



In The Hoop Go Fish Game

#22023-02

1 DESIGN

MATERIALS



Isacord Thread Colors

0020 Black

Note: Match thread to fabric

Note: One spool of 1000 meter thread is adequate for the project unless otherwise noted.

MATERIALS



Stabilizers

- OESD Heavy Weight CutAway Black

Fabrics/Textiles

- Felt 8 1/2" x 5 1/2" (2)
- OESD Luxe Sparkle Vinyl 6" x 3 1/2"

Notion & Tools

- OESD Expert Embroidery Tape TearAway
- OESD Perfect Embroidery Press Cloth
- OESD Grippy Grid
- Embroidery Needle Sharp 80/12

Isacord Thread Colors

- To match felt and OESD Luxe Sparkle Vinyl

EMBROIDERY



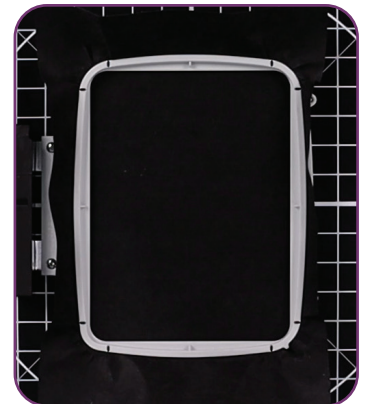
Instructions

Fabric and thread requirements will vary by design, but the general technique is the same.

Note: Some thread colors in instructions have been changed or digitally enhanced for better visibility.

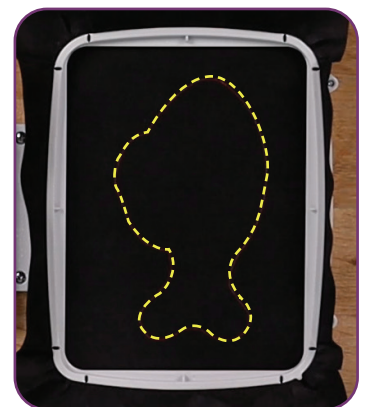
□ Step 1

- Hoop one layer of Heavy Weight CutAway Black.



□ Step 2

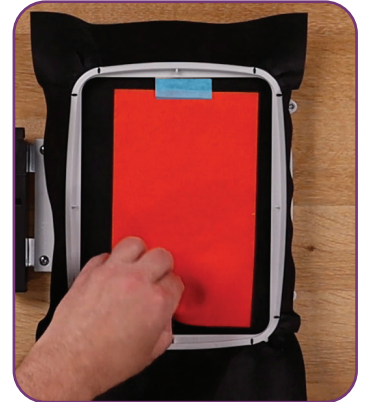
- Load selected design into the machine.
- Design in the example is 22023-02.
- Thread machine per the thread chart.
- Place hoop on the machine.
- Stitch Machine Step 1, Felt Placement Stitch.



EMBROIDERY

□ Step 3

- Remove the hoop from the machine, but NOT the project from the hoop.
- Place the hoop on a flat surface.
- Place one piece of felt, right side up, completely covering the placement stitch.
- Tape in place to secure.



□ Step 4

- Return the hoop to the machine.
- Stitch Machine Step 2, Sparkle Vinyl Placement Stitch.



□ Step 5

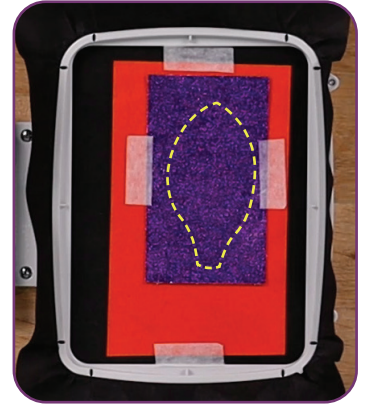
- Remove the hoop from the machine, but NOT the project from the hoop.
- Place the hoop on a flat surface.
- Place one piece of OESD Luxe Sparkle Vinyl, right side up, completely covering the placement stitch.
- Tape in place to secure.



EMBROIDERY

□ Step 6

- Return the hoop to the machine.
- Stitch Machine Step 3, Cut Line and Tackdown.



□ Step 7

- Remove the hoop from the machine, but NOT the project from the hoop.
- Trim the excess vinyl as close to the cut line as possible. If the outermost stitches (cut line) are cut, the inner stitches (tackdown) will hold the applique in place.



□ Step 8

- Return the hoop to the machine.
- Stitch Machine Step 4, Cover Stitch and Detail/Match Sparkle Vinyl.



EMBROIDERY

□ Step 9

- Remove the hoop from the machine, but NOT the project from the hoop.
- Turn the hoop over and place the felt, right side up, completely covering the placement stitch.
- Carefully tape to secure.
Tip: Avoid pushing too hard on the stabilizer to prevent it from dislodging from the hoop.
- Match the bobbin thread to the upper thread.



□ Step 10

- Return the hoop to the machine.
- Stitch Machine Step 5, Seam and Detail/Match Bobbin and Top Thread to Felt.



□ Step 11

- Remove the hoop from the machine and the project from the hoop.
- Trim the felt approximately 1/4" from the outermost seam stitch.



EMBROIDERY



□ Step 12

- Press right side down on a Perfect Embroidery Press Cloth.



□ Step 13

- The project is complete. Enjoy.

Note: Repeat steps to make a total of 10 pairs of matching fish (or more!)

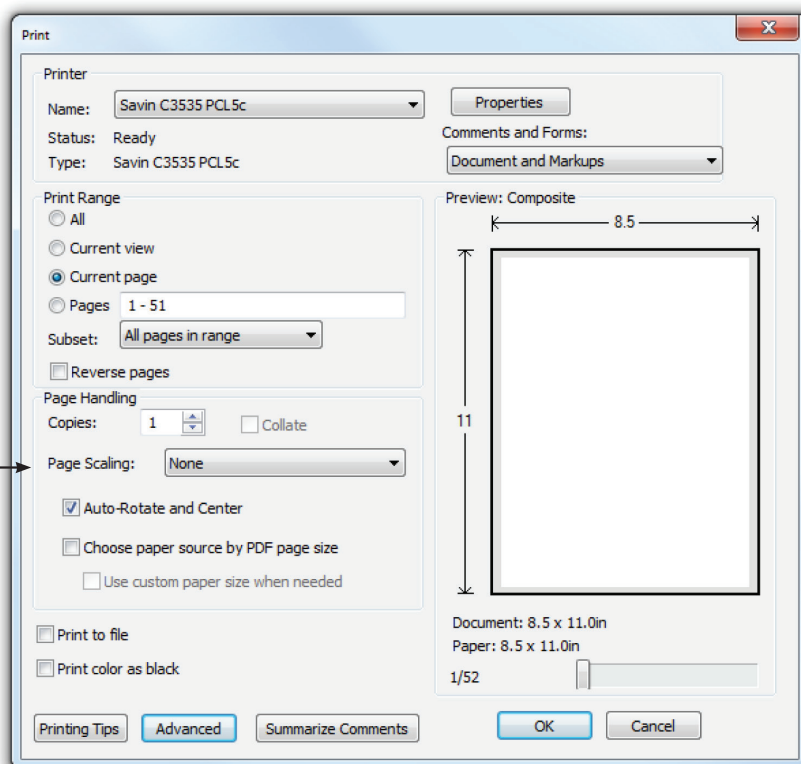


PRINTING INSTRUCTIONS



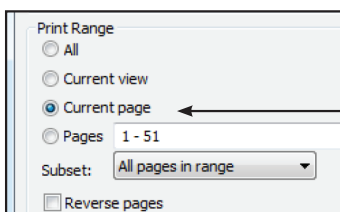
ATTENTION

When printing this document, any page scaling or page fitting options in your print dialog box must be turned OFF or set to NONE so that your files will print out at their actual size. Images not printed at actual size will not function as intended.



TO SAVE PAPER

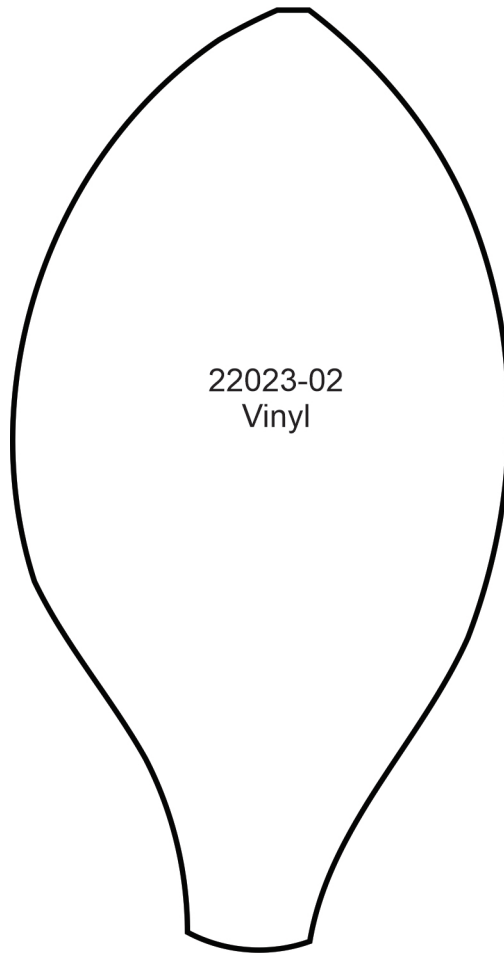
Only print the desired image by navigating to the image's page, go to File > Print and select "Current page" in the print dialog box. Repeat for each desired image.



APPLIQUE PATTERNS



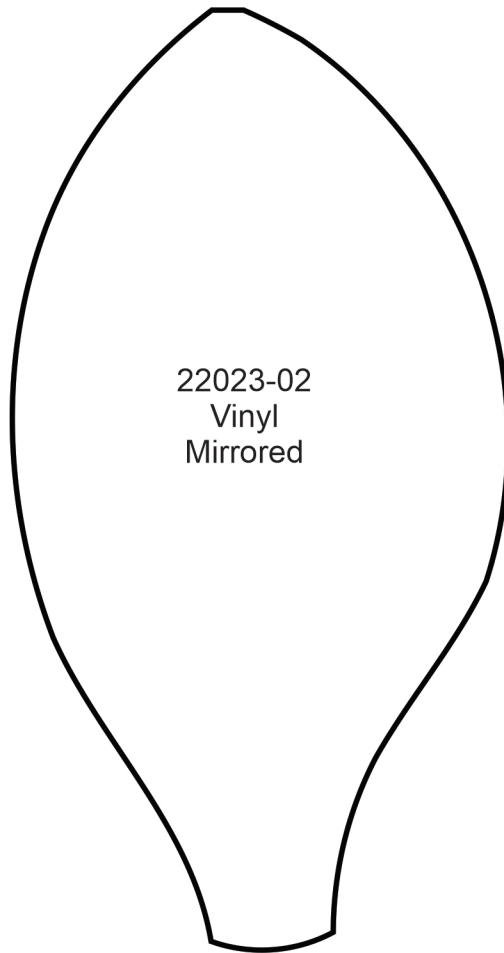
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MIRRORED PATTERNS



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22023-02
Vinyl
Mirrored

HOW TO PLAY GO FISH



Instructions

Go Fish is a super fun game you can play with your friends, and it doesn't take long to learn the rules! Play with 2 to 6 people, and focus on getting the most 2-of-a-kind matches as you can before the pond empties.

Step 1

- Each player holds 3-4 fish in their hand, and the rest will lay facedown in the center of the table (or floor). This area is referred to as "the pond."

Step 2

- Start your turn by asking one player if they have a specific fish. Take a look at the fish in your hand and choose to ask about a specific color fish you already have so you can make a 2-pair match.

Note: The main thing to remember is that you can only ask one person at a time, and you can only ask about one color of fish at a time.

Step 3

- If someone asks you on their turn for a specific fish color, and you have it, you must give them that specific fish.

For example: if you are asked if you have a red fish, you must give up the red fish in your hand.

HOW TO PLAY GO FISH



□ Step 4

- You can't hold matches in your hand. As soon as you get one, you have to lay it down in front of you so that everyone can see it.
- If you make a match, you may take another turn. You can ask the same person about a different fish, or ask a new person.

□ Step 5

- If someone asks you for a specific color fish and you do not have it, you may tell them to "Go Fish!" They have to take a fish from the pond and the turn then passes to the next player.

□ Step 6

- The person with the most matches when the pond runs out wins!