Joker playing card with a jester

Sized for a 6 inch hoop (15 cm). The stitched design is about 3.8 × 4.2 in (9.7 × 10.7 cm).



Which color goes where.

Stitches

- **Stem stitch**, 2 to 3 strands
  Card edge, inner frame, outline
- **Long and short stitch**, 2 strands
  Tunic, neck, sunflower horn, scarlet horn, turquoise horn, face
- **Satin stitch**, 2 strands
  Ruff, sunflower horn, scarlet horn, turquoise horn, heart, diamond, spade, club, collar bells, cap band, eye white, iris, brow, lips, and 6 more
- **Split stitch**, 1 to 4 strands
  Bell edges, eyelid, outline, smile, bell bands
- **Straight stitch**, 2 strands
  Eye light, bell slits, starburst rays
- **French knot**, 1 strand, two wraps
  Bell holes

Floss

- **DMC 939 Very Dark Navy Blue**
  Outline, card edge, bell edges, club, spade, brow and bell bands and 5 more parts
- **DMC 3808 Ultra Very Dark Turquoise**
  Turquoise horn (darker), inner frame and starbursts
- **DMC 3766 Light Peacock Blue**
  Turquoise horn and tunic (lighter)
- **DMC 817 Very Dark Coral Red**
  Scarlet horn (lighter), tunic (darker), diamond, heart, corner diamonds and lips
- **DMC 782 Dark Topaz**
  Sunflower horn and ruff (darker), starburst rays
- **DMC 712 Cream**
  Face and neck
- **DMC 972 Deep Canary**
  Sunflower horn and ruff (lighter), cap band, bells, collar bells and corner stars
- **DMC 814 Dark Garnet**
  Scarlet horn (darker)
- **DMC BLANC White**
  Eye white and eye light
- **DMC 351 Coral**
  Cheek
- **DMC 745 Light Pale Yellow**
  Bell light

Three ways to transfer the pattern

1. **Fabric you can see through**
   Tape page 2 to a sunny window or lay it on a light box, tape the fabric over it and trace the lines with a sharp pencil or a water-soluble pen.
2. **Fabric you cannot see through**
   Lay dressmaker’s carbon paper colored side down on the fabric with page 2 on top, tape the layers and trace the lines firmly with a ballpoint pen.
3. **Iron-on**
   Go over the lines of page 3, the mirrored page, with an iron-on transfer pen, lay it ink side down on the fabric and press with a dry iron.

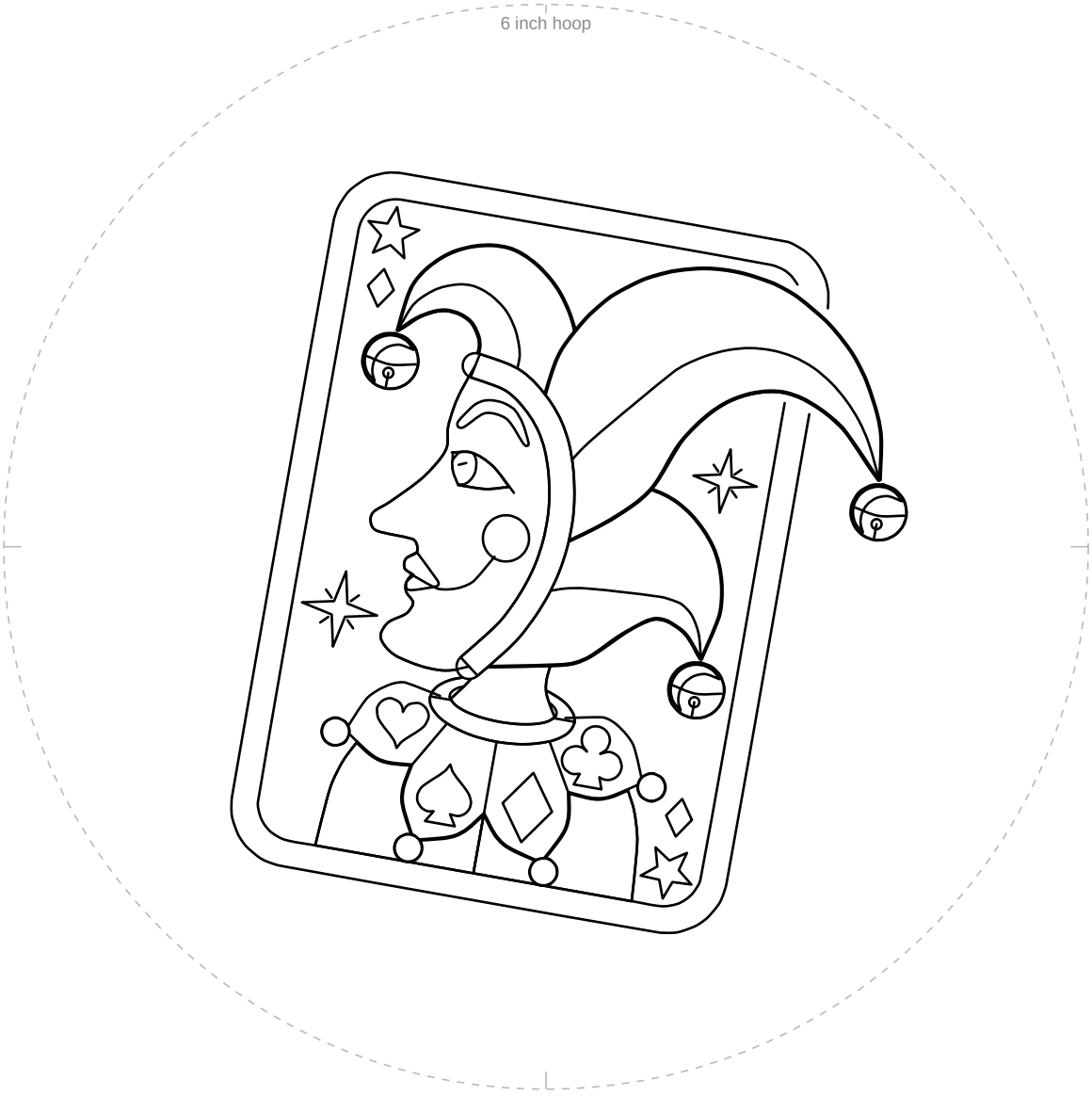
Pages 2 and 3 are the pattern at actual size. Print them at 100% with scaling turned off.

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Joker playing card with a jester

6 inch hoop

Print at 100% (actual size). Do not scale or fit to page. Check the square below with a ruler before you trace.



1 in
25.4 mm

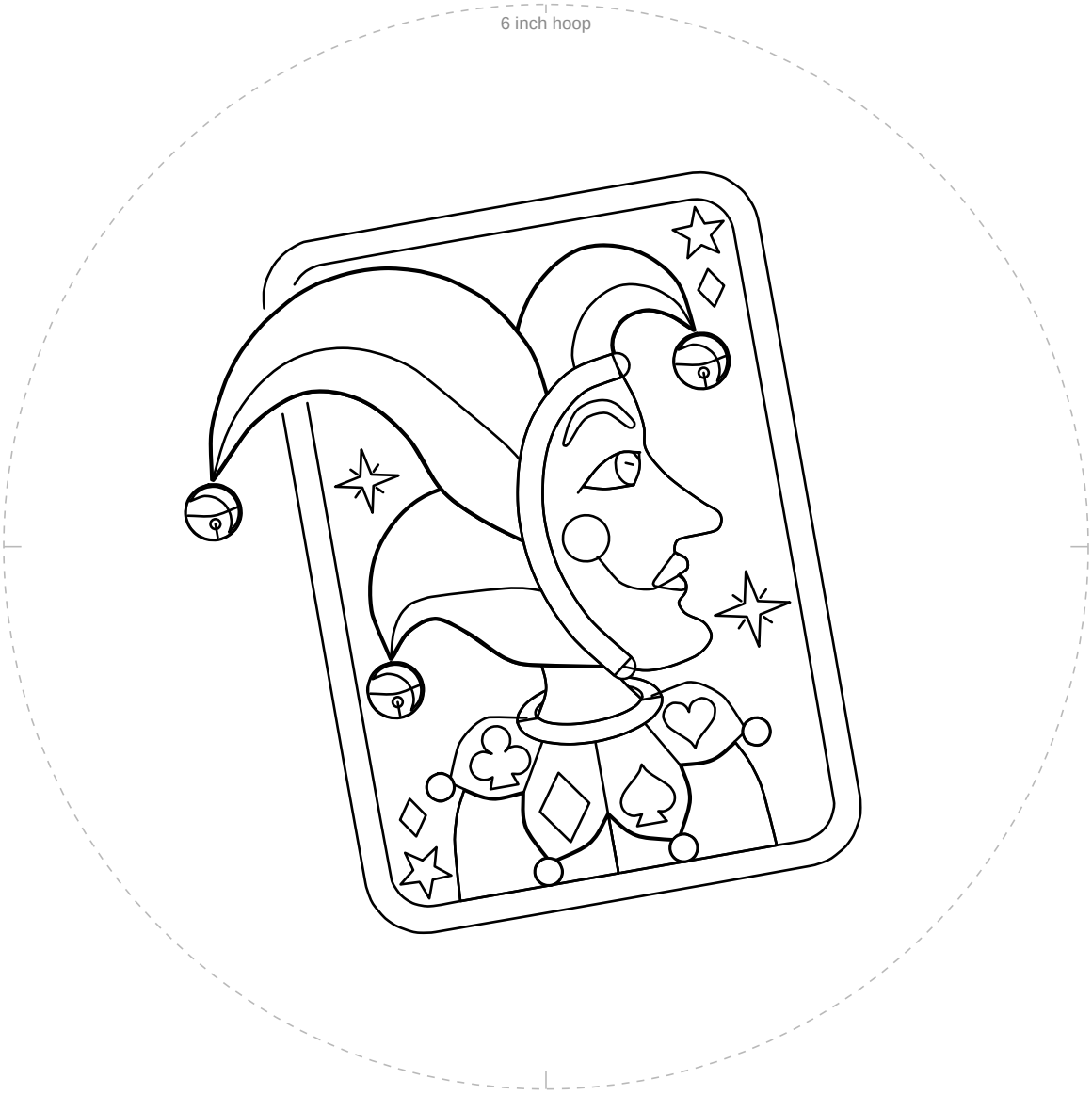
Check square: 1 inch (25.4 mm) on each side.
If it measures anything else, print again at 100% with scaling off.

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6 inch hoop

Mirrored. Trace this page with an iron-on transfer pen or pencil, then press it ink side down on the fabric.



1 in
25.4 mm

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