



THE ICG NEWSLETTER

PUBLISHED BY THE INTERNATIONAL COSTUMERS' GUILD, INC.



VOLUME II, ISSUE 3 - SUMMER 2003

The International Costumers' Guild, Inc. (ICG), is an affiliation of amateur, hobbyist, and professional costumers dedicated to the promotion and education of costuming as an art form in all its aspects.

FROM THE PRESIDENT

Hello. My name is Carl Mami and I am the President of the international Costumer's Guild. On Monday, April 21, 2003 I was voted into office along with a full slate of new officers.

Since that date we have been learning our jobs as fast as we can, and we hope to be staying on top of the day-to-day business of running your guild.

Right now the board is trying to clear up the left over business of our yearly general meeting. We are taking care of the items that need repair. We are working on several issues at once to make things easier for all.

Most of the board members have jumped right in to help us get this job done and soon you will see the results of their work.

A lot of what we are doing is the boring stuff like changing the standing rules to make the ICG run easier. This will take a little time but we are on the job.

Each month I will be informing the chapters about what we are doing in a letter, with updates on the web site. With each newsletter I will make it a point to tell you even more about where we have been and where we are going. It will be my job to tell you what we are voting on, and how your board members voted.

But to do all the things that need doing I need you. I have a fine slate of officers and I have a board that is trying hard to do the job. We only lack one thing: Your voice.

With that thought in mind, I will ask you all to do something for the board. Write to us, or just to me, and tell us what you want to see us do for you as a member of the ICG. We may not be able to fix all the problems but with your help we can solve more.

Thank you all for your time

C. D. Mami
President

FROM THE EDITOR

Now that the Annual Meeting is over, we're going to provide you with more interesting and informative articles. Most of the boring business stuff will be moving out of this forum and back onto the ICG-BOD list, where it belongs. Thank you very much for your patience and understanding. Minutes will be published in the next issue, due in October, and should be available online very soon.

You will find changes to the list of officers and helping hands, now located at the end of this Newsletter. You will also find a publication schedule, complete with deadlines, for the remainder of 2003. Please rest assured - if you miss a deadline, your submissions will be used in a future issue of *The ICG Newsletter*, as long as the content is still pertinent.

If you have any questions about the items published in this newsletter, we encourage you to write or call us. You can reach us between 9am and 9pm ET. We welcome your suggestions, comments, articles, and artwork. We will try to include them in an upcoming issue of *The ICG Newsletter*.

ICG TREASURER'S REPORT

Bank balance as of June 7, 2003: \$5,509.24

ICG: \$7,418.83

Archives: \$167.83

CQ: (\$2,077.42)

To refund all of CQ's remaining subscription fees will cost the ICG approximately \$1,359.00.

NOTICE: The ICG has determined (as of 4/21/2003) to cease publication of *Costumers' Quarterly*. Current subscribers who wish to obtain refunds of their subscription fees, or to make their subscription fees a tax deductible donation to the ICG, may contact the ICG Treasurer to arrange for disposal of their funds no later than December 31, 2003:

Dora Buck, ICG Treasurer
85 W. McClellan Avenue
Livingston, NJ 07039-1247

Materials for publication submitted to the editors of *Costumers' Quarterly* will appear in *The ICG Newsletter* as space and time permit, once confirmation of permission is received by the editor.

CURRENT MEMBERSHIP

Chapter	Members	Last Report	Chapter	Members	Last Report
ACG	0	Sept 2000	MCG	20	April 2003
BRCG	56	April 2003	NJ/NYCG	30	April 2003
CCG	26	April 2003	NLCG	38	April 2003
CGW	159	May 2003	SLCG	44	April 2003
GBACG	135	Oct 2002	SiWCG	17	June 2003
GCFCG	17	April 2003	SWCG	11	April 2003
GDCS	8	April 2003	UCG	12	Dec 2002
GSACG	15	Jan 2003	WCCG	13	April 2003
Total			Total	600	

LOST SOULS

ICG members must provide their correct mailing addresses to remain in good standing. Voting proxies are valid only when the ICG Treasurer has correct addresses. The addresses of the individuals below are not correct in our records. Please contact us to update the information:

Nancy Handwork
(GCFCG)
Erika Hansen (GBACG)

Karen Kovalcin
(NJNYCG)

There are more dead letter addresses on file. For a complete list, contact us at Newsletter@costume.org.

LUMINEX REPORT

By Toni Lay

I met with Christopher Berger and Zuzka, who designs fabrics. In a dark room they showed me various objects made with Luminex: a robe, two pillows, a sleeveless dress, and a folding chair cover. "Glowing fabric" is the correct analogy. It is not a glaring or harsh light. It glows. Polyester fibers have been woven with plastic fiber optic ones to create something really cool. After the demonstration, I asked them questions.

How do the optical fibers run in the material?

The fiber optics run selvage to selvage. The material sparkles when the light source is off, sort of like crystalline fabric. In a lighted room, the material has a slight luminescence when the light source is on.

How does one cut the fabric? Does the light still transmit? Only meant to be draped?

The fabric itself has a semi-gloss, not-quite-plastic feel to it.

Cutting the material is the tricky part. If you cut is wrong, you could permanently prevent the light from getting to a section of your fabric. Cut fiber optics only transmit light up to the point where its been cut. A crimp (not a break) in the plastic optical fiber will cause light to collect in that spot, but it will still transmit all the way to the end.

Also, the fiber optics are bundled together every 18 inches. You can carefully cut the material between the two bundles to get two pieces of fabric. However, you will now need a battery for each piece.

Let's say you are making a jacket with no pockets. You will need a battery for each sleeve, one for each front piece, one for the back piece (if it's cut on the fold), and one for the collar. That's six batteries. The fewer seams, the fewer power sources that are needed.

How does one sew the fabric? Needle size? What kind of thread?

The fabric is sewn just as any other polyester fabric is sewn. No special thread or needle is needed.

Do the edges need finishing?

The raw edges need to be finished, by hemming, bias tape, whatever. If you don't, you might find threads and optical fibers hanging out.

Can you insert buttonholes? Snaps? Grommet?

This is another tricky part, because if you put the buttonholes in the wrong way, you'll could cut across the fiber optics and stop the glow from that point on.

Can it be used under lacy fabric effectively?

The robe had white Luminex under white lace. Very effective.

How is the fabric cleaned? Handwash in Woolite? Machine? Dry clean?

Spot cleaning is recommended.

Can, say, red LEDs be used on blue fabric?

Yes. You can have any color LED (white, red, blue, green, yellow) with any color fabric (white, blue, silver, gold, red, green, black, cream).

How heavy is the fabric? How does it drape?

The fabric is slightly stiff, no doubt due to the plastic optical fibers. It reminds me of crystalline. I think it drapes the same as crystalline.

How heavy is the battery? Is there any fire hazard?

The 3.6v battery is flat and not at all heavy or bulky. There is very little fire hazard.

How is the battery connected to the material?

The optical fibers stick out a little at one selvage. At the other selvage, the long fibers are gathered into a bundle. This bundle is then connected to a thin cable which you connect to the battery.

How long does the battery last before recharging?

How long is recharging?

The battery lasts 6-8 hours, depending upon the size if the piece it is lighting. It takes about 10 hours to fully recharge a flat battery.

How well does it hold up under difficult conditions? Is it hard wearing?

It should hold its own under difficult conditions. Consider, it's being used in professional opera and theater costumes.

Did you have a particular use in mind for Luminex?

Who do you anticipate your buyers being?

Theater, opera and dance companies, clothing designers, restaurateurs (it makes great table cloths and/or chair covers). This material would also make good safety vests, could be used in jogging suits for evening, and put into children's Halloween costumes. They weren't expecting us. We've opened a whole new world to them.

Are mail orders subject to sales tax?

Not for out of state orders. [Out of NY state, that is! -Ed.]

Would you be interested in showing your product at Costume-Con?

Thinking about it. Christopher and Zuzka were intrigued by the photos I showed them in Costume Con 6 Memory Book and The Costume Maker's Art. I gave them the flyers for CC 21 and CC 22.

I explained who we were and what we were about. They perfectly understand that this is a hobby for most of us. And you should see the fabrics Zuzka designs. Wow! Nothing glitzy, but Wow! Expensive, but Wow! The loft looks like a really nice, really good, gypsy caravan exploded.

From Zuka's press kit:

Price per yard: \$280. Minimum order: currently 50 yards per fabric type. Smaller quantities for small projects may be available soon.

Fabric is woven with optical fiber (illuminated by the highest quality LED's using various power sources-3.6v rechargeable batteries or AC "plug-in") in the following fabric contents/types:

< Double sided LED polyester (sheer quality/7 colors) 58"

< Lycra 58"

< Super Velo (extra densely woven optical fibers)

LED colors available: white, blue, red, green, & yellow. Standard fabrics allow the LED color to be different every 18" - double sided fabrics are capable of having two different colored LED's merging into the same fibers to create additional colors. Weaves available include 7 kinds of poly's: white, blue, silver, gold, red, green, cream & black.

Orders for quantity and for custom made sample products (i.e: pillows, jackets, etc.) can processed by phone and finished to your specs. Yardage Prices do not include rechargeable 3.6v battery and recharging kit.

All SAMPLES must be purchased: \$234-364/yd; battery: \$24 per battery; recharger kit: \$26 each.

Delivery is currently 4-8 weeks

Please do not hesitate to contact me for more info:

Christopher Berger, Zuzka for Fabricology Inc.
37 East 18th Street, 10th Floor, Suite 10
New York, NY 10003
Tel: 212-260-1876; Fax: 212-260-7963
chris@zuzka.com or www.zuzka.com

COSPLAYERS ANONYMOUS: ATTRACTING ANIME COSTUMERS TO ICG MASQUERADES

By Shanti Fader

It always fascinates me when fandoms collide. I've been a costumer for over ten years--I entered my first Masquerade in 1995, and did SCA garb before that--and an anime fan for nearly as long. But it wasn't until last summer, at Anime Expo New York, that I finally combined the two, making an anime costume and entering it in an anime convention's masquerade, or Cosplay contest, as they call it. I don't have room here to go into details about either experience, but I came away from AXNY resolved that cosplayers are the people we need to attract to the ICG.

When I reported this to the Sick Pups, I learned that the question of cosplayers and how to attract them had already been raised, and a lively discussion was in progress. As Vice President of the Pups, one of my responsibilities is to attract new members. As a member of both fandoms (ICG costuming and anime cosplaying), I would like to share my thoughts on this topic.

First of all, when the topic of cosplayers was first raised, I heard a lot of people taking about them as though they're some kind of weird, alien species: "No one will recognize their costumes." "They'll scare away the regular fans." "We'll need to get a special judge." This strikes me as just plain silly. Yes, there are certainly differences between cosplays and masquerades (which would be a whole other article), but in the end, a costume is a costume. Anime costumes are just like any other recreation, and should be treated as such. You don't need to know the source yourself to recognize if a costume is well made--if the costumer provides good documentation, and if their costume is true to the source, it's a good recreation, period. Do we need an Obscure British SF Television judge? A Costumes Described in Little-Known Books judge? No. And we don't need an Anime judge.

It is true that cosplayers are used to audiences who are very familiar with the characters they're recreating, and who respond very enthusiastically simply to seeing their favorite characters onstage. They might not get as strong a reaction from a mainstream SF audience. But again, if a costume is well made and attractive, they'll get a good reaction anyway, and we can encourage all recreators (NOT just cosplayers!) to not assume that everyone knows their character, and to identify themselves and their sources clearly.

Besides, anime can hardly be called obscure any more. *Spirited Away* won an Oscar for Best Animated Picture; Pokemon and Sailor Moon are household names; Cartoon Network broadcasts more adult series such as *Trigun*, *Cowboy Bebop*, *Ruroni Kenshin*, and various giant robot shows; and every video store has increasingly larger anime sections. Anime fandom is growing, and if we're scared of it, we'll lose out on a large and enthusiastic group of costumers.

So, how to attract these cosplayers to ICG masquerades? I polled a group of cosplayers, and got some interesting responses. One woman said she probably wouldn't go because she didn't have any "mainstream" costume ideas. Another said she no longer costumed, but would attend a mainstream SF con if it had a strong Tolkien track. The general consensus seemed to be that if the con had anime, they would come, and perhaps watch the masquerade the first time then come back to enter.

Basically, it comes down to communication, as so many things do. We need to let the cosplayers know that our masquerades exist, that anime costumes are welcome, and that the cons holding these masquerades have anime, too. It might not be a bad idea to adapt our flyers, making it clear that our cons and masquerades are cosplayer-friendly. Having ICG costumers

enter cosplay competitions is good, too--it lets the cosplayers know we're out there, and the sort of costumes we make. The more we attend each other's conventions and competitions, the less scared we each will be of each other.

COUNTDOWN TO TORCON

By Alixandra Jordan

Okay, we're getting near the wire so here are some web sites that might help people, who would like to know more about Toronto and the con. Please remember when typing in any of these locations that we spell some words differently than you do. Up here it's "centre" and "harbour".

< **Torcon 3 official site:** torcon3.on.ca

< **Torcon 3 masquerade site:**
members.rogers.com/pxlbarrel/torcon3costume

PLEASE VISIT THIS SITE! The registration forms and all the rules for the Masquerade are here. Look the forms over and fill them out. Do not assume that you know what the rules are!

Among other things, costumes that have competed or won at Costume-Con are invited to compete! In addition, there are photographs of the venue, including the elevators. Note that the green room is on a different level. You will be taken down to the stage level by freight elevator "A" and brought back up by freight elevator "B". The web site gives the size of these elevators, including a photograph of Barb and Martin in them so that you can get an idea of the height. There is a \$500.00 dollar US prize for best costume based on the works, or book covers, for George R.R. Martin's work. AND YOU NEED TO KEEP AN EYE ON THIS SITE TO FIND THE COSTUMER'S SUITE WILL BE!

If you are willing to help out during the convention, before the masquerade, in the greenroom, or if you are entering the masquerade, please let Barb know. Send email to: bschofield@sympatico.ca and let her know. She is trying to get a ball park figure for number of entries. She needs help and needs to know at least some of the people who she can count on.

If you have other questions or worries please contact Alix Jordan at eddana@hotmail.com (put Torcon 3 in the subject heading) or phone me at 1 (519) 685-1175 and I'll try to help.

Barb is still looking into customs and shipping costumes. Please be patient - she'll get back to you soon!

Other Info About Toronto:

Best site that I've been able to find for hotels, restaurants, night life, areas of Toronto, whatever: www.toronto.com

- < **Canadian National Exhibition:** www.theex.com
- < **Royal Ontario Museum:** www.rom.on.ca
- < **Art Gallery of Ontario:** www.ago.net
- < **Ontario Science Centre:** www.ontariosciencecentre.ca
- < **Ontario Place/IMAX:** www.ontarioplace.com
- < **Casa Loma:** www.casaloma.org
- < **Harbourfront:** www.harbourfront.on.ca
- < **Sightseeing boat tours:**
www.torontotours.com/scheduledtours/schedule.htm
- < **Toronto Transit Commission:**
www.city.toronto.on.ca/ttc
- < **Canada's Wonderland:** www.canadas-wonderland.com
- < **Eaton's Centre:** www.torontoeatoncentre.com
- < **Car rentals:** Try www.bnm.com/tor.htm
- < **Stratford Festival:** www.stratfordfestival.ca

General Information About Canada:

To the best of my knowledge, Ontario accepts all handicapped driving signs, etc. as long as they are legal, visible, and displayed on the dash board. (Some provinces have them made to hang from the rear view mirror. This is also legal.) Handmade signs will get you a ticket or a towed car; non displayed signs are the same. If you have handicapped license plates then your home free.

COSTUME CALENDAR**Conventions
2003**

Anime Expo
July 3-6, 2003
Anaheim, CA (USA)
www.anime-expo.org

Westercon 56
July 3-6, 2003
SeaTac, WA (USA)
www.wester56.org

ShowMeCon
July 11-13, 2003
St. Louis, MO (USA)
www.showmecon.com

Shore Leave 25
July 11 - 13, 2003
Hunt Valley, MD (USA)
www.shore-leave.com

Costume College
August 1-3, 2003
Los Angeles, CA (USA)
www.costumecollege.org

Otakon
August 8-10, 2003
Baltimore, MD (USA)
www.otakon.com

Torcon3:
61st World Science Fiction
Convention
August 28 - September 1, 2003
Toronto, ON (Canada)
www.torcon3.on.ca

CopperCon 23
Sept 5 - 7, 2003
Phoenix, AZ (USA)
www.coppercon.org

Archon
October 2-5, 2003
St. Louis, MO (USA)
www.stlf.org/archon

Albacon
October 10-12, 2003
Schenectady, NY (USA)
www.albacon.org

Windycon XXX
November 7-9, 2003
Chicago, IL (USA)
www.windycon.org

Philcon
December 2003
Philadelphia, PA (USA)
www.philcon.org

2004

Arisia '04
January 16-18, 2004
Boston, MA (USA)
www.arisia.org

Lunacon 2004
March 19-21, 2004
Rye Brook, NY (USA)
www.lunacon.org

Costume-Con 22
April 2 - 5, 2004
Decatur, GA (USA) - near Atlanta
www.cc22.org

Norwescon 27
April 8-11, 2004
Seattle, WA (USA)
www.norwescon.org

Anime North
May 28-30, 2004
Toronto, Ontario (CANADA)
www.animenorth.com

Balticon 38
May 28-31, 2004
Baltimore, MD (USA)
www.balticon.org

Fanime Con
June, 2004 (Unconfirmed)
Santa Clara, CA (USA)
www.fanime.com

Anime Mid-Atlantic
June 2004 (Unconfirmed)
Richmond, VA (USA)
www.animemidatlantic.com

ShowMeCon
July 11-13, 2003
Earth City, MO (USA)
www.showmecon.com

Westercon 57
July 2-5, 2004
Phoenix, AZ (USA)
www.az-sf.org

Shore Leave 26
July 9 - 11, 2004
Hunt Valley, MD (USA)
www.shore-leave.com

Noreascon Four:
62nd World Science Fiction Convention
September 2 - 6, 2004
Boston, MA (USA)
www.noreascon.org

2005

Costume-Con 23
April 29 - May 2, 2005
Ogden, UT (USA) - near Salt Lake City
www.crossroadsutah.org

Interaction:
63rd World Science Fiction Convention
August 4-8, 2005
Glasgow, Scotland (UK)
www.interaction.worldcon.org.uk

CHAPTER BUSINESS**ICG Membership Survey Results Available Online**

Because of the volume of information collected during the recent survey, and the restriction of space in this publication, we will **not** be able to publish the results of the ICG Membership Survey in *The ICG Newsletter*. There simply isn't enough space. The complete results of the Survey are available as follows:

- < **By mail** to the Newsletter contact address on Page 6. (Please send a SASE and we will return the results to you.)
- < **Online** on the ICG's web site at:
www.costume.org/surveyresults.html
- < **By email.** Mail your request to Newsletter@costume.org and we will send the results to you in plain text format.

OTHER EVENTS

Cooper Hewitt National Design Triennial
April 21, 2003- January 25, 2004
ndm.si.edu/EXHIBITIONS/index.html

"Goddess"
May 1, 2003–August 3, 2003
www.metmuseum.org/special/

"Bravehearts: Men in Skirts"
November 4, 2003–February 8, 2004
The Costume Institute, ground floor
www.metmuseum.org/special/se_upcoming.asp

To add or change event listings, send us either email or snail mail to the address on Page 6 of this newsletter.

Calendar items listed courtesy of The ICG Web Site at: www.costume.org, the GBACG Conventions, Seminars & Symposiums page, at: www.gbacg.org/conventions.htm, Adequate Anime, at: www.adequate.com/anime/events/calendar.html and the SF Lovers Convention List, at: www.sflovers.org/Reference/fandom/conlist/cons-bydate.html

ICG CHAPTERS AND DUES

All ICG members receive *The ICG Newsletter*, which is included in the ICG membership fee. ICG Dues per year (per individual): \$4.00 USD.

Full "Individual" chapter members receive the chapter's newsletter, when published, and may also offer additional amenities as well. Some chapters offer "Household" memberships to members of a household in which there is at least one full "Individual" chapter member. Such memberships generally don't include additional copies of publications. **Contact each Chapter directly for more information on becoming a member.**

Australian Costumers' Guild (ACG)

PO Box 150
Bulleen, VIC 3105 Australia
home.vicnet.net.au/~costume/

Subchapter: South Australia
PO Box 109
Semaphore, SA 5019 Australia

Other Subchapters:

- < Australian Capital Territory (ACT)
- < The Grey Company - Western Australia

Beyond Reality Costumers Guild (BRCG)

650 NW 76th St
Seattle, WA 98117-4044 USA
www.brcg.org

Chicagoland Costumers' Guild (CCG)

aka The Chicago M.O.B.
1926 N. Maple Lane
Arlington Heights, IL 60004-3562 USA
www.enteract.com/~ccg/

Costumer's Guild West (CGW)

Post Office Box 3052
Santa Fe Springs, CA 90670-3052 USA
www.costumersguildwest.org

Greater Bay Area Costumers Guild (GBACG)

aka Dreamers of Decadence
PMB #320
5214-F Diamond Heights Blvd.
San Francisco, CA 94131 USA
www.gbacg.org

Greater Columbia Fantasy Costumer's Guild, Inc. (GCFCG)

aka The Founders
Post Office Box 683
Columbia, MD 21045 USA
www.gcfcg.org

Greater Delaware Valley Costumers' Society (GDVCS)

aka The Lunatic Phrynge
c/o 246 W. Upsal St, Apt F-303
Philadelphia, PA 19119 USA
lunaticphrynge.nstemp.org



Greater Sacramento Area Costumers Guild (GSACG)

aka The Fashioners of Fancy
P.O. Box 162722
Sacramento CA 95816-2722 USA
www.gsacg.org

Millenium Costumers Guild (MCG)

c/o Vandy Vandervort
2854 Tincup Circle
Boulder, CO 80303-7143 USA
millenniumcg.tripod.com

NJ/NY Costumers Guild (NJ/NYCG)

aka The Sick Pups
c/o Elaine Mami
85 West McClellan Ave.
Livingston, NJ 07039 USA
www.sickpups.org

Northern Lights Costumers Guild (NLCG)

aka Noel Costumers
c/o Dina Flockhart
61 Gilson Road
Littleton, MA 01460-1300 USA
www.northernlights.pothole.com

St. Louis Costumers Guild (SLCG)

aka St. Louis Ubiquitous Tailor Society (SLUTS)
c/o Bruce Mai
7835 Milan
University City, MO 63130 USA
www.casamai.com/slcg/

Silicon Web Costumers Guild (SiWCG) - (New)

PO Box 39504
Phoenix AZ 85069-9504 USA
www.geocities.com/siwcostumers/

Southwest Costumers Guild (SWCG)

PO Box 39504
Phoenix AZ 85069-9504 USA
www.southwestcostumersguild.org

Utah Costumers Guild (UCG)

aka The Sew-and-Sewzz
289 West Hidden Hollow Drive
Orem, UT 84058 USA

Western Canadian Costumer's Guild (WCCG)

1903 Glenmount Dr. S.W.
Calgary, Alberta T3E 4B4 Canada
members.shaw.ca/petra-nef/

THE ICG WEB PAGE: THREAT OR MENACE?

By Jeff Morris

Quick question: How many of you know about the International Costumer's Guild web page at <http://www.costume.org>? Next question: How many of you have even been out there? Third question: Why does the ICG even need a web site? The last question is the one I'm going to try and answer.

Our web site is one way of performing the promotion and education we want to accomplish in our mission statement (see page one of this newsletter). The site has three main purposes:

- 1) To introduce the Guild to interested parties
- 2) To serve as an information resource for costumers
- 3) To present the ICG's heritage and future

Let's take a look at each of these points.

To introduce the Guild to interested parties.

Costuming is a very diversified hobby. There's fantasy costuming as opposed to historical. Some people work in fabric, others in plastics, still others in metals. There are a lot of people who are "into costuming," but all of them have one thing in common: For the longest time, they have thought themselves to be alone.

The ICG's web page is its most visible method of promotion. One section of the site provides a list of all active chapters (including mailing address, contact information, and, when available, the chapter's own home page). It also provides information on how to start a new chapter.

The "publications and mailing list" page provides a link for joining the ICG's Yahoo Groups mailing list, where members and non-members can discuss diverse topics regarding costuming, masquerades...and sadly, pun one another into submission on occasion.

There's also a special page set up to spread the "Gospel According to Glitziana", just to show people that while we take our costuming seriously, we maintain a sense of humor about the whole thing. No word yet as to whether the Glitziana page has scared anyone off.

To serve as an information resource for costumers.

Given the ICG's geographic size (all over North America and Australia), there's a lot of information and expertise available that can be difficult to find. The ICG provides a special section on the site for links to costuming resources-not only members' home pages and other "resource link" pages, but also for places to go for materials, books, and the like.

More importantly, what's the point of creating a costume if you can't show it off? The ICG site provides a list of upcoming major conventions, providing dates, locations and web pages to help costumers plan their vacation time wisely.

To present the ICG's heritage and future. The ICG was formed in 1983 and has accumulated a great deal of archived material since that time. Unfortunately, the sheer volume of the Kennedy Archives makes it very difficult for the average member to view any of it. To that end we are working toward setting up a special section of the site to display parts of the Archives, with updates made periodically. We're hoping to launch this sometime in 2003.

In addition, the web site holds the ICG Bylaws, Standing Rules, and Masquerade Guidelines (all in the section marked "ICG Bylaws, Standing Rules, Proxies and Documents", naturally enough). These documents are arguably the heart and soul of the Guild as they provide the framework and procedures for going about our business.

One interesting sidebar: When this section went up in the summer of 2002, it immediately set off a firestorm of debate on ICG-D as members who thought they knew precisely what the

bylaws, standing rules and guidelines said, discovered what was really on paper. The ensuing discussion has resulted in some interesting proposals that, it is hoped, will help the ICG adapt to the current day's needs.

As you can hopefully see, the ICG's web page is a constantly evolving work in progress. We're always looking for suggestions to add things, improve others, or drop the stuff that isn't working. We welcome your thoughts and comments; drop us a line at webguy@costume.org and tell us what you think.

PROCEDURAL STUFF

For Your Information: Your Board of Directors (BOD) representative is the best connection you have to the ICG. You should know who serves as your chapter rep, and be sure that your rep is providing your chapter with current information, so that you can stay in touch with what we're doing on the Board. We're conducting a review of the Standing Rules and changing our management of the organization as a result of that review. Some of the changes may affect member relationships to the ICG - hopefully for the better! Provide your BOD rep with feedback so that he or she can serve your chapter's interests and yours!

ICG OFFICERS FOR 2003-2004

President Carl Mami
 Vice President Nora Mai
 Treasurer Dora Buck
 Corresponding Secretary Randall Whitlock
 Recording Secretary Dana MacDermott

HELPFUL HANDS OF THE ICG

Editor, *The ICG Newsletter* Betsy R. Delaney
 Internet Guy Jeff Morris
 Archivist Carl Mami
 Parliamentarian Pierre E. Pettinger, Jr.
 V.P., Maryland D. Jeannette Holloman

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The ICG Newsletter

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ICG Email Mailing Lists

ICG-D@yahoogroups.com (General Discussion)
ICG-BOD@yahoogroups.com (Board & Officers)
 ICG-D is open to everyone, including non-members.

Instructions for subscribing to any of the ICG Email Mailing Lists can be found at this URL:

help.yahoo.com/help/us/groups/groups-19.html

The ICG Newsletter publishes once more in 2003, in October, following Torcon, The 61st World Science Fiction Convention. Next Deadline to receive materials for print: **September 15, 2003**. Send your material formatted as follows: text, RTF, M\$ Word or Corel WordPerfect. Electronic submissions: Send by email to newsletter@costume.org, or hard copy - if absolutely necessary -- by snail mail to the address above. Contact us first before sending attachments in email - we're sensitive to viruses!