

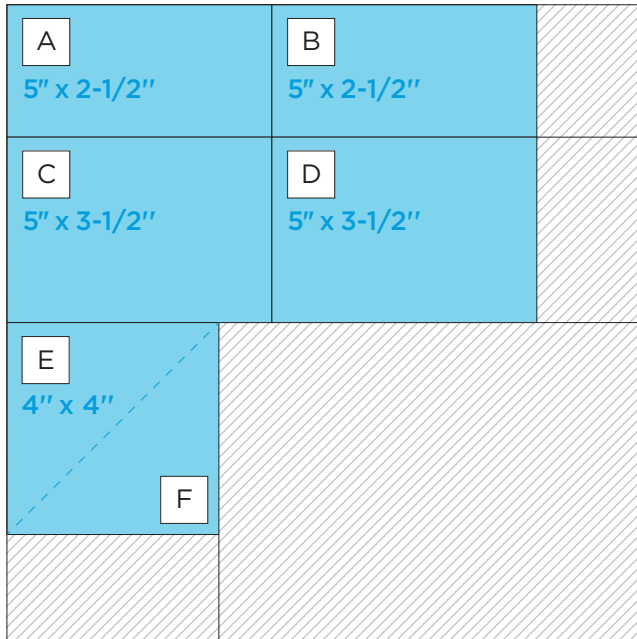
Note: Sketch shown above is meant to correspond with the Cutting Guide. It does NOT represent specific designer papers.

INSTRUCTIONS

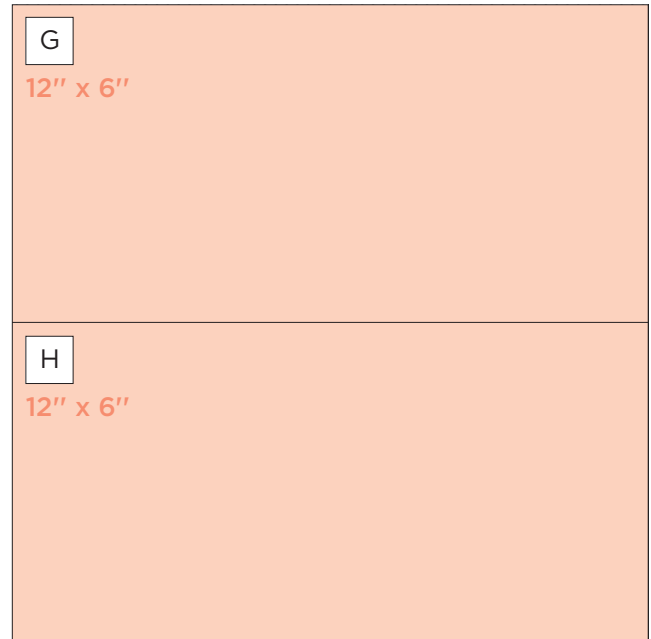
- Use two sheets of the same designer paper for your base.
- Using the 12-inch Trimmer, cut designer papers 1 & 2 following the Cutting Guide.
- Use the Tent & Tree BMC with the Original Border Maker System to punch a border from Dark Sea Green Cardstock, and use the 12-inch Trimmer to cut it to 12" x 2". Repeat to create another 12" x 2" Tent & Tree border.
- Use the 12-inch Trimmer to cut remaining pieces from the Dark Sea Green Cardstock.
- Use the Tape Runner to adhere pieces A and B along the top inner corners of the base pages. Adhere pieces C and D along the bottom inner corners.
- Adhere pieces G and H across the base pages between pieces A, B, C and D.
- Place the long cut edge of pieces E and F along the outside edge of the base pages. Center the points along the bottom edge of pieces G and H and adhere.
- Center pieces N and O on top of pieces E and F, with long cut edges along the outside edge of base pages and adhere.
- Use the Repositionable Tape Runner to adhere the Tent & Tree borders along top edge of pieces G and H.
- Adhere remaining pieces using the Tape Runner.
- Crop and adhere photos and journal as desired.
- Optional: Apply stickers using Foam Squares to add dimension.

CUTTING GUIDE: Make the following cuts on designer paper and cardstock.

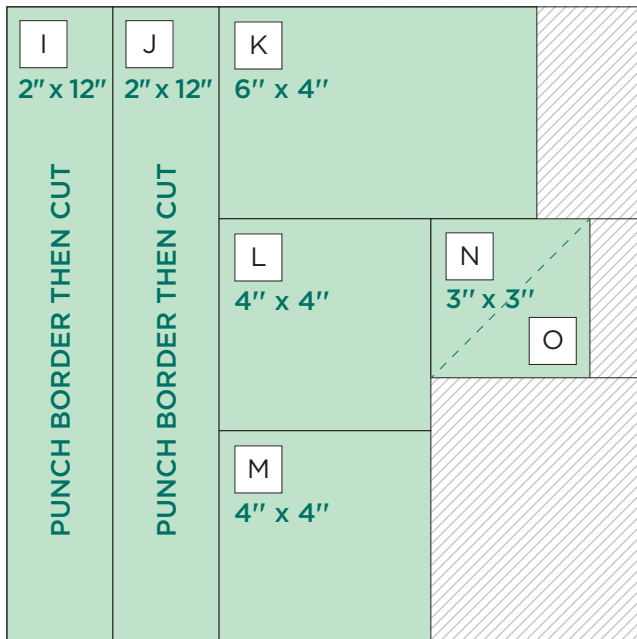
1 Designer Paper #1



2 Designer Paper #2



3 Dark Sea Green Cardstock



INGREDIENTS

- #662827 Life at the Lake Designer Papers (x4)
- #660968 12x12 Dark Sea Green Solid Cardstock
- #656818 12-inch Trimmer
- #B654977 Original Border Maker System
- #662681 Tent & Tree Border Maker Cartridge
- #648420 Tape Runner
- #655443 Repositionable Tape Runner Refill

OPTIONAL ADD-ONS

- #662829 Life at the Lake Stickers
- #655669 Black Dual-Tip Pen
- #660820 Foam Squares Variety Pack

PHOTO SIZES

- (2) 6" x 4"
- (2) 3-1/2" x 3-1/2"
- (1) 4" x 4"
- (1) 3-1/2" x 5-1/2"