

Mimi's An Elf Named Stretch

By Gloria J. "Mimi" Winer

*Some of these instructions, patterns, and photographs were printed in the December and February issues of **Soft Dolls & Animals!** Magazine. This is the original version from which those articles were adapted.*

Stretch – Mimi's New Elf doll is a twelve inch male Elf on *walk-about*. One leg is armatured so he can be posed mid-step. He wears breeches and has a vest and shirt (which he totes in his carryall so he can expose his manly chest). He also has shoes and a woodsmen's hat

You can download a free copy of these instructions and the patterns from my website (Mimidolls.com "Free Stuff" button, "Other Free Stuff," "An Elf Named Stretch")

This doll is designed for micro-suede fabric, **usually found in the fashion garment section of the fabric shop**. It requires only a quarter yard (or meter) to make two or more elves. It is 60" (152 cm) wide. It will also make up nicely in a knit with very little stretch in either direction.

Supply list:

- ¼ yd (meter) micro suede, faux suede or any knit fabric with about 10 to 20% stretch. Much less stretch and the elf will be hard to make. Much more stretch and your doll will be much chubbier than mine. (Elves come in all colors.)
- Machine sewing thread — a bit lighter than the fabric.
- Floral wire: two lengths of wrapped 18 or 20 gauge and a paddle or spool of unwrapped 22 or 24 gauge.
- 3-1/2" (9 cm) scrap of long or short curly pile knit fabric or faux fur for wig.
- Hemostats for stuffing.
- Quality stuffing material.
- Air soluble marking pen.
- Universal machine needles, size 9 or 11.
- Fabric & paper scissors.
- White floral tape.
- Drapery, craft or button twist thread for needle modeling body.
- Nylon beading thread or Swiss Metrosene 100% polyester thread — color lighter than fabric — for needle modeling face.
- Hand sewing needles: short sharp, long darning, or milliners, and a 3-1/2" doll needle.

- Finger turning tools (a #16 chenille needle, a 1/16th copper tube and two wine bottle corks. (Copper tubes are found in a model railroad shop they are not expensive.)
- **Grrrip** Glue and dispenser with needle tip. Order from DollmakersJourney.com
- Straight pins.
- White gel pen or white paint.
- Colored pencils.
- #01 **Pigma** Micron pens in brown & black.

This is an easy pattern with only 11 pattern pieces to get the realistic form I have become known for.

General Directions:

To sew micro-suede I recommend a universal needle in a size 9 or 11.

Set your machine stitch length to 1.5mm.

Use a 100 % polyester thread; the color should be slightly lighter than the fabric.

For hand stitching you will need a thimble. The fabric is difficult to push a hand needle through, especially at a seam junction. A thimble makes it easy without hurting your fingers. I keep them in many sizes because my hands swell sometimes. If you have a thimble that is too big today, tape it to your finger.

Photocopy the pattern and glue it to cardboard, a used file folder will do, or trace it onto freezer paper. Whatever works for you.

Micro Suede has a short nap. If all the pieces are not laid out on the fabric with the nap in the same direction some pieces will seem to be a different color.

Lay out pattern pieces on a doubled piece of fabric right sides together.

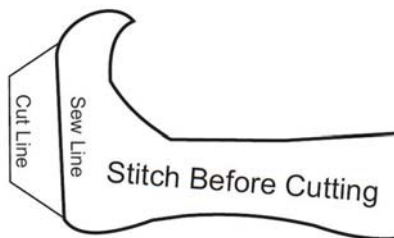
Mark pattern as you usually do.

Notice that some pieces have seam allowances only on certain areas. **The seams without allowances should be sewn before any pieces are cut out.** These are the legs and arms, the center front of the head, upper and lower front torso, the center back of the head back and torso back, and the ears. Stitch these seams before any pieces are cut out.

Stitch & Sew

➔ **VERY IMPORTANT:**

When stitching the legs be sure to stitch the foot area on the stitching (Sew) line.



Stitch legs leaving open at the top of the hip.

Stitch to the end of the seam, right off the fabric on every seam unless directed to stop earlier.



Stitch arms leaving open at the top of the straight arm and at the elbow on both parts of the bent arm. Stitch slowly around fingers. It helps to use a presser foot that allows you to see the stitching line in front of the needle.

Be sure to bring stitching between fingers to a V rather than a U

Stitch head back leaving open between the two small dots at the top and end at the bottom dot.

There will be four openings in the head to make it easier to stuff; especially the nose, chin and forehead.

Stitch head front. Sew slowly and carefully so your face will be shaped like mine. Sew right on the stitching line. Stop sewing at the dot behind the chin.

Stitch front upper torso center front, back-tacking twice in the area inside the seam allowance where the upper torso will join the lower torso.

Stitch the lower torso center front seam, back-tacking inside the seam allowance where the seam will join the upper torso.

Stitch both ears leaving open at the bottom.

Cut out legs leaving a 1/8" seam allowance all around **except for the larger than usual seam allowance marked at the bottom of the foot**, this will become the foot sole later.

➔ **VERY IMPORTANT:**

Check your ruler to see how wide an eighth-inch really is. Many of my students trim so closely they pop seams when stuffing. The seam allowance should be half of the ones that are included on the pieces that have them.

The dotted lines at the top of the legs are where you will cut away part of the inner thigh. This will make it easy to fit against the torso to form the buttocks, easier to insert the armature, and easier to stuff. **Do not cut it until the directions tell you or you may wind up with two right or two left legs.**

Cut out the arms leaving the area around the hand uncut until you are ready to turn them. I will tell you an easy way to do it.

Cut out both head pieces. Trim the head back seam to a quarter inch and trim the area at the top of the head back and front, where you back-tacked, very close to the stitching. Do this also on the head front piece in the back-tacked area ONLY. This will keep the seam allowance from getting caught in the stitching causing a glitch, which is hard to remove without making a mess.



Pin the head front to the head back matching the center seams where you snipped away most of the seam allowance. (Be sure you have marked the openings to be left on each side for stuffing.)

Pin rest of seam together. (You might be happier hand basting this seam as the head is small and all those pins can get in the way and break a needle.)

Machine stitch the head front to the head back leaving open at the marks on each side. Trim seam in half and snip curved areas slightly. Set aside



Do not turn until ready to stuff.

Ears: The dotted lines on the ears are to be hand stitched after inserting wire so the ears can be posed. Stitch and cut out ears leaving a scant seam allowance, set aside for wiring and stuffing later.

Torso

Cut out torso back leaving a 1/8" seam allowance at sewn back seam. Set aside.

Cut out Front upper and lower torso leaving a 1/8" seam allowance on the sewn seams.

Snip away most of the seam allowance (within the seam allowance), on both center seams where you back-tacked, as you did for the head.

Pin and stitch the darts on lower front torso. This is the Genital area. There are no dangly bits but if you put him in tights he will look correct rather than lumpy

Right sides together match center front seams at the center where you back-tacked. Pin rest of chest seam, easing slightly at the area where the nipple dot is located on the pattern piece.

Machine stitch. Do not trim this seam. It will help hold stuffing in chest area until you can needle model it.

Right sides together, fit torso front to back at curve of neck and shoulder. The back is not as wide as the front piece; this is designed so you had no darts to sew in the back.

Pin and stitch both neck shoulder seams. The front piece is longer at the crotch. This will bend around to meet the back when it is stuffed and closed.

Pin both side seams below the armholes. These are left open for stuffing.

Stitch side seams leaving open as indicated on pattern piece



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Turn torso right side out and stuff until firm.

There is a free stuffing video tutorial at my website, as well as lots of other free techniques. (Mimidolls.com, "Video Tutorials" button.)

Use all four openings to stuff, both armholes and neck to fill the chest and the armholes and crotch to fill the lower torso,

Ladder stitch crotch closed. Use a heavier thread.

There is a free ladder-stitch video tutorial on my website. (Mimidolls.com, "Video Tutorials" button.)

Use doll needle and heavier thread and stab stitch back and forth on the sides of the lower torso to pull the crotch area in so the legs will fit naturally when you fit them onto the torso.



Using heavier thread hand-stitch a running-stitch around the armholes and gather them up almost closed. Before tying off add a bit more stuffing to make shoulders firm. Be sure both shoulders are at the same height.



Push seam allowance inside tiny hole in center of gathers with tips of hemostat.

Gather and close neck opening in same way.

Set torso aside.

Legs

Slather **Grrrip** glue all over one side of seam.



Press glue and seam allowance up against side of foot, smooth with fingers and allow glue to set for a moment while you rub the excess glue off your fingers.



Glue other side and finger press it up along that side of the foot.



Push closed tips of hemostat into foot and work jaws open to spread foot to be sure it has not glued itself together. Remove tool.

Use your fingers to spread seam at bottom foot to be sure no ridge of glue has formed inside. Flatten the bottom of the foot,

The leg is easier to turn before glue dries and gets stiff. So do it now.

Turn leg by inserting hemostat inside foot, grab toe and push toe into jaws and close and lock jaws.

When turned, remove hemostats and push closed jaws back inside turned leg and push out all seams.

Turn other leg.

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The straight leg is the standing leg and will be armatured so he can stand on his base. Put both legs together and decide on which side you want the standing leg. Lay both legs together as you want them and mark the inner thigh as marked on the pattern pieces and cut away. Do both at the same time so you don't get two right or two left legs.

The cut out areas will allow you to pose the legs onto the torso so he will have a nice bum.

If your fabric is woven micro fabric, it will show signs of fraying, run a thin line of **Grrrip** glue along the edge of the fabric with the needle-tip glue applicator.

Remove the excess glue by wiping it off with your fingers (pulling the excess glue away from the fabric). This will prevent fraying, make the seams stronger, and keep the fabric flexible.

***Hint:** Anytime I have a very narrow seam allowance or a close snip at a curve I do this, I have never popped a seam that has been **Grrriped**.*

Make armature:

Use an 18 gauge or 20 or 22 gauge floral wires. (Sometimes 18 gauge is hard to find.)



The tools in the photo are a needle-nose pliers, a heavy-duty wire cutter and an ignition pliers (found in the auto dept of Sears or any auto store). They will bend a wire completely closed. They are very useful for many doll related chores.

Push an awl or the tips of sharp snips or scissors to make a small hole into the glued seam at the bottom of the straight leg. This is for the armature to come through the bottom of the foot and fit into a base.

The hole should be just under the arch.



Take one or two floral wire sticks (depending on how strong your wire is) bend them in the center, crimp them with the ignition pliers, and wrap them together with floral tape. Begin wrapping about an inch from the bent end so that the wrapping won't go on the part of the wire that goes in the hole in the base.



They need to stick out bottom of the foot for one inch.

Measure about two inches above the top of the leg.



Arthritic hands can no longer bend heavy wire but two or more lighter wires are easy to bend and give lots of support to the figure. It is easiest to bend the wires in half and crimp them with the ignition pliers.

Hold wires together and wrap; tightly with floral (paper) tape. The adhesive is wax and you have to stretch it to make it adhere to itself and to the wire. Leave one inch on the bent end free of tape. It has to fit into the hole in the base.

Don't wrap past the place where the leg ends. The unwrapped end will go through the torso of the doll.

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I use a screwdriver (one without ears and a thin tip) and wrap stuffing around it like a cotton swab and stuff the tip of the toe very tightly. Don't stuff further than the hole you put in for the wire.

It is easier to stuff the toe before inserting the wire.

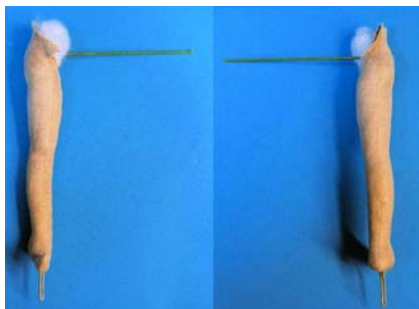
Insert wire after stuffing the toe.

Fold leg down like a sock and begin to stuff the toe and then the foot and ankle. You can bend the wire gently out of the way if necessary. In order to stuff smoothly around the armature, add stuffing, turn leg, add stuffing turn leg etc. Layer as you go. Keep the armature in the center so it cannot be seen or felt.

When you get to the top opening, stuff the buttocks lightly. We will add more after pinning it to the torso.

Fit Standing Leg To Torso:

Bend wire at inner thigh opening so that it can go through torso.



Use a dressmaker's awl to drill hole through crotch of torso on both sides so wire can go clean through crotch and out the other side.



Twirl torso around the awl a few times to open hole.

Using glue with dispenser fill hole with glue, let sit about 30 seconds and drill with awl again through each side to keep hole open.



Push leg wire through hole and out other side of torso.



If wire won't fit, make hole a bit larger and add more glue to keep it open. When wire fits into hole, put in a bit more glue to hold it in place.

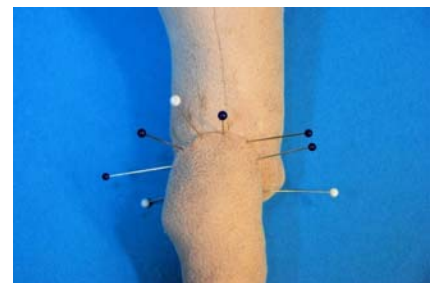
Cut excess wire leaving about an inch or so.



Using needle nose pliers grasp wire and pull tightly through the body. Twist wire close to torso and twist your wrist to bend wire into small circle. Bend circle flat against body.



Pin seam allowance around top of leg.



Opening should fit around crotch. Edge of buttocks is pinned to center back seam up about half-an-inch.

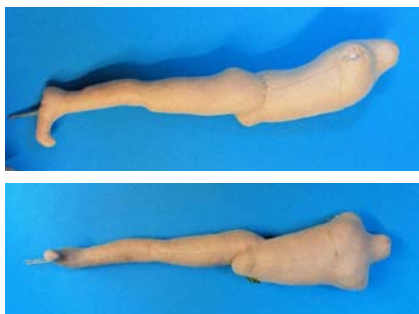
Be sure to check posture several times while pinning leg in place, Be sure the torso is not leaning too far forward or backward.

Press your fingers into the small of his back to curve the spine a bit, It looks more natural.

Note in photo how front of leg is pinned against front of torso and around hip. Add stuffing in smaller bits between pins until buttock is firm and shapely.

Use your air soluble marker to mark stitching line on both torso and leg so as you remove pins in front of the needle you can see where the stitches need to go. If you don't mark the stitching lines it may distort as you remove pins.

Ladder stitch with heavy thread and a short sharp needle. Use a thimble and make small stitches.



Stuff and install other leg. It needs no armature.

If, when fitting the lifted (bent) leg into place you have too much fabric around the "waist", wait until you get it all folded and pinned in place then mark where you want to stitch. Unpin it, (your pin marks will make it easy to replace), and cut away the excess. Be sure to leave enough seam allowance and re-pin and stitch



When stitching the second leg, it helps to change needle. When a short or long one is not doing it for you try a bent or a curved (circular) needle for that hard to reach area between the legs.

Hands and Arms:

Trim fingers closely. Too much seam allowance will not allow fingers to turn

Snip between fingers, with a very sharp snips or scissors, to within a thread or two of the stitches.

Run a very thin bead of glue around each finger.



Turn hand over and repeat for other side,

Wipe off excess glue with your fingers pulling away from the fabric. Set aside while you rub glue off your hands.

Push anything that will fit into each finger to be sure it has not glued itself together.

Repeat for other hand

Fingers

Push the sharp end of a #18 chenille needle into a cork. Find a 1/16" (2 mm) copper tube, available in hobby shops that carry model railroading supplies.

Push the tube into an unturned finger. Hold the end of the tube sticking out of the hand against our body while pressing the eye of the needle against the glued seam at the tip of a finger.

Gently twist the finger until the tip of the finger gets inside itself.



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The object here is not to push the finger down the tube, it won't fit, but to try to push the finger up over the needle, which automatically pushes the finger down into the palm all turned right side out.

If you get the finger down into the palm, move onto the next finger

If you get the tip in but can't get it down inside the palm any further, try (while the needle is still on the seam), taking the point of another needle and pulling the wrinkles around the tip up. If that doesn't help you may have it in far enough to slide a small hemostat inside to grasp the tip of the finger and pull it further inside the palm.

It takes practice to do this nine out of every ten tries, but it's worth it.



If you poke a hole in the fingertip or you didn't glue the seam and you have blown a finger it can be repaired, here's how:

Hint: This pertains to any doll.

Stuff or wire all fingers then run a line of glue over the tear. Use a pin or needle to put the broken thread fibers back in place. Pinch the torn area together. If it is a seam that has popped, put a pin or two in place to hold it together.

Let glue cure about 10 or 15 minutes. Remove pins. You will have trouble finding the damage,

Note: Most colored pencils and some dyes will not "take" on glued areas. Be careful not to get glue in places where it will make a difference.

When all fingers are turned push the tube into the turned fingers and push out the tip so it is ready to be wired.

Finger "Bones"



We will make finger/arm armatures for the straight arm first. Pipe cleaners are too large for these small fingers. And their wires are not strong enough for the hand to hold anything; Stretch has to carry his stick and bundle.

Cut five lengths of wire each 11" (28 cm) long. Run your fingers and/or pliers or hemostats along the length of each one to straighten it.

Fold each wire in half.



Crimp folded end as tightly as possible using ignition pliers.

Pull off a length of floral tape, stretch it to activate the wax adhesive, and wrap all five "bones".



Roll wrapped wires between hands or on a table like a roll of clay to tighten wrap.

Fold arm down like a glove. Insert wires into four fingers and be sure wires are laying flat and straight,.

Place the thumb wire in the center and on top of the finger wire.



After getting the thumb wire into the thumb; bend the wire coming out of the thumb, so that it forms a slight cup in the palm to halfway across the wrist. The rest of the wire remains on top of the finger wires.



Pull the wires up into each finger to the tip. They often find their way out while stuffing the others in.

Grasp the palm with the jaws of your larger hemostats and lock it in place, this is to keep the wires in place while you perform the next step.



Push the fabric up as close to the palm as it will go. Keeping the thumb wire in the center of the bouquet of wires, wrap them all tightly with floral tape.

Don't worry about wrapping the sharp ends at the shoulder; they will be cut off before closing the arm.

Roll arm down to the elbow. Place a small bit of stuffing into the back of the hand; the palm will not need any. Don't add too much. The hand is wedged-shaped not puffy or round.

Stuff the arm firmly. To stuff smoothly around the armature use hemostats and a smooth stuffing with no unexploded fibers or lumps.

Add some stuffing down the arm into the wrist. Turn the arm and continue adding small bits and turning after each addition. This will assure the wrist gets firm while also stuffing the forearm smoothly.

Add more between what you have already added and the "skin." Keep layering and turning. After depositing each bit, as you remove the hemostats from the arm, open and close the jaws as you pull them out. This will help smooth what you just inserted.

There is a free stuffing video tutorial at my website. (Mimidolls.com, "Video Tutorials" button.)

Unroll the fabric up to the shoulder and stuff the elbow. Remember that the elbow is quite firm and a bit wrinkled. Continue as before until you get to the shoulder.

If the armature is too long, cut the top off. You want it to end about a quarter-inch (6mm) below the shoulder.

Add more stuffing over and around the armature.

Mark the stitching line and close up with ladder stitch and strong thread.



Bent Arm

Trim seam allowances on upper arm. Turn.

Stuff firmly. Notice that the elbow is sharp. Note on the pattern piece where the seam line is on the opening. Mark and stitch closed.



Before you close the opening completely use a small hemostat or a screwdriver (without ears) and stuff little bits into that elbow so that is sharp. Finish closure.

Follow instructions for making finger armatures. (Each piece of wire is about 5-1/5" long or 14 cm).

Stuff and close as for straight arm.

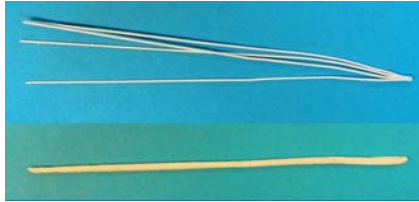
Pin shoulder to torso. (We will not sew it in place until the head has been stitched to neck. Arms get in the way.) We need to pose the two parts of the arm to hold his stick and bundle properly.

To make his stick, cut two or more pieces of floral wire strong enough to hold a light bundle. Each piece should be about 18" long (46 cm). Bend them in half. Crimp bends tightly with the ignition pliers.

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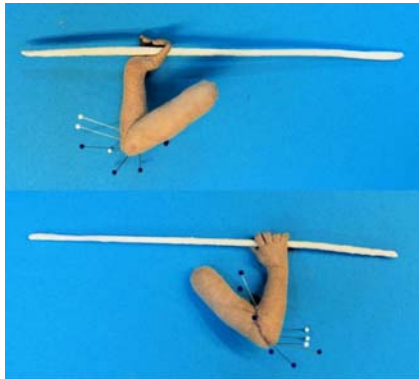
Cover with floral tape. Roll the wrapped wires between your hands or on a table like a roll of clay to tighten the wrap.

You can paint the stick several shades of brown. Paint in long streaks, so it looks like a tree limb.



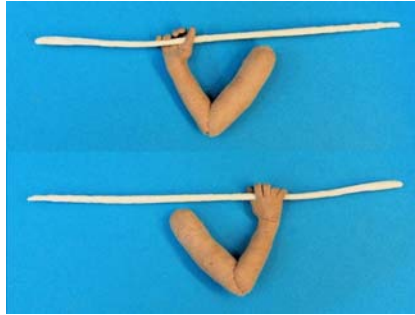
Bend fingers around the wire so it looks like the photo. Or looks like your fingers when you hold a tube in your hand.

When you are happy with the pose of the hand holding the stick on the shoulder; remove the stick and mark both sides of the seam and ladder stitch together,



When you remove the pins you know where to stitch. Make this seam as even as you can by making small stitches each one very close to the last one.

There is a free ladder-stitch video tutorial on my website. (Mimidolls.com, "Video Tutorials" button.)



Set arms aside until head has been finished and stitched to torso.

Ears

Even though we won't put the ears in place until the head has been stitched to the torso we will make them now so when the head is finished you can assemble all the pieces and your doll will be finished, naked. He does look great naked.

Cut out ears and trim seam. No need to **Grrrip** them unless you trimmed them extremely close.

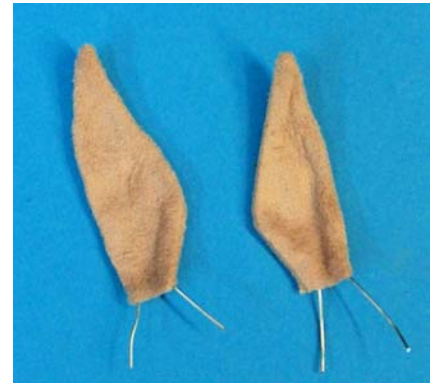
Using the same wire as you used for the fingers cut two pieces 5-1/2" long (14 cm). Bend each wire in half and crimp the fold with the ignition pliers.

Insert a wire in each ear. Push wire into shape of ear. Push wires firmly up against the seam with your fingers.

Fill ear with **Grrrip** glue. Insert long needle tip into ear and push glue around the inside until it begins to run out of the open end.

Wipe up excess glue and then begin to press ear closed. Use a doll needle; the eye end works best. Press it against the wire several times, around the ear until the glue begins to tack. Press the needle from the tip of the ear down on each side.

Wait a few minutes while you glue the other ear, then use the eye end of the needle again and press a ridge under the wire if you can. If you waited too long it's okay. It will still look good.



Push your thumbnail between the wires sticking out of ear and twist them together. Use your pliers and tighten the twist. This will form a sort of cup shape to the ear.



This is easier, quicker and neater than stab stitching all around each ear.

Head

Trim all seams. Trim the seam on the front of the face very close.

Snip off almost all the seam allowance at the tip of the nose and at the point of the chin.



Run a thin bead of glue down the seam allowance of the face, turn over and do the other side of the same seam. Remove excess glue as described earlier.

Turn head.

There are four openings to make it easier to stuff.

You probably already know that trying to keep stuffing in the nose is difficult until the head is already quite full.

Begin by stuffing through the neck opening until it seems full.

The holes in the side of the head are for stuffing into the nose and cheeks when the head is almost firm. Then the stuffing will stay in place.

The hole in the top off the head is to stuff into the forehead and the top of the back part of the head.

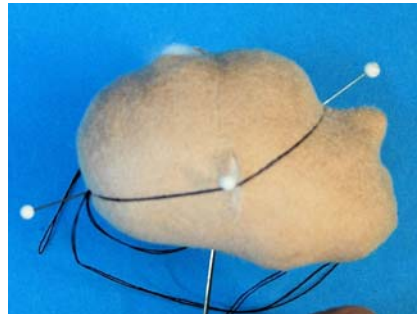
The one I am stuffing measures 5" (12.5 cm) around the side seam at the top of the head. The measurement around the center front and center back seam is 7" (17.8 cm).

From the tip of the nose to the center back seam measures 3.2", (8 cm)

This doll does not really require a face but I will teach you how to make a simple face. If you want to make a fully needle modeled face, please see any of my Dollmaking Workshops on DVD. There are previews at my website: Mimidolls.com.

To be sure you get the eyes on the same plane

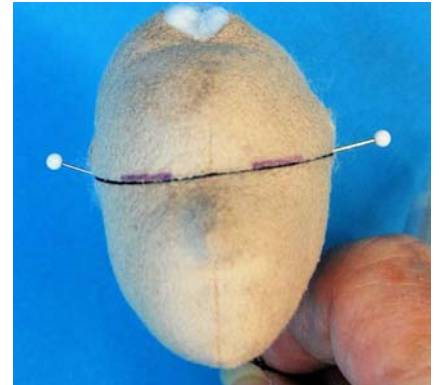
Place four pins evenly around head.



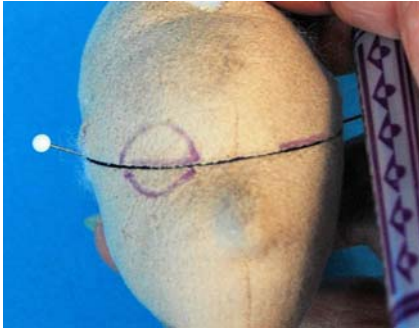
Tie a thread around the head. The pins will help keep it from sliding off until you place the eyes.

To tie it in place pull thread tightly and wrap one thread around the center back pin once only. Tie a surgeon's knot by wrapping the thread twice in the loop and pull tightly. When you remove the back pin the thread will relax slightly.

To place the eyes on the same plane; draw two straight lines equal distance from the center front seam, about one-half inch long, (12mm). A sewers hem gauge is useful for this. Draw these lines under or on the thread with an air soluble marker.



To mark the eyes place your thumbnail on the line just drawn so that you can see the end of the line on each side of your nail, Draw around your nail. Turn head over and draw the under side of the eye by placing your nail on the line so you can just see the marks on either side of your nail.



Repeat for other eye

Do not remove string yet. We have to do the nose and mouth placement, and the eye placement is necessary to place the nose and mouth.

If you are new to needle-modeling think of the stuffing as your "clay", the doll needle as your sculpting tool and the thread only holds it all together. The most important thing to remember is to NOT PULL STITCHES TOO TIGHTLY, only until the thread stops, unless otherwise instructed. If you pull stitches too tightly you will have a Miss Piggy nose.

When stitching and pulling thread ALWAYS keep a finger or thumb inside the loop or it will surely knot

If you have trouble with thread tangling, run it over a box of Thread Heaven, available at bead shops or beading area of craft store. Run your fingers over thread to clean off excess product, (silicone). Do not use bees wax, it will pull the stuffing through with the thread.

Nose

Measure from eyes to mark nose according to photo.



Use tip of doll needle to pull stuffing up into nose area, dig deep and pull stuffing from the chin and cheek area into nose and nose wings.

The two dots at the top of the nose wings are anchor points. Most of the stitches for the nostrils and nose wings are anchored there.

Thread a long darning with a single length of 1/2 yard (1/2 meter) of Swiss Metrosene thread. Knot one end. (A stronger thread will allow you to pull stitches too tightly.)

Begin through the neck and come out at one of the anchor points.

When needle modeling, make each stitch by scooping under the stuffing that has been pulled up with the sculpting (doll) needle and then force the needle to come out exactly where you want it to by pressing firmly with your thumb just in front of where you need the needle to bring the thread.

If you prick your finger do not bleed on your doll. If you do only your saliva, on a cloth or cotton swab will remove it (same enzymes).

Scoop under the nose and force needle to come up at the opposite anchor point.



Do not pull thread past its stopping point as it does not yet have anything to hold it.

Push needle back to starting anchor point. Squeeze nose where you stitched, (Don't expect thread to do the work it only holds what you sculpted in place.) If it holds, fine, but if not it may take two or more passes to hold. Use a thimble.

If you do not wish to needle-model the face, end the thread by going to the back of the head, take a lock stitch, bury the thread, and skip to the section on coloring the eyes.

When thread holds, take a stitch diagonally to nostril on other side. Then take a stitch, not a tiny one, nostrils are large, and bring needle back to the anchor point where you began.

Pull thread to pull nostril up snugly. Make a couple of passes across nose between anchor points until nostril holds.

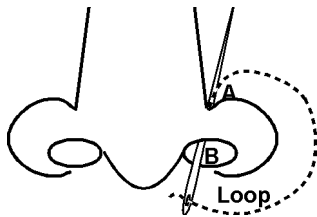
Mimi's An Elf Named Stretch

Get needle to opposite side to stitch other nostril. Repeat sequence. Watch as you pull up second nostril so you don't pull it up farther than first one. Anchor second nostril.

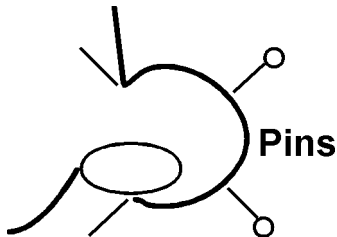


Pull stuffing up into nose wings. Working the nostrils has probably shifted the stuffing.

Thread is coming out of the anchor-point; make a loop-stitch by bring the needle into the bottom of the nose wing and back to the same anchor-point.



Before tightening the loop place 2 pins over the thread loop at the widest part of the nostril.



Tighten loop and stitch one or two passes between anchor-points.

Do other nose wing.

The loop stitch around the nose wings can easily slip. They need to be couched. To couch a thread, bring your needle up under the thread, remove a pin, cross the loop thread and stitch over to the opposite pin and couch that one. DO NOT pull the couching stitches tightly only enough to hold loop stitches in place. If you do you will ruin the nose. Stitch several more couching threads over the loop then bring thread back to one anchor-point.

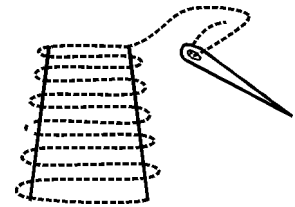


While needle modeling sometimes you break the thread or thread is too short for further work. This is OK; get the thread to the back of the head or under the neck and end off. If thread is too short, you will have to repeat the last one or two stitches. If you have ever tried to remove stitches you know how difficult it is. So no big deal, just thread up again and repeat last one or two stitches.

To sink nose wings into head so it will look like there may be structure under there, make three stitches on each side of the nose wings to the back of the head. Make the first stitch at the anchor point, and pull in slightly, making a lock stitch (needle through loop) at the back of the head. Make the second stitch at the widest part, and the last stitch just under the nose wing.



Stitch bridge of nose.



Stitch back and forth from the anchor points up to the bridge of the nose. Bring needle to back of head or to neck opening and tie off.



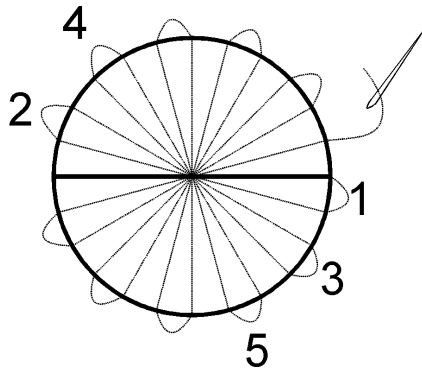
Eyes

Redraw eyes if they have faded. Thread a long darning or a shorter, thin needle with about a yard (meter) thread. Do not knot. You will stitch with a single thread as you have been doing.

Begin by pulling stuffing up to fill the eye shape. Start at outside corner of the eye, stitch under the stuffing and come out at inside corner of same eye. Do not pull thread all the way through. Leave a tail about two inches (5cm) long.

Hold tail with your fingers while you bring needle under stuffing back out to thread tail. Wrap tail once only around needle and bring needle back to other side of same eye. Snug thread on both needle and tail end, but don't pull tightly. Wait until you have made a few more stitches before cutting off tail. It may come undone if removed too soon.

Stitch across and around eye back and forth.



By the time you get about halfway around the eye you will see the eye begin to pop up. BE sure not to pull stitches tightly only until thread stops. snug slightly no more than that.

Remember to always keep a finger in the loop

Repeat for other eye.

Coloring the Eyes

If you have chosen to skip needle modeling the face, continue here.

Using the black Pigma pen, I have simply drawn a line across the top of the eye to simulate eyelids and two half crescents (filled in in-between) to simulate eyeballs. Elves have very dark eyes. The two dots are white acrylic paint applied with a straight pin; one at 11 o'clock for the eye-light and one at about 4 o'clock, stretched out a bit to simulate a reflection.

I have also drawn nostrils and eyebrows with a black Pigma pen.



Mouth

The philtrum is drawn under the nostrils. *Leave a bit more space than you think you need because you will be pulling fabric up and under. If you don't leave enough space you will have the upper lip right up under the nose.* The outside corner of the mouth is under the center of the center of the eye.



If you have chosen to skip needle modeling the face, skip ahead to *Coloring the Mouth*.

The philtrum takes only one stitch. First pull stuffing up under the upper lip. Use stuffing from the cheek and chin, we will add more later.

Thread a doll needle with about 8 inches of heavier thread, *do not knot*. Push needle into one of the dots, and out through the opening on the top of the head, while holding the end of the thread at philtrum, pull needle off the thread.

Now you have one end of the thread coming out of the top of the head and the other end at the upper lip. Thread the lip thread into the needle Pull stuffing up again if it has settled, and push needle through other dot and out same hole in top of head.

Push a pin into hole between the two ends of thread. With head between your knees wrap thread ends twice and while watching so you don't pull too much, pull philtrum up until you are happy with it. Pull thread up a tiny bit more and wrap one thread around the pin, Push pin into head (thread will relax slightly when you remove pin). Tie several more knots. Tie off.

Upper lip: Pull stuffing up in to upper lip area. This stitch has four parts:

1. Begin with a new thread at the side of the head about level of the mouth,

2. Come out at the outside corner of mouth on same side.
3. Push needle into same hole as philtrum (same side you are working)
4. Come out on same side even with eye level. Watch as you pull that last thread snugly.

The mouth will not quite smile yet. That will happen with the two stitches used to make the smile.

When you travel to another part of the head it is wise to make a secure (lock) stitch before you leave and another when you get to where you will work next. This will prevent the previous stitches from distorting the next ones.

Travel to other side of head and repeat sequence.

Lower Lip: Pull stuffing from chin to form lower lip. You can make it narrow or full. Just pull up stuffing with your sculpting needle until you like what you see.

When you remove your thumb you can see the mark in the fabric. Make two dots there and do the same one stitch trick you did for the philtrum.



To make him smile, make marks that begin at corners of the mouth and go up a few millimeters. (1/8") Begin the stitch at the side of the head at mouth level take one stitch and bring needle out above eye level, pull up smile and make a secure lock stitch, Travel to the other side, and repeat sequence.

Coloring the Mouth

The mouth is lined with a brown Pigma pen.

Add stuffing to chin through neck opening if needed, and to cheek area through side holes. I also added more to his forehead and top of head.

You may ladder stitch the hole at top head but unless it has become too large it will be covered with hair,

The pattern for the wig is included in basic pattern sheet but instructions will be included with his clothing.

Ears

Shorten wires sticking out of ears to just long enough to stick into the holes in the side of the head.

Bend wires back to hold ears in the desired position and push the wires into holes in head.

Adjust ears until you are happy with them.

Pin and ladder stitch in place.



Attach other ear.

Ladder stitch top of head closed. (You can leave it open if you are making a wig.)



Pin head onto neck of torso. Adjust until you find a pose you like.

Ladder stitch head in place. If he develops an attitude while you are stitching, go with it...

Arms

Pin arms in place.



Ladder stitch arms in place.

How to Needle Model a Masculine Chest for An Elf Named Stretch

By Gloria J. "Mimi" Winer

If you elf is going shirtless, you may want to needle-model his chest. **If he is going to wear a shirt, this won't show, so don't bother.**

General Instructions:

Use an air soluble marker for your guide marks. The purple one not the blue one. The blue one will come back and your doll will look bruised and abused.

Don't bother counting the dots. The number is not important. Neither is the stitch sequence. The dots are only a guide.

Think directional stitching. Where do you need to take the needle to make the fabric do what you want it to do?

Remember that the stuffing is your medium and the needle is your sculpting tool. The thread holds it all in place.

Most of the stitches that form the pectoral muscles go to the spine, which will also define the spine. The spine is always deeper than the rest of the back. Some of the stitches will go into the nearby or opposite armholes.

The biggest mistake beginner to this technique make is to pull the stitches too tight. Watch the area you are stitching into rather than where the needle is coming out and stop pulling when the fabric is where you want it to be, then lock stitch to secure it.

To form a lock stitch simply put the needle through the loop twice forming a knot just before finishing the stitch.

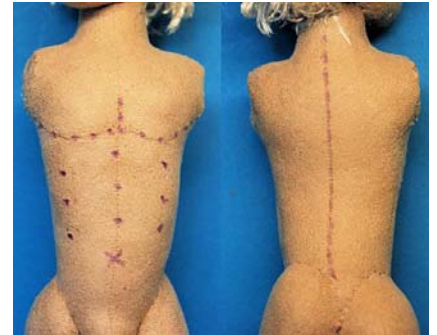
If you travel to another part of the body for the next stitch, be sure to lock stitch after the just completed stitch and again when the needle gets to the new location. This prevents the new stitch from distorting the previous one.

Use a 3-1/2" (9-10cm) doll needle where possible. If the distance is too far switch to a 5" (12-13cm) needle. If the distance is shorter switch to a long darning. The rule of thumb is to use the smallest needle whenever possible. It does less damage. Needles make holes and a smaller needle makes a smaller hole.

Use a drapery or a thinner nylon thread. Nymo thread comes in many colors and several weights. It is strong and works well for needle modeling. It is available in bead shops or at www.firemountainbeads.com. If you use a white thread, (as I do most of the time), the stitches that show can be colored with colored pencils.

Now, Lets give Stretch his manly chest:

Mark the guide marks as shown in the picture below:



Thread a three-inch needle with a single thread about 2 yards (2 meters) long.

Begin at the center of the chest. Pick up a small stitch and make a French knot.



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Stick needle through the fabric and wrap tail of thread twice around the tip of the needle. Hold onto the tail and push needle up to the back of the neck. Do not cut tail.



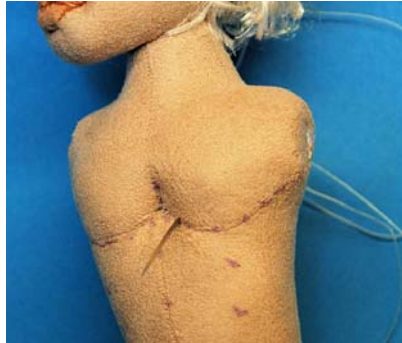
Push chest while pulling thread to depress the stitch on the front



and take a small stitch, (about 1/8th " or 3mm) back to the where the thread begins at the front.



Make several stitches from the dots under the breast to the top of the spine,



The front stitches are rather small but the spinal stitches are much larger some as long as a quarter inch (6mm).

While you are pulling the thread squeeze the torso don't make the thread do all the work. Only squeeze it as deep as you want the stitch to be. You will learn quickly not to pull too tightly.

To force the needle to come out exactly where you need it to; press the area deeply with your thumb just in front of the spot you are trying to get it through,

Always keep your thumb or finger in the loop of thread being pulled to prevent knots. If your thread is tangling run it over the top of some Thread Heaven™ available at bead shops.

Do not use bee's wax. It pulls stuffing through with the thread.

As you work your way around the curve of the chest, the stitches near the center can go to the spine. As you get around to the outside these stitches can go either to the spine or to the opposite armhole.

Put the stitch where you think it needs to go to accomplish your objective.

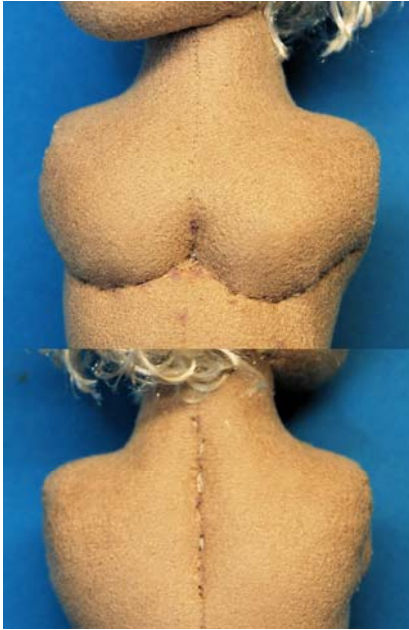
If a stitch doesn't work, use the eye of the needle to remove it. If you have already tightened it pull the thread and watch to see which stitch moves. That's the one to remove.

After the first few stitches, cut off the thread tail. Cutting too soon may cause the stitches not to hold.

Try not to put stitches where they will show when the arms are stitched in place. (Fit the arms in place and draw around them. When you remove the arms you will have a marked area to hide many stitches.

If your thread is less than 8 or 10 inches long go into an armhole and tie off. Begin next thread by burying knot in armhole on side being worked.

Mimi's An Elf Named Stretch

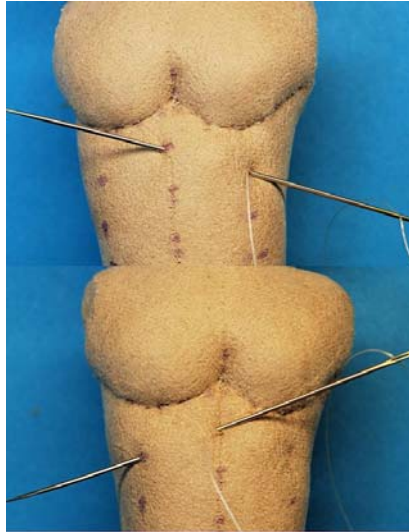


To define the Abs, mark as shown in photo.



Thread needle and bury knot in either armhole.

On side you chose bring needle out at top outside dot. Take a small stitch, Dig deep into the stuffing and come out just barely on the other side of the center front seam.



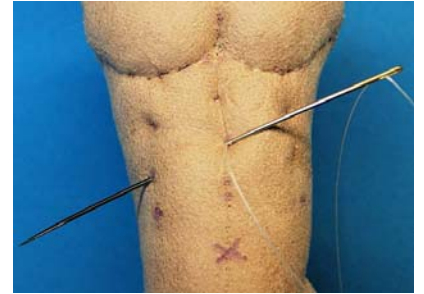
Cross over the seam and again dig deeply to come out again at the top dot on the other side.

Pull the thread slightly until it looks right. Then stitch back to the center front seam. This time cross over the center front seam and bring the needle out at the next lower dot on the same side you began.



Take a stitch and bring the needle to the center of the second row.

Stitch over the seam and bring needle out at middle dot on the other side.



Move from the center over to the opposite dot on the same row. Then back to the center.

From the center move to the bottom row on the outside, and repeat.

Only the outside dots are anchored to the spine. Stitch each outside dot to the spine once only; then from the spine to the next dot.



Work one side, all three dots then move from the spine to the other side.

End with thread at the spine. Bring needle into the navel.

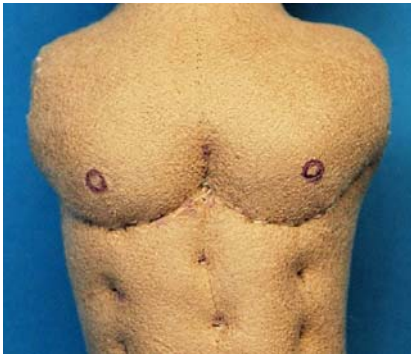


Mimi's An Elf Named Stretch

Squeeze to form navel and bring needle back to the spine. If you can't get the rest of the spine stitched through the navel bring stitches from the spine down behind the genital area between the legs. Use a hemostat to get needle in and out if necessary. Spine is stitched all the way down to buttocks cleavage.



Nipples: Draw two small circles with marker just over the outside abdominal stitches.



Thread a short sharp needle with a fine thread, single strand. Do not knot.

Use doll-sculpting needle to pull stuffing up under circle.

Bring needle under stuffing on the bottom of the circle. Leave about a three-inch (7-1/2cm) tail.

Stitch back to the same spot; wrap thread tail around the needle once. Hold onto the tail and stitch back to the first stitch. Pull thread on both ends. Do not snip off tail until you have made two or three stitches.

Continue stitching around the circle with tiny stitches, pulling slightly just until the thread stops, no more. Stitch around as you did on Stretch's eyeball.

After last stitch bring needle to any part of the body, pull thread snugly and snip off. Thread will disappear inside the doll.

Repeat for other side.



Hint: I usually needle-model the torso before closing it. Lots of stitches can be hidden in the neck or arm openings or in the crotch.

Clothing for an Elf Named Stretch

By Gloria J. "Mimi" Winer

Materials:

¼ yd (meter) cotton or soft fabric of choice

Thread to match

Breeches: a 1/4 yd (meter) of panne velvet, faux leather or suede
Thread to match

Note: Boots, hat and vest can be made from the same ¼ yd (meter) of ultra suede, felt or other faux leather used for the breeches. Most of these fabrics are 50 to 60 inches wide.

Vest: A 6"x12" (15x30 cm) of felt, faux leather or suede needs no lining or additional facing. Thread to match.

Hat: A piece of ultra suede or other fake leather or suede. If you decide to line it you will need twice as much.

If you use a heavy upholstery-like fabric you need only face the brim. This uses less fabric. The area to be faced is marked on the hat pattern.

However if you use a thin, limp fabric it should be lined and the brim should be interfaced as well.

Boots: A scrap of ultra suede, faux leather or suede 5" (13 cm) long and 10" (26 cm) wide.

Note: You may reduce or enlarge clothing patterns if you remove all seam allowances first. DO NOT remove facings. Be sure to add back the quarter inch seam allowances before you make the garments.

General instructions:

IMPORTANT:

If you used a fabric different than mine when making your Stretch doll, yours is not the same size as mine.

Therefore, I suggest you measure your doll and then measure each pattern piece inside the seam allowances. OR you can trace each pattern onto paper towels or a very inexpensive fabric leaving about half an inch or a bit more around each.

Pin pattern pieces onto your doll and mark new lines with the side of a soft pencil. Make new pattern pieces accordingly. Add new seam allowances.

All pattern pieces include quarter-inch (6 mm) seam allowance where needed.

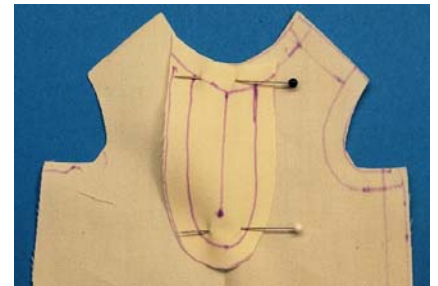
Align the grain arrows on all patterns pieces with the selvedge, (which is the straight grain of the fabric), unless otherwise instructed on the arrow.

Use a new size 8 or 9 (60 or 70) universal needle in your machine. Set your stitch length for 1.5mm. Some micro suede fabrics will stitch better with a slightly longer stitch, I use a 2.0 or 2.5.

Use your favorite technique for transferring the pattern pieces to the fabric. I use an air soluble marking pen and a dream seamer. You may notice that in some photos.

Follow all directions for layout on each pattern piece.

To make shirt: Right Sides together (RST). Pin shirt front placket to shirtfront.



Stitch long "V" with small stitches. Slash between the stitching as you would between two fingers. This will leave very little fabric inside the "V". Reinforce the stitching by using a dot of Grrrip glue at the point of the "v" and narrow edges. Wipe off the excess so the fabric remains supple.

Turn facing to wrong side of shirtfront and finger press seam edges. You can topstitch close to the edge if you wish.

Mimi's An Elf Named Stretch

Stitch top of facing to each side of neck opening to prevent it from getting caught in another seam.



You can add decorative topstitching either now or later.



Stitch the shirtfront and shirt back together at the shoulder seams. Trim the seam allowance in half..

Prepare sleeves. Cut out sleeves from doubled muslin,

Seam allowance is included on both top and bottom of sleeve so you may want to mark the stitching line where the dotted lines are.

Set machine stitch to 2.5mm, (regular sewing length).

Stitch two lines of gathering stitches inside the seam allowance where marked on the top of the sleeve and at the lower edge. Leave a 3" (8 mm) tail on each end.

(Two lines of small gathering stitches make smaller, more even gathers.)

Repeat for other sleeve.

Sleeve cuff: Cut out sleeve cuff on doubled fabric.

Mark folding and stitching lines on both cuffs.

Gather bottom of sleeve by gently pulling bobbin thread from each end to the center. Leave the last quarter inch on each end ungathered to fit within the seam allowance of the cuff,

Pin in place.

Seam allowance on the short ends of cuffs should be outside of sleeve.



Stitch and trim seam.

Fold cuff toward right side. Pin short ends together so that when stitched, trimmed and turned, the seam allowance on the wrong side can be folded inside cuff.

After turning and pinning seam allowance to inside, machine or hand stitch cuff closed.



Repeat for second sleeve.

Notch curve of shirt armhole.

Gather up top of sleeve and pin to fit inside armhole. Match center of top of sleeve to shoulder seam of shirt. Arrange more gathers at the top of sleeve than at the underarm ends.



Stitch and trim seam.

Repeat for other sleeve.

Mimi's An Elf Named Stretch

Pin shirt and sleeve seam together at underarm seam. Pin at cuff and at lower edge of shirt before the rest of the seam.

Stitch the entire sleeve and shirt seam as one.

Repeat for other side.



Collar is attached exactly as the sleeve cuff.

Pin collar to inside of neck. Begin by matching center collar to center shirt back then pin each end out to the end of the center front placket. Leave the last quarter-inch of collar sticking out beyond the edge of the shirtfront.

Stitch collar to shirt.



Fold collar toward the right side of shirt.

Match up short ends of collar. Pin and stitch.

Trim seam and snip folded edge on a diagonal.

Turn collar right side out. Fold under seam allowance. Pin and stitch collar closed.



When shirt is put on the doll the collar and part of the placket opening can be hand stitched closed with a couple of beads or tiny buttons.

Hem shirt: Machine stitch a line of stitches a quarter inch (6 mm) from edge of shirt bottom.

Fold under to wrong side and finger-press along stitches to form narrow hem. Pin as you go. The machine stitching will make it easy to fold the raw edge under as you pin up a neat narrow hem.

Hand stitch the hem.

Press shirt.

A half-inch dowel covered with bias strips of muslin or felt makes a very nice sleeve board for doll sleeves. Especially for pressing seams open.

Note: *If you prefer not to make cuffs and collar you can add a bit of trim or lace. Yes, even Elvin males like lace. Pin lace upside down on front side of sleeve or shirt. Stitch. Then turn it back and top stitch close to the edge. No need to hem it either. Just add a bit of trim instead.*

Breeches:

Cut breeches on a doubled piece of fabric,

(RST) stitch center back seam from crotch end to large circle. Leave open above circle.

Stitch center front seam.

Turn seam allowance at center back opening into placket by folding both open sides to the inside and narrow hemming them. This is the back opening so you can get the pants on the doll.

Stitch two lines of gathering stitches at waist and bottom of both legs. As you did for the shirtsleeves.

Waistband: Gather up top of breeches to fit inside seam allowance on short ends of waistband.

Pin and stitch

Trim seam eliminating some of the bulk of the gathers.

Fold, pin and stitch short ends of waistband as for sleeve cuffs. Finish as for sleeve cuffs.

Leg bands: Gather up legs to fit within the leg bands, Leave short ends of leg band seam allowance free of gathers.

Stitch and trim seam to reduce bulk. Do not fold cuffs yet.

RST pin crotch together matching center front and center back seams,

Pin each leg down to end of cuffs.



Stitch and trim inseam.
 Fold cuffs up on the inside to meet gathering seam.
 Fold raw edge of cuff over to inside. Pin and hand stitch.



Put breeches on doll and stitch back opening closed.

Elvin Boots: Trace templates onto fabric. The front seam allowance is marked "facing."

Sew before cutting out.
 Stitch from top of center back seam around to the dot just beyond toe curl.
 Notch the curves almost but not too close to the stitching.

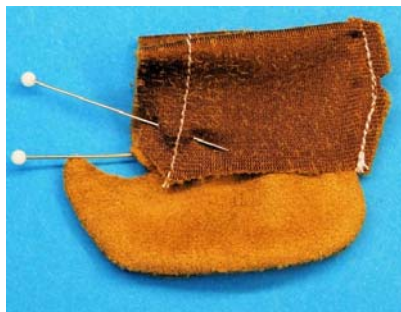


Snip the dot at the bottom of the facing then trim the toe curl as in photo above. Do not turn.

Stay stitch facings.



Turn right side out. Fold cuff down and pin facings as shown.



Stitch carefully so facing seam is straight.



Snip seam allowance at fold on the diagonal; to reduce bulk, and trim the rest of the cuff seam in half.



Turn cuff and use tips of hemostats to push out the corners at the fold.



Use the glue needle tip dispenser to put line of glue inside the cuff on the center back seam so the seam allowances are glued together and won't wrinkle when you put the boot on the doll.

Put a spot of glue at each front edge inside the cuff, down the front edge and at the center back seam. Finger press.

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Note: For a nice finished edge pound the glued seams. Use whatever will fit inside the boot for a tool to pound against. Pound the glued seams and the cuff flat with a small tack hammer or whatever works to do the job.

It may be easier to get the boots on the elf's foot if you turn them part way inside-out.



Fold cuff down, or not—your choice. Stitch a bead or two as buttons or embroider to simulate lacing.

When making the boot for the standing leg; hold the boot pattern up to that leg and mark where the wires need to poke through. Open the seam on the foot bottom where marked. Open a small hole with an awl or the tips of your hemostats until the wire fits.

When turning the boot put a spot of Grrrip into the wire opening to reinforce it. Make sure it remains open and not glued shut.

To fit the wire into the hole, bend wire forward to get it started. When boot is on foot, use pliers to straighten wire.

Vest: Front and back are cut from fabric so that the fold is aligned with the selvedge.

Trace vest back onto the fold of the fabric.

Trace the front.

Cut out.

Reverse template and trace all stitching lines on the other front vest piece. Be sure you have a left and a right vest front.

This vest needs no lining; the seam allowances become the facings.

RST pin backs and fronts together at shoulder seams.

Trim seams allowances in half and snip ends on a diagonal to reduce bulk in the facings.

Finger press seam open. (Scrape your thumbnails along both sides of the stitches to make them lie open and flat.)



Slowly and carefully stitch all around the vest a full quarter-inch (6mm) from the edge.

Begin at the center back neck. Go down the front, pivoting at the edges, onto the bottom of vest, up around the sides around the armholes back to the beginning.

You don't have to sew up the sides where you will close the vest if you don't want to. I use the stitching as guidelines especially on faux leather that won't hold marks from pens or chalk.

Pivot at the sharp points at center back and center fronts. (To pivot, needle down, presser, foot up, turn fabric slightly drop presser foot and continue, stopping at back of neck.

Pin and sew both side seams, Finger press.

Snip both ends of seam allowance on the diagonal to reduce bulk when facings are turned.

Snip seam allowance at waist so vest will curve slightly.

Snip back of neck and the curve of the armholes so seam allowances can curve around to form facings.

Think about this next step before you do it.

The object is to glue the seam allowances to the inside of the vest to form facings. This will be done at the neck, around the armholes and the entire vest. It is easier than turning a lining.

Mimi's An Elf Named Stretch

Begin at the neck; run a bead of Grrrip around one armhole work about an inch at a time to avoid making a mess on the right side of the fabric.

Fold the facing on the stitching line and press it into the glue to the wrong side. Hold for a moment until the glue grabs. Continue until armhole is finished.

Notice how eliminating some of the ends of the shoulder seam makes a neater "seam". Repeat for other armhole.

Begin at center of neck and glue neck facing as the armhole.

Continue down the curve of the chest working an inch at a time.

Stop before you get to the front edge. Fold the straight edge of the center front over the end you just glued. Finger press the fold to crease what will be hidden under the facing. When unfolded, the excess fabric will form wrinkles showing what needs to be sniped away.

Snip off most the bulk from inside the fold and anything that shows when folded to make a clean edge where the front joins the chest area.

Glue as before, making sure one area tacks before moving on to next section.

When you get to the lower edge of the front do not do the front points yet.

Move back to the neck and work the other side.

When the front edges are glued begin the bottom hem.

Start at the center back, Fold the two sides of the point at center back and snip away the excess that will cause bulk in the point.



Note how you have to remove excess fabric in order to make a neat hem. Snip away excess and glue point then work your way, snipping curve of hem area as needed to follow slight curve.

When you get to the side seam move ahead and work the front point before finishing the rest of the hem on that side.

Fold facing up at stitching as you did on the back point (this is a half- point and is a bit trickier but work it out before you add glue.

Repeat for other side.

Lay facings up on worktable. Protect vest with a pressing cloth or piece of paper and pound away at all seams so they are flat and sharp and look great,

Top stitch with fancy stitching or embellish as you wish. But honestly, Stretch is not a fancy Elf. He likes only a feather in his hat. And perhaps a fancy button on his boot.

Note: *Many years ago I discovered a miniature anvil (2-1/2" tall x 5" long) at a Harbor Freight Store (a discount hardware chain), check their website). It is perfect for shoemaking and for pounding leather seams. The front end of the anvil is the perfect size and shape to fit into the top of a doll shoe or boot for pounding seams.*

Hunter's Hat: Trace Hat pattern on doubled piece of fabric. If your fabric is not very thick or heavy it will need to be lined and perhaps the brim will require interfacing as well. If it is a heavy fabric you will need only to face the brim; the pattern is marked accordingly.

If you need to do this trace the brim area to make a facing pattern.

Cut out lining from same fabric as the hat.

When stitching lining leave about one inch open on the center back seam for turning.



RST put lining inside hat and stitch all around brim.

Trim and notch brim to eliminate bunk,

***Hint:** If you don't know where to snip; turn right side out and finger press brim, Turn it back inside-out and you will see the marks where the fabric folded upon itself. This is where you need to notch the excess away.*

Turn hat right side out and press. Fold where indicated on pattern,

To face hat brim: Use the same fabric as the hat. Stitch front and back seams.

RST pin facing to hat brim matching center back seam. Stitch.

Notch seam allowance and turn. Press. Fold as for lined hat.

Put hat on doll and play with it. I pinched the center front of the brim together and put a spot of glue to hold it together at tip of center front seam and left it pinned until dried.

This hat pattern can be styled many different ways by how you fold the brim and the crown.

I stitched the hat onto the doll's head stitching through his head to the center front and center back seams. Use a doll needle and a thread the same color as the hat.



***Extra tip:** You can simulate striped stockings with quarter-inch masking tape and watercolor pencils or paint.*

The tape is found in the quilt dept. or shop. Wrap the leg carefully with tape, with the "seam" at the center back, Tear off.

Measure a quarter inch with a marker and place the next tape, Continue until leg is taped from ankle to knee. Color the spaces between the tapes.

When dry remove tapes.

Happy Dolling,

Love,

Mimi

An Elf Named Stretch

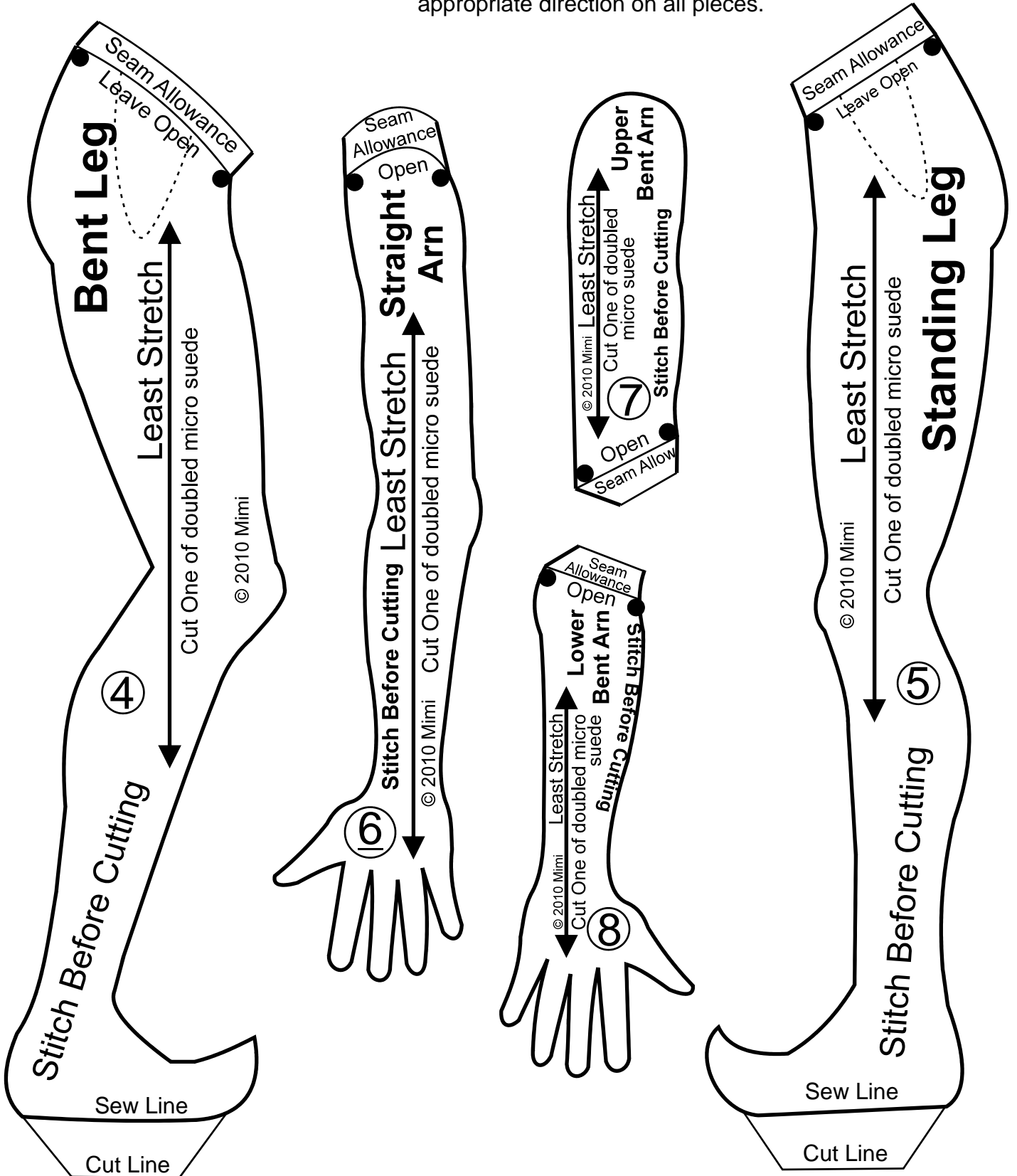
by Mimi

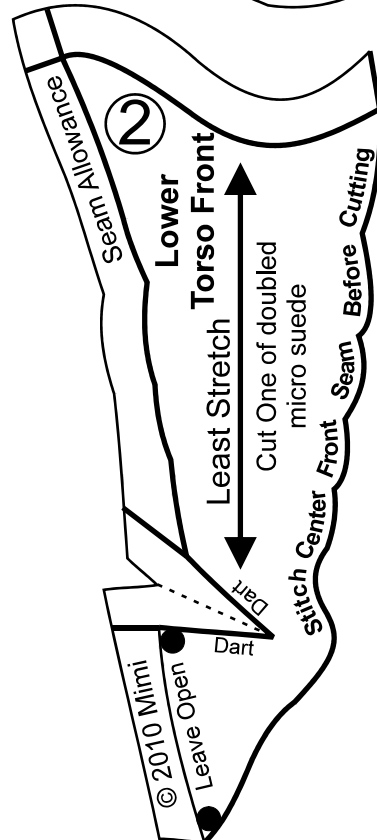
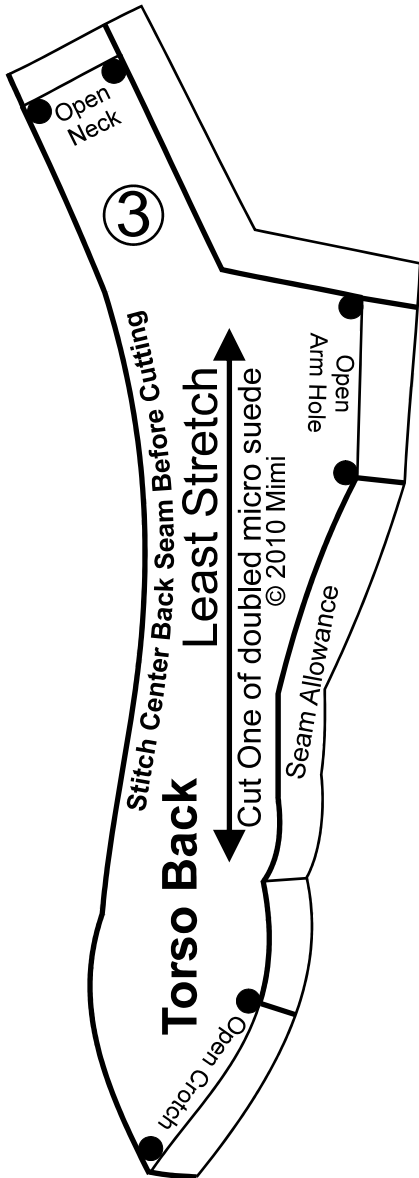
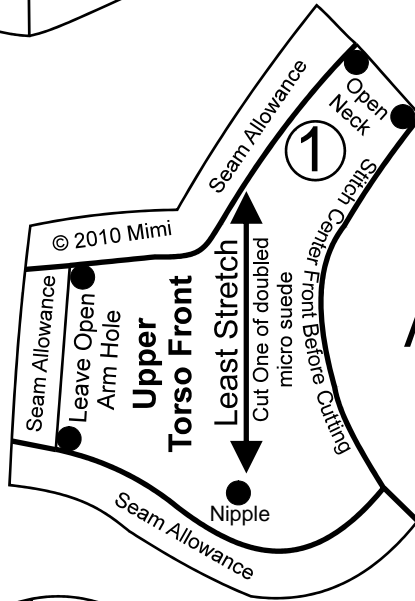
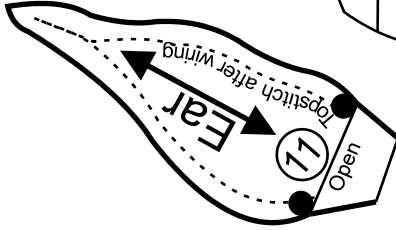
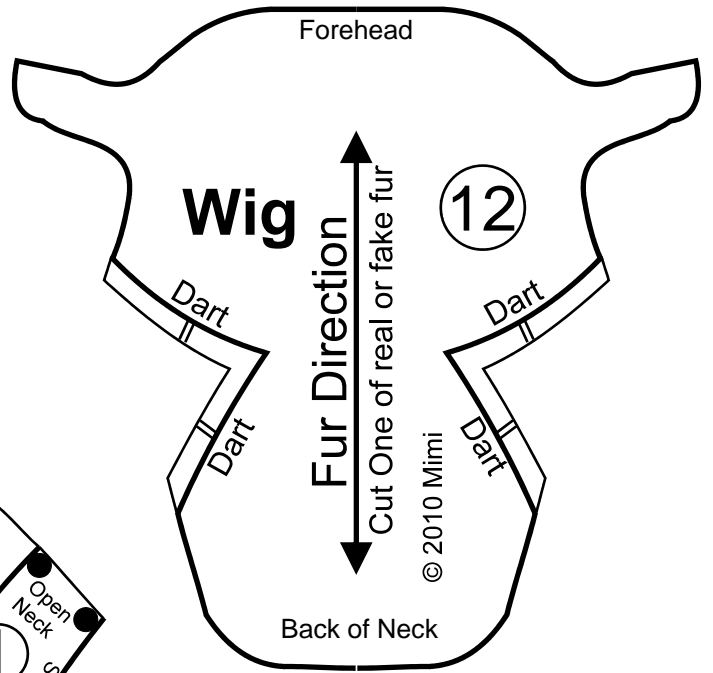
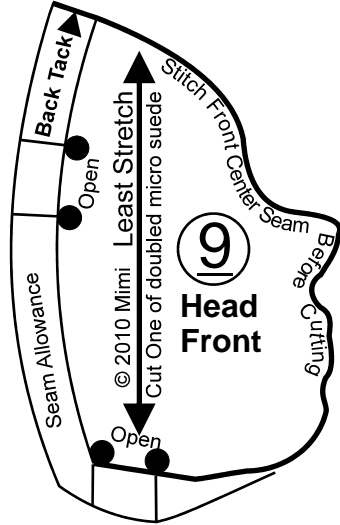
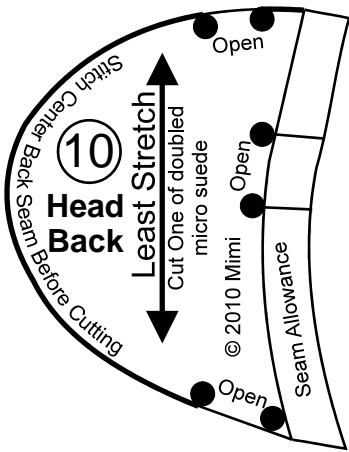
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All pattern pieces are templates. Stitch before cutting wherever possible. Add seam allowance where indicated.

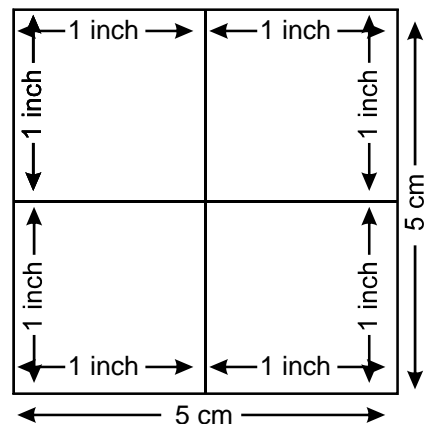
Cut on folded fabric (right sides together). Use a micro suede fabric. If your fabric has different stretch than mine, your doll will be a different size than mine.

If using a napped fabric, be sure nap is running in an appropriate direction on all pieces.





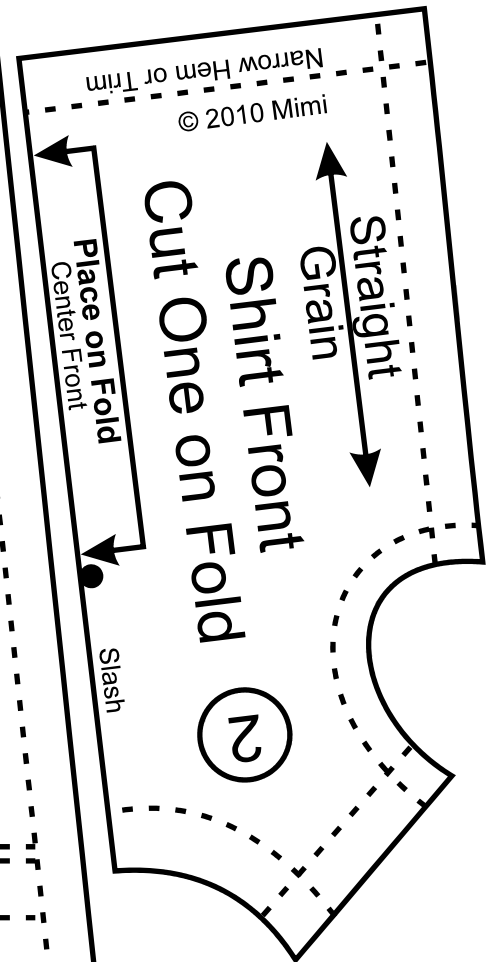
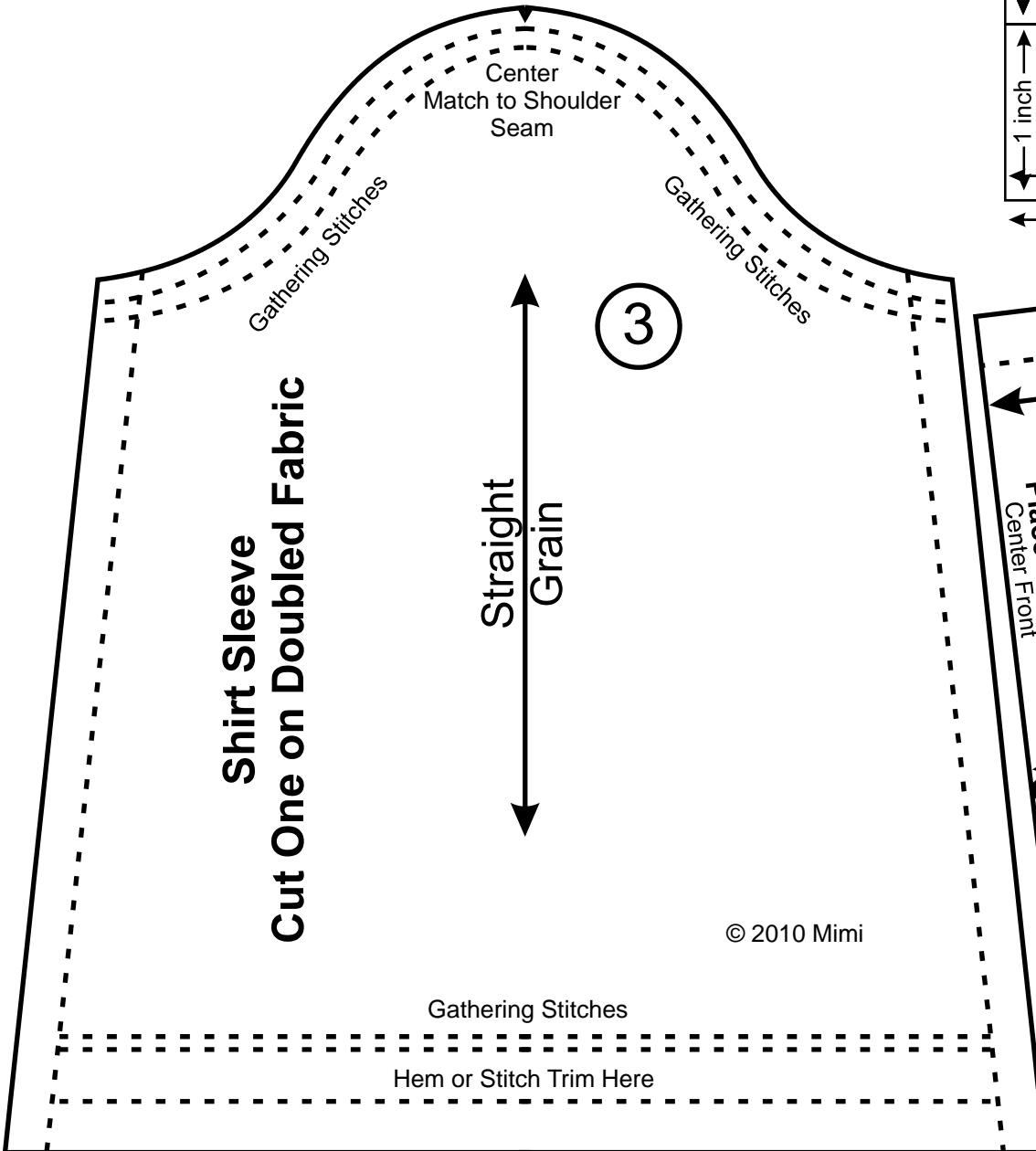
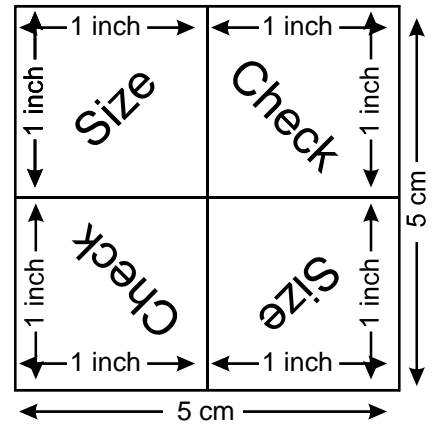
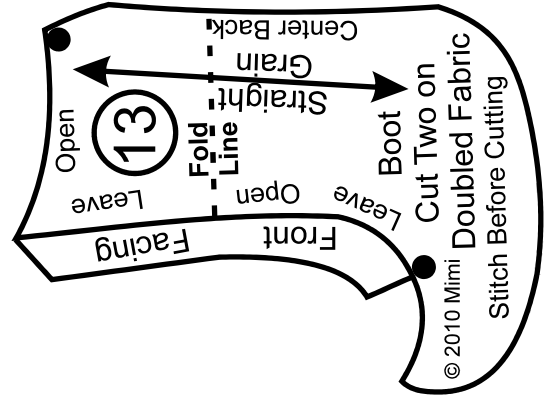
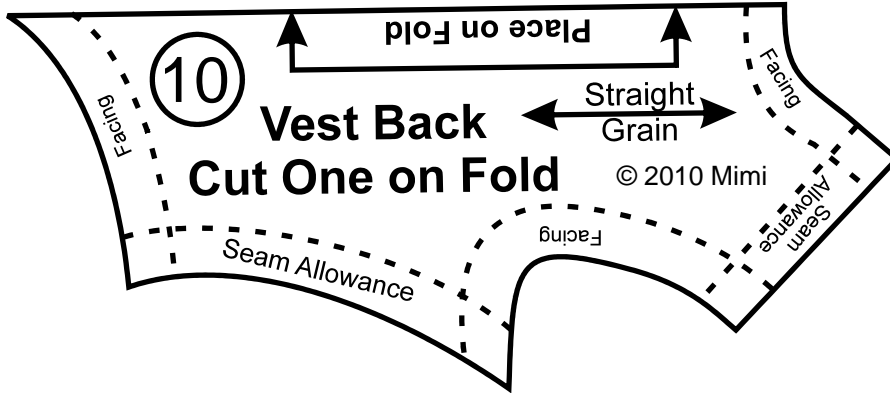
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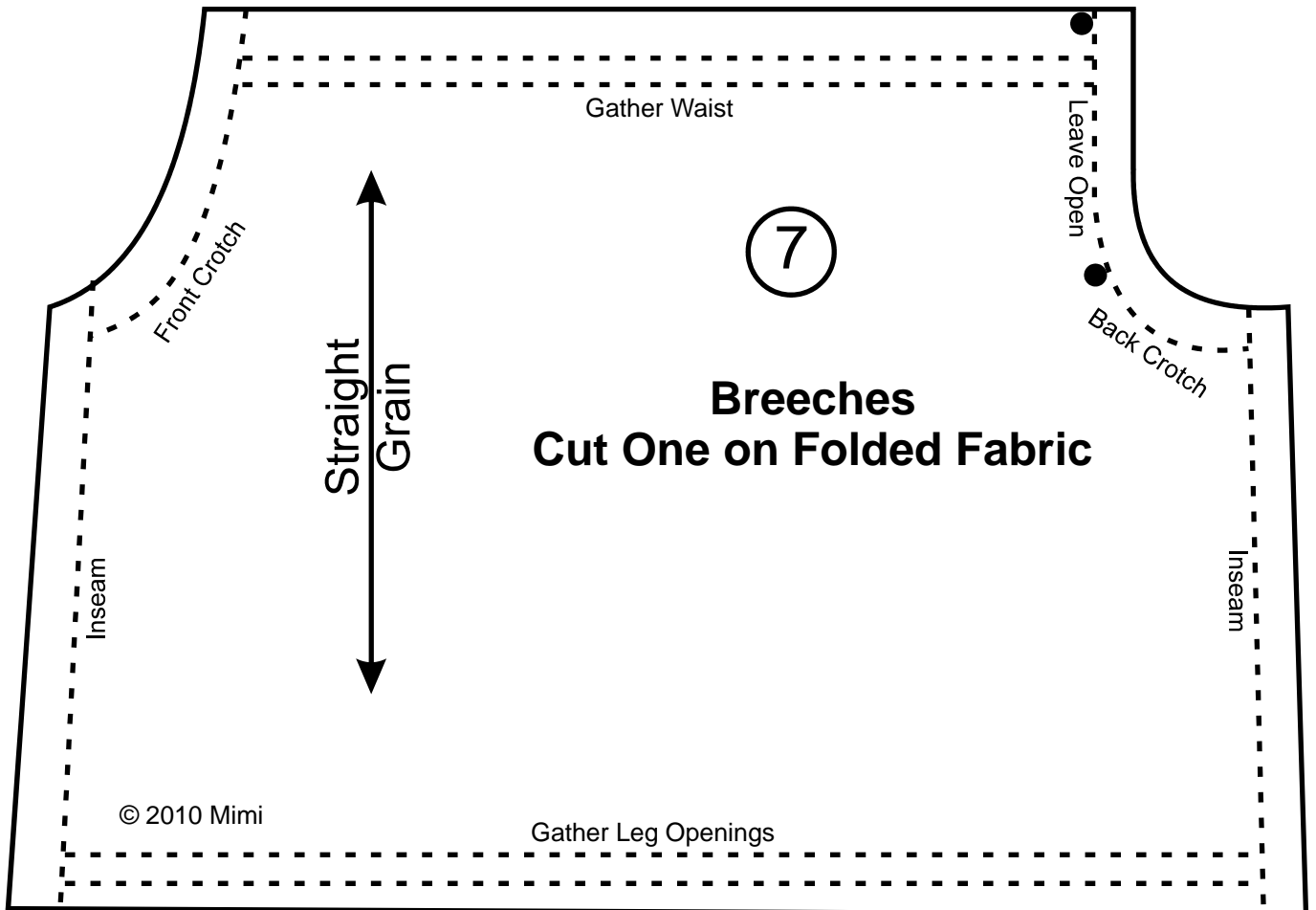
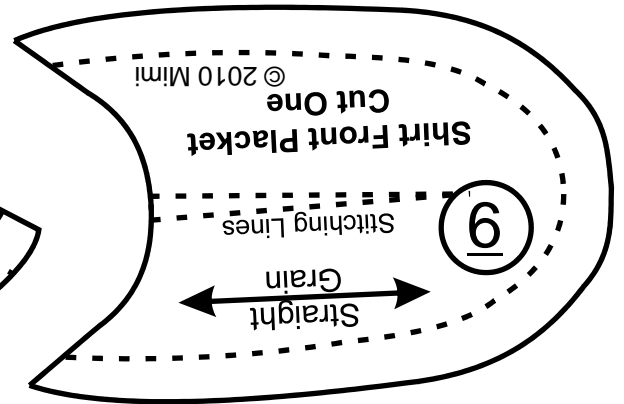
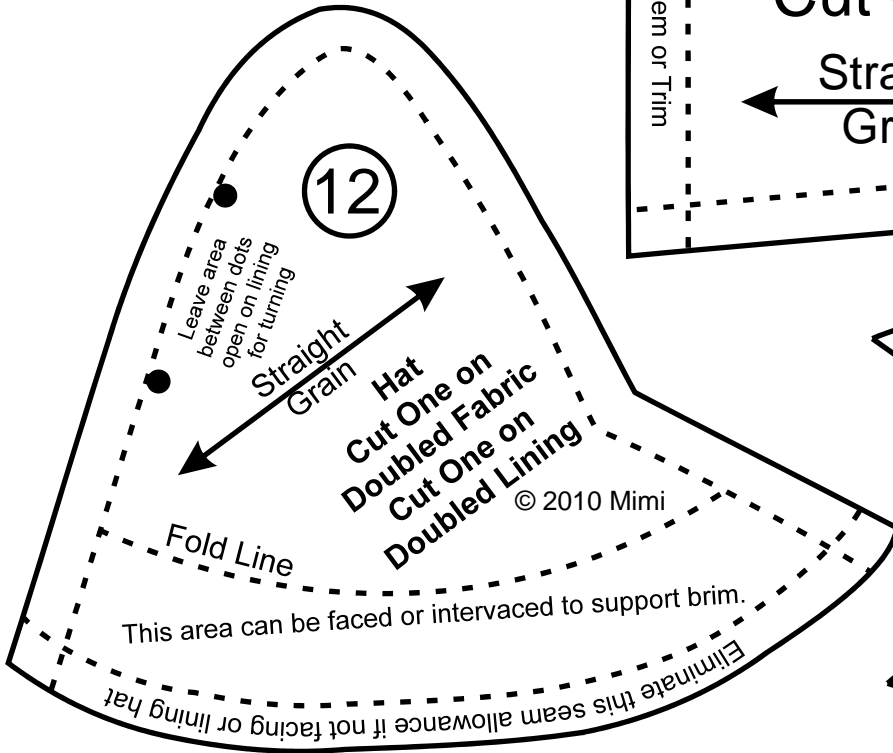
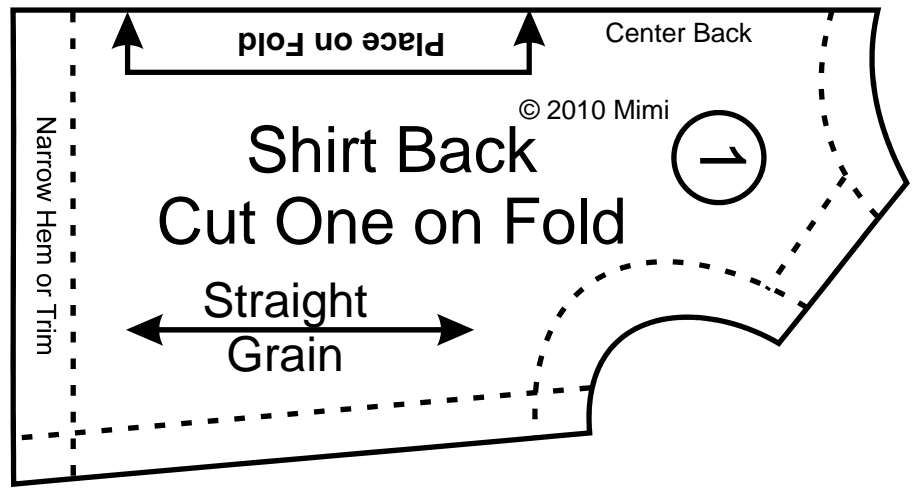
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Seam allowances are included where needed. Stitch on dotted lines, cut on solid lines.

Vest made from felt, faux suede or leather needs no lining.



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