



THE ICG NEWSLETTER

Published by the International Costumers Guild
a 501(c)(3) Non-Profit Organization



Volume 6, Issue 4 - July-August 2007

President's Message

What is costuming to you? There's a long standing discussion in our community as to whether what we do is an art form or a hobby.

Hobbies are practiced for interest and enjoyment, rather than for financial reward. Examples include collecting, creative and artistic pursuits, making, tinkering, sports and adult education. Engaging in a hobby can lead to acquiring substantial skill, knowledge, and experience. However, personal fulfillment is the aim.

I know some costumers who firmly regard what they do as simply a hobby; it's certainly easier to explain to the general public – everyone understands having a hobby. Some even understand spending too much time and money in pursuit of your hobby – know any golfers or collectors? They spend as much time and money as we do, sometimes more.

A hobby is fun, entertaining, something you can (theoretically) stop at any time you want to and move on to other pursuits, returning to the hobby when you've finished some other project or happen to have some spare time. It's something you can share with others who have the same interest, and swap stories and skills.

But as you spend more time on costuming, does the feeling change? Not that it isn't still fun and you certainly still enjoy the time you spend designing, creating and displaying your creations; but is it less of an option for your time and more of a necessity? A well-made, good-looking costume is no longer enough, you want to make more of an impression.

Art is a (product of) human activity, made with the intention of stimulating the human senses as well as the human mind and/or spirit; thus art is an action, an object, or a collection of actions and objects created with the intention of transmitting emotions and/or ideas.

I know an equal number of costumers who are clear that what they do is art. It's not just that they want to create costumes and maybe present them onstage – they have to. It's less of a choice than a compulsion.

Inspiration can strike at any time; in the shower, while driving, in the middle of the night. Sometimes you can't fall asleep because you're planning the next step in your head. If you go too long between projects because life gets in the way you start to feel restless, unhappy because you don't have the time to create.

So which are you – hobbyist, artist or craftsman? No definition is better or more important; it's all in the way you look at this thing we do – Costuming.



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Upcoming Newsletter

Deadlines:

September 1st
November 1st
January 1st

ICG Officers for 2007-2008

President: Nora Mai (SLCG)
 Vice President: Jan Price (SiW, GCF CG)
 Treasurer: Bruce MacDermott (SiW)
 Corresponding Secretary: Karen Heim (SLCG)
 Recording Secretary: Frances Burns (SWCG)

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 Internet Guy: Jeff Morris
 ICG-D List Moderators: Sheril Harper, Judy Mitchell,
 and Ann Catelli
 Archivist: Pierre Pettinger, Jr.,
 and Bruce Mai
 Parliamentarian: Pierre Pettinger, Jr.
 V.P., Maryland: D. Jeannette Holloman

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Chair: Denisen Hartlove (SiW)
 Member: Nora Mai (SLCG)
 Member: Dora Buck (Sick Pups)
 Member: Carole Parker (SiW)
 Member: Bruce MacDermott (SiW)

ICG Web Site: www.costume.org

Membership Report as of May 11, 2007

Chapter Name	Chapter Members	Last Updated
Armed Costumers Guild	29	July 2007
Beyond Reality	39	July 2007
Chicagoland	10	February 2007
CG Western Penn	10	March 2007
Dallas/Fort Worth	15	July 2007
Fiber Fantasy Artists	0	February 2007
Greater Columbia	21	July 2007
Greater Delaware Valley	7	June 2007
Middle Tennessee	11	May 2007
New Jersey/New York	27	July 2007
Northern Lights	35	July 2007
SiliconWeb	53	July 2007
Southeastern	12	July 2007
Southwest	20	July 2007
St. Louis	41	July 2007
Utah	11	July 2007
TOTAL	323	

ICG Membership Benefits

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.

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

Publication Specifications/Advertising

Deadline to receive materials or advertising for print: The 1st 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 September 1, 2007.

Electronic Submissions

Electronic submissions must be at least 300 dpi resolution. Material may be formatted as follows: text, RTF, MS Word or Corel WordPerfect. Sorry, we can't accept .txt format. Graphics at 300 dpi resolution in GIF, JPG or TIF. Email to icg-newsletter@costume.org. Please 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 listed on page three of this issue. We reserve the right to retain all hard copy unless accompanied by a SASE.

Advertising Rates

Ad rates for The ICG Newsletter are per issue. Please make payment to The ICG, Inc. and send with advertising copy to *The ICG Newsletter* (email 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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Running a Small Masquerade (Part 1)

by Kevin Roche, Chair, Costume-Con 26

*Fashion is the science of appearances, and it inspires one with the desire to seem rather than to be.
Edwin Hubbell Chapin (frequently misattributed to Michel de Montaigne)*

Organizing a small costume competition comes with a unique set of challenges, not the least of which may be limited resources and space. In this article I'll describe some of the approaches we have found that help to make the event fun for the contestants, enjoyable for the audience and judges, and less stressful for you and your staff.

The approach can be summarized this way:

1. Start with the ICG Fairness Guidelines.
2. Adapt the Guidelines to create rules appropriate to your venue or event.
3. Publish your rules, schedule and forms early.
4. Build a good judging panel.
5. Make yourself accessible in advance to answer questions.
6. Have a mandatory contestant meeting.
7. Plan the entire show.
8. Keep the stage tech simple.
9. Have some extra music available.
10. Take advantage of technology: have a computer and printer on hand and use them!
11. Take good care of the contestants.
12. Start on time, finish on time, have a good time.

Start with the ICG Fairness Guidelines

"There is no such thing as a small masquerade, only small-minded masquerade directors..."

Andrew Trembley, CC21 F&SF Masquerade Director

Admittedly, as one of the authors I may be biased, but I believe the recently revised ICG Guidelines for Fairness in Costume Competition (available at www.costume.org) are the first place to start when planning a masquerade or costume competition of any kind. They are the distillation of an enormous amount of experience on the part of a sizable pool of costumers and competition directors. If you walk away with nothing else, try to remember these two points:

- 1) The division system is designed to give less experienced costumers a safe place to compete, away from more experienced contestants; it is NOT a series of ranks that one must earn; and
 - 2) It is okay if there are personal issues between a particular judge and contestant, as long as measures are taken to ensure that those issues do not interfere with fair judging.
- Adapt the ICG Fairness Guidelines as needed to create rules appropriate to your venue and event

"...secondly, you must be a pirate for the Pirate's Code to apply, and you're not. And thirdly, the Code is more what you'd call 'guidelines' than actual rules. Welcome aboard the Black Pearl, Miss Turner."

Captain Barbosa, Pirates of the Caribbean: The Black Pearl (2003)

Start with the guidelines, and use them to build a set of rules that fit your contest. Keep the rules simple, and make sure they cover:

1. Who is eligible to enter and who is ineligible to enter.
2. Any theme restrictions you may have.
3. How your divisions/categories are set up.
4. Your decency rules.
5. Your "don't make a mess" and prop-handling rules.
6. Your safety rules.
7. Your time limit rules.
8. Other requirements (contestant meeting, for instance).
9. The Masquerade Director is Ghod rule.

Note – you may not need 3 divisions; a beginner and an advanced division may be sufficient. If you start with three divisions, reserve the right to collapse two of them together. I recommend always having a separate Young Fan division for costumes built *by* the YFs.

If your event has a membership (badge) requirement, encourage the registrars to put numbers on the badges; that way you can record the badge numbers of contestants.

If you have a limited theme (for instance, some anime contests don't want to see Star Wars or Harry Potter costumes on stage) be sure to specify that!

If your event encourages skits or performance-art entries, set your time limits appropriately – but remember that more than two minutes of bad amateur theatricals may drive your audience out of the house!

Publish Your Rules, Schedule and Forms Early

"Badges? We ain't got no badges. We don't need no badges. I don't have to show you any stinking badges!"

--Gold Hat, "The Treasure of the Sierra Madre" (1948)

If your event has a website, put the rules, schedules and forms on it. If it doesn't, but has a YahooGroup, put a copy in the Files section. If it has a LiveJournal, find a place to store a copy on the web and link to it in an entry. I recommend writing

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(Running a Small Masquerade, Continued from Page 3)

up your rules and forms and then creating an Adobe Acrobat (PDF) file that can be stored, emailed, and downloaded intact. If you know how to make it a fillable form, so that contestants can fill in the blanks and print the completed form, go for it. Make it a complete package, with introduction, rules, hints and forms. Including your judges' instructions will let contestants see exactly what you've told judges to look for.

You can in the future see samples of rules and forms that Andy Trembley and I have written for Anime Los Angeles, Baycon 2007, and Westercon60 when we post them on a website, the url for which will be listed in part two of this article, coming soon. Among the points to make clear is that if cheating is discovered, awards can and will be revoked.

Build a Good Judging Panel

"Numerical judging systems only get between the judges. No purpose other than to separate the judges from their expert opinions and experience"

Andrew Trembley, Anime Los Angeles 2005 Masquerade Director

A good judging panel will have a mixture of experience and interests. For small masquerades, Andy and I generally prefer about five judges: three for onstage (presentation) judging and two for workmanship. We also like to have one member of each group be a new judge – someone whose costuming has impressed us, but who has not judged before. This gives the advantage of their fresh viewpoint, and also serves to expand the pool of experienced judges for future masquerades. The goal is to achieve a panel in which the different judges' biases balance out to yield fair consideration for all entries.

If you are required to include one or more of a convention's guests of honor as judges, find time to discuss with them in advance their feelings about judging. Some guests take it quite seriously and are excellent judges; others do it because it's expected of them, but worry about hurting fans' feelings. In the latter case, *add* them to your judging panel, but simply to ask them to come up with a Judge's Choice award for the costume that most appealed to them, for any reason. Have the remainder of the panel be prepared to do the rest of the judging.

The other critical member of your judging panel is the judges' clerk. It is that person's job to shuffle paperwork, record awards, and keep the judging panel focused and on track to complete deliberations in a timely fashion. During the show, they can act as timekeeper if there is a time limit, and the you as Masquerade Director can inform them in advance of any special considerations arranged for particular entries. If the judges have a question requiring a ruling from the Director, the clerk can come get you while the judges keep deliberating.

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

Han Solo (as played by Harrison Ford), Star Wars, 1977

On the subject of judging, I recommend against any sort of numerical scoring system. You've picked your judges for their expert opinions; let them exercise them! I like the system Adrian Butterfield taught me:

- * Sort the entries into "Yes," "No," and "Maybe" piles.
- * See if Best in Show and Best of Division winners are easily agreed upon.
- * Come up with the award names for the rest of the Yes pile.
- * Go through the Maybe pile and see which of those get awards, and name them.
- * Announce results.

Make Yourself Accessible in Advance to Answer Questions

"Make sure everybody knows what the hell is happening, preferably in advance."

Dana MacDermott, Multiple Worldcon Masquerade Winner

- * Have a dedicated email address for questions.
 - * Start a Frequently Asked Questions list. When good questions come in, add them and their answers to your published information. Web sites and LiveJournal communities are very good for this. If your event has web forums, be sure to join them and answer questions there as well.
 - * Join Cosplay.com and watch the forums there for questions about your contest.
 - * If someone writes you via postal mail, be sure to reply!
- The more places you watch for questions and the more promptly you respond, the easier life will be when your actual show rolls around.

Have a Mandatory Contestant Meeting

"I have heard with admiring submission the experience of the lady who declared that the sense of being perfectly well dressed gives a feeling of inward tranquility which religion is powerless to bestow."

Ralph Waldo Emerson

At a small event, you probably will not be able to have a tech rehearsal. But see if you can get an hour for a meeting in the
(Continued on Page 6)

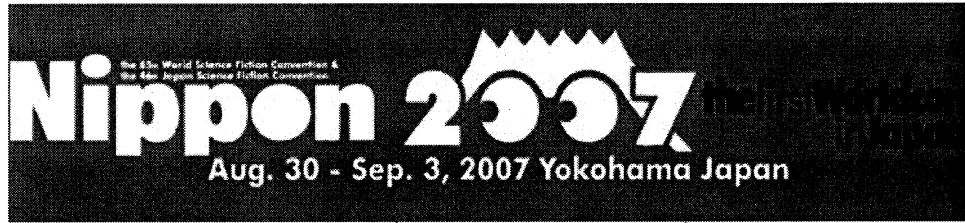


East Meets West, West Meets East

By Yuichiro Sakuta

Nippon (Worldcon) 2007 Masquerade Director

The Nippon 2007 Concom is looking forward to having Worldcon attendees enjoy our hospitality. With help and advice from several American costumers, we are looking forward to blending the best features of both worlds. We look forward to Western costumers and Japanese cosplayers interacting with each other and exchanging information. For those that want to wear hall costumes, you have options:



- * If you are staying in the hotel attached to the Pacifico Yokohama Convention Center, you can wear your costume in the hotel hallways as well as the convention center.
 - * Nippon 2007 is providing mens' and womens' changing rooms in the Pacifico Yokohama conference center.
- If you do not have a room at either of the convention hotels, or your costume is too large or bulky to get dressed in and walk over to the Pacifico Yokohama conference space, you will want to change here. Please do not change costumes in a bathroom stall and make it so that people who need to use the toilet are prevented from doing so.

For the purposes of Nippon 2007, the convention spaces where people can wear their Hall Cosplay and Hall Costumes include the Pacifico Yokohama Conference Center, the attached InterContinental Grand Yokohama Hotel, and the nearby Minato Mirai 21 shopping area.

We do not recommend wearing costumes away from this area.

Like every other masquerade, we have rules and a weapons policy that people will want to be aware of, which can be viewed at www.nippon2007.us/masquerade/masquerade_rules.html.

Please be sure that you read and understand the Weapons Policy. We would hate to have someone miss the convention because they did not read it.

Masquerade Timing:

Because this will be a regular weekend for most Japanese people, along with programming constraints, the timing for the Nippon 2007 masquerade is going to be different: Technical Rehearsals will be on Saturday, September 1st from 9:00 a.m. to 1:00 p.m. (09:00 to 13:00). The Masquerade will be on Sunday, September 2nd, starting at 3:00 p.m. (15:00). While this will be when the masquerade starts for the audience, entrants are expected to report to the Masquerade green room much earlier. Further information will be sent to entrants when they register online at:

https://ssl1.secure-c.net/%7Ejasfic/nippon2007/masquerade_en/apply.cgi

Masquerade Theater:

Masquerade entrants will be pleased to learn that we have a professional theater setup for the Nippon 2007 masquerade. Audience members will enjoy excellent views of the masquerade stage since they will be in raked (theater style) seating, and not on the ballroom floor having to strain to see past someone.

(Continued on Page 6)

(Running a Small Masquerade, Continued from Page 4)

room with the stage in it. Every entry should have at least one representative at the meeting, and the end of the meeting is the drop-dead deadline for handing in contest forms.

At the start of the meeting, introduce yourself, any of the judging panel members who can attend, your tech person, the head of your green room staff, and whoever will be checking contestants in at the green room.

This meeting is your chance to take roll of your entries, hand out your contestant/backstage passes, explain the traffic flow that entries will be going through during the contest, and encourage them to ask any and all questions. If you have the room with the stage, make time for everyone to walk up the steps, walk across the stage and down the exit steps.

By taking an hour in the afternoon, you can have your contestants spend significantly less time waiting to go on stage in the green room. This makes life more pleasant for everyone.

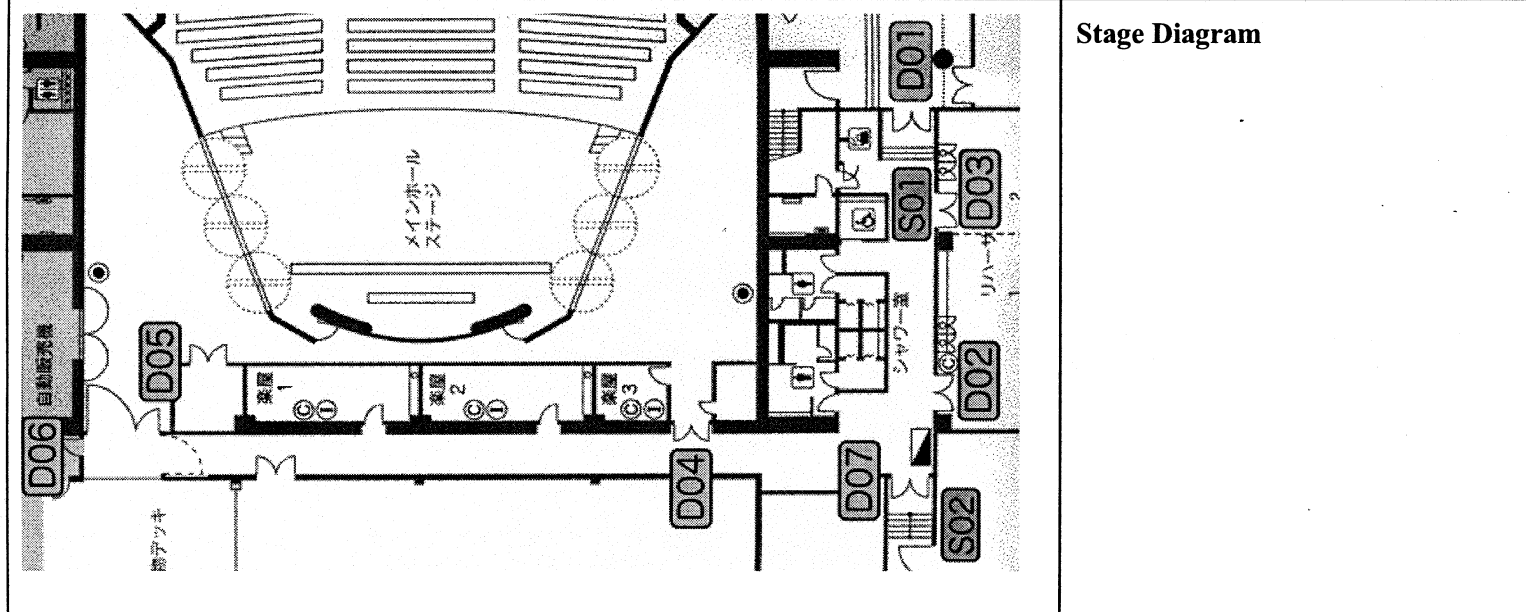
The meeting should end 3-4 hours before the call for your judges, so that you can plan the flow of your show and get all the scripts ready.

TO BE CONTINUED IN THE NEXT ISSUE OF THE ICG NEWSLETTER

(East Meets West, Continued from Page 5)

The stage is 8 x 15 meters, approximately 26 x 49 feet. Professional lighting is suspended more than 5 meters/16 feet above the stage. The stage has curtained wings, so entrants can wait out of sight of the audience. The Pacifico Yokohama theater can be blacked out (as opposed to only having the lights dimmed). For information about the sizes of doors and slopes, please refer to maps and tables on the following page in this newsletter.

We hope to see many of you in Yokohama! More information can be found on the Nippon 2007 website:
<http://www.nippon2007.us/masquerade.php>

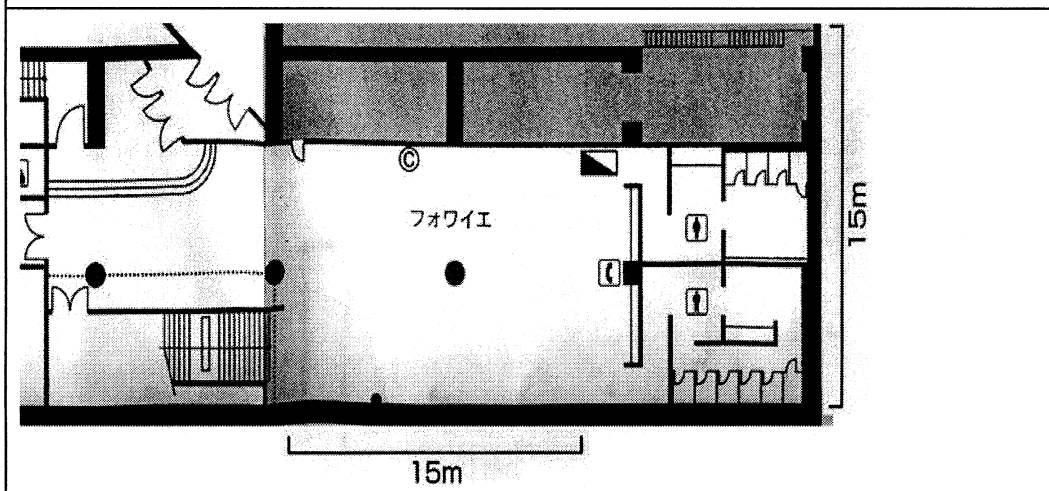


Stage Diagram

Stage Specs(Door and Slopes labels correspond to those on diagram above)

ドア番号 /Doors	幅/Width	高さ/Height
D01	168cm (5' 6 3/8")	210cm (6' 10 7/8")
D02	162cm (5' 4")	210cm (6' 10 7/8")
D03	162cm (5' 4")	210cm (6' 10 7/8")
D04	168cm (5' 6 3/8")	210cm (6' 10 7/8")
D05	95cm (3' 1 1/2")	318cm (10' 5 1/2")
D06	84cm (2' 9 1/8")	208cm (6' 10 1/8")
D07	168cm (5' 6 3/8")	210cm (6' 10 7/8")

スロープ 番号 /Slopes	幅/Width	高さ/Length
S01	118cm (3' 10 5/8")	223cm (7' 4")
S02	118cm (3' 10 5/8")	653cm (21' 5 3/4")



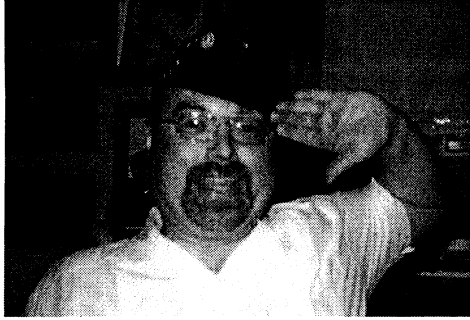
Foyer Diagram with Specs

MESSAGES FROM FAR OFF LANDS

ARMED COSTUMERS GUILD

The Armed Costumers' Guild is unique amongst the other chapters in the ICG because, unlike other chapters, we have an item that makes us easy to spot. And that's the ACG Forage Cap!

Made from surplus Air Force hats, the ACG Forage cap proudly displays the letters ACG on one side. When a member receives their hat directly from our Règle Mystique des Balles et du Drap, they are encouraged to festoon the hat in anyway they see fit. This will undoubtedly lead to our first internal competition for hat decoration. In Figure 1, we can see that our Règle Mystique des Balles et du Drap has added some pins to his hat, thus making it his own.

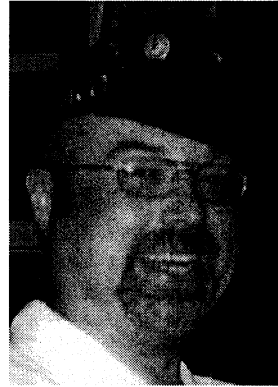


A note to ACG members who have not received a hat: The first 20 hats flew out the door at CC25 to our rapidly swelling ranks. There is a second run in the works.

Besides our snappy little hats, we also have a distinct way of greeting each other formally. We have our official salute, which our own David Kinnaman realized for us.

It is done with the left hand, not the right, as with modern military, and palm forward, instead of down. It's simple, silly, and darn fun to do as we pass each other in the hall!

Next Month: Do any of you actually own any weapons?



ST. LOUIS COSTUMERS GUILD

We're not resting on our laurels after our successful hosting of the 25th Costume-Con. It's summertime, and a young-at-heart SLUT's fancy turns to a frenzy of costuming. The SLCG has been gearing up for NASFic, being hosted by the regional convention, Archon, this year.

First up, we've been working on a group project that involves learning how to block print. The SLCG is sort of like a Scottish clan because we're always hanging out together, so we decided we needed to have a clan tartan. That tartan would be a series of brightly colored tiki gods. The men would wear kilts and T-shirts, the women would wear sarongs and "wife-beater" tank tops, and they would all be known as . . ."Clan McTiki and the Lava-Lava Girls"!

The SLCG/Clan McTiki will be co-hosting a party with Costume-Con 28 at NASFic/Archon on Thursday evening. Bratwurst, cheese, froofy drinks – it's all good. Leis for awards will be de rigeur, when SLUTS give a pat on the back to any and all hall costumes worn during the weekend.

At the same time, 17 members of the SLCG are also participating in a group costume entry only known as "Project: Guano Loco," which will debut at the convention that Ssturday night.

Finally, on that Sunday of the con, the SLCG will be holding its annual meeting. The main item on the agenda will be officer elections. Per tradition, there will be speeches by the candidates, followed by bribes to the audience in the form of distribution of chocolate and candies around the room.

Sheldon (c) Dave Kellett: www.sheldoncomics.com

BUT IN EVERY EPISODE, ALL THE KLINGONS ARE WEARING DIFFERENT OUTFITS.

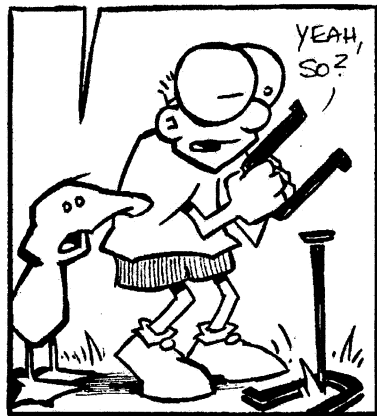
SO? SO IT MEANS THAT SOMEWHERE ON THE KLINGON HOMEWORLD, THERE'S A KLINGON FASHION DESIGNER.

...IT MEANS THERE'S **ONE DUDE** WHO'S GOING "THIS SEASON: MORE BUCKLES! LESS LEATHER!"



MAN, I WANNA SEE THE EPISODE ABOUT **THAT** KLINGON!

... HE RIDES INTO BATTLE GLORIOUSLY! SHOUTING, "CAREFUL! THAT VEST WAS HAND-STITCHED!"



"It has been my experience that competency in mathematics, both in numerical manipulations and in understanding its conceptual foundations, enhances a person's ability to handle the more ambiguous and qualitative relationships that dominate our day-to-day financial decision-making."

Alan Greenspan

BALANCE SHEET (4/30/07)		SURPLUS AND LOSS BUDGET V. ACTUAL (January - June 2007)			
ASSETS		INCOME			
Current Assets		Earned Revenues	Jan-June 07	Budget	\$ Over Budget
Checking/Savings	\$7,876.69	Advertising	\$185.00	\$185.00	\$00.00
Undeposited Funds	\$28.00	Membership	\$1,103.00	\$1,046.00	\$57.00
Accounts Receivable	\$2.00	Interest	\$3.98		\$0.00
Total Current Assets	\$7,906.69	Total Earned Revenues	\$1,291.98	\$1,231.00	\$60.98
TOTAL ASSETS	\$7,906.69				
LIABILITIES AND EQUITY		Contributed Support			
Equity		Archives	\$926.00	\$920.00	\$6.00
Opening Balance (May 2004)	\$4,285.81	General Funds	\$14.37	\$12.00	\$2.37
Retained Earnings	\$2,329.28	Total Contributed Support	\$814.00	\$932.00	\$8.37
Net Income	\$1,291.60	TOTAL INCOME	\$2,232.35	\$2,163.00	\$69.35
TOTAL LIABILITIES AND EQUITY	\$7,909.69	EXPENSES			
		Business Expenses			
		Archives	\$00.00	\$100.00	<\$100.00>
		Awards	\$52.00	\$52.00	<\$00.00>
		Bank Fees	\$3.50	\$00.00	\$3.50
		Website	\$44.96	\$44.94	\$.02
		Total Business Expenses	\$100.46	\$196.94	<\$96.48>
		Non-Personal Expenses			
		Printing and Reproduction	\$446.63	\$448.00	<\$1.37>
		Postage and Delivery	\$263.01	\$315.00	<\$51.99>
		Supplies	\$35.65	\$44.00	<\$8.35>
		Licenses and Permits	\$160.00	\$160.00	\$0.00
		Total Non-Personal Expenses	\$905.29	\$967.00	<\$61.71>
		TOTAL EXPENSES	\$1,005.75	\$1,163.94	<\$158.19>
		NET INCOME	\$1,226.60	\$999.06	\$227.54



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ICG BOARD OF DIRECTORS

Meeting Minutes

Ed Note: It is our custom here at the newsletter to condense the ICG Board of Directors minutes somewhat (the phrase slash and burn has been used, loosely in the humble opinion of the editor, but still). However, if you would like to read a more complete version of what's going on with the BoD, go to <http://www.costume.org/bod/minutes/minutes.html>, and you will find the uncondensed version of same.)

New budget for 2007 submitted June 12, 2007 for approval. Bruce MacDermott moved that the Board approve the new budget. Valerie Roberts, CCG seconded. Motion assigned 06-07-01. Discussion to end June 28. Friendly amendment added.

The ICG now has a PayPal account. All payments made to the ICG PayPal account are free of transaction fees to the ICG.

To make payment via paypal, go to www.paypal.com. Click on the "Send Money" tab. In the To: field enter "icg-treasurer@costume.org" In the From: field enter your email address. Enter the amount you are paying (US \$).

Send Bruce R. MacDermott, ICG Treasurer, a message telling him what the payment is for and he will take care of the rest.

Archives are on line as of June 10, 2007. The Online Archive committee is anticipating that the Archives site will be accessible online before the end of the summer.

Discussion of funding for the archives.

Three proposals were put out for discussion at chapter meetings:

A - Add \$2 to dues earmarked for archive - new dues would then be \$8

B - Add \$4 to dues - \$2 earmarked for archive, \$2 to general funds - new dues would then be \$10. It was noted that current dues barely cover the cost of newsletter.

C - No change to dues - Try to find alternative source of archive funding.

It was not clear that three options were available, so more discussion at guild meetings is needed.

Chapter feed back was as follows: SLCG - Yes to option B; DFWCG - most people are on the fence about it - we would be more likely to support the dues increase once we are sure that the ICG will be able to give us non-profit protection; Northern Lights' - yes to option A; GCFCG - yes to option A; Sick Pups - yes to option A; SECS Fiends - yes to raising dues - not clear if option A or B; ACG - seems to be generally in favor of it (not clear if option A or B) still in discussion;

Filing the 501c3 application status.

Received letters from the Dallas/Fort Worth CG, the St. Louis CG and the SiliconWeb CG, for a total of three. There are thirteen chapters eligible to be included in the filing. Only those chapters who have submitted all their information will be included. Input was requested from chapters who have not sent in their information on their position. Responses from six of the chapters that have not sent in completed paperwork: SECS Fiends wish to be included but are still working on letter; SWCG wishes to be included but are still working on letter; DVCG will have to try and get into the process at a later date; DFWCG - in discussion; The Armed Costumers Guild declines at this time; Northern Lights is not interested in being included.

EDITOR'S MESSAGE

Because our contributors are the greatest asset the ICG Newsletter has, let me start by thanking **Kevin Roche** for writing an article that every budding new masquerade director should read, and then reread prior to having that first, eyes-bulging, spine-tingling, "Go," command into their headset. Thanks also go to **Yuichiro Sakuta**, the Masquerade Director for a "slightly" larger masquerade, Nippon 2007, for his article on this year's WorldCon masquerade and what to expect at same (check out those stage diagrams, too!). We also have some great graphics in this issue. Thanks go to **Jade Falcon** for her gracious permission for use of her photographs of some of the Westercon 60 masquerade winners, and also to **David Kellett**, for granting us permission to reprint his comic strip, Sheldon. Thanks to everyone!

Sweet husband and I went on a date last night to our fave French restaurant, where they were celebrating Bastille Day, complete with costumed wait staff. Jay and I agreed that the best "remember to complete your look" award (you know - the one we think of when we see a wizard race by at some event, his red Ked sneakers showing every time his robes fly up) went to the hostess, who wore a purple and black polka-dotted can-can girl outfit, purple flowers in her hair, black net stockings ... and flip-flops. Meanwhile, we're beginning to gear up for Costume-Con 26, and already the sewing machine is humming to me to come and fetch it out of its lonely corner. Even our two daughters seem to be getting in on the act. Katie looks for any excuse to wear a costume (Westercon provided a lovely opportunity, thanks, Kevin!), and Abigail considers every day a "princess dress" day.

Remember, September 1st is the next newsletter deadline - write often, write soon!



**THE INTERNATIONAL COSTUMERS GUILD
(COMING SOON TO A GALAXY NEAR YOU!)**

Armed Costumers Guild**ACG**

2705 North Shepard Avenue
Milwaukee, WI 53211
ICG Board Representative: Henry Osier

Beyond Reality Costumers Guild**BRCG**

650 NW 76th St
Seattle, WA 98117-4044
<http://www.brcg.org/>
Contact: Vicki Glover
ICG Board Representative: Kate McClure

Chicagoland Costumers Guild**The Chicago M.O.B.**

c/o Barbara Wright
1926 N. Maple Avenue
Arlington Heights, IL 60004
<http://chicostume.org>
Contact: Barbara Wright
ICG Board Representative: Val Roberts

Costumer's Guild of Western Pennsylvania

1619 Beechwood Blvd
Pittsburgh, PA 15217
Contact: Igor Roussanoff
ICG Board Representative: Igor Roussanoff

Dallas/Ft. Worth Costumers Guild

c/o Maggie Smith
5925 Forest Lane, Suite 505
Dallas, TX 75230
<http://www.dfwcg.org>
Contact: Jennifer Thompson
ICG Board Representative: Jennifer Thompson

Fibre Fantasy Artists of Canada

c/o Dawn McKechnie
2001 Bonnymede Drive
Suite 148, Building 2
Mississauga, ON L5J 4H8
Canada
Contact: Dawn McKechnie
ICG Board Representative: Dawn McKechnie

The Greater Columbia Fantasy Costumer's Guild**GCFCG**

Post Office Box 683
Columbia, MD 21045
Contact: gfcfg@yahoo.com
ICG Board Representative: Ann Hamilton

The Greater Delaware Valley Costumers' Guild

c/o Sandy Swank Chapter President
246 West Upsal St F-303
Philadelphia, PA 19119-3229
<http://dvcg.bravehost.com/>
Contact: Sandy Swank
ICG Board Representative: Sandy Swank

Middle Tennessee Costumers Guild

7439 Highway 70 South #254
Nashville, TN 37221
Contact: Dennyse Hammen
ICG Board Representative: Dennyse Hammen

NJ/NY Costumers' Guild - Sick Pups

c/o Elaine Mami
1973 Pine Ridge
Bushkill, PA 18324
<http://www.sickpups.or/>
Contact: Elaine Mami
ICG Board Representative: Dora Buck

Northern Lights Costumers Guild

c/o Susan Smith
1 Glen Meadow Road
Franklin, MA 02038
<http://www.northernlights.pothole.com/>
Contact: Susan Smith
ICG Board Representative: Janice Dallas

The St. Louis Costumers Guild**The St Louis Ubiquitous Tailoring Society (SLUTS)**

c/o Bruce Mai
7835 Milan
University City, MO 63130
<http://www.casamai.com/slsg/index.html>
Contact: Bruce Mai
ICG Board Representative: Bruce Mai

Silicon Web Costumers Guild,**The Virtual Costumers Guild**

c/o Carole Parker
630 Barnsley Way
Sunnyvale, CA 94087
<http://www.siwcostumers.org/>
Contact: Carole Parker
ICG Board Representative: Aurora Celeste

The Southeastern Costumers' Society**"The SECS Fiends"**

c/o Michelle Belle Isle
336 Jordan Drive
Tucker, GA 30084
<http://www.secsfiends.org/>
Contact: Marissa Wronka
ICG Board Representative: Marissa Wronka

Southwest Costumers Guild (SWCG)

PO Box 39504
Phoenix, AZ 85069-9504
<http://www.southwestcostumersguild.org/>
Contact: Randall Whitlock
ICG Board Representative: Lyn Jeppesen

Utah Costumers' Guild - The Sew-and-Sewzz (UCG)

289 W. Hidden Hollow Drive
Orem, UT 84058-7552
Contact: utahguild@aol.com

Masquerade Entries and Winners

(Ed. Note: The ICG Newsletter Editor has a (huge) soft spot for masquerade winners. Especially when they're direct relations. That having been said, here's some info on the most recent Westercon masquerade, directed by our own Kevin Roche and Andy Trembley. If you've entered, worked, seen or heard about a masquerade or other costume competition, and you'd like to brag about it - fabulous! Write to us, here at the newsletter. We looove to brag on behalf of our friends and loved ones, and pictures are even better. So here, now, are the entrants and winners of Westercon 60 - Gnomeward Bound!. (Thanks very much, by the way, to Jade Falcon, whose photographs she graciously granted the ICG Newsletter permission to use, both here and on the front page. Jade, of course, retains full copyright to the images, and no use outside of this newsletter is permitted without her explicit permission.)

Westercon 60 - Gnomeward Bound

Masquerade Directors:
Kevin Roche and
Andrew Trembley

Entries

1 (Young Fan): The Princess Knight and The Littlest Princess
Presented by Katharine Hartlove and Abigail Hartlove
Created by Jay, Denisen & Katherine Hartlove

AWARDS

(Because there were only 5 adult entries in competition, the judges decided to present awards irrespective of the normal skill divisions, and instead simply present awards split into Young Fan and Adult.)

WORKMANSHIP AWARDS

Young Fan

The Stronger Smarter Faster Award

1: The Princess Knight and The Littlest Princess, Jay, Denisen & Katherine Hartlove

Adult

The "Dipped Wick" Award for Excellence in Detail

4 : Special Delivery, Thomas and Arabella Benson

Excellence in Working with Difficult Materials

8: Beauty & the Beast, Kathe Gust

Excellence in Interpretation of Theme - Hitting the Gnome on the Head

7: "Gnome-Ads" of the Eastern Desert, Kay Tracy

"Blue to Type" Award for Excellence in makeup

6 : Delvian Priest, Jo Rhett

PRESENTATION AWARDS

Young Fan

"The Force is Strong in This One" Award

2 : Sythos - Dark Lord of the Sith
Grant Brown

Award for Grace and Stage Presence

1: The Princess Knight and The Littlest Princess, Katherine Hartlove and Abigail Hartlove

Adult

Special Recognition for Makeup and Characterization

6: Delvian Priest, Jo Rhett

Best Recreation for Garments

1: Beauty & the Beast
Phil & Kathe Gust

BEST IN SHOW

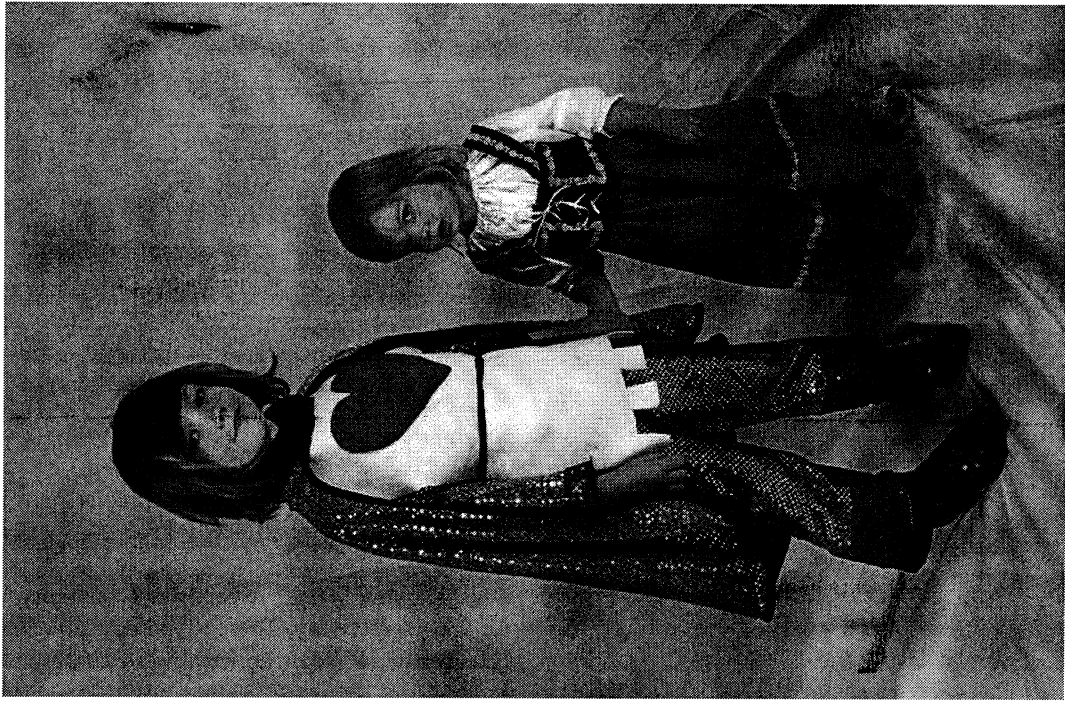
4 : Special Delivery

Thomas and Arabella Benson



- 2 (Young Fan):** Sythos - Dark Lord of the Sith
Presented by Grant Brown,
Created by Grant Brown
- 3 (Novice):** Katigra
Presented by Elonda Castro,
Created by Elonda Castro
- 4 (Master):** Special Delivery
Presented by Thomas and Arabella Benson,
Created by Arabella Benson
- 5 (Exhibition):** Melba
Presented by Kelly Buehler,
Created by Kevin Roche
- 6 (Novice):** Delvian Priest
Presented by Jo Rhett, Created by Jo Rhett
- 7 (Novice):** "Gnome-Ads" of the Eastern Desert
Presented by Kay Tracy, Created by Kay Tracy
- 8 (Master):** Beauty & the Beast
Presented by Phil & Kathe Gust
Created by - Costumes: Kathe Gust / Beast Head: Don Post
- 9 (Exhibition):** Hunter of Rogue Gnomes
Presented by Steven Frankel,
Created by Steven & Valerie Frankel
- 10 (Exhibition):** Ozma of Oz
Presented by Valerie Frankel, Created by Valerie Frankel

THE ICG NEWSLETTER



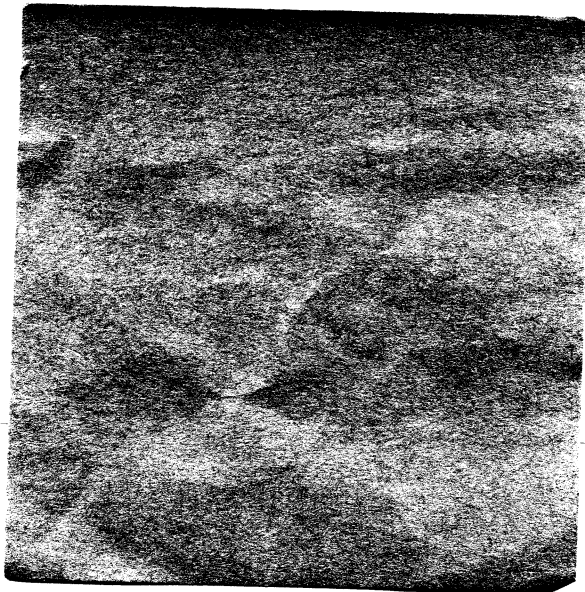
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