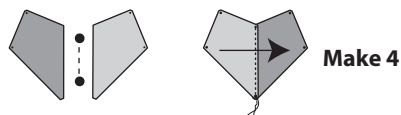

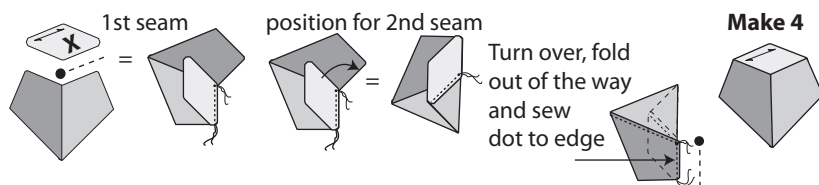


Making the Rolling Kites Block

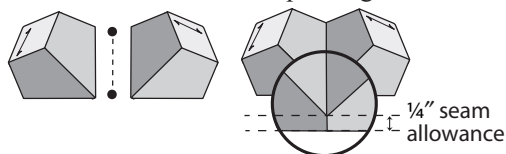
1. If you are alternating 2 fabrics, as in the illustration, determine which fabric is going to be vertical (point to 12:00 and 6:00). In our illustrations, the dark fabric is vertical.
2. Stack the Kite pieces right side up so that the vertical Kites are to the left of the second color and the narrow point is at the bottom.
3. Join pairs of Kites using dot-to-dot seams. Press seams toward the vertical Kite.



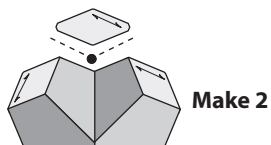
4. Stack the diamonds right side up as shown.  Insert diamonds from the stack marked X into the Kite pairs joined in step 3, sewing dot to edge. To swirl press this intersection, continue pressing all seam allowances counter clockwise.



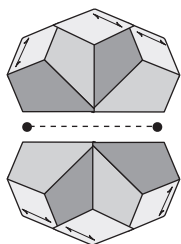
5. Join pairs using dot-to-dot seams. Continue pressing all Kite seams in the same direction.



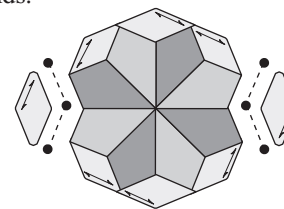
6. Insert diamonds from remaining stack into each half in the same way as step 4.



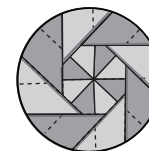
7. Place two block halves right sides together, carefully matching the center of each half. The seam allowances should butt together at the center and act like little grippers as you prepare for this last seam. The center seams should match perfectly. Confirm that and use pins to hold the position for sewing. Some people prefer to test by making 8 or 10 longer stitches across the center, then looking at the seams from the right side. Join the halves. Swirl press all kite seams in the same direction.



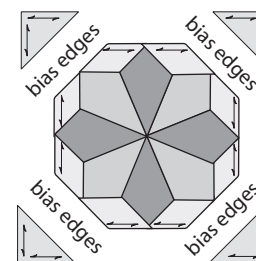
8. Add the remaining diamonds.



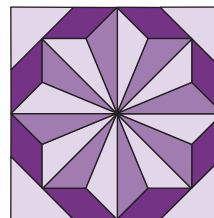
9. To reduce bulk at center, swirl press.



10. Rotate the unit and position the diamonds with the straight grain at the top, sides and bottom. Join corner triangles edge to edge. Press toward corner triangles.



Making a Split Rolling Kites Block



Place two fabrics right sides together and cut 8 half-Kite sets, as shown on pages 6–8 and in step 1 of Blazing Star, page 19. Start at Step 3 of Rolling Kites, substituting the pieced Kites, and continue.