

Kaleidoscope of Quilts—Quilt Entry Form



A separate entry form must be submitted for each quilt show entry
This form may be photocopied
\$5.00 per entry

First Name _____ **Last Name** _____ **Phone #** _____ **Email** _____

Address _____ **City** _____ **State** _____ **Zip Code** _____

Title of Quilt _____

Width (in) _____ **Length (in)** _____ **Quilted By** _____

Please see Show Rules for definitions:

Category (Choose One)

Entry for Judging

- Bed Quilt
- Wall Quilt
- Miniature Quilt
- Crib/Baby Quilt
- Scrap Quilt
- Group Quilt
- Art Quilt
- Quilted Bag or Tote
- Modern Quilt

Display Entry

(not judged)

- Invitational Challenge
- Antique Quilt
- Children's/Teen Quilt
- Age of Maker: _____

Technique (Choose One)

- Pieced
- Appliqué
- Mixed
- Other

Quilting Method (Choose One)

- Hand Quilted
- Machine Quilted—Domestic
- Machine Quilted—Long Arm Non-Computerized
- Machine Quilted—Long Arm Computerized
- Hand & Machine Quilted

Brief Comments (Quilt pattern, history, recipient, etc.) to be included on the quilt display card. (Limit 50 words)

I agree to exhibit the above quilt in the Kaleidoscope of Quilts show. I understand that the Glass City Quilt Commission will take every precaution to secure my quilt while it is in their possession. I realize that they cannot be responsible for the acts of nature or others beyond their control. I understand that my signature gives the Glass City Quilt Commission permission to use photographs of my quilt for the promotion of the quilt show in any publications or advertisements.

Signature _____ **Date** _____

For Official Use Only:

Registration #: _____

Date Received: _____

Amount Received: \$ _____ Ck#: _____

Return Method

- Pick Up
- UPS (Prepaid)

Complete and print this Quilt Entry Form. You may also include your Workshop Registration Form if applicable. Mail all forms together with your total payment made payable to the **Glass City Quilt Commission** and mail to: **GCQC Registration, c/o Marty Deer, 1628 Spruce Ct., Temperance, MI 48182**