

Foliage Arch

What you'll need:

- 2 Crew Sign Bases with 5', 3/4" PVC poles
- 2" thick foam (we used scrap pieces about 4" wide) or 5 green pool noodles
- green paint (if using foam)
- artificial greenery and leaves (we used lots, about 2 bushel baskets full)
- cardboard (1 large 5'x4' piece)
- plastic drop cloth
- 2 cans of Great Stuff expanding foam insulation
- arch template
- projector
- marker
- 1 roll of floral wire
- wire cutter
- utility knife
- paint (dark brown, light brown, and orange)
- dark brown spray paint
- paintbrush
- 4' dowel (cut in half for two 2' pieces)



What you'll do:

Step 1: Project the arch onto the cardboard. Enlarge the arch until the opening from edge to edge is 4½' wide. Trace the arch onto the cardboard.

Step 2: Cut out the arch.

Step 3: Lay the cardboard arch on a plastic drop cloth.

Step 4: Cover the cardboard arch in Great Stuff. Allow to dry.

Step 5: Flip the arch over and cover the other side with Great Stuff. Allow to dry.

Step 6: Paint the arch dark brown. Allow to dry. Using a dry brush technique, add light brown and orange highlights.

Step 7: Assemble the Crew Sign Bases and poles. Use floral wire to secure 2"x4" foam strips or pool noodles the entire length of each pole. Do this on both sides of each pole so that each pole is sandwiched in foam. Note: Floral wire will help hold the greenery stems in, too.

Step 8: If using foam, paint the finished poles green.

Step 9: Beginning with the arch, poke greenery and leaves on one side of the arch until it looks full. Then flip the arch over and complete the other side of the arch. Wires may need to be trimmed before poking leaves into the arch.

Step 10: Cover the upright poles with greenery. Start at the bottom and work up the pole until both sides of both poles are filled. Greenery stems may need to be trimmed before poking stems into the arch.

Step 11: Secure wooden dowels into the foam base of the arch. Place the arch on PVC posts by sliding the dowel into the top of the PVC post of the Crew Sign Base.