

Tedder Bear Stamping

Lisa Tedder

Independent Stampin' Up!™ Demonstrator



Supplies

Stamps: On the Horizon

Inks: Pacific Point, Crumb Cake, Soft Suede, Memento Tuxedo Black, Evening Evergreen

Paper: Pacific Point 4 1/4" x 11", 4" x 5 1/4"

Basic White 4" x 5 1/4", 4 1/4" x 4 1/4" (scrap for fence, tag/sentiment)

Embellishments: Pebbles
Enamel Shapes

Tools: Tailor Made Tags Dies, Black & White Gingham Ribbon, Painted Textures 3D folder, Blending Brush

Thinking of You

1. Score Base @ 5 1/2", fold and Burnish.
2. Run Pacific Point through Folder, set aside.
3. Die cut Tag and Fence leave room to stamp sentiment, set aside.
4. Stamp Sentiment then trim to fit the word, about 1/2" x 2 5/8" using Tuxedo Black ink. Set aside.
5. Place Dimensionals on Pacific Point that you ran through folder, and place on front of Base.
6. Cut ribbon so it extends on both sides of Sentiment, adhere to back, then place Dimensionals on back place towards bottom of card front.
7. Place Tag onto surface you can Use a Blending Brush, take tape or Post It and make a straight line leaving the Sky exposed. With Pacific Point ink LIGHTLY brush sky, then with more pressure go over all edges that are not covered by tape.
8. Remove tape and place over your sky, then using a clean Blending Brush, make sand using Crumb Cake ink, go over edges that are showing with Soft Suede OR press harder to get Crumb Cake darker along edges.
9. Stamp Grass 2nd generation (stamp off so it's lighter) a couple of times towards bottom of tag.
10. Place Mini Dimensionals on MIDDLE of fence, and Glue Dots on both ends adhere over Grass to right of Tag, this will make the fence look more curved.
11. Add pebbles to bottom of Fence, cut 5" of ribbon, fold in half and thread tips through Tag, tuck other end through tips and pull. Place Dimensionals on back and adhere to front of card so it's centered between top of card and the sentiment.
12. Stamp inside sentiment using Pacific Point ink, and Grass on bottom right using Evening Evergreen ink stamped off.