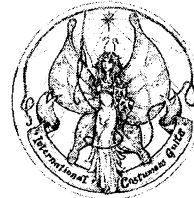


The ICG Newsletter

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Volume V, Issue 1 - January/February 2006

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.

Message from the President

Hello Everyone,

Another year has come and gone, and we once more look towards the future. As always, our year was filled with many people who gave some of themselves to help us along. So before we look to tomorrow let's look back and remember them, say thanks where we can, and think of those we can't be with any more.

Each year the hardest part of this job is thinking and writing about the people we lost. As I get older the list seems to get longer. This year the costuming world lost two of it's own. Bobbi and Kelly will be missed but not forgotten. But we have other people to remember not for their passing but for what they have done and are still doing.

Betsy who has retired as newsletter editor after serving well and long, has passed the torch on. What she did was long hard work and we are all sad to see her go, but looking forward to our new editor

Jeff & John O. for the web site filled with who and what we are.

Special thanks to all the Executive Board members. I know how hard you people work behind the curtain to make the BOD and the whole ICG work.

To each Chapter rep.: Thanks for doing a job that needs to be done. You have done well and each chapter can be proud of your work.

Oh yes, before I forget, thanks to Pierre & Sandy Pettinger. Pierre for always having an answer for me even if I didn't like the answer, and to Sandy, for not yelling at me, no matter how many times I called, and kept Pierre talking on the phone.

I know there are many others I forgot to thank.

As I said at the start of this message it is time to look forward to the future.

Denisen Hartlove is the new editor of our newsletter. Her first issue is out and looking good. I know I am looking forward to seeing much more of her fine work.

Each year brings improvements to our web site, I know this year as in the past we all have something to look forward to.

On another note, this year the guidelines will be one topic discussed at the general meeting.

I know I speak for the whole Board, when I say drop in, and see your Board in action, cast a vote, ask a question, let your voice be heard. This is your chance each year to be heard and we are ready to listen

C. D. Mami, President

Board of Directors

International Costumers Guild, Inc.

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NOTE: NEXT DEADLINE FOR SUBMISSIONS IS MARCH 15TH!

Editor's Notes



Ahhh, Spring is coming - my favorite season. The rain lets up, my flowers begin to bloom again, and I'm entertaining thoughts of frothy ball gowns for myself and fairy costumes for our two girls to romp around in at our next con. (That's Katie to the left. We counted approx 73 pieces had to be cut for that particular fairy costume!) And after this winter's costuming movies - not to mention the discovery of a certain Star Wars costuming book under my Christmas tree - thanks, Santa baby!, inspiration is in bloom.

Meanwhile, a long time ago, in a galaxy far, far away, I was a workmanship judge at a convention where one of the entrants informed me that she was a "cosplayer." I didn't recognize the term, but I nonetheless

inspected her beautiful and intricately-crafted creation, gave the costume a well-deserved award, and moved on. In this issue, I'm fixing that gap in my (and possibly your) knowledge. Thanks very much to **Maura Burns** for enlightening us on same.

Meanwhile, I owe an especially heartfelt thanks to **Betsy Delaney!** Thank you Betsy, for helping to get me through the bumps and embarrassing ~~mis~~akes, ~~mis~~akes, ~~mys~~teaks - errors - in putting together the first issues as editor of the newsletter, and thanks also for thinking of me in the first place to step into your sparkly red shoes for same.

Thank you to the group of folks who showed up for my first mailing party - **Dana and Bruce MacDermott, Linda Wenzelburger** (note correct spelling, Linda!), and my sweet husband **Jay** for helping me to lick a LOT of stamps on a Monday night. (Dana, Bruce and Linda, please feel free to come back again any time you feel a need to fold, stuff, paste labels, paste other labels, seal, stamp and sort 600+ envelopes. Really.)

Last, but by no means least, thank you (I think) to **Carl Mami** for appointing me as real-not-acting-editor of this newsletter - I hope I can live up to your and the ICG members' expectations in putting forth an interesting and informative newsletter in the upcoming year.

So here it is. Enjoy this issue, and have a happy Spring!

Dana MacDermott

Guidelines Revisions Committee

Members, it's so important that you view the below webpages, and get your comments in **as soon as possible** to your chapter representatives! Remember, your vote counts!

Guidelines Committee webpage:

<http://www.costume.org/guidelines-committee/>

"ICG Guidelines: Ensuring Fair Competition" (new):

<http://www.costume.org/guidelines-committee/draft3.html>

"Guidelines for International-Level Masquerades or Competitions" (old):

<http://www.costume.org/documents/guidelines.html>

Glue, Gunk and Stickum OR How to Stick Your Costume to Yourself by Karen Dick

(Reprinted from the Costumers Quarterly)

[Editor's Nervous Note: It is VERY important that you ALWAYS test your materials first. Many of the substances listed below are stronger than you think, not removable if they do not work out for your project, and/or toxic. Please (pleasepleaseplease!), always remember to work with these substances in a well-ventilated area. The International Costumers Guild does not take responsibility for any injuries or damages you may sustain from using any of these substances, correctly or incorrectly, on yourself, your creations, your (ex-)friend's creations, or your great aunt's cat.]

Recently, Guild member Toni Lay mentioned that she had tried (and failed) to glue rhinestones to her skin with eyelash glue. I've been down that road myself and was just as frustrated. As the unofficial "Queen of the Glued-On Costume" in the 1970's, I learned a LOT about adhesives through trial and error. I'd like to share my knowledge with everyone here so they don't have to make the same mistakes.

For the record, I am going to be talking about gluing costumes, rhinestones, etc. to skin. Therefore, I will NOT be discussing the types of adhesives commonly used in costume construction (hot glue, millinery glue, craft glue, jewelry glue, etc.) You can refer to Animal's article for that.



RECOMMENDED ADHESIVES

1. Spirit Gum (a.k.a. Matte Adhesive)

Available in most theatrical supply stores. Good stickup for costumes, wigs, beards, appliances, etc. Will stick rhinestones to skin.

Advantages: Tacks up fast and then remains tacky for a while so costume can be stuck and then repositioned if necessary. Will hold even in a wind tunnel.

Disadvantages: Can remove silvering from rhinestone backs. Must be removed using rubbing alcohol or matte adhesive remover. Gunks up insides of costumes with yellow crystalline stuff when dry. Some people are desperately allergic and will break out in a rash (do a skin test first).

With years of repeated use, I have developed a contact allergy to spirit gum. The final straw occurred in 1981, when I went around for 3 days after a costume competition with a big red "V" emblazoned on my chest. I have since sought other means of sticking things to myself.

2. Toupee Tape

Available in most beauty supply and/or wig stores. Comes in pre-cut strips about 3" long. Can be purchased in straight or curved pieces. Is sticky on both sides and comes on a paper backing which must be peeled away for use.

Advantages: Will not gunk up insides of costumes. Is not likely to cause an allergic skin reaction. (Test anyways.) Less messy to use than liquid adhesives.

Disadvantages: Cannot be peeled up and stuck down again, so get your costume on right the first time! Does not give as strong a hold as spirit gum.

3. Theatrical Tape

Available at some theatrical supply stores (California Theatrical Supply in San Francisco is my source). Comes on a roll like masking tape. It is a thin film, sticky on both sides, paper backed on only one.

Advantages: Easier to deal with than lots of little toupee tape pieces. Stronger stick than toupee tape, and much more flexible.

Disadvantages: Expensive. Must be handled cautiously due to its thinness. Cannot be peeled up and stuck down again. Gunks up the insides of costumes, especially if it is stuck to napped fabric (e.g., velvet).

RECOMMENDED FOR LIMITED/SPECIFIC USES

1. Eyelash Glue (a.k.a. "Duo Serge" and "Liquid Latex")

Available in tubes wherever make up is sold; also available in large bottles from theatrical supply stores. This stuff is meant for gluing on false eyelashes and to "seal" the edges of appliances (like Spock ears). It is NOT good for sticking cloth or rhinestones to skin because it takes too long to dry. It also soaks into cloth rather than sticking it to skin.

2. Double-Stick Foam Tape (a.k.a. "Picture-hanging tape")

Available in most art supply stores and hardware stores. Comes in pre-cut squares or on a large roll. Good for a lot of holding power in one place (like sticking the front part of a headpiece to your forehead).

Disadvantages: May produce an allergic skin reaction (hard to explain little pink squares on your face!) Peels off skin easily, but not off the back of a costume or headpiece – does not peel up cleanly when fresh, and hardens on if left on too long before cleaning. Can be cleaned up with acetone (i.e., fingernail polish remover), but this may damage your costume parts. Is thick and white and may show through in places where other types of tape would not.

(Cont. on pg. 3)

(Glue, Gunk and Stickum, cont. from pg. 2)

3. **Super Glue**

Holds TOO well. You may remove several layers of skin along with whatever you glued to yourself! (I once had a friend who glued a Logan's Run "life crystal" to his palm with this stuff and ended up wearing it for a WEEK!) However, does work well with fake fingernails if you intend to wear them for a while.

!!NOT RECOMMENDED UNDER ANY CIRCUMSTANCES!!



1. **Rubber Cement**

Will work like spirit gum, but is **TOXIC!!!**

2. **Double Stick Cellophane Tape**

Will work in a pinch if you're desperate, but cannot be lifted up and restuck. Comes unglued the moment you start to sweat. NOT a long-lasting alternative!

3. **White Glue (a.k.a. "Sobo," "Tacky," "Elmers," etc.)**

Doesn't dry fast enough. Soaks into fabrics rather than sticking them to you.

4. **Hot Melt Glue**

Will stick, but will also BURN you! (Don't laugh; somebody actually glued themselves into a costume with this one time!)

CONCLUSIONS

No adhesive is perfect – you have to decide which one best fits the specific application you need it for. You may have to make compromises, so decide which features are the most important for you.

For sheer holding power, spirit gum is the uncontested winner, with toupee tape or theatrical tape in second place. If you have allergy problems, try the tapes first, as they are specifically designed to be stuck on to skin on a day-to-day basis.

Glue Bottle Artwork © Copyright 2005 Discovery Education



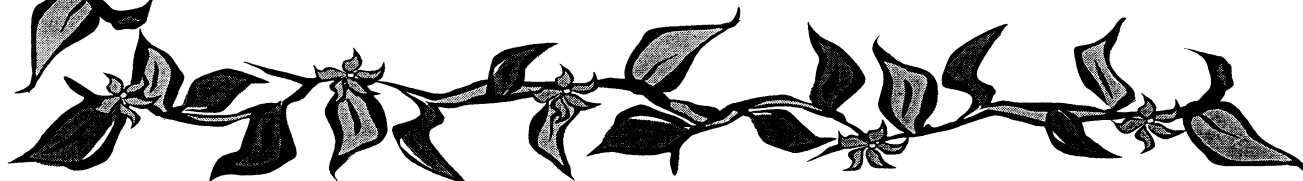
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www.RenaissanceFabrics.net



All Individual ICG members receive *The ICG Newsletter*, which is included in the ICG membership fee.

- ICG Individual Member dues per year: As of July 1, 2004, US\$6.00.
- ICG Household Member dues per year: As of April 29, 2005, US\$2.00 (no publications included).

Full "Individual" Chapter members receive the Chapter's newsletter, when published, and may also offer additional amenities as well. The ICG now offers the Household Member option for members residing at a single address in which there is at least one full "Individual" Chapter member. Household membership fees are at a discounted rate, and provide for all benefits except publications.

Some Chapters also offer "Household" memberships rates. Generally speaking, Household members receive all chapter/ICG benefits, with the exception of additional publications.

Beyond Reality Costumers Guild (BRCG)

ICG Board Representative: Vicki Glover
Address: 650 NW 76th St
Seattle, WA 98117-4044 USA
www.brcg.org

Chicagoland Costumers' Guild (CCG)

aka The Chicago M.O.B.
ICG Board Representative: Val Roberts
Address: 1926 N. Maple Lane
Arlington Heights, IL 60004-3562 USA
www.ChiCostume.org

Costumer's Guild West (CGW)

ICG Board Representative: Darla Kruger
Address: Post Office Box 3052
Santa Fe Springs, CA 90670-3052 USA
www.cgwcostumers.org

Greater Bay Area Costumers Guild (GBACG)

aka Dreamers of Decadence
ICG Board Representative: Kendra Van Cleave
Address: 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
ICG Board Representative: Ann Hamilton
Address: Post Office Box 683
Columbia, MD 21045 USA
www.gcfcg.org

Greater Delaware Valley Costumers' Guild (GDVCG), aka

The Lunatic Phrynge
ICG Board Representative: Sandy Swank
Address: c/o 246 W. Upsal St, Apt F-303
Philadelphia, PA 19119 USA
lunaticphrynge.nstemp.org

NJ/NY Costumers Guild (NJ/NYCG)

aka The Sick Pups
ICG Board Representative: Byron Connell
Address: c/o Elaine Mami
85 West McClellan Ave.
Livingston, NJ 07039 USA
www.sickpups.org

Northern Lights Costumers Guild (NLCG)

aka NoeL Costumers
ICG Board Representative: Dina Flockhart
Address: 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)
ICG Board Representative: Bruce Mai
Address: c/o Bruce Mai
7835 Milan
University City, MO 63130 USA
www.casamai.com/slcg/

SiliconWeb Costumers Guild (SiW)

ICG Board Representative: Betsy Delaney
Address: c/o Carole Parker
630 Barnsley Way
Sunnyvale, CA 94087-3421
www.siwcostumers.org

Southwest Costumers Guild (SWCG)

ICG Board Representative: Diane Harris
Address: PO Box 39504
Phoenix AZ 85069-9504 USA
www.southwestcostumersguild.org

Utah Costumers Guild (UCG)

aka The Sew-and-Sewzz
ICG Board Representative: Dave Doering
Address: 289 West Hidden Hollow Drive
Orem, UT 84058 USA
<utahguild@aol.com>

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COSPLAY - WHY IT'S THE NEXT BIG THING

by Maura Burns

There's nothing new about costuming from anime. Even back when we were all calling it Japanimation, it wasn't uncommon to see anime panels or video programming at big sci-fi conventions, and as with all genre media – if it's out there, we will costume. That said, within the last 5-10 years or so, anime has found an entirely new audience; it's exploded in popularity, due to easy access through the Internet (where a show is often ready for downloading worldwide, subtitled by fans, within days of its initial airing in Japan), cable TV channels like Cartoon Network, and English-language reprints of Asian comics. That explosion has given rise to an entirely new culture of conventions, and in turn to the subgenre of costuming now known broadly as cosplay.

Cosplay seems to defy definition in part because it has so many – it's a noun and a verb, an activity and a contest. For purposes of this article, "cosplay" can be loosely defined as costuming based on recreating costumes from Asian, mostly Japanese, popular culture, including anime, movies, video games, and even rock bands. The term can mean either the act of costuming as a favorite character, or the costume competitions many anime cons hold: "I'm cosplaying Sailor Moon for the cosplay." I'll try to use "cosplay competition" in this article when talking about costume contests at anime cons (though to further complicate the issue, some anime cons do call their contests "masquerades"). The word itself is an abbreviation of "costume play." Many cosplayers place strong emphasis on the "play" part of the equation – recreating a character as faithfully as possible not merely in appearance but sometimes in personality and mannerism as well.

Anime has become so popular that there are now dozens of conventions in the US and Canada alone devoted to it. And a huge percentage of the attendees are cosplaying – the wearing of hall costumes is almost de rigeur for many anime fans. Cosplay is exposing an unprecedented number of people of all ages to the notion of costuming as a hobby.

So if cosplay is so popular, why haven't you seen more of it outside of anime conventions? A lot of cosplayers simply prefer the camaraderie of other cosplayers and the lack of pressure, but in some ways it seems that cosplay and ICG-style costuming have been evolving in parallel, but not quite meeting, for the past few years, and many find it difficult to bridge the space between.

In some respects, cosplay has evolved on an entirely separate path from ICG-style costuming. Anime conventions, and anime masquerades, are often run by people who have no prior experience with science fiction conventions and the style of costume competitions usually seen there, and as a result, while the basic elements – performance and workmanship – are present in both styles, the culture of competition can have a very different feel. Because cosplay is most often about recreating specific characters in more than just appearance – the "play" part of "cosplay" – emphasis in cosplay competitions has often historically been weighted more toward the presentation of character through skits and performances than toward workmanship, though that too is appreciated. It's also very common to have many people focusing their cosplay efforts on a single popular character, and it's almost a given that you'll see a dozen or more "clones" of the same character at any given event, depending on what is currently popular.

Most anime conventions in the United States either don't use ICG guidelines or use very loose versions of them. Each new cosplay director who comes on board to organize a cosplay competition often creates a new set of rules from scratch, and sometimes it seems no two cons have the same set of rules. The anime con costume competitions that I know of that most closely adhere to a recognizable version of the ICG guidelines are those that were started, and are still run, by people familiar with science fiction conventions and the ICG style of competition. Their masquerade directors integrated a close version of the ICG guidelines right from the cons' founding, and as a result the guidelines have become part of the culture of those cons.

For anime cons that didn't begin that way, though, every cosplay is a little different. You can go to a con one weekend that focuses entirely on performance with little or no judging of workmanship, and the following weekend go to a con where workmanship judges will squint over your seams. Some cons don't allow walk-ons, some have a separate "fashion show" competition for those who would otherwise do walk-ons, some integrate them into the main cosplay show, some hold a separate contest just for judging of skits that otherwise wouldn't work in the main cosplay. Every cosplay contest has its own flavor and often its own reputation, just as many sci-fi masquerades do.

(Cont. page 6)





(Cosplay, cont. from page 5)
One example of a convention adapting ICG guidelines for cosplay competition is that of the Anime Next con in New York. Maureen Hallinan, the cosplay director at Anime Next, wanted to incorporate the guidelines, but realized that they would need major revision to work for her, since presentation and workmanship awards in cosplay don't always go hand in hand, and it didn't seem fair to her

to have someone who'd gained competition levels for workmanship competing directly against someone who'd gained competition levels based solely on their skits. She reasoned that since anime cosplay depends heavily on character recreation, presentation awards for cosplay competitions reward theatrical performance, while presentation awards for ICG-style competitions lean towards rewarding how a presentation contributes to the overall visual impact of a costume.

With that idea of different presentation definitions in mind, Maureen created a system for Anime Next that divided workmanship by the familiar divisions, but did not make the same distinction for presentation awards, with Best in Show awarded to the group with the best combination of workmanship (regardless of division) and presentation. This system worked very well for her competition, preserving ICG-style divisions for workmanship while lessening the formality that some cosplayers dislike, and provided a system that judges, competitors, and director saw as fair. Cosplay may never entirely take to the ICG guidelines, but flexible adaptations and hybrids like this one may represent the future of cosplay competition rules.

Some cosplayers have joined the ICG; why haven't we seen more, given how popular cosplay is? The cosplayers who have responded to ICG-related topics when they arise on the forums at cosplay.com, for the most part, don't seem to see much benefit in joining the ICG as an organization, though they may support the idea of changing masquerades to incorporate elements of the ICG guidelines. Although individual chapters may offer such tangible benefits as fabric store discounts to their members, that's up to the chapters, so the ICG newsletter can seem like the major "benefit" of joining the organization. Technological preferences seem to play a part, too. Some may choose not to join the ICG because they feel they have access to all the support and assistance they need through Web-based channels; the majordomo-style mailing lists that unite many segments of the ICG can seem clunky and outdated to people who are used to communicating via Web-based boards and forums.

It's not just anime itself that flies around the Internet at the speed of light. Cosplay has a huge presence on the net. Many individual cosplayers have elaborate personal web pages to showcase their work, and sites such as cosplay.com, cosplaylab.com and American Cosplay Paradise (www.acparadise.com) exist to provide a further showcase to a

wide audience; lots of cosplayers are known to each other only by the nicknames they use on the Web. (It still feels like an honor for me when I finally learn a respected cosplayer's real name!) Of the major cosplay sites, cosplay.com is by far the largest and most active, providing photo galleries, news, and hugely active forums that can get hundreds of new posts every day. Cosplayers keep in touch largely through Web-based technologies, especially those forums and boards; in addition to the cosplay sites, many cons host boards to discuss activities and plans, and cosplayers can make plans to meet up at a convention or simply compare notes on a particular costume.

Cosplay is creating an unprecedented number of costume hobbyists. These people represent a huge potential audience for the ICG, but they also represent a different school of thought about costuming and costume competitions, and reaching out to them could mean adapting and changing some of the ways the ICG communicates, especially on the Internet. I would be absolutely thrilled to see more cosplayers becoming ICG members and making costuming a part of their lives for a long time to come.



Maura Burns, a/k/a "Koumori," has been making costumes for over 15 years, and focusing on cosplay for the past 5. She is a member of the Northern Lights Costumers' Guild. She can be contacted at koumori@suspiciouscloset.com and seen at www.suspiciouscloset.com.

Thanks very much to Kyle Johnsen, Lionel Lum, and Aurora Vanderbosch for granting the ICG Newsletter permission to use their

copyrighted images. Note that all photographs with this article are copyrighted, and permission rights are exclusive to the copyright holders for use of these images.

If you're interested in doing more research and exploring the world of Anime and Cosplay, here are some other links and events suggested by Maura Burns that you may enjoy:

Cosplay.com: The largest and most active cosplay website; photos, forums, and news.

CosplayLab.com: A searchable database of costumes, includes cosplayer bios and news.

www.afansview.com: Kevin Lillard travels the country photographing cosplayers at conventions all year.

www.usagichan.com: So does Lionel Lum.

www.risingsun.net: Florida-based photographer Maboroshi's site. Featured cosplayers, photos of the week, huge photo archive.

Anime-expo.org: Anime Expo, the largest anime convention on the West Coast

Otakon.com: Otakon, the largest anime convention on the East Coast

a-kon.com: Project A-Kon, which I think is the largest anime convention in the middle. :)

CONVENTIONS AND OTHER EXCITING HAPPENINGS AROUND THE WORLD

2006

FarPoint
February 17-19, 2006
Hunt Valley, MD
www.farpointcon.com

Lunacon 2006
March 17-19, 2006
Meadowlands, NJ
www.lunacon.org

AdAstra
March 31-April 2, 2006
Toronto, Ontario
<http://ad-astra.org>

Norwescon 29
April 13-16, 2006
Seattle, WA
www.norwescon.org

Penguincon 4.0
April 21-23, 2006
Novi, MI
www.penguicon.org

ShowMeCon 4
April 21-23, 2006
St. Louis, MO
www.showmecon.com

Anime North
May 26-28, 2006
Toronto, Ontario
www.animenorth.com

Marcon 41
May 26-28, 2006
Columbus, OH
www.marcon.org

Balticon 40
May 26-29, 2006
Baltimore, MD
www.balticon.org

BayCon 2006
May 26-29, 2006
San Jose, CA
www.baycon.org

Costume-Con 24
May 26-29, 2006
Des Moines, IA
epicmovies.org

Fanime Con
May 26-29, 2006
Santa Clara, CA
www.fanime.com

Anime Mid-Atlantic
June 16-18, 2006
Richmond, VA
www.animemidatlantic.com

Anime Expo 2006
July 1-4, 2006
Anaheim, CA
www.anime-expo.org

Conzilla:
Westercon 59
July 1-4, 2006
San Diego, CA
www.conzilla.info

Shore Leave 28
July 7-9, 2006
Hunt Valley, MD
www.shore-leave.com

Tcon/TT20
July 7-9, 2006
Toronto, Ontario
www.tcon.ca/tt20/

Costume College
August 4-6, 2006
Los Angeles, CA
www.costumecollege.org

Otakon
August 4-6, 2006
Baltimore, MD
www.otakon.com

Pennsic 35
August 4-20, 2006
Slippery Rock, PA
www.PennsicWar.Org

L.A.con IV
64th World Science
Fiction Convention
August 23-27, 2006
Los Angeles, CA
www.laconiv.com

Dragoncon
September 1-4, 2006
Atlanta, GA
www.dragoncon.org

CopperCon 26
September 1-4, 2006
Phoenix, AZ
www.coppercon.org

Albacon
October 6-8, 2006
Albany, NY
www.albacon.org

Archon
October 5-8, 2006
Collinsville, IL
www.stlf.org/archon

Conjecture
Sept. 29-Oct. 1, 2006
San Diego, CA
www.conjecture.org

SiliCon
October 6-8, 2006
San Jose, CA
www.siliconventions.com

Windycon XXXII
November 9-12, 2006
Chicago, IL
www.windycon.org

Yaoi-Con 6
2006
UNCONFIRMED
San Francisco, CA
www.yaoicon.com

2007

WonderCon
UNCONFIRMED
San Francisco, CA
www.wondercon.com

Costume-Con 25
March 29 - April 2,
2007
St. Louis, MO
www.cc25.net

Nippon 2007
65th World Science
Fiction Convention
August 30 - Sept. 3,
2007
Yokohama, Japan
www.nippon2007.org

Arisia '07
UNCONFIRMED

OTHER COSTUME EVENTS / EXHIBITS

Fashion and Textile History Gallery

Fashion Institute of Technology, New York, NY
Permanent Exhibition [Ed. Note: Yay!]

Fashion in Film: Period Costumes for the Screen

Grand Rapids Art Museum, Grand Rapids, MI
January 26 - March 26, 2006
Avampato Discovery Museum, Charleston, WV
April 13 - June 11, 2006
Sioux City Art Center, Sioux City, IA
July 1 - September 10, 2006
Winterthur Museum, Winterthur, DE
September 28, 2006 - January 7, 2007

Toddlers, Teens and 'Tweens: 250 Years of Children's Fashion

Ohio State University, The Historic Costume & Textiles
Collection, Columbus, Ohio
October 20, 2005 - May 20, 2006

Lingerie: Secrets of Elegance

Phoenix Art Museum, Phoenix, AZ
November 19, 2005 - April 9, 2006

Costume Academy 2006

GBACG Full-Day Costuming Symposium,
Berkeley, CA, March 12, 2006

CostumeCollege 2006

CGW Costuming Arts Annual Conference
Anaheim, CA, August 4-6, 2006

Fashion in Colors:

**Smithsonian's Cooper-Hewitt National Design
Museum**, New York, NY
December 9, 2005-March 26, 2006

**Calendar items are listed courtesy of the following groups/
organizations. Visit their websites for even more event
listings:**

ICG Website:

www.costume.org/conventions.html

GBACG Conventions, Seminars & Symposiums:

www.gbacg.org/conventions.htm,

Adequate Anime:

www.adequate.com/anime/events/calendar.html and the

SF Lovers Convention List:

www.sflovers.org/Reference/fandom/conlist/cons-bydate.html

A Message from the Masquerade Director of the WorldCon 2006 (LA Con IV) Masquerade

by Martin Jaquish

The world was a different place back when a hundred entries would cross a Worldcon stage. There was no huge Internet to seductively claim many of our hours each week, and science fiction and fantasy were not the significant part of the cultural mainstream that they are now. The many ways to create and present costumes that we take for granted as "formula" today were invented then with trial and error. Some people look back upon decades of the Best of the Best showing off their work and wonder if there is much left to bring to the stage that has not already been seen.



The days of giant Worldcon masquerades are likely never to return, but that creative spark that drives fan costuming is not only still healthy, but growing. While it's true that the last several Worldcons shows have been of modest size compared to decades past, many of the annual regional media and SF cons are showing increasing numbers of costumers. New faces and new ideas are sprouting, and crowds are cheering for what they see. At one of the cons I help with, the San Diego Comic-Con, a 50-60 entry show with a mix of media, anime, SF, fantasy, comic book, and originals, half of the contestants each year are first-timers. They are new people discovering the art and getting hooked on it, and some of them doing marvelous work. The great pleasure it is to see their faces light up is what keeps me involved.

Some of these costumers from the Comic-Cons and Dragon Cons and the Anime Expos and so on will likely be in this Worldcon show, and some will be in the audience, eager to be treated to a truly marvelous experience. Like any exhibition of art or sport or other achievement, they don't want to see just new talent, they want to be treated to the Grand Masters too, to see the work of people they have heard about. Southern California, with its huge entertainment industry, is one of the creative forces of costuming in the world, and a Worldcon masquerade set there has rather high expectations to meet. Disneyland will be right across the street, after all, and that is a lot of magic to compete with.

L.A.con IV is hoping that many of you will see opportunity here, not only for having a fun time and for supporting costuming, but for showing off how truly remarkable a Worldcon can be. The Anaheim Arena is a tried and proven venue for the show, the committee dedicated, and we'll have a great backstage staff intent on making you all look and feel like stars. But most important is that there is the opportunity to create thousands of smiles that night, and to create lasting memories of fun and beauty in world that needs all of that it can get.

I hope to see many of you on the stage in costume, or helping out, or perhaps encouraging other costumers you know to take part. The Masquerade will be on Friday night, August 24. Complete entry information can be found on the L.A.con IV website, www.laconiv.org.

Remember that always dressing in understated good taste is the same as playing dead.
~Susan Catherine

NOTE:

Submissions Deadlines
For ICG Newsletter are:

MARCH 15TH!

MAY 15TH!

JULY 15TH!

SEPTEMBER 15TH!

NOVEMBER 15TH!

REMEMBER:
Submit early, submit often!

*Coming soon in upcoming
issues of your ICG Newsletter:*

COSTUMING FOR AND WITH CHILDREN
Hints and Advice for
(Relatively) Hassle Free Projects

**HOW TO SURVIVE YOUR FIRST
MASQUERADE**
Tips from the Masters on
What to Expect When You're Entering

**WHAT TO EXPECT AT
THIS YEAR'S COSTUME-CON 24**
Des Moines in May
It's THE Place to Be!

L.A.con IV

64th World Science Fiction Convention



Noted Faculty:

Connie Willis
Professor of Literature

James Gurney
Professor of Fine Arts

Howard DeVore
Professor of Fandom

Frankie Thomas
Commandant of the Academy

Membership:

Class Schedule:

\$175 until July 1, 2006

Wednesday August 23rd thru
Sunday August 27, 2006

Classes conveniently scheduled before
Labor Day so more educators and
families can attend

Campus Housing:

Hilton Anaheim
and Anaheim Marriott

\$99 confirmed room rates
for single/double occupancy

Academy Location:

Anaheim Convention Center
Anaheim, California, USA
Earth, Terran System, Western Spiral Arm

L.A.con IV, c/o SCIFI, P.O. Box 8442 Van Nuys CA, 91409

www.laconiv.org

ICG NEWS AND REPORTS (What's Going on With Our Governing Body)

Excerpts from the Official November-December Minutes of the Online ICG BOD Meeting (As Submitted by ICG Recording Secretary Dana MacDermott)

This is distilled from the complete minutes, which cover the discussions in far more detail. The full minutes will be posted on the ICG website - Dana MacDermott.

Issues:

Guidelines revision:

Betsy Delaney (SiW), as Co-Chair of Guidelines Revision Committee, forwarded a letter from Andrew Trembley, Co-Chair of the committee, which stated the following recommendations: 1) the existing Guidelines should be replaced with those developed by the Committee. (Draft posted at www.costume.org/guidelines-committee/draft3.html); 2) requested ICG members review document and contact their BOD representatives to indicate support or opposition; and, 3) stated a motion was being prepared to replace the previous guidelines, which would be submitted to the BOD.

Carl Mami (President) announced the Guidelines would be on the Annual Meeting agenda and refused further discussion on the BOD list.

Betsy Delaney (SiW) addressed the Guidelines question: "... whether we bring the Guidelines vote before the general membership or not, we still need to tell the members that it will be coming up for discussion and possibly voting prior to that meeting. In my opinion, we still should move to replace the existing Guidelines document with the new version, and simply include in the motion that the vote shall take place at the Annual Meeting."

Byron Connell (NJ/NY) recommended the BOD discuss the proposed Guidelines replacement and decide whether to recommend them to the membership, to be considered at the Annual Meeting in 2006 and suggested making a motion to that effect.

Betsy Delaney (SiW) moved: That the ICG consider the draft submitted by the Guidelines Committee as a replacement for the existing ICG Masquerade Guidelines and that /The ICG Newsletter/ should include the text of the proposed replacement and prominently notify all members that this matter will be on the agenda of the annual meeting in May 2006, so that members may review the proposal and decide their positions.

Carl Mami (President) declared the motion out of order, stating that he had set the matter of the Guidelines to the General meeting and that the BOD reps were responsible for discussing the issue with their chapters.

Tax exempt status for ICG Chapters:

Motion made by Byron Connell (NJ/NY), seconded by Dora Buck, (Treasurer): (1) *That the Board direct the officers to take all necessary steps to prepare and submit to the Internal Revenue Service a "Group Exemption Letter," as provided in IRS publication 557, "Tax- Exempt Status for Your Organization,"* (2) *That said letter include the New Jersey-New York Chapter, and* (3) *That said letter include any and all other chapters that desire to be included.*

Byron Connell (NJ/NY) responded to requests for clarification of his motion: "The IRS has a procedure by which a central organization that represents subordinate organizations may request a determination recognizing on a group basis the exemption of the subordinates under section 501(c). The procedure is detailed in IRS Publication 557, "Tax-Exempt Status for Your Organization," which can be downloaded as a PDF file from the IRS' Web site, <http://www.irs.gov/>. Relevant

portion: pages 6 through 8 in the March 2005 revision. For ICG chapters that wish to participate, this procedure should provide tax exempt recognition.

Discussion:

Darla Kruger (CGW) stated that she believed that Byron's motion would not suffice for the Federal Government or the Internal Revenue Service..... The letter could put us on the IRS radar. Byron Connell (NJ/NY): Proceeding with the letter would allow the possibility the IRS might accept. If the IRS asks for more info, we will get an idea of what they want. Kendra Van Cleave (GBACG) sees both Darla's and Byron's points as based on fact and contradictory. She wants more expert legal advice. Failing that, she will have to recommend that her chapter pursue its own non-profit status.

Vote on the motion : Yes=9, No= 2, Abstain =3, Not present= 2:

Motion passes

Opening the BOD meetings to the membership:

Carl Mami (President) declared that motion 09-05-01 (allowing discussion to develop a motion on this topic, reported on previously) failed for lack of votes. Yes:7; No: 1; Not voted: 8 Motion made by Dana MacDermott (Recording Secretary), seconded by Betsy Delaney (SiW); *The Online ICG BOD mailing list: 1) Any ICG member in good standing may subscribe to the ICG-BOD Yahoo Group list. Members of the list must provide their real names to the list maintainers to be verified as members in good standing with the ICG; 2) Any ICG member in good standing may address the ICG BOD through the ICG-BOD Yahoo Group list if he or she is sponsored by a current ICG BOD member; 3) Any member of the ICG-BOD Yahoo Group who is not identified as an official Chapter Representative or Officer of the Corporation may not vote on any business brought before the BOD on the ICG-BOD Yahoo Group list; 4) Any member of the ICG-BOD Yahoo Group list may be removed from that list, with appropriate warning, as outlined in the rules of access published on the list in the file "mailing-lists.txt" (sent automatically every month to all members of the list)."*

Discussion:

Dana MacDermott (Recording Secretary): "It concerns me that we have currently shut out the Treasurers and the Newsletter editor from the meetings even though there are issues being discussed that will affect them and would benefit from their input...We have recently realized we have had a significant problem with BOD members not actually being in contact with the BOD. This is why we have had so many delays and recesses. If the BOD members are not paying attention, they cannot be reporting to their chapters. The members should also be able to see how we are representing them...The ICG BOD's concern should be to encourage member participation, rather than to limit it."

Jeff Morris (list coordinator, member of St Louis Guild) addressed the list, strongly objecting to the motion by suggesting that the BOD reps were supposed to be informing the members, and asking if this was not being done so that the list would have to be open for the members to know what was going on. He called the motion "a waste of time and energy..."

Betsy Delaney (SiW): Her chapter ... does care "about the appearance of a closed, elitist organization that will not brook (Cont. page 13)

(ICG Bod Meeting Minutes Excerpts, Cont. from p.10) investigation or observation by anyone who is not 'in a position of power.' Friendly amendments could lighten the load on the Treasurer and list managers.

Carl Mami (President): Argued vehemently against opening the list by citing research pertaining to the boards of Fortune 100 publicly held companies and the policies of Congress. Stated that as long as the Recording Secretary maintained reports of the content of the meeting online, and the motions and voting results were posted on the web site, then the Annual Meeting should be sufficient to give members an opportunity to voice their opinions on the matters coming before the BOD on list. Byron Connell (NJ/NY): Non-representation is a long-standing issue, and one of the reasons CGUK seceded. He cited three non-profits including the New York State Board of Regents and the City University of New York's Board of Trustees. All three have public meetings and regularly permit non-members to address the board...

Diane Harris (SWGCG) commented that her constituency has never once asked her "if anyone on the board is doing their job," and questioned if anyone needs information about what happens on the BOD. Mentioned her members would like to have access to videos from past conventions, and cited comments from her chapter's alternate rep. disapproving of the entire topic of opening up the BOD online meetings.

Diane Harris (SWGCG) moved to amend the motion, seconded by Dora Buck (Treasurer): *1) Any ICG member in good standing may subscribe to the ICG-BOD Archives list after they have received a sponsorship from the parliamentarian. Members of the list must provide their real names to the list maintainers to be verified as members in good standing with the ICG. This permission may be for a time of thirty calendar days and then must be renewed. Any member may request permission only twice in each calendar year. 2) Any ICG member in good standing may submit to their Chapter Representative any suggestions in writing the member feels may be of importance to the ICG BOD; 3) Any member of the ICG-BOD Yahoo Group who is not identified as an official Chapter Representative or Officer of the Corporation may not address unless requested by the board. This action must be cleared by any two Executive Board members plus the President The person addressing the board may read a statement and answer any question put forth by the board. The member may not address any other subject; 4) Any member given permission to view the archive may be removed from that list, with appropriate warning. The viewing of the list is not permission to remove or copy in any way either in whole or part of the archives. The member be held liable for any reproduction of any information found in these archives.*

Discussion:

Carl Mami (President) characterizes the original motion as being for the reason that the reps are not giving their members information. He considers that anyone could disrupt the meeting unless closely monitored. He asserts that if the reps are doing their job, there is no reason anyone should want to see what the BOD is doing.

Dana MacDermott (Recording Secretary) expressed strongly that she felt the President's characterization of the reasons for the motion were a misrepresentation and were deliberately misleading.

Jeff Morris (list moderator) warned about heated exchanges and that they were inappropriate behavior for the list Pierre Pettinger (Parliamentarian) "I have received an official complaint against the actions of the president regarding this motion. The specific complaint is, in the words of the complainant:

The President's comments are inappropriate and are out of order.

First, he is addressing the specific content of an amendment and motion on the floor without first acting to remove himself from the position of chair of the meeting. Secondly, he is acting without a clear understanding of his role in meetings. Third, he is acting in a partisan way, which he may not do without stepping down as President for the purpose of debating the question.

Examining the history of posts on this motion, I must agree with the complaint. I remind the president that in the role as presiding officer and moderator of the discussion the president is to refrain from commenting on pending motions either in the affirmative or negative. The president is only allowed to address specific technical questions from the members of the board. These comments can include any perceived repercussions of the motion, but only in a neutral manner. If the president wishes to partake and contribute to the discussion, he may do so only if he passes the gavel to another officer, generally the vice-president, before he does so. Once passed, the gavel, for the specific motion or topic only, cannot be taken back until the issue is resolved; i.e. the item goes into a vote and the vote is completed. Again, due to the nature of the on-line meeting, specifically the ability to discuss more than one topic of a time, he may retain the gavel of other, unrelated, topics. I would ask the president to apologize and refrain from further comment on this amendment, or to pass the gavel to the vice-president.

Pierre E. Pettinger, Jr., Parliamentarian

Amendment vote (January):

Yes=4, No=8, Abstain=1, Not Present =4: *Amendment failed*

Quorums:

Pierre Pettinger (Parliamentarian) as requested submitted the writing of a motion regarding quorums. Moved: moved by Sandy Swank(DVCG), and seconded by Betsy Delaney (SiW): Add new section (c) to Standing Rule 15
The listing of automatic notifications of receipt required in section (b) above will constitute the members present for that debate and vote. This number must constitute a majority of the Board members for the debate to proceed as required by the By-Laws, Article V, Section 10. Under no circumstance may any member of the Board of Directors be prevented from debating or voting on any issue regardless of the result of the automatic notification required herein.
Renumber existing sections (c) and (d) as sections (d) and (e)

A Note from the Editor about Your Address

As if moving isn't enough of a hassle already . . . This is to clarify our current procedures for updating mailing addresses with the ICG. For the last issue, we received back several issues with "Forwarding Order Expired, Unable to Forward" stickers on them from the Post Office. Please note - word of mouth is not the way to get us your new address when you move. Nor is clicking your heels together three times and saying "There's no ICG Treasurer like Dora Buck to update our membership lists." (Even though we all know it's true!) You must send us an email directly to newsletter@costume.org, AND advise your Chapter Treasurer of your new address. Ask him or her to update the ICG as well. Please add us to your not-inconsequential list of things to do when you move, and there should be no interruption in your receipt of your newsletters! Thanks in advance, and happy moving!

ICG Treasurer's Report

Bank balance as of January 19, 2006 was: General Funds: \$5,975.93; Archives: \$45.57; Newsletter: \$1,421.09

Current Membership

Chapter	Members	Last Report	Chapter	Members	Last Report
BRCG	0*	July 2005	NJ/NYCG	39	January 2006
CCG	17	October 2005	NLCG	34	January 2006
CGW	319	October 2005	SLCG	35	December 2005
GBACG	211	January 2006	SiW	39	January 2006
GCFCG	7	April 2005	SWCG	15	October 2005
GDCS	11	January 2006	UCG	6	July 2005

* - All members lapsed 9/28/05 **Total 733**

Your ICG membership benefits include voting rights and a subscription to this newsletter. Chapters that fail to report their members and submit their dues run the risk of being deactivated. Members of deactivated Chapters who wish to participate in activities as ICG members must join an active Chapter of the ICG.

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 members below are not correct in our records. Please contact us to update the information we have on file for the following:

- | | |
|-----------------------------------|-------------------------------|
| Maureen Brown (BRCG) | Christi Pachen (CCG) |
| Samantha Gallardo (CGW) | Ivan Lawson (CGW) |
| Paula Leary (SWCG) | Tonya Lawson (CGW) |
| Carlos Egan (SWCG) | Linda Bredemann (CGW) |
| Maryann Jones (CGW) | Christina Dixon (CGW) |
| Margaret Richardson (BRCG) | Kirsten Manning (CGW) |
| Sarah Manning (CGW) | W. Lynne Brown (CGW) |
| Martha Phillips (CGW) | Helen Westerlund (CGW) |
| Meilin Wong (GBACG) | |

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

ICG Editorial Board 2005-2006

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|--------------|------------------------|
| Chair | Denisen Hartlove (SiW) |
| Member | Carl Mami (Sick Pups) |
| Member | Dora Buck (Sick Pups) |
| Member | Carole Parker (SiW) |
| Member | Betsy Delaney (SiW) |

ICG Officers for 2004-2005

- | | |
|-------------------------------|-----------------|
| President | Carl Mami |
| Vice President | Nora Mai |
| Treasurer | Dora Buck |
| Corresponding Secretary | Sandy Pettinger |
| Recording Secretary | Dana MacDermott |

Helpful Hands of the ICG

- | | |
|-------------------------|--------------------------|
| Newsletter Editor | Denisen Hartlove |
| Internet Guy | Jeff Morris |
| Archivist | Carl Mami |
| Parliamentarian | Pierre E. Pettinger, Jr. |
| V.P., Maryland | D. Jeannette Holloman |

ICG Web Site:

www.costume.org

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

Contact Us:

ICG Newsletter c/o Denisen Hartlove, Editor 5532 Montana Drive Concord, CA 94521 USA	ICG Correspondence Corresponding Secretary Sandy Pettinger 5100 Leighton Avenue Lincoln, NE 68504-2946 USA
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Publication Specifications/Advertising:

Deadline to receive materials or advertising for print: **The 15th of the month prior to publication.** Further, updated information will be included in the next issue. Please get us your submissions and advertisements for the next issue by no later than March 15, 2006.

Electronic submissions must be at least 300 dpi resolution. Material may be formatted as follows: text, RTF, MS Word or Corel WordPerfect. Graphics at 300 dpi resolution in GIF, JPG or TIF. Email to newsletter@costume.org, or send CD/disk to *The ICG Newsletter* address above. Contact us first before sending attachments in email - we're sensitive to viruses!

Hard copy submissions (if absolutely necessary): Send by snail mail to *The ICG Newsletter* address above. We reserve the right to retain all hard copy unless accompanied by a SASE.

Advertising rates are per issue. Please make payment to The ICG, Inc. and send with advertising copy to *The ICG Newsletter* address above. Ads received without payment will not be published. Advertising revenues are used to defray the cost of mailing the newsletter. Additional proceeds benefit the International Costumers' Guild, Inc.

Ad Size	Member Rates	Non-Member Rates
Full Page	\$60	\$120
Half-Page	\$30	\$60
Quarter Page	\$15	\$30
Eighth Page (Business Card)	\$7.50	\$15
Classified Ads	Free	50 cents/word

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