

Alsager Guild of Weavers, Spinners and Dyers Guild Challenge 2016

- Make ONE item of any size, shape and design you like.
- Don't forget that you can make **anything** you like but you must include some Weaving Spinning or Dyeing! Items you have made or partially completed at Guild Workshops or Friday Meetings are ideal to use in the Challenge. Your item doesn't have to be a finished garment or object – skeins of handspun yarn, dyed fabrics or a length of woven cloth will all count.
- The Challenge is NOT compulsory so please don't feel you have to take part and don't feel guilty if you intend to take part but “real life” gets in the way.
- This year the challenge is slightly different in that each of us will have our own individual challenge. Draw one ticket from each tub and the three pieces of paper set your challenge for this year.
- You may put ONE ticket back and redraw . If you are desperate you may swap with someone else but please swap Group A for Group A, Group B for Group B etc.
- Once you have got your 3 tickets, Nicola will record the Challenges.

Group A - Spring Summer Autumn Winter

- Choose a colour palette appropriate for the Season
- Find photos, images or objects that reflect the Season
- The photos and objects may determine the colours you choose or they may provide you with design inspiration or a combination of both.

Group B – Design Element – Small Motif with Repetition, Large Motif, Spots Dots or Circles, Holes, Stripes or Diagonals, Organic Forms, Geometrics, Checks or Plaid, Texture, Knots.

- The Design element must appear somewhere in your finished item but it does not have to be the only part of the design.

Group C – Materials – Fancy Yarns, Combine 3 Different Materials, Include Ribbons or Fabrics, Glitter or Sparkle, Wool, Silk, Cotton, Fine Threads, Chunky, Buttons, Beads.

- You MUST include some of whatever is on your ticket but your item does not need to be made entirely from this material.

If you are feeling stuck, ask for help at a Guild Meeting or email Nicola. There are some simple design processes you can work through that will get you started.