

BED CADDY

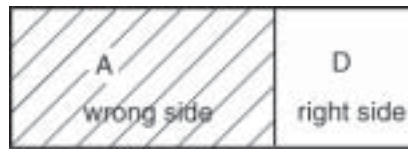
This is a fine bedfellow for someone who has to spend time in bed at home or in a palliative care room.

Materials:

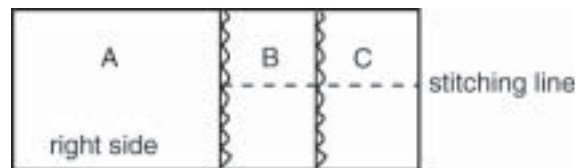
woven fabric like polyester/cotton or a light denim (see note below)
3 pattern pieces: one 13" x 17," one 12" x 13," one 7.5" x 13"
1/2" double fold bias tape to match fabric
thread to match
piece of cardboard about 7" x 13"
optional: lace to trim — 2 14" pieces

Instructions:

Cut 2 pieces of fabric 13" x 17" for piece A (main piece) and piece B (pocket).
Cut 1 piece of fabric 12" x 13" (piece C).
Cut 1 piece of fabric 7.5" x 13" (piece D).
Hem or finish the 13" top side of D if not cut on the selvedge.
Baste right side of D to wrong side of A, matching sides and lower finished edge.



Fold piece B in half to 8.5" x 13" and piece C to 6" x 13." Press folds.
If you wish, sew lace or other trim to the folded edge.
With right side of A facing up, lay folded piece B on the opposite end to that which D is basted, matching lower raw edges.
On top of B, matching lower edges, place and pin C.
Baste all pieces to A along sides and bottom edge.
If you wish to have 4 smaller pockets, sew down the centre of pieces B and C.



Cut the corners to give them some roundness to accommodate the bias tape.
Starting at the edge where D is attached, apply bias tape around the outer edge.
Stitch all around caddy, easing in corners including all thicknesses of the pockets. Cut bias tape to allow folding under the end and overlapping the starting end.
Turn bed caddy over and check that all of the underside of the tape has been stitched into place. Sew any edges not sewn. Remove any visible basting stitches.
Cut a piece of cardboard to fit into the pocket formed by A and D. This stabilizes the bed caddy when this end is placed between the box spring and mattress.

NOTE: If a heavy fabric like denim is used, pieces B and C should be cut to 8.5" x 13" and 6" x 13" as folding it over makes it too thick and bulky. You will need to hem or serge the top for a finished edge.