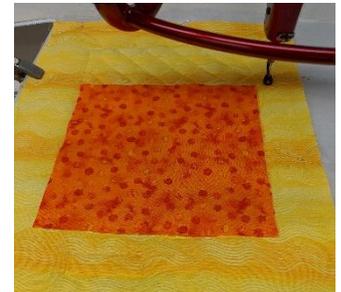
- On your longarm, set stitch length to 12 – 14 and set your machine to stop at jump stitches.
- Draw a boundary showing where the fabric is.
- Put your bib pattern onto the CAD screen within the boundary.



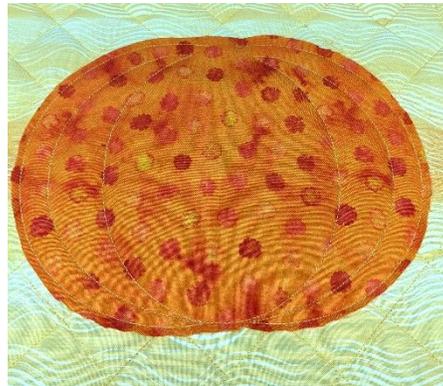
- The pattern will stitch the background first. After stitching the background, it will move off to the side and stitch a triangle. At the end of the triangle the machine will stop (if your system stops at jump stitches). This is your indication that you are ready to begin stitching your appliques.



- Make sure that there is fusible attached to each piece of the applique fabric and the paper backing is removed.
- Place the applique fabric down, use the crosshairs to verify that the applique fabric is correctly positioned.



- Stitch out the pumpkin. The machine will stop. Trim around the applique. On something that is going to be used and washed I leave a wider margin, approximately ¼".



- After trimming refer to the stitch map and add next piece of fabric, in this case the stem is next.
- Position fabric and stitch then trim.



then trim.



- After trimming refer to the stitch map and add next piece of fabric, in this case the face is next.

- Position fabric and stitch



then trim.



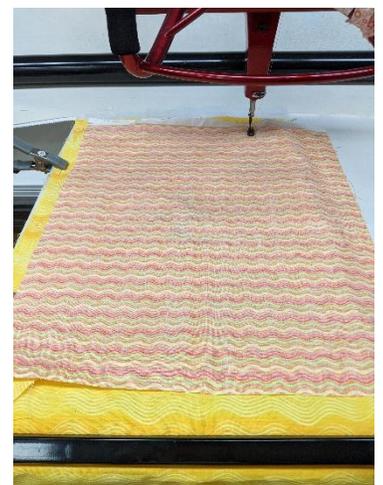
- According to stitch map, the face is the last applique, when you hit continue the next thing to stitch is a circle. Once the circle is stitched, the next thing to stitch will be the bib backing.



- If you want to add a pocket. Take the 8" x 15" piece of fabric and fold it in half right sides out and press. Position on the bib, making sure that the fabric extends beyond the bottom of the stitching.



- Place the bib backing fabric over the bib making sure all the stitching is covered. Stitch.



- Pull off machine, trim as in picture.



Clip the neck hole.



- Turn inside out:



Make sure all the edges are completely turned out.



- You need to adhere the applique fabric to the bib. Using your iron, press all the raw edges down. **Hint:** when using an iron with steam holes, you might want to use a pressing mat to keep the holes from showing.

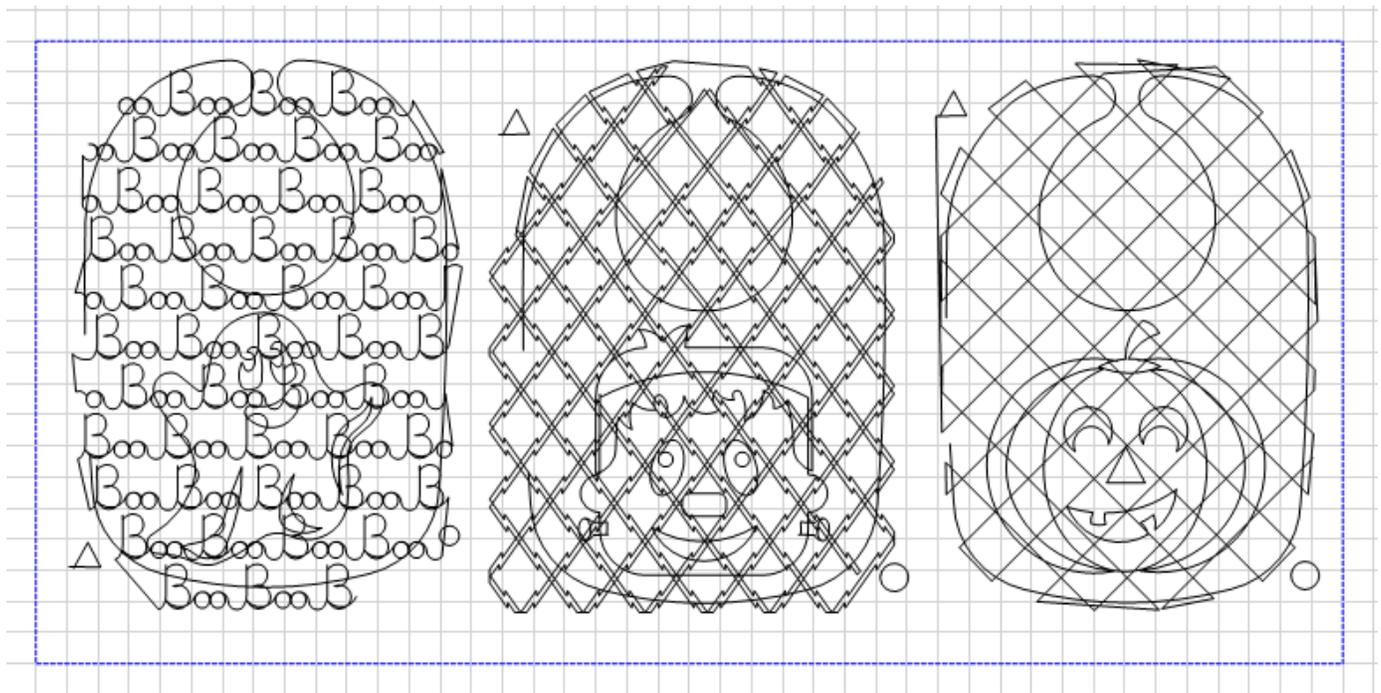


- Topstitch around the outside edges making sure that the “tab” is tucked in. The turning hole will be closed when the bib is topstitched. Having the tab helps make sure that hole is secured with the top stitching. Then attach Velcro at the neck opening and you are done.



**Steps for stitching all 3 bibs at one time:**

- Load the 20 x WOF muslin and batting on the long arm. Create a boundary to show the where the fabric is. On your longarm, set stitch length to 12 – 14 spi and set your machine to stop at jump stitches. Place all three patterns within the boundary.



- Put the front fabric down for the first bib and baste. Toggle the last 2 patterns as sewn.

- The pattern will stitch the background first. After stitching the background, it will move off to the side and stitch a triangle. At the end of the triangle the machine will stop (if your system stops at jump stitches). This is your indication that you are ready to begin stitching your appliques.



- Make sure that there is fusible attached to each piece of the applique fabric and the paper backing is removed.

- Place the applique fabric down, use the crosshairs to verify that the applique fabric is correctly positioned.



- Stitch out the ghost. The machine will stop. Now it will quilt 3 shapes (no applique) on the ghost. After the 3<sup>rd</sup> shape the machine will pause. Trim around the applique. On something that is going to be used and washed I leave a wider margin, approximately 1/4".



- According to the Stitch map we will next stitch out the black for the face. Trim.

- According to stitch map, the face is the last applique, when you hit continue the next thing to stitch is a circle. Once the circle is stitched, the next thing to stitch will be the bib backing.



- If you want to add a pocket. Take the 8" x 15" piece of fabric and fold it in half right sides out and press.

- Place the pocket fabric in place making sure that the bottom edge is covers the bottom of the bib.

- Place the bib backing fabric over the bib making sure all the stitching is covered. Stitch.



- Pull the backing fabric out of the way (towards the left). Place the bib fabric for the second bib and baste in place.



- Mark the second pattern as not sewn.
- Following the stitch maps complete the second bib.



- Mark the third pattern as not sewn.
- Following the stitch maps and complete the third bib.



- Pull the fabric off the long arm. Cut out each of the 3 bibs.
- Finish as described in the steps for a single bib.