

GUILD DEMO DAY

HEATHER GRANT



ORGANIZING ROTATING DEMONSTRATIONS AT YOUR GUILD MEETING

Guilds are a great place to meet new friends and learn new things and organizing rotating demonstrations at your guild meeting is the best of both worlds! Your members will get to meet new friends, have a chance to mix and mingle as well as learn a many new techniques in a small audience setting.

"Demo day is a favorite one of our members. The meetings are always very popular, well attended and I always learn something new!" says President of the Austin MQG, Amanda Hines.

With a little advance planning, organizing a rotating demo day showcasing a variety of quilting techniques is pretty easy and first starts by considering timing, size and reaching out to your members.

ORGANIZER

Who is the organizer for your guild? They will be responsible for booking presenters, putting members into groups and running the show at the meeting.

CONSIDER TIMING & SIZE

Demonstrations can last 10-15 minutes long. Keep in mind your overall time. If you have 4 demonstration stations that are 10 minutes long, the demonstration portion of your meeting will last about an hour to account for switching stations, assign members to groups, etc. That means you'll need 4 Demonstration Presenters.

Keep your demonstration station audiences to less than 15 people per station. If you normally have 70 members attend a meeting, you may consider adding another station and doing 5 demos. If you normally have 20 members attend, you may consider only doing 2 demonstration stations.

FINDING DEMONSTRATION PRESENTERS

You'll want to pull from your membership for demonstration presenters. Often they have great skills they are willing to share. You can put a call out to your membership via your e-newsletter a few meetings before. Most members will volunteer their time to present these short form topics. Topic ideas for demonstrations can include:

1. Binding techniques (bias, curved, interior corners, micro binding, wide binding)
2. English paper piecing
3. Curved piecing
4. Paper piecing
5. Hand quilting
6. Free-motion quilting
7. Applique
8. Tool specific (rulers, etc)
9. Block focused
10. And more!



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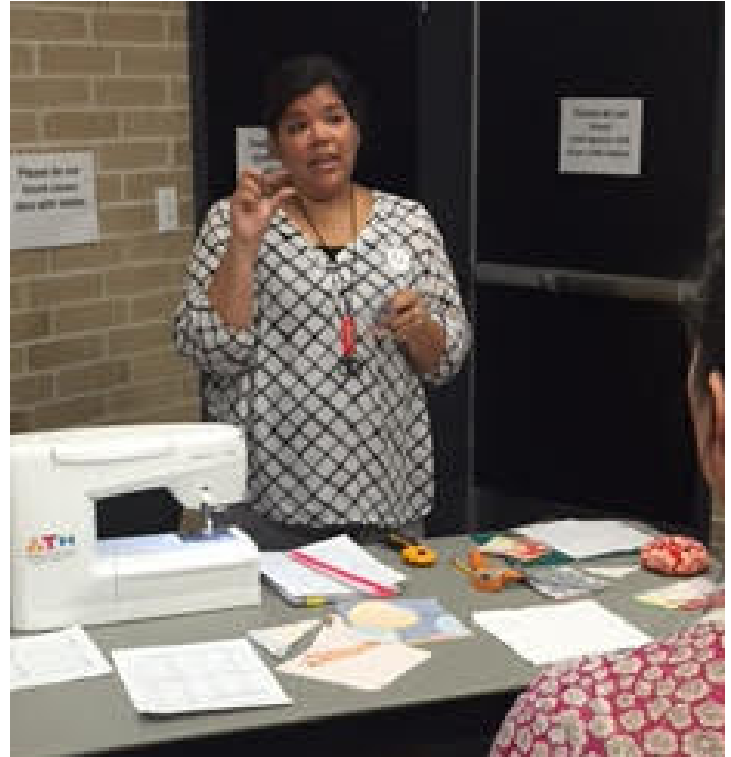
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GUIDELINES FOR DEMONSTRATIONS

When selecting what demonstrations you want to showcase, you want to be sure that the demonstration can finish in about 10 minutes. Here are some guidelines to provide your Demonstrators.

- Thank you for demonstrating your skills at ABC Guild, here's a few things to keep in mind:
- Keep your presentation to 10 minutes. Practice at home to be sure you don't go over.
- Sew step-outs if needed, which are each step of the process. Step-outs can show complex steps quickly!
- Put together an index card or two and write out the key points you want your audience to learn. Hit those points!
- Begin your demo going over what people need (basically provide a supply list).
- Be sure to pause for questions from your audience.
- Sum up what they have learned "And that is how you English paper piece!"
- Do you have a handout? Be sure to print X copies for members or provide a digital copy for the guild to post on our website.
- Don't forget to bring all your applicable supplies, that includes a sewing machine, cutting mat, rotary cutter, scissors, thread, pins, spare needles, iron and ironing mat (if applicable).
- You will have one table that is X by X in size; if you need more space let us know.
- If you have any unusual needs, please email XYZ and we'll help out.
- Please arrive to the meeting X minutes early to set-up. If you need help carrying materials from your car, email XYZ and we'll help you out!



ROOM SET-UP

In general, tables work best when set into corners. If your chairs were set-up theater style for the beginning of your meeting, you may need to rearrange. Luckily your membership is there to help!

ASSIGNING MEMBERS INTO ROTATION GROUPS

In the example above, there are four demonstration stations. Split up your members into four groups, so that one group attends one demonstration at a time. This is ideal because it doesn't overcrowd the station and creates a smaller more intimate learning experience. We've also found members are more likely to talk to new people when in small groups, so it's a great way to build guild camaraderie as well! There are a couple of ways to do this.

- Count off – right before starting the demos, the organizer stands at the front of the room and points to each member, the member yells a number until everyone has done so. One, Two, Three, Four, One, Two, Three, Four, and so on...

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- Assign numbers at the beginning of the meeting – when people are arriving at the meeting, provide them with a number. It may be helpful to print them out as people may not remember what group they are in. You must give the numbers in order (1, 2, 3, 4) to be sure that your groups are the right size.
- Assign playing cards at the beginning of the meeting – everyone has a deck of cards so use them to create your groups! Be sure to distribute equal amounts of spade, ace, club and diamond cards.

STARTING THE DEMONSTRATIONS

Once everyone knows what group they are in, the organizer announces "Group 1 starts at XYZ demonstration, Group 2 starts at ABC demonstration and so on" and tells the group if they are rotating in the room clockwise or counter-clockwise. The organizer then times each demo. When it is getting close to switch, the organizer then briefly announces that there are 3 minutes to go. Once that occurs, the organizer announces, SWITCH and the groups rotate to the next demonstration. Allow a little time between each demo for movement and mingling.

ENDING THE DEMONSTRATIONS

Once your groups have attended all the demonstrations it is over. Hopefully they have learned a few new techniques and met some new friends!

SUPPORTED BY:

