

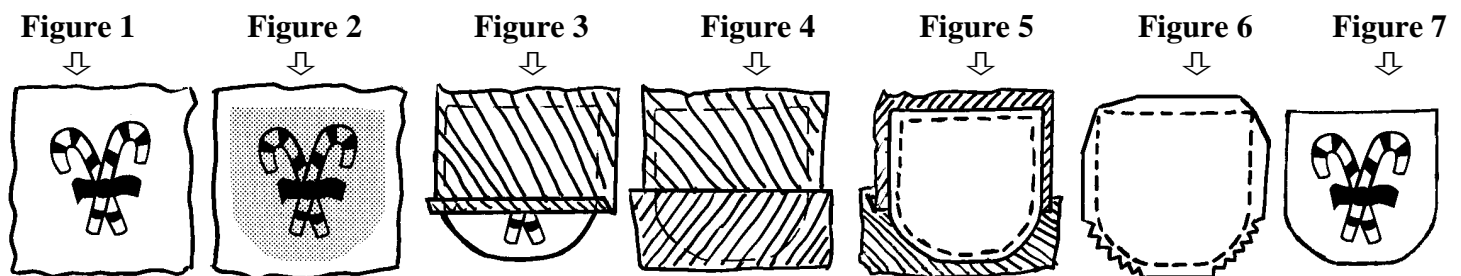
# Preventing Pitiful Pockets

(Designs and instructions by Flora Joy, [www.storytellingworld.com](http://www.storytellingworld.com)—link to “...Fabrics...”)

I have made garments (with pockets) all of my life, but they looked always “pitiful” until I worked through the method described below. I often make a pocket from an embroidered design that I have practiced stitching [Figure 1] and place it on a garment, a tote bag, etc. Here are the steps:

- Cut your desired pocket **SHAPE** from a plastic template (a gridded one is much easier to use), and mark the **CENTER** on the plastic template. *I have made SEVERAL different sizes of these plastic pocket templates, and I use them quite often! Consider purchasing Clotilde’s “Pocket Curve Template” to help design the corners (and for pockets you make the traditional way).*
- Position your pocket template atop the stitched design [Figure 2] (or atop regular or novelty fabric).
- Place a thick quilter’s ruler on **TOP** of both the fabric and template—positioned even with one of the sides. Cut that side with a rotary cutter (being careful **NOT** to cut through your pocket template).
- Do the same for the three remaining sides (cutting **STRAIGHT** at the bottom edges).
- Hold the plastic template **WITH** the cut pocket fabric, and carefully trim the two curved edges.
- Cut an oversized piece of **THIN LINING** that extends over the edge of the top and sides of the pocket fabric but one that covers only the top  $\frac{3}{4}$  of the pocket. [Figure 3] (I don’t carefully measure this lining fabric because it will be trimmed after it is stitched.) Press under about a half-inch of the lining at the bottom. Place this lining at the **TOP** of the pocket (right sides together—with the turned-under portion showing).
- Cut another piece of lining that covers the bottom of the pocket and overlaps at least an **INCH** over the top piece of lining. Place this smaller lining piece on the **TOP** of the above. [Figure 4]
- Turn over this “sandwich.” Using the trimmed pocket as a guide, stitch a quarter-inch seam allowance on **ALL FOUR SIDES** and through all thicknesses. (I use a walking foot.) [Figure 5]
- **TRIM** to a quarter inch on all four sides. Then clip **CLOSE** to the top two points. **CAREFULLY** cut around the two bottom curves with **PINKING SHEARS**, making **SURE** you don’t clip into the seam. [Figure 6]
- Through the **OPENING** created by the two overlapped pieces of lining, **TURN** the pocket inside out. Optional: Use a wooden “Point Turner” for the top two corners.
- Press. [Figure 7] Then whipstitch the inside overlapped lining. (This doesn’t have to be neat or tidy—no one will ever **SEE** it after the pocket is stitched on.)
- Optional: Add any additional desired embellishment (buttons, hot-fix crystals, etc.). Note: The crystals could always be added later, but buttons should be sewed on at this point.

You now have an **UNPITIFUL** pocket that you may stitch onto a garment or tote bag! (I typically start with a bartack stitch—#25 on Bernina, continue with a triple stitch—#6, then end with a final bartack for each pocket.)



Added bonus: To make a large tote bag (for such pockets), cut a 76"x20" piece of fabric. Sew the 20" sides (right sides together) and turn into a long tube. Position the stitched seam at the inside center. Insert a 37"x19" piece of batting inside this tube and quilt it all together. Sew on the pockets. With right sides together, stitch the sides (I use **WIDE** seam binding) and stitch the bottom triangles at two edges (for bottom dimension). Turn down the top (1-2") for an extra rim of support. Add two yards (3" strips, then fold) of matching fabric for straps. (I use Bernina stitch #735 and two side straight stitches for strap support.) **ANY** modification of this will work!

If you notice any errors on this page or in the provided designs, thank you for communicating them to Flora at: [florajoy@comcast.net](mailto:florajoy@comcast.net). If you have any questions, feel free to contact her at this same address.