

- 1. The Judging Team will consist of a Team Leader and up to twenty members who are financial members of SA Quilters.
- 2. A quorum of six members will be sufficient to conduct a business meeting
- 3. Potential members of the Team will be selected on the basis of their recognised standing in the quilt world
 - a. Quilt making skills and/or
 - b. Other related activities such as: quilt business, quilt writing, quilt teaching or national or international experience pertaining to quilting
- 4. New Team members may be appointed when a vacancy occurs. Qualified applicants are to be sought in consultation with the SA Quilters Leadership Team.
- 5. New Team members must undergo Judges training, including observing the judging of at least three major quilt shows before becoming an approved member of the Team.
- 6. Team members must be impartial and act with integrity while maintaining strict confidentiality and may be required by the event organisers to sign a Confidentiality Agreement.
- 7. Team members should NOT judge a quilt in which they have a personal or pecuniary interest. While working in a group they will declare prior knowledge of a quilt entry.
- 8. Team members working in a team work as equals and the judges' decision is arrived at by consensus.
- 9. Team members must maintain an awareness of current quilting trends and techniques by attending exhibitions, consulting with other quilters and reading quilt literature.
- 10. While every care will be taken, neither SA Quilters nor any Judging Team member shall be responsible for any damage or loss while the quilts are in the judging process.
- 11. The Team may be requested to provide a Critique Service. If and when a fee is charged for this service, it is to be nominated, received and retained by the requesting show organisers.
- 12. Team members provide their judging services on a voluntary basis to SA Quilters and their member groups. Some expenses may be reimbursed by SA Quilters in accordance with instructions from the SA Quilters Leadership Team.