



# The ICG Newsletter

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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.

## Farewell Message from the President

When I was a little kid I spent hours watching all the old movies I could. Each week I would watch the Lone Ranger and SGT Preston make things right. The westerns were the best then. The good guys wore white hats and the bad guys black ones. As I got older I found out it is not always so. What is good and bad are really in the eyes of the beholder. One thing that always stood out in those movies was that the hero always knew when to leave town.

Or as Sgt Preston always said "Well King (his dog), this case is closed."

Since 1983 I have been part of the costuming community, from working back stage to on stage to finding my first love the archives, and my second love video. I have been happy and sad. I made many friends and lost some along the way.

I had my finest hour when I got the Lifetime Achievement Award in 1999.

I have failed a couple of times - the Quarterly still hurts.

I have been both Vice President and President and following some of our past presidents has not been easy.

I have tried to do what needed to be done, not always as I wanted, but as they needed to be done.

I have turned the archives over to Pierre Pettinger and I will not seek reelection at CC-24.

I still have the important part of the President's message to complete:

First and most important I want to thank **Pierre and Sandy Pettinger** for their help. Pierre always had the advice I needed at any time of the day or night. Without his help and advice, I would have made many more mistakes than I did. Sandy you are a sweetheart. No matter when I called you never were cross or bothered. You are a very special lady.

**Darla**, I learned a lot as your VP. The only lesson you did not teach me was not to be President.

**Diane**, for a new kid on the block you were wonderful.

**Dora**, there is no way to say thanks for all the times you had to listen to my ranting about being President.

**Jeff**, where would I have been without you? You worked harder than I did, that's for sure. You always were right there with what I needed for the website.

To the **BOD**, you were great. You didn't always agree with me, but when the ICG needed your service, you never failed them. I am sorry I could not make the job easier.

Now back to work:

As has been the practice since Darla came up with the idea, the Presidential Award goes to **Denisen and Jay Hartlove**. Denisen you came in at the last minute and took over the newsletter and made it a treat to read. You have worked hard to make it better than I ever expected and you earned this award  
(Continued, next column)

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**NOTE: NEXT DEADLINE FOR SUBMISSIONS IS MAY 15!**

## Editor's Message

**First**, thank you Carl for honoring Jay and I with the President's Award. It was a pleasure working with you, and I consider myself lucky to have gained you as a friend over the last couple of months. Enjoy your vacation while you can - and we'll look forward to hearing from you again, if not on a masquerade stage, then filming same!

**Meanwhile, vote early, vote often** was the old Tamminy Hall cry prior to elections, and while the "often" part may not hold, ICG elections are coming at Costume-Con 24, so get voting! My take is that no matter what your political stance on any given issue, you can't complain if you don't vote. (Better yet, if you run for office with grand solutions in mind!) Towards that end, earlier this month, I emailed all **Chapter representatives**, and asked **Carl Mami** to email the Board of Directors, for anyone running for Board office to get me their candidate statements for publication in this issue. If they've chosen to publish a statement of their candidacy, you'll see that statement in this issue of the newsletter.

Not planning to attend the ICG General Meeting at this year's Costume-Con? Inconceivable! But just in case, I've also included in this issue a copy of the **official proxy form**. Just fill out the form, get it to someone who is attending the General Meeting, and they'll vote for you.

In other news, I understand that my original chapter, the **GBACG** (Dreamers of Decadence) may be seceding from the ICG. I'm rather crushed, as Jay's and my names are on the original charter of that Guild, and I remember going to early meetings in Jwlhyfer de Winter's living room, where we ate chocolate chip cookies off her coffin coffee table and planned the first Fairie Tale Masquerade Ball. That group will be sorely missed. I believe that some chapter(s) of the ICG may be working with GBACG members to ensure they keep ICG voting rights, at least through the general election. And in the meantime, to them I wish good luck, be well, write often, and don't be strangers!

Got a minute? Check out the **Costume-Con archives** put up by **Kevin Roche** and his crew at [www.costume-con.org/gallery2](http://www.costume-con.org/gallery2). Fabulous and wonderful - thanks guys!!!!!!

Meanwhile . . . if you're like me, a competition-shy Master-level costumer, my own sweet husband, **Jay Hartlove**, has put together an article on tips and tricks from other, experienced competitors on entering (and potentially winning) masquerades. Thanks very much to him and everyone who contributed to his article!

As usual, enjoy this issue, and we'll see you again soon!

### (President's Message, Cont.)

hands down. Jay you are being honored because we all know how much you have to do with this, nothing runs without a good support team to smooth out the bumps and holding down the fort, not to mention all the folding and stuffing. You earned this honor, enjoy the limelight

At the General Meeting two important issues will be taken up, one is the guidelines. The other is the GBACG status. Your votes are needed. These are important issues and this is your chance to be heard. How you vote is yours to decide, but do vote.

Now that all of this has been done and said it is time to move on.

"THIS CASE IS CLOSED"

**C. D. Mami, (Past) President, Board of Directors, ICG**

## Ready for the Big Time

by Jay Hartlove

You've got a big idea for a costume, and you would like to show it off on stage. Maybe it's a really big idea, and you'd like a really big stage. Maybe a large science fiction convention is coming to town in a few months. Or maybe this big idea of yours would be worth traveling to the next Costume-Con or WorldCon. What should you be aware of, beyond the actual making of your costume, when you are planning on entering a large stage competition? What advice can seasoned competitors give you, the lessons they learned the hard way? I asked a number of costumers who have won world-class competitions what tips they would give someone thinking of entering a major costume contest.

Designing and building costumes for close-up display, such as for wearing to themed parties or in the halls of a convention, requires a smaller scale and more attention to wearability. Stage costumes generally are bigger or flashier, include movement, and focus on theatricality. There are big venues for displaying quality up-close craft, such as the historical competition at Costume-Con. But launching something theatrical, or with multiple costumes, or with special effects, requires additional planning and logistics beyond just doing a good job with the costume itself.

So why would anyone want to make this process easier for potential competitors? Although there are prizes given at shows, what fills the convention ballrooms with eager fans is creativity on display. The competition is there to get creative people motivated to do their best. Even your most ardent competitors want to see what you have done. In fact, your fellow competitors are often the only ones who really appreciate the effort you have made. No one wants to see your vision cut off from becoming reality because you fell into some trap the rest of us have fallen into before.

I assembled a panel of experts, folks who have been entering and winning big convention competitions for many years. My veterans:

**Ricky Dick** is a professional makeup artist and haunted house builder who has been competing his costumes at science fiction conventions, and winning, since 1980. He founded The Sick Pups of Greater Monmouth County (aka the NJ/NY ICG chapter).

**Karen Dick** is the co-founder of Costume-Con, the founder of the Fantasy Costumers Guild, which became the ICG, and the author of the Whole Costumers Catalog. She has been building winning costumes for science fiction conventions since 1973.

**Cheryl Serr** started small, making hall costumes for several years before getting up the nerve to compete in 1985. That was when she joined forces with her now-husband **Don**. Together they have gone on to win top prizes at the biggest shows.

**Kathy Sanders** entered her first costume competition at WorldCon in 1967. In all those years of active costuming, she has seen the complete arc that developed into what we now have as organized competition. She has not only won at dozens of shows, but has run several masquerades.



**Dana MacDermott** entered her first convention masquerade in 1983. She has been actively involved in organized costume fandom as well as judging shows and winning top prizes.

**Pierre and Sandy Pettinger** have been entering convention masquerades since 1983. Two of the most active members of our community, they have probably been involved in more contests, either behind the scenes or on stage, than anyone else.

I also asked **myself**, since I've been doing this since 1976. **What three things would you tell someone considering the Big Time?**

As diverse a group as this is, there was remarkable unanimity around a few key tips. Clearly these are worth remembering, as so many veterans came back with the same answers. There were eight basic categories of advice.

### Know and use the venue

When you begin to consider what you are going to create, think about the venue; think about the size and scale of your work so that it will fit the stage and will have details that can be appreciated at the distance from which your costume will be observed. (Dana)

Use the stage. Think through why your costume belongs on a big stage. What is the character doing? Is movement an important part of who the character is? Does the costume undergo some change in the presentation? Be sure to show off all sides of the costume, especially if there is something

interesting on the back. Is there something you want the audience to focus on? If there is an illusion or redirection, be sure your movement plays to this. What about lighting, sound and music? Even if your costume isn't a character, say you are doing an historical non-personality, then when are we seeing them? Are they taking a stroll through their favorite park, or are they meeting the Queen? How you act on stage makes

a huge impact on the believability of the costume itself. (Jay)

Read the rules. Don't assume it's the same as any other masquerade you've entered / seen. (Pierre & Sandy)

### Details count

Obsess about the details. Even if it can't be seen from the audience, the makings of a master costumer is in the details. (Cheryl)

Pay attention to the details. If your shoes don't go with the costume (for example), it can ruin the illusion. (Pierre & Sandy)

Try to pick characters you physically resemble. Nobody wants to see a 3 foot tall Darth Vader [unless it's for laughs - Jay]. (Kathy)

Love your costume. Make your competition costumes on the basis of what you enjoy doing and wearing, or some new skill you want to learn, not on the basis of what you think will win. Remember that judging can be highly subjective because this is an art form and there are no hard and fast rules. (Karen) (Cont. at "Tips" on Page 3)





**("Tips" Cont. from page 2)**

Know your materials. Nothing eats up time and builds frustration like having a material not function as you hoped. If your costume requires material or a technique you don't know well, then get advice from fellow costumers through the various guilds. This is a major reason for their existence. Get advice from the salespeople who sell you the materials. Find the time to take a lesson. Give yourself time to experiment. (Jay)

**This is a visual entertainment**

You are there to entertain the audience. To quote George Paczolt, "Hit them once, hit them twice and then get off." Longer than that and you bore the audience. (Kathy)

Run your idea past other people not just your closest friends. An inside joke is just that, an inside joke. Not everyone will get it. And if the judges don't get it... (Don)

Think about the nature of your audience and select something they will appreciate with a minimum of explanation. If you do not honestly think that the audience will understand what you have done without more than three sentences of narration, you may be making a mistake in your choice of subject. Your mode is visual; everything else should be secondary and exist in the support of your concept. (Dana)

Shorter is sweeter. You don't need five minutes (or even 2 1/2) for your presentation. Honest. (Cheryl)

This is a visual medium, so limit the verbal explanations. Besides, if you have to have the announcer explain it, then your presentation has failed. (Kathy)

Rehearse!! (Cheryl & Don)

**Enjoy the creative process**

[Costuming] scratches your deep creative itches. Enjoy the experience. Try to have your costume(s) ready in advance of the convention, so you can enjoy the con, talk to your friends and make new ones. Nothing wrecks an experience more thoroughly than spending the entire time in a panic finishing your costume. Be ready enough backstage so that you can look around and see the wonders that are appearing. (Dana)

Remember that your costume is more than the extremely short time you spend on stage. Try to enjoy the creative process of making the costume and designing the presentation for competition. Try to imagine what fun you'll have wearing the costume in the halls the next day or the next convention. (Karen)

No matter how well you plan, turning a design into reality will always have setbacks and steps that take longer than expected. So plan on having the costume well before the convention. If you actually get it done ahead of time, then you are better than me. Even with lots of planned elbow room, seasoned costumers often find themselves finishing the costume in their hotel room the afternoon before the competition. (Jay)

**Be self-sufficient**

No matter what the people running the Masquerade tell you they can provide, try to be as self sufficient as possible. No committee can be 100% for 100% of the costumers. You don't want to chance being the 1% who has a problem. (Ricky)

Repair kit. Don't leave home without it. When you're behind stage and something breaks, comes undone, rips, etc. having a needle and thread, duct tape, hot glue, or even a hammer and chisel could save your whole presentation. (Don)

**Take care of yourself**

Take care of yourself physically, mentally and emotionally before and after you've arrived in the green room. Make sure you've eaten, and are hydrated and as comfortable as possible. This is the best way, regardless of any success from awards, that you can have a fun positive experience and have the will to try it again. (Ricky)

Mix awe inspiring look and comfort/convenience in equal portions. (Cheryl)

Make sure you have dinner (even if it means room service or pizza while you are doing the first preparations in your hotel room). (Dana)

Calories and hydration and relaxation. Eat and drink, your body needs fuel. Rest, shower and relax. (Don)

Eat something before showtime. Drink water (just not too much). Sleep the night before. (Pierre & Sandy)

**Keep perspective**

Once you step on stage, you no longer 'own' your costume. It is now art for the ages. Whether people-audience-judges like it, hate it, love it, remember it, or not, is now not up to you. Since you don't have any control over this, you must find peace with what you have built and be satisfied with it in your own head. (Ricky)

The best "awards" don't always come from the judges. Sometimes, they're from the guy from the third row who finds you after the masquerade and says that he and everybody sitting around him thought you should have won.

Sometimes, they're from the person who remembers your costume months or even years after you wore it in competition. (Karen)

Do not allow winning awards to be the validation of your costuming. Awards are nice, but if they are your major motivation, you will be unhappy often, angry frequently, and less satisfied with your own work. (Dana)

If you don't win big or win at all in a competition, KEEP TRYING. Ask for constructive criticism from judges or costumers whose opinion you respect. Keep trying to improve your construction and presentation skills. Try to fine-tune an existing costume, or try something new. This is an ongoing evolutionary/learning/growth process for everyone, even the people who have been in the hobby for 10, 20, or 30+ years. (Karen)

**Have fun**

Don't sweat it - it's supposed to be FUN!! (Pierre & Sandy)  
It's a costume contest, you're supposed to have fun. It's a requirement. (Don)

Remember, costuming is supposed to be fun. (Kathy)

You are supposed to be costuming because it is fun. (Dana)

These quotes show how important it is to be kind to yourself during this very stressful process. From giving yourself enough lead time, all the way through to keeping wins and losses in perspective, the lesson from the veterans is to give yourself a chance to enjoy your art. We all love to see creativity on display. None of us want to see a fellow costumer consumed in frustration.

So stick these tips up on your workroom wall, and get costuming!

*Photos used with permission.*

*Jay Hartlove has been costuming since 1976, and has won numerous awards, up to and including being an integral part of the Best in Show-winning team at ConJose. His name is on the charter of the Greater Bay Area Costumers Guild, and he now holds membership in Silicon Web.*



## A Message from the Director of the L.A.con IV Masquerade

By Martin Jaquish

They won't mess up our lighting or tape, will they? What happens if the M.C. misreads what he is supposed to say? What if I can't hear my cue in the music? Will I do okay, or will the lights in my eyes and the presence of all the audience throw me off? I remember those thoughts when I was a part of costume groups long, long ago, waiting for our turn on stage. My costuming friends enjoyed doing big groups, and now and then needed a body to fill a role and a costume, so I got involved. A handful of times I was in shows, but only once in a costume I made myself. Sewing machines simply weren't for me, and none of my girlfriends seemed to have the sewing muse either. But I always had fun taking part. Most cons, I was just in the audience.

Now, jump forward a few years...

Somehow I was a masquerade technical director without at all intending or expecting to be one. How it happened is a story for another time, but suffice to say, it started out as a favor to a friend, but it soon became something done for other, rewarding reasons. Those of you who have directed a show will likely recall an experience of your own similar to this one: It was early in my "masquerade career", a NASFiC, and I was "calling" the tech for it in a venue with union stagehands, via a headset.

This particular presentation started in black, stage lights coming up to reveal the contestant standing mid-stage, displaying the back of her kimono-like costume and the image on it. Her face was painted in an artful application of white, evocative of Japanese theatre. After a few moments, she gracefully turned around, paused, then as her music approached a crescendo, she introduced the "surprise" ingredient in her presentation, and regally uncrossed her arms to reveal a stunning beaded dragon design over her front and spreading onto her hanging sleeves. She had left it to me to add any "punch" to her surprise that I felt was appropriate, so I held back telling the spotlight to come on, and had it illuminate her just at that moment of her opening her arms wide.

Admittedly, it was luck as much as it was calculated timing that my command to the spot operator, and his reaction, was not done too soon or too late. It was a gamble, and I knew it. We'd been unable to do a rehearsal with lights, and the spotlight operators gave every indication of not being particularly motivated. What if the spot came up missing her completely? But an angel of the arts was hovering nearby that night, and it worked perfectly, and the effect was dramatic and magical. In the audience, the applause for her was sincere, vigorous, and long lasting, and the contestant looked like she could walk on air when she came off-stage. It was not a complex presentation at all, not a group, nothing innovative, nothing that will go down in fan history as famous, but it still had magic that I could feel. Maybe the audience reaction to her would have been just the same even if the lighting had been sloppy, but what I loved is that all the elements came together beautifully and a great many smiles were created. It was moments like those that got me really hooked on doing these shows. When all the elements come together and the hard work and hopes of the contestants are rewarded with cheers from the audience, it all becomes undeniably worthwhile. Those of you

who have been in shows, either on stage or as crew, know what I am talking about.

In any case, it was not a big, flashy act that the contestant had, yet it still remains firmly in my memory. The point I am hoping to modestly illustrate here is that it doesn't have to be big and splashy or novel to bring enjoyment. A good, fun show is not locked to big costumes, big groups, stunning original concepts and big productions. Sometimes the simple, intimate act can leave just as lasting a happy memory. The point of the show is to feel some electricity, walk away with a smile, and create the same for others. Heaven knows, the world is a cruel and ugly place most of the time and needs all the good moments it can get.

So why am I saying this here? Because I've come to understand that there are some talented, experienced costumers out there, who are shying away from costuming lately because they feel that they can't top what they've done in the past, or they don't have an idea with grand spectacle to it, or they simply can't think of anything that can compete with the exceptional work of others, I would just like to emphasize that those are not prerequisites for a fun experience in a masquerade. Your WorldCon entry doesn't have to be a big, it need not have innovative wings, or electronics, or a huge banner or leave the audience gasping with awe. Yes, I know this is a show that some of you may feel is supposed to be above any regional con in scope and talent, but that premise should not overshadow the original and main purpose of the show, which is for people to have a great time sharing the fun of their costumes with others. It's for costuming for costuming's sake. I've had a couple of fine costumers I know tell me that they don't have anything they feel is good enough, or unique enough for a WorldCon, to which I say, if they would have fun wearing it, and they think the audience would enjoy seeing it, then it belongs in the show. Well, okay, yes, and it has to fit the criteria of the rules, too, but you get my point.

Something that may happen is that there could be a fair number of people at this convention who will be attending a WorldCon for their first time, and it would be terrific to give them a great demonstration of what a WorldCon masquerade can be. California is full of conventions these days, and with the con being in the "resort" destination that it is, right across the street from Disneyland, a lot of new faces from our regional cons may well give this WorldCon a try. The L.A.con IV committee has taken on a philosophy that any group involved in the arts benefits from gaining new people and new ideas. One way to encourage more new faces was to try to make this con a bit more affordable by staging it on a non-holiday weekend, and out of conflict with two other large events. Their latest idea is what they have named a "Taster's Membership", to allow new people to check out the convention without paying full price. People buy a one-day membership for \$75, get it time-stamped, and for a couple of hours can do whatever they want at the con to see if they like what they see. If they want to stay longer, they simply keep walking around, or can buy up their membership to a full one. If they decide it is not for them, they return within the time limit and get all but \$20 of their membership cost refunded.

Will this have much effect? I've no idea, but for those new faces that do show up and stay for the Masquerade, I would love for them to have a very memorable evening at the show. Some of these people may then go on to attend subsequent WorldCon's elsewhere and do costumes. Good shows breed more good shows, after all.

Lastly, I have an invitation especially for those of you doing costumes for the upcoming Costume Con. After you've (Cont. at "Message" on page 5)



## ICG BOARD MEETING MINUTES

Submitted by Carl Mami

Jan 03: BOD recalled from recess; discussion opened on motion 10-05-01; motion made and seconded; because of the holidays discussion will open on 01-03-06 at 12.01 am EST for 15 days Voting will begin on 01-19-2006 at 12.01 AM EST and continue until 02-02-06 at 11.59 pm EST.

Jan 06: It was confirmed the Utah was still a state in the Union.

Jan 09: Request by Web Guy to update e-mail and name of all chapters; GBACG informed the President of intent to leave the ICG pending information needed to do so

Jan 10: Friendly amendment attempted to motion 10-05-01

Jan 11: Motion 10-05-01 was withdrawn; motion 01-06-01 was brought forward - discussion will start Jan 12, 2006

Jan 16: Agreement was reached to allow Kendra to Represent the GBACG until all details of their leaving was decided

Jan 18: Recording Secretary announced the posting of the summary of the minutes for Nov & Dec

Jan 19: Voting opened on 12-05-01. Treasurer filed report

Jan 20: A new chapter requested paperwork to join the ICG; this request was filed

Jan 24: Request made for tally of votes cast on motion 12-05-01

Jan 25: Recording Secretary complied with the request

Jan 28: Voting began on motion 01-06-01

Feb 02: Voting was closed on motion 12-05-01; motion passed

Feb 12: Voting on Motion 01-06-01 closed the motion failed (4 yes 9 no 3 not voting)

Feb 12: Chapter Representative of Silicon web resigned

Feb 14: President that GBACG has removed itself from the ICG - The president requested the status of the minutes and asked if there was a problem- The president appointed a committee to review the problems with the failed motion 01-06-01 The president sent to the floor a request for the board to consider an award program. The Rec Sec resigned.

Feb 15: Diana Harris was appointed Recording Secretary by the President; Frances Burns was made SWCG rep. The President requested a motion to allow a rep from GBACG to serve until the general meeting. The President requested a motion to remove Utah from the ICG. The motion was made to allow Kendra to represent the GBACG. The president asked the board if there were any objections; Byron Connell objected

Feb 18 President decided to allow a motion 02-06-01 to be made and set 3 days to discuss the issue; Voting is to begin Feb 21, 2006 and end Mar 07, 2006

Feb 21, 2006 Voting began on motion 02-06-01

Feb 23 Carl Mami announced his retirement as the archivist and the passing of the archives to Pierre Pettinger

Feb 24 Motion 12-06-02 was presented to the Board; discussion will open Feb 25, 2006, voting will begin Mar 17, 2006 (see Web Site)

### **MOTION TEXTS:**

#### **Motion 12-05-01:**

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).

#### **Motion 01-06-01**

Motion for new Standing Rule: The Online ICG BOD mailing list:

- 1) All chapters of the ICG shall provide a Board representative to subscribe to the ICG-BOD Yahoo Group list. All Officers of the Corporation shall also subscribe to the list.
- 2) Members of the list must provide their real names to the list maintainer(s) to be verified as Board members. A second (alternate) Board member may also be subscribed for each chapter of the ICG.
- 3) Any ICG member may address the ICG BOD through the ICG-BOD Yahoo Group list by submitting his/her comments to a member of the ICG BOD Yahoo Group list.
- 4) Select additional members who are not identified as either an official Chapter Representative or Officer of the Corporation may also be subscribed to the list at the discretion of the BOD members, but these individuals may not vote on any business brought before the BOD on the ICG-BOD Yahoo Group list and may only address the list when requested to do so by a voting member of the list. Additional members must also provide their real names to the list maintainer(s).
- 5) 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)."

6) The list maintainer(s) shall set to public the access to the ICG-BOD Yahoo Groups list archive, to permit non-list members the ability to view the ongoing discussion. The location of the archives shall be published on the ICG web site and in the ICG Newsletter, and such other places as are deemed appropriate.

### **("Message," Cont. from page 4)**

showcased your miracles there, why put them away out of sight when another audience of sophisticated fans would absolutely love to see them? Please think about bringing them to WorldCon and sharing them with the 3,000 or thereabouts of the most dedicated science fiction and related genre audience you'll find anywhere. With the Masquerade being on Friday night, that will leave your Saturday wide open for having a relaxing day at the con, or, you can walk across the street to Disneyland and Disney's California Adventure. Rooms are just \$109 a night as of this writing at the Hilton, and \$99 at the Marriott, a great rate for the location.

Please join with me and the rest of the dedicated and experienced Masquerade crew to make this a show to inspire and entertain many. I'm involved with four masquerades this year (two done with, two coming), some small, some large, and I have over 30 masquerades to my credit as either running them or being technical director, and I would really love to see this WorldCon show be one inspiring the most applause, as well as see it encourage even more costuming in conventions to follow. The stage is set for you, you need only bring your costume.

Much more information can be gained at the convention website, [www.laconiv.org](http://www.laconiv.org), or e-mail me directly at [the.masquerade@sbcglobal.net](mailto:the.masquerade@sbcglobal.net).

### **ICG Newsletter Identification Statement:**

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# PROXY FORM

This Proxy Statement is for ICG members who will not be attending the Annual Meeting at Costume-Con. If you want to vote, complete the form and give it to someone who will be attending.

=====
International Costumers' Guild 2006 Annual Meeting Proxy Assignment Form

On this \_\_\_\_\_ day of \_\_\_\_\_, 20 \_\_, I, \_\_\_\_\_,
assign my vote to \_\_\_\_\_
and authorize the below named member of the International Costumers' Guild, belonging to
\_\_\_\_\_ Chapter, to represent me in all business coming before the 20 \_\_\_\_
Annual Meeting of the International Costumers' Guild.

Assignee Name\*: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Province: \_\_\_\_\_ ZIP/Postal Code: \_\_\_\_\_

Assignor Name\*: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State/Province: \_\_\_\_\_ ZIP/Postal Code: \_\_\_\_\_

Signature: \_\_\_\_\_

\*Who you are authorizing to vote on your behalf.
\*\*Your name.

\*\*\*\*\*



## Renaissance Fabrics

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See a fabric or trim that interests you? We offer up to 4 s watches for free
so that you can see the color and feel our quality.

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[www.RenaissanceFabrics.net](http://www.RenaissanceFabrics.net)



## ICG CANDIDATE STATEMENTS

These are statements from those running for ICG office who've chosen to address the ICG general membership via the Newsletter. It's very important, however, that it be clear this in no way comprises an endorsement (or lack thereof) of any one candidate on the part of the newsletter, the Editor or Editorial Board. Nor does this list purport to represent a complete list of those running for office. See your local Chapter representative for a complete listing of those nominated for office after nominations close in April of 2006.

### President:

**Richard Man:** [ Due to the newsletter length restriction, this is merely an abridged version. The complete text can be found at <http://www.dragonsgate.net/richard/Man4ICG.html> ]

The International Costumers' Guild, Inc. (ICG) was started in the early '80s to serve costuming enthusiasts. Together with its member chapters, the ICG provides educational, cultural, social, and community service opportunities for costumers. However, as the saying goes, "The world's a' changing." Looking ahead, there are new challenges that threaten the continued existence of the Guild. We must work to make the ICG relevant to current and future costumers, as well as preserving our past:

- **Stop the Secession of Member Chapters:** A major benefit to the ICG chapters is the umbrella 501 (c)(3) non-profit status. Due to regulatory changes, whether the ICG can continue to provide such benefits without access to chapters' internal financial information has become an issue. As this issue has not been addressed effectively, some chapters are considering seceding, with the GBACG already seceded. The ICG must work with the chapters to address their concerns. As the GBACG has a sizable membership, we must try to get the GBACG back into the Guild.

### - **Increased Values to Members and Non Members:**

== Provide web resources such as online forums and other materials. As the web has become pervasive in our lives, more and more costumers will look online for information.

== One of the most valuable ICG assets is the photo and video archives. This is our glorious past history and must be organized, and within a proper scope and with proper permissions, be made available online to benefit as many costumers as possible.

== Other resources may include "Yellow Pages" for costume makers.

- **Outreach:** Most costumers these days do not know that the ICG exists. The ICG must become a forward and outward looking organization:

== Actively recruit Anime cosplayers, furry costumers, etc., as they provide new blood to the community. There is no reason why any schism should exist between the communities.

== Actively work with various SF/fantasy and Anime conventions to promote the use of ICG masquerade guidelines.

== Continue to encourage conventions, especially the newer ones, to bring costuming panels and workshops to programming.

== Consider publishing materials from the archives, Costume College etc. for fund raising.

- **Balancing the Volunteer Workload and Spend Money Wisely:** As a volunteer run organization, the ICG is "punishing" the volunteers by overloading them with work. There are also officer and other positions that may require professional help, especially in the areas of legal and account practices. The ICG should spend its funds wisely and get professional help when necessary.

**Candidate Biography:** Richard is a semi-professional photographer. His photographic site of mainly masquerade photographs, [www.dragonsgate.net/photopost](http://www.dragonsgate.net/photopost) has over 780,000 views since 2004. He and his wife, Chris, have been active in the SF community since late 70s / early 80s. While not an active costume maker, his wife and two kids have won major awards at SF cons, World Cons, and Anime cons. He has served the community as (unpaid volunteer) Masquerade Photographer for a number of AniMagics and Baycons, SiliCon '05, and was the official photographer and FGOH at Anime LA. He will be the official photographer for CC26. He is a relatively new member of the ICG since 2004, though he has been aware of the organization for many years, and a friend of many in it.

### Vice-President:

**Jan Price:** Jan has been an ICG member since 1992. Since that time, she has held several offices with the Greater Bay Area Costumers Guild, including serving as the President for two terms. Jan was Vice Chair of the Santa Clara Costume-Con in 1994, has served on the Board of Directors of the International Costumers Guild three times, currently is a member of 3 chapters. Jan has been active in the convention-running community for over 20 years, where she's worked diligently to support costuming-related activities and programming.

### Treasurer:

**Bruce MacDermott:** Over the last three years as Treasurer of the Silicon Web Chapter of the ICG, I have observed the functioning of the International Costumer's Guild and its Board of Directors with growing concern. The ICG is headed in the wrong direction. We recently lost one of our largest chapters due to the failure of the ICG to address their legal and financial concerns.

The top ICG Officers have created a culture of secrecy where significant issues have been kept unreported to the Board and general membership access to the doings of the Officers and the BOD has been severely restricted.

Some of the closely guarded topics have centered on problems with the legal reporting requirements the Treasurer of our corporation has to the State of Maryland, which could have endangered the ICG's legal status as a non profit educational organization.

The previous newsletter editor quit when the current ICG Treasurer refused to accept her address corrections received through the U.S. Postal Service, insisting that she would only accept changes submitted by the member's chapter Treasurer, even though the ICG pays the Postal Service for address changes.

We need competent, forward looking, communications oriented officers to stop the downward slide of the ICG. I am running for ICG Treasurer because I believe my expertise and philosophies can help the organization.

Qualifications include:

- \* Have been Treasurer for three chapters of the ICG (a founding member of two of them)
- \* Treasurer for three years for a non-profit educational organization [ a 501(c)(3) ] with a yearly cash flow in excess of \$90,000
- \* Knowledgeable in basic accounting principals
- \* Experienced in filing state and federal tax filings for a 501(c)(3)
- \* An MBA in operations management

## CURRENT CHAPTERS OF THE INTERNATIONAL COSTUMERS GUILD

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](http://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](http://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](http://www.cgwcostumers.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](http://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](http://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](http://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](http://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/](http://www.casamai.com/slcg/)

### **SiliconWeb Costumers Guild (SiW)**

ICG Board Representative: Jan Price  
Address: c/o Carole Parker  
630 Barnsley Way  
Sunnyvale, CA 94087-3421  
[www.siwcostumers.org](http://www.siwcostumers.org)

### **Southwest Costumers Guild (SWCG)**

ICG Board Representative: Diane Harris  
Address: PO Box 39504  
Phoenix AZ 85069-9504 USA  
[www.southwestcostumersguild.org](http://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](mailto:utahguild@aol.com)

\*\*\*\*\*

## How Do I . . . Start an ICG Chapter In My Area?

Can't find an International Costumers Guild chapter in your area? Want to start one of your own? It's easy! Here's a list of steps to start your own Chapter:

1. Check the list of existing ICG chapters at <http://www/costume.org/chapters/chframe.html>.
2. Get together a minimum of six interested people
3. Elect a board of officers and choose a name for your chapter
4. Set and collect chapter dues from the members of your prospective chapter
5. Write a letter of petition to the Board of Directors of the International Costumers' Guild, requesting affiliation with the Guild. Your petition will be considered at the next meeting of the national Board of Directors or the next general members meeting.)
6. Have a Chapter kick-off party, and celebrate your new group of friends and costuming buddies!

(See [www.costume.org](http://www.costume.org), the website of the International Costumers Guild for more, detailed information on how to do it and what is required for new chapters of the ICG, Inc.)



## CONVENTIONS AND OTHER EXCITING HAPPENINGS AROUND THE WORLD

**2006**

Norwescon 29  
April 13-16, 2007  
Seattle, WA

[www.norwescon.org](http://www.norwescon.org)

Costume-Con 24  
May 26-29, 2006  
Des Moines, IA  
[epicmovies.org](http://epicmovies.org)

Anime North  
May 26-28, 2006  
Toronto, Ontario  
[www.animenorth.com](http://www.animenorth.com)

Marcon 41  
May 26-28, 2006  
Columbus, OH  
[www.marcon.org](http://www.marcon.org)

Balticon 40  
May 26-29, 2006  
Baltimore, MD  
[www.balticon.org](http://www.balticon.org)

BayCon 2006  
May 26-29, 2006  
San Jose, CA  
[www.baycon.org](http://www.baycon.org)

Fanime Con  
May 26-29, 2006  
Santa Clara, CA  
[www.fanime.com](http://www.fanime.com)

Anime Mid-Atlantic  
June 16-18, 2006  
Richmond, VA  
[www.animemidatlantic.com](http://www.animemidatlantic.com)

Anime Expo 2006  
July 1-4, 2006  
Anaheim, CA  
[www.anime-expo.org](http://www.anime-expo.org)

Conzilla:  
Westercon 59  
July 1-4, 2006  
San Diego, CA  
[www.conzilla.info](http://www.conzilla.info)

Shore Leave 28  
July 7-9, 2006  
Hunt Valley, MD  
[www.shore-leave.com](http://www.shore-leave.com)

Tcon/TF20  
July 7-9, 2006  
Toronto, Ontario  
[www.tcon.ca/tt20/](http://www.tcon.ca/tt20/)

Costume College  
August 4-6, 2006  
Los Angeles, CA  
[www.costumecollege.org](http://www.costumecollege.org)

Otakon  
August 4-6, 2006  
Baltimore, MD  
[www.otakon.com](http://www.otakon.com)

Pennsic 35  
August 4-20, 2006  
Slippery Rock, PA  
[www.PennsicWar.org](http://www.PennsicWar.org)

L.A.con IV  
64<sup>th</sup> World Science  
Fiction Convention  
August 23-27, 2006  
Los Angeles, CA  
[www.laconiv.com](http://www.laconiv.com)

Dragoncon  
September 1-4, 2006  
Atlanta, GA  
[www.dragoncon.org](http://www.dragoncon.org)

Conjecture  
Sept. 29-Oct. 1, 2006  
San Diego, CA  
[www.conjecture.org](http://www.conjecture.org)

CopperCon 26  
September 1-4, 2006  
Phoenix, AZ  
[www.coppercon.org](http://www.coppercon.org)

Albacon  
October 6-8, 2006  
Albany, NY  
[www.albacon.org](http://www.albacon.org)

Archon  
October 5-8, 2006  
Collinsville, IL  
[www.stlf.org/archon](http://www.stlf.org/archon)  
SiliCon  
October 6-8, 2006  
San Jose, CA  
[www.siliconventions.com](http://www.siliconventions.com)

Windycon XXXII  
November 9-12, 2006  
Chicago, IL  
[www.windycon.org](http://www.windycon.org)

Yaoi-Con 6  
2006  
UNCONFIRMED  
San Francisco, CA  
[www.yaoicon.com](http://www.yaoicon.com)

**2007**

FarPoint  
UNCONFIRMED  
Hunt Valley, MD  
[www.farpointcon.com](http://www.farpointcon.com)

Lunacon 2007  
March 16-18, 2007  
Meadowlands, NJ  
[www.lunacon.org](http://www.lunacon.org)

AdAstra  
March 31-April 2, 2007  
Toronto, Ontario  
<http://ad-astra.org>

Penguincon 4.0  
April 21-23, 2007  
Novi, MI  
[www.penguincon.org](http://www.penguincon.org)

ShowMeCon 4  
April 21-23, 2007  
St. Louis, MO  
[www.showmecon.com](http://www.showmecon.com)

WonderCon  
UNCONFIRMED  
San Francisco, CA  
[www.wondercon.com](http://www.wondercon.com)

Costume-Con 25  
March 29 - April 2,  
2007  
St. Louis, MO  
[www.cc25.net](http://www.cc25.net)

BayCon 2007  
May 2007  
San Jose, CA

Nippon 2007  
65<sup>th</sup> World Science  
Fiction Convention  
August 30 - Sept. 3,  
2007  
Yokohama, Japan  
[www.nippon2007.org](http://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**

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

**CostumeCollege 2006**

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

**ICG Website:**

[www.costume.org/conventions.html](http://www.costume.org/conventions.html)

**SF Lovers Convention List:**

[www.sflovers.org/Reference/fandom/conlist/cons-bydate.html](http://www.sflovers.org/Reference/fandom/conlist/cons-bydate.html)



“GET ME MY  
SWAN COSTUME.”

Anna Pavlova

**ICG Treasurer's Report**

Bank balance as of March 22, 2006 was:  
 General Funds: \$6,634.93; Archives: \$45.57;  
 Newsletter: \$1,015.42

**Current Membership**

Chapter	Members	Last Report	Chapter	Members	Last Report
<b>BRCG</b>	0*	July 2005	<b>NJ/NYCG</b>	30	March 2006
<b>CCG</b>	14	February 2006	<b>NLCG</b>	342	January 2006
<b>CGW</b>	292	October 2005	<b>SLCG</b>	15	March 2006
<b>GBACG</b>	179	January 2006	<b>SiW</b>	37	March 2006
<b>GCFCG</b>	5	April 2005	<b>SWCG</b>	37	March 2006
<b>GDCS</b>	11	January 2006	<b>UCG</b>	13	March 2006

\* - All members lapsed 9/28/05 **Total 665**

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:

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

There are more dead letter addresses on file. For a complete list, contact us at [newsletter@costume.org](mailto:newsletter@costume.org).

**ICG Editorial Board 2005-2006**

- 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 ..... Nora Mai (Acting)
- Vice President ..... Nora Mai
- Treasurer ..... Dora Buck
- Corresponding Secretary ..... Sandy Pettinger
- Recording Secretary ..... Diane Harris

**Helpful Hands of the ICG**

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

**ICG Web Site:**

[www.costume.org](http://www.costume.org)

**ICG Email Mailing Lists**

[ICG-D@yahoogroups.com](mailto:ICG-D@yahoogroups.com) (General Discussion)  
[ICG-BOD@yahoogroups.com](mailto: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](http://help.yahoo.com/help/us/groups/groups-19.html)

**Contact Us:**

<p><b>ICG Newsletter</b>                  c/o Denisen Hartlove, Editor                  5532 Montana Drive                  Concord, CA 94521 USA</p>	<p><b>ICG Correspondence</b>                  Corresponding Secretary                  Sandy Pettinger                  5106 Leighton Avenue                  Lincoln, NE 68504-2946 USA</p>
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**Publication Specifications/Advertising:**

Deadline to receive materials or advertising for print: **The 15<sup>th</sup> 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 May 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](mailto: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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