

Murphy's Sewing Laws

- Fusible interfacings always fuse to the iron
- The serge only eats the customer's garment
- If you need 6 buttons, you will find 5 in your button box
- The seam you meant to rip out is invariably the other one
- When you are in a hurry, the needle eye is always too small
- The fabric you forgot to pre-shrink will always shrink the most
- The pattern you wanted to make again will have one key piece missing
- If you drop something out of your sewing basket, it will be your box of pins, with the cover off
- Whenever the construction process is going well, the bobbin thread runs out
- The magnitude of the goof is in direct proportion to the cost of the fabric
- Your lost needle will be found by your son, husband or brother-in-law, while walking around barefoot
- Facings tend to be sewn to the wrong side (Opposite sides attract)
- Collar points don't match, and you've trimmed all the seams
- The iron never scorches the garment until its final pressing
- The steam iron only burps rusty water on light silk fabric
- The sewing machine light usually burns out on Sunday
- Pinking shears get dull just by looking at them
- Gathering threads always break in the middle
- The scissors cut easiest past the buttonhole
- Matching edges don't
Sent by Barb
- You will spill your pin box once per garment.
Sent by Barb on behalf of his sister
- As yee sew, so shall ye rip
Sent by EJ Mott passed to her by her grandmother