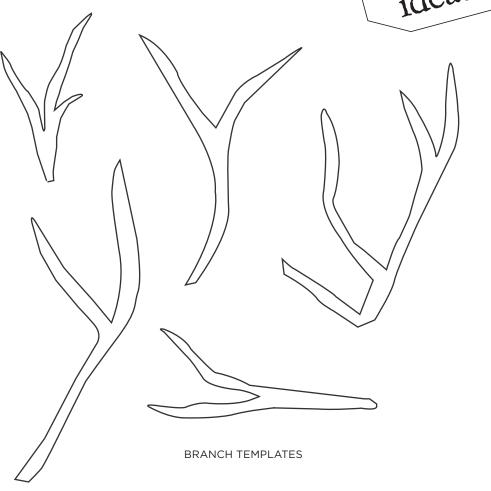






## MATERIALS NEEDED:

- Small Scallop Edge Kraft Box
- Medium Scallop Edge Kraft Box
- Large Scallop Edge Kraft Box
- 7 Point Shape Hole Punch
- Small Zots Dots
- Glue Gun
- Gold Glitter
- Pool 11/2" Satin Ribbon
- Yuzen Pool Gold Waves Paper
- Pool Text Paper
- Chocolate Text Paper
- Superfine Softwhite Text Paper
- Gluestick
- Xacto Knife
- Scissors
- Bonefolder
- Pencil



## **INSTRUCTIONS:**

Begin by prepping scallop boxes for stacking by cutting a drop hole into the lid of the large scallop box. Do this by lightly tracing the bottom of the medium box with a pencil on to the top of the large scallop box. With an xacto knife, cut the hole approximately a 1/2" inside the traced outline. Create the ribbon topper by carefully cutting a hole, with an xacto knife, approximately 1/4" in diameter into the center of the small scalloped box lid. Tuck the ends of pool ribbon that have been cut to about 9" into hole. The tension of the ribbon is enough to keep it in place and it is now ready to use as a handle.

Print a banner measuring approximately 1" x 5" onto superfine softwhite text paper. Back onto chocolate text paper with a 1/8" border on all four sides.

Decorate each layer with branches by using the templates provided. Trace and cut onto chocolate text paper. Cut to desired lengths and/or combine and adhere to scalloped boxes. Adhere banner in place. To create flowers, punch 7 point shape out of pool text paper, curl petals up with bone folder, stick small zots dots in centers of flowers, dip into gold glitter, tap off excess glitter back into container and stick to branches with small zots dots. Add additional decorative flair with a 1/4" band of yuzen pool gold waves paper around the scallop lids.

Once decorating is complete, use a glue gun to adhere the bottoms of the boxes to the tops they sit on and finish by sticking the small lid shut and the large lid shut with a bead of glue inside the lids. This creates a clean drop and retrieval point under the lid of the medium box.