

Madison Quilt Guild
2025 Challenge

Our Challenge is based on:

CLUE

The Board Game

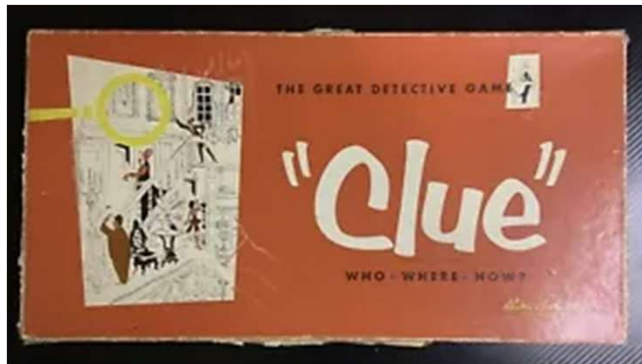
History



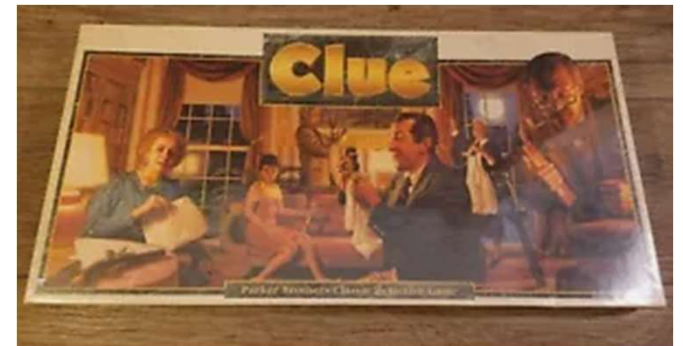
1950



1972



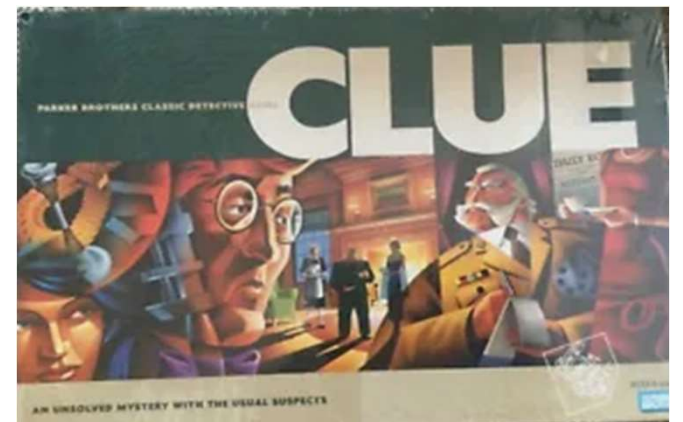
1956



1992

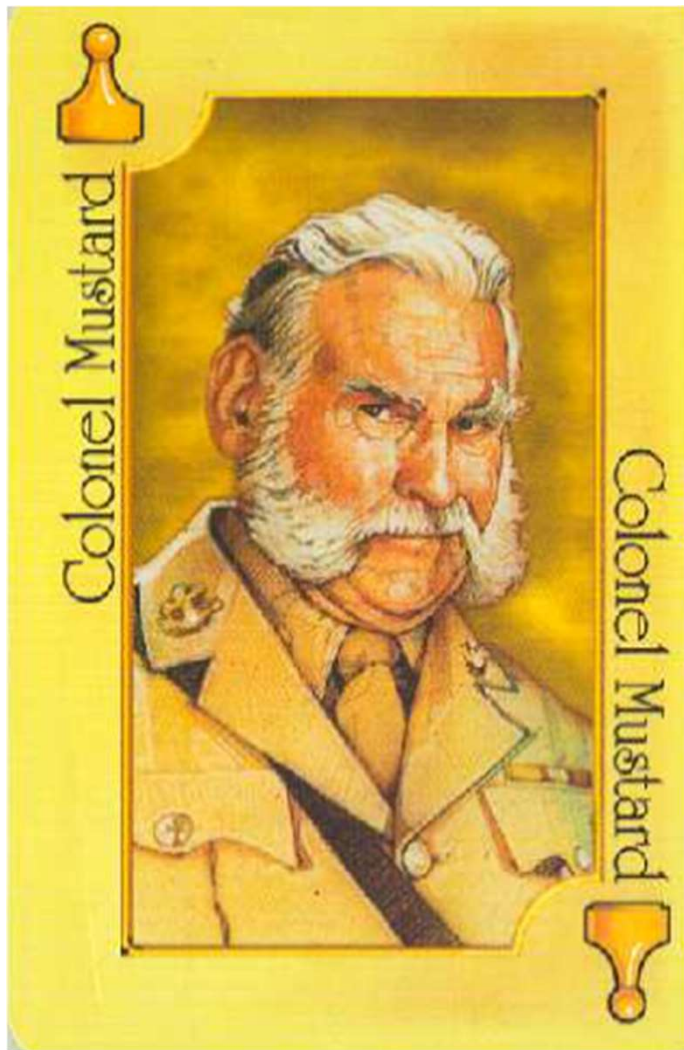


1963



1996

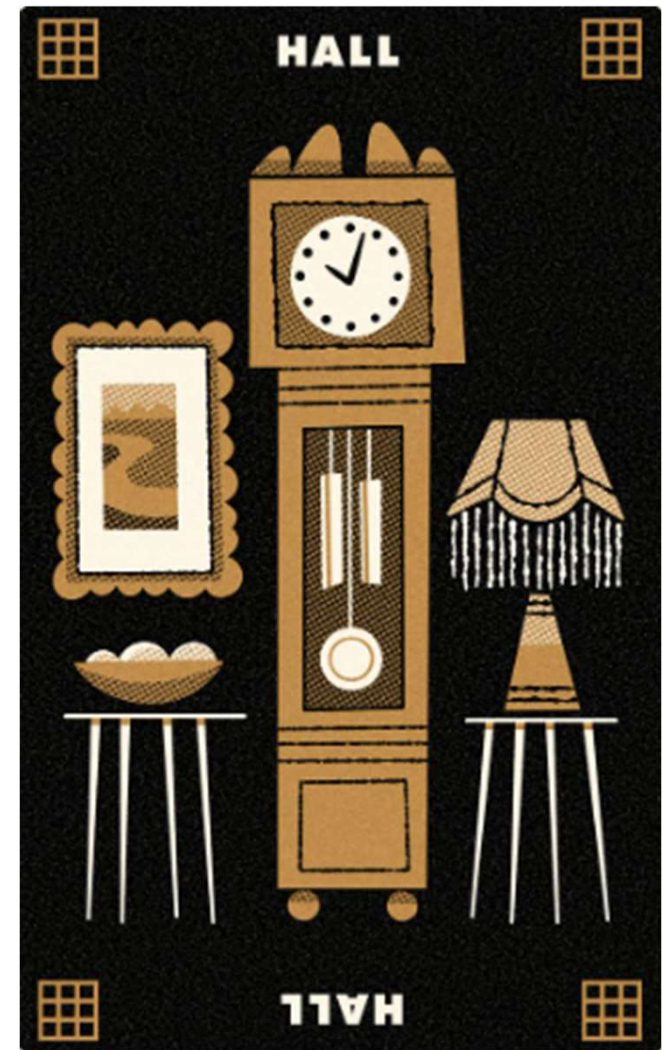
Suspect



Weapon



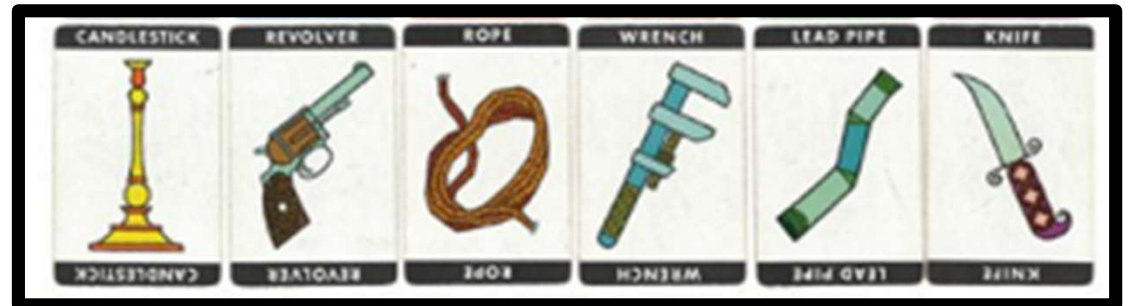
Room





Suspect





Weapon



Room



Drawing a Clue Card

- It does not have to be exactly what is on the card only inspired by it.
- It can be any topic, as long as you can explain the “Inspiration Route”.
- This can be serious, whimsical, or just plain CrAzY!



Example 1

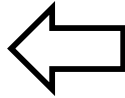
The Ms. Pinkerton card was chosen



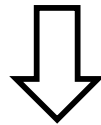
Inspiration Route

Ms. **P**inkerton

Self portrait



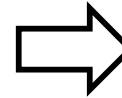
Pinkerton



Ms. **P**'s - Mr. **P**



Pink quilt



Ms. **P**'s **P** clutch



Example 2

The Rope card was chosen



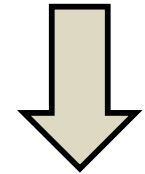
Rope



Cowboys carry ropes



Cowboys lasso cows



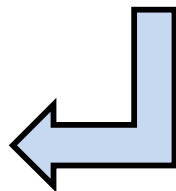
Cow



Cowboys drink



Drunkards Path



Inspiration Route

The 2025 Challenge Rules

- Must have 3 layers: top, batting, and backing
- Can be a quilt or project made with fabric
- Quilt can be any width/length
- Non-quilts/projects must make arrangements for display
- Only one judged entry per guild member
- Must explain the “Inspiration Route”

Inspiration Routes



Inspiration route:

Rope. Cowboys carry ropes → cowboys
drink → drunkards path quilt.



Inspiration route:

Ballroom.. Women dancing in the ballroom.



Challenge Categories 2025

- Best Suspect
- Best Weapon
- Best Room
- Best Quilted “Project” (Best non-quilt)
- Best Execution of Inspiration Logic
- Viewers Choice



Turn In

9 November

Sunday 10-4

102 Stanley Ave, Madison



Clue

CLUE

MSQG
challenge
2025

