

# L890/QE890 Quilted Napkin Throw

## <u>Please note: This class is specifically for the Bernina L890 or QE890 sergers. If you don't own</u> one of these models, this class won't be suitable. Be sure to bring your own 890 serger, as there are no machines available for loan at the store.

Get ready to unleash your creativity in our exciting Quiltd Napkin Throw class with the 890 Bernina Serger! This is a great complement to the Wired Bows we made this past month! This fun and hands-on workshop is perfect for all skill levels, guiding you through threading, sewing and then cleaning your machine. With personalized instruction and plenty of time for questions, you'll leave with a custom made Napkin Throw to showcase your new skills!

## Supply list:

### Fabric

For one throw: (2) 20 x 20 inches (Top fabric and bottom fabric)

- (1) 20 x 20 inches of batting (low loft is best)
- I used my scraps to make this Throw.
  - You can use the same fabric on the top and the bottom
  - I used two different fabrics as I wanted them to match my wired bows for this past months class.
- 2 or 3 10-inch square scrap fabric to use for checking our stitches before working on our project. Thread
  - 2-Thread Chain stitch and 3-Thread Rolled Hem stitch
    - I used 2 cones the color that I would see on the outside of my pillow (light gray) color Mettler Seracor 100% Polyester
    - I also used 1 cones of Wonderfil Dazzle 12wt thread from Glamore as I wanted to have a little sparkle

Needle: Schmetz Overlock Serger 80/20

Foot: C11 and C13

**Machine:** This class is only for the L890 and/or the QE890 Please bring all supplies needed to run your machine. Making sure you have all items in the door of the machine as well.

#### Other:

Thread snips small and large ruler clips seam ripper Your machine manual Paper for taking notes Tweezers rotary cutter (with a new blade) Sewline AIR erasing or Friction Pen Fray check or Fray Block Hookey Serger Seam Hook





Just some inspiration on ways to use your new bows and quilt. throws.

