Welcome to the Fall 1992 issue of the Costumer’s Quarterly. This issue will continue to bring you up to date on the recent changes in the ICG operating procedures as approved by the last three national meetings. In addition, this issue has information concerning the results of Magicon and some preparatory information concerning CostumeCon 11. CC11, of course, is the principle costuming event each year that is sponsored by the ICG. If you have never attended a CostumeCon before, there are a few things about these conventions that are different from the big stage events found at the WorldCons and at other large regional conventions.

For one thing, CostumesCons are much more intimate and up close. Because of this difference, there is a much greater emphasis on “close up” quality, the presentations can be much smaller in scale and the individual costume has an opportunity that is much more difficult to achieve on a large stage in front of a massive audience.

For once, you will find others who are concerned about the many little details you have paid attention to, but which were invisible on the large stage. Be prepared to have others, ALL of whom are interested in every little detail of your work, looking your costume over in ways you may have never anticipated.

If you have never attended a CostumeCon before, I strongly encourage you to come to CC 11 and experience a totally new experience in costuming. Bring lots of costumes with you, if you have them, and spend a weekend living the personas of your imagination! It’s great fun and an unusual experience you will long remember. Hope to see you there.

Sincerely,

James J. Kovalcin ED

P.S. The artist responsible for the last issue’s cover art was not known at the time of publishing. I have since been informed that the artwork was in fact done by Kevin Farrell and I would at this time like to thank him for his excellent submission.
With great thanks to the following people for submitting articles:
Animal X  Byron Connell  Zelda Gilbert
Beth Stevens  Julia Ann Hyll
And to those responsible for the artwork from the Future Fashion Folio

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...otherwise known as "ohmighod, you only have two months left to costume!"

Costumecon 11 is fast approaching. This annual gathering is being held this year February 12-15 in Pittsburgh. Costume con 11 is ...What do you mean "tell me something I don't know"? Well alright, if you want to know more than the basics about this fabulous event, read on. If you have no idea what a Costume Con is, PUHPLEASE write us and we will send you our literature ASAP so you don't miss out.

This year, in addition to trying to repeat the best parts of previous costume cons, CostumeCon 11 is going to have a few things other than the usual. Here are some of the goodies we have in store for you.

**RIVERBOAT GAMBLER CRUISE**

This year's Friday night social will be held on a real paddle boat! Cruise the mighty Mon in your favorite nautical persona in total comfort on the fully enclosed and heated "RiverBelle". Viking, Belle, or pirate, - all are welcome to our floating "Gambling Hell". Games are planned from the interesting - "Costumer's Feud" - to the perverse - "Wheel Of Fish" and of course, historically accurate games such as "Whist" and "Knucklebones".

On the second deck there will be an entertainment in the "Showboat" tradition. Our emcee Lord Blackadder (you may remember the talented Kris Kurling from CC9) will be hosting an assortment of acts, skits, and brou-ha-ha guaranteed to please. If you or someone you know may want to trod the boards also, please let us know.

**DANCE AND COSTUME**

CC11 is devoting a track of programming to the art of Dance. You can learn to tango, or show off your Hula, or find out the proper gown for a period dance or just watch others. There will be both canned and live music. We plan to include Ballroom dancing, Middle Eastern, Regency, Indian, Renaissance, Polynesian, and more.

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**FUTURE FASHION FOLIO**

1ST PLACE - DANCE
4TH PLACE - ARTWORK
BY STEPHAN CLARK
COSTUME FILK CONTEST -

Have you ever set words to music about your hobby? Enter your efforts in our competition by Turning in a typed copy before noon on Saturday at the con. All entries will be posted and the winner announced/sung on Saturday night. If you wish, you may perform your entry at the showboat on Friday. Grand prize is a check for 25$ and a muzzle.

COSTUMING TROPHY -

There are Hugos, Emmys, Grammys, .... Well, costumers deserve one too! So we have commissioned a trophy for best-in- show that we hope will become a tradition. It will be on display and we will be taking suggestions for names.

HAUNTED HOSPITALITY SUITE -

Our huge suites on the top floor will be decorated with a set from a haunted house. Have some Ghoul-Aid as you watch the organ mysteriously play itself.

CHILD CARE -

Because so many of us have little costumers in training, we are organizing a childcare co-op with headquarters on the same floor as the panels. Field trips to the children's Museum and the Science Center are planned. We are also planning programming that is of interest to the young adult crowd.

GADGET ROOM -

We are having a room full of all those toys that you've been dying to try. You can learn how to run a pleater, or try out a professional steamer, or check out some doo-hicky you've seen in a catalogue, but you're not quite sure is worth the bucks.
TECH GOODIES -
In addition to the usual set up, we already have in our possession a few tech goodies such as a smoke machine, a bubble machine and a large projection screen TV to watch the masquerades on. We also have limited access to a recording studio on premises if you make prior arrangement.

WELCOME DWAGON -
He's a little wed dwagon that is very friendly. He and his friends will make sure that newcomers feel at home. They are also making arrangements for a glorious Sunday brunch in "The Grand Concourse", a fabulous restaurant in what was the lobby of the Victorian train station. The Dwaggoneers can also help you with sightseeing arrangements, ride/room shares, introductions and most importantly - they are building a shrine to the great Goddess Glitziana. All offerings will be donated to the North Hills Art Center.

FUTURE FASHION FOLIO
2ND PLACE AWARD - HEAVYWORLDER
BY NANCY STASULIS

VICTORIAN TEDDY BEAR TEA -
Saturday afternoon we will be serving tea and crumpets for anyone who is lucky enough to be escorted by a teddy bear. A Stag line of eligible Bear-tchelors will be available for those without dates. Any bears who do not wish to go home will have the opportunity to go live at the children’s hospital and make new friends.

HALL COSTUMES -
Though we expect to see all types of costumes roaming the hotel halls, we are offering special prizes for those in a Victorian Travel theme. That means anything Victorian, anything travel and time-travellers welcome.

FUTURE FASHION FOLIO -
Included throughout this article you will find several examples of the work submitted for the Future Fashion Folio. These examples illustrate the exceptional quality and outstanding imaginations of many of the participants of CC 11.
INTERNATIONAL COSTUMERS’ GUILD, INC.
Guidelines for International-Level Masquerades or Competitions
(Adopted May 24, 1992)

INTENT
1. The intent of these guidelines is to encourage equitable competition in a diverse group of people. The division system is designed to promote fairness and recognize differing experience levels. The goal of awards at a masquerade is to recognize excellence. Please remember that these are not rules but guidelines developed to help costumers, judges, and masquerade directors alike.

Costumers are reminded that it is the masquerade director’s prerogative to choose his own rules which may be under the constraints of the sponsoring organization. Masquerade directors are reminded that these guidelines were evolved through experience and are approved by a majority of costumers. Everyone is reminded that these guidelines should be interpreted both compassionately and sensibly.

2. An International competition shall be defined as one that has been voted such status by the ICG and whose competitors are regularly drawn from a wide international base. Costumecon and Worldcon Masquerades are currently accepted as International level.

F&SF COMPETITION DEFINITIONS

3. The Fantasy and Science Fiction masquerade is a masquerade for costumes which reflect speculative, fantasy, science fiction, and/or mythological ideas.

"Junior/Youth"
4. Anyone younger who has made his/her own costume. There is no guideline for the age of such persons. There is no guideline for the name of this division. It is suggested that a child modeling an adult made costume either remain out of competition or compete at the adult’s level. Directors are encouraged to place entries containing younger participants near the beginning of the masquerade regardless of what division they are entered in. A "Junior/Youth" is encouraged to seek counsel when deciding what adult division they should enter in.

NOVICE
5. The Novice division is to encourage beginners. You may not enter if you are professional, or have accomplished any of the following in international competition; have won in a higher division, have won "Best-in-show," or have won in the Novice division a number of awards to be determined by the masquerade director. There is no guideline on the number of Novice division awards a person may win and continue to compete in this division.

JOURNEYMAN
6. Journeyman is an interim division to allow further development of costuming skills. You may not enter if you are professional or have accomplished any of the following in international competition; have won three times in the Journeyman division, have won in the Master division, or have won "Best-in-Show."

MASTER
7. The master division is an open class. Anyone may enter.
SUPPLEMENTS APPLICABLE TO ALL INTERNATIONAL COMPETITIONS

8. Award names or quotas must not be mandated. Excellence deserves award.

9. Any major award given in International competition counts towards moving up. Minor awards include Honorable Mention. Minor awards do not include such other awards as "Honored for Excellence," numbered places such as "second," etc., and awards such as "workmanship" that are not given by an entire panel of judges.

10. Counting Minor awards is left to the individual costumer's discretion. Seeking advice is encouraged.

11. A costume that has won a major award at International level is no longer eligible to compete at any level. A win at International level should be taken into account when determining your regional status.

12. Costumers are encouraged to and may always enter at a higher level if they so wish, including "Junior/Youth"s. A person who chooses to compete up a level and wins, must then compete at that level. However, in a person competes up and does not win, in the future they are free to compete at their original level.

13. The level a group competes at is determined by the level of the people playing a major part in the design and making of the costumes. The group should decide ahead of time how credit for a win is to be awarded. If you are eligible to compete at a lower level then [sic] the group is competing at, and the group wins, you may apply it as a win at your normal level, or as a win at the higher level at your discretion.

14. The creator of a costume gets the credit for a win, regardless of the age of the model. If a child modeling an adult's costume wins, it counts on the adult's record.

15. Once a person has won at a level, they may then claim to be ranked as such. In other words, A person is called a "Journeyman" after they have won in the journeyman category.

16. Multiple wins for the same costume at the same competition count as one.

17. A costume taken from at least one visual source is generally termed a recreation. A costume which extrapolates from a recreation is encouraged to seek advice on where to enter.

18. A Professional is someone whom the masquerade director judges to be a professional. There is no guideline for determining "Professional" status.

19. A member of the immediate family (or moral equivalent) of a competing costumer shall not be eligible to judge. A major contributor to a costume entry shall not be eligible to judge. A person should allow a year cooling off period before judging an ex.

20. A masquerade director of an international competition may choose to use other than these guidelines, either by his own preference or because of outside constraints. Though, of course, a costumer always has the right not to participate in any competition, costumers are reminded that attempts at large scale boycotts hurt both ourselves and the art of costuming.

21. Individual costumers are encouraged to refer to these guidelines when trying to establish where they stand after a win in an international competition that does not follow these guidelines.

22. The Masquerade director is the human on location who provides the sensibilities, compassion and special judgement that a list of rules or guidelines cannot have. Questions on these guidelines are resolved by the Masquerade Director, whose decision is final.

[continued on page 10 - "Guidelines"]
I am writing these comments on the ICG's "Guidelines for International-Level Masquerades or Competitions" (adopted May 24, 1992) as the person who assembled the final text from the decisions made by the 100 members who voted on them. These comments represent my personal views and are not the official position of the Guild.

Of the 510 members of the Guild in May 1992, 100 voted. The 19 percent participation rate is about on par with US presidential elections!

**Applicability:**
The Guidelines went into effect on June 1, 1992, superseding and replacing "any and all previous guidelines." That does not mean that they have any effect at all on rules already set for any Worldcon or Costume Con masquerade. As the first section says, they are not binding on any director of an international-level masquerade and, of course, were never intended to apply to other masquerades and competitions.

**Minor Awards:**
The voters decided (in Guideline 9) that "Any major award given in International competition counts toward moving up." They agreed that the title "Honorable Mention" was a minor, not a major, award. No other title was so distinguished (including "Honored for Excellence"); therefore, I believe that all other titles are "major" awards.

"Sand-bagging":
Traditionally, costumes winning awards in large competitions should not compete in smaller ones. Costumes winning awards at Worldcons or Costume Cons should not be entered in competition in local or regional competitions. The new Guidelines go well beyond that position. Guideline 11 states, "A costume that has won a major award at International level is no longer eligible to compete at any level [my emphasis]." I believe that this means that a costume that wins a major award at a Costume Con should not be entered in competition in a Worldcon masquerade, and vice versa, even at a higher skill level [i.e., a costume winning "Best Journeyman" at a Costume Con should not compete at a Worldcon, even in the Master division].

"Adult-Made" Costumes for Young Entrants:
In a major departure from past and current practice at Worldcon and Costume Con masquerades, Guideline 14 calls for a win by an adult-made costume for a youth to count "on the adult's record."

"Maker" vs. "Presenter" of a Costume:
Guideline 14 states that "The creator of a costume gets the credit for a win. . . ." This decision by the voters appears to me to conflict with "Rotsler's Rule" number 23, "Presentation can make a mediocre costume and break a good one."

**Skill Division vs. Skill Title:**
Guideline 15 states, "Once a person has won at a level, they may then claim to be ranked as
such. In other words, a person is called a 'Journeyman' after they have won in the journeyman category [my emphasis]." I believe that this means that a costumer (like myself) who would compete in the Novice division but who has never won an award as a Novice should not call him or herself a "Novice." Similarly, a costumer who must compete in international competition in the Master division, because he or she is no longer eligible to compete as a Journeyman, but who has not won at the Master level, should not refer to him or herself as a Master. In the former case, I would call myself "an unranked costumer competing in the Novice division"; in the second case, a costumer would be described as a "Journeyman competing in the Master division." The effect of this guideline may be to create three new skill titles.

"Professional' Costumer:

The members voting recognized that there is such a thing as a "professional costumer". However, they were not able to come to consensus on the definition of a "professional costumer." Consequently, the definition is at the discretion of a masquerade director [see Guidelines 1 and 22 -- although I am not certain the word "human" in Guideline 22 necessarily applies to a masquerade director].

Historical Masquerades:

Decisions about guidelines pertaining to international-level historical masquerades, i.e., at Costume Cons, seem to represent a slimmer consensus than those about guidelines for science fiction and fantasy masquerades; at least, the percentages were somewhat slimmer. In my opinion, this indicates that consensus about the Costume Con historical masquerade is still evolving, especially in comparison to the more relatively settled views about Worldcon and Costume Con SF&F competitions. As an example, the ballots did not reach a consensus about the Costume Con historical masquerade: "Historical Dress" vs. "Historical Reproduction" and "Historical Costume" vs. "Historical Interpretation." This leaves to the judgement of a Costume Con historical masquerade director the decision of what to call these categories. However, it may well be that opinions may converge on titles in the future.

["Guidelines" - from page 8]

HISTORICAL MASQUERADE DEFINITIONS

23. The historical masquerade is for costumes based and inspired by history. In addition to the skill levels, the Historical masquerade has two main categories. There is no guideline concerning the name of either category. Both categories are eligible for "Best in Class" and "Best in Show." It is also possible for the same titled awards to be used separately in both categories. Which one you should enter should be based on the costume's overall appearance and on your intent on making the costume rather than it's [sic] execution. If you have any questions at all, please consult the Masquerade director.

FIRST CATEGORY

24. A costume intended to look like it came from a particular period of history. This includes both costumes copied from a specific artwork or surviving garment, original costumes meant to look as if they were designed and made in a particular period, and costumes in between.

SECOND CATEGORY

25. A costume that intentionally and visibly departs from the period it is based on. It should be obvious to the casual viewer that this costume was not intended to be totally authentic.

NOVICE

26. The Novice division is to encourage beginners. You may not enter if you are [a] professional,
Why Costumers Do What They Do!

by Zelda Gilbert

Why do we costumers do what we do? What kinds of people are we? In what ways are we different from the mundanes? What could possibly motivate us to spend all that time, money and energy creating garments that are worn maybe once or twice a year - - if they can be "worn" at all? I met with a lot of you at CostumeCon X and at Magicon to try to answer these questions. I promised to let you all know what I found out, and here it is!

BACKGROUND
First for some background. With the help of the Costumer's Guild West I wrote up two checklists: a list of words which describe personality and a list of sentences which describe why we costume. One hundred and twenty three of you were good enough to fill these out. After some statistical mumbo jumbo, the surveys boiled down to six factors on the personality check list and seven factors on the motivations check list.

PERSONALITY FACTORS
Here are the six personality factors:
1. Playful - this factor includes traits like passionate, generous, fun, happy and romantic.
2. Smart - including traits like brilliant, intelligent, genius and witty.
3. Glittering - the adjectives included here are glittering, glitzy, glamorous, bejeweled and beautiful.
4. Meticulous - which also includes traits like detail-oriented and organized. This must describe the people who actually hand sew 10,000 bugle beads to a costume. Or is this the costume-Nazi trait?
5. Shy.
6. Con-Fused - I suspect this cluster is tied specifically to cons and masquerades. It includes adjectives like exhausted, sleep deprived, insolvent and broke.

ANALYSIS
The factors described above as Playful, Smart, Meticulous and Glittering all show up in mundane disguises in the research published on appearance and personality. But instead of words like glittering or fun, mundanes describe themselves as chic or perky. The Shy factor appears continuously in studies of personality under the formal title of introversion - extroversion. So, although we costumers tend to use more colorful words than mundanes, generally we see the same personality traits in ourselves as they do.

WHY COSTUMES?
Now on to WHY we do costumes. You identified several types of reasons why costumers costume, and they are:
1. Because we need to express ourselves artistically. We costume because we thrive on the creative experience and the artistic challenge.
2. Because we like the recognition and the compliments we get.
3. Because it's fun and exciting to wear costumes.
4. Because we like the process of making costumes - the designing, the sewing, etc.
5. Because we look good in our costumes.
6. Because we can act differently when we're disguised.
7. Because costumes let us be hidden.

**Do all these motives apply equally to all of us?**

No, different people costume for different reasons.

People who describe themselves primarily as glittering tend to costume because they like the praise and recognition they get and because they like the process of designing and making costumes. Perhaps they feel the best way to get a compliment is to glitter and the best way to glitter is to make it themselves.

People who score high on playfulness say they costume because it lets them be creative and because they feel that they look good in their costumes. People who score high on the meticulous factor also costume because they think they look good in their costumes while finding the designing and sewing enjoyable. They like looking good, and their attention to detail is a real asset in making these garments.

Those of us who score high on Con-Fused, that's the broke, exhausted and sleep deprived factor, say they costume primarily because the clothes are fun and exciting to wear. Maybe it's all that fun and excitement that's robbing them of sleep!

Finally, those of us who describe ourselves primarily as shy are likely to find that wearing costumes provides an opportunity to act differently that we do in our mundane lives.

There it is, then. Costumers tend to describe themselves in the same broad terms as mundanes. And we do what we do for lots of different reasons. We costume because it provides a rich and challenging opportunity to be creative while giving us a forum for our expressiveness and artistry. It makes us look good, and it's fun. What would we do without it?

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**"Guidelines" - from page 10**

or have a costume Laurel, or are above journeyman in F&SF international competition, or have won in a higher division, or have won "Best-in-show" in international competition, or have won in the Novice division a number of awards to be determined by the masquerade director. There is no guideline on the number of Novice division awards a person may win and continue to compete in this division.

**JOURNEYMAN**

27. Journeyman is an interim division to allow further development of costuming skills. You may not enter if you are a historic costume professional, have a costume Laurel or have accomplished any of the following in international competition; have won three times in journeyman division, have won in Master, or have won "Best-in-Show."

**MASTER**

28. The master division is an open class. Anyone may enter.

29. A costume that is an authentic recreation of another's interpretive design should be entered in the second category ["Historical Interpretation/Historical Costume"] because of the intent of the original designer, or in the first category ["Historical Dress/Historical Interpretation"] because it is faithful to a garment of a previous era. There is no guideline on which category an entrant should select.

30. The only documentation required is evidence of historical basis.

31. Pre-judging is an optional viewing of your costume by the judges prior to the masquerade. Judges and costumers are encouraged to be extra careful of each other's feelings as this is a tense time for all.

32. As of June 1, 1992, the preceding guidelines shall supersede and replace any and all previous guidelines.
COMING ATTRACTIONS

A Calendar of Costume related events

Costume Con 11
Rates: $45 at the door [Rates are higher for non ICG members!]
Address: Costume Con 11
200 N. Homewood Avenue
Pittsburgh, PA 15208

Balticon 27
Dates: April 9-11, 1993 at the Hunt Valley Inn
Rates: $25 through December 31, 1992, $35 at the door.
Address: Balticon 27
P.O. Box 686
Baltimore, MD 21203-0686
Comments: This regional convention has one of the BEST costumer's tracks and sports an outstanding masquerade!

Phoenixcon 8
Dates: April 16-18, 1993 at the Sheraton Century Center Hotel in Atlanta, Georgia
Rates: $20 until 4/1/93, $30 after.
Address: Phoenixcon 8
PO Box 1513
Smyrna, Georgia 30081
Comment: Masquerade Saturday night with CASH prize for Best in Show!

Lunacon '93
Dates: March 19-21, 1993 at the Rye Town Hilton
Rates: $25 until Feb 20, 1993, $35 at the door.
Address: Lunacon '93
P.O. Box 338
New York, NY 10150-0338

Con-Troll
Dates: April 16-18, 1993 at the Airport Hilton, 500 E N Belt, Houston, Texas 77060
Rates: $20 through Jan 15, 1993; $22 through April 1; $25 at the door.
Address: Con-Troll
P.O. Box 740969-1025
Houston, Texas 77274
Comments: Costum contest Saturday night with cash prizes!

ConFrancisco - 1993
Dates: September 2-6, 1993 at the Moskone Convention Center, San Francisco, California.
Rates: $95 through 12/31/92
$110 through 3/31/93
$125 through 7/16/93
Children's Rates:
Kids in tow [0-8] no charge
7-12 years - $30
Address: ConFrancisco
712 Bancroft Road, Suite 1993
Walnut Creek, CA 94598
Comments: 51st World Science Fiction Convention

Arisia '93
Dates: January 15-17, 1993 at the Boston Park Plaza Hotel and Towers, Boston, Massachusetts.
Rates: $30 through Dec 1, 1993; $40 at the door.
Address: Arisia
1 Kendall Square, Suite 322
Cambridge, MA 02139
Comments: The Costume Masquerade will be held Saturday Night. A Regency Ball, period attire suggested - early 19th Century, will also be held.
PHOTOGRAPHING COSTUMES

by Beth Stevens

We who can find the time at a convention, and who own even the simplest sort of camera, love taking masquerade photos. It's a tangible reminder of all the gorgeous, inventive, glittery stuff we saw on stage, backstage and in the halls. Memory is strongly visual. I find that the simple act of taking a photograph imprints on my mind a lasting image of both the costume and the event it graced. Those few masquerades when I've been too preoccupied to whip out my camera seem to blur and fade in memory, compared to the vivid images in my photo albums.

Dragon Shoots Ice Princess

In the Green Room, a dragon snaps a shot of the ice princess, and vice versa. Masquerade contestants, even in the midst of their backstage jitters, aren't immune to the lure of capturing their fellow-competitors on film. But those who compete -- as well as we who merely hold their hands, drip vital fluids into them via bent straw, and hot-glue their failing exoskeletons -- need to catch photographic moments quickly, and without cumbersome equipment. Not for us the photo area with its floods, its backdrops, and all the exacting calculations of angles and f/stops.

Still, there are a few simple tips which can improve any picture, even those taken with inexpensive automatic cameras in less than ideal settings.

No backdrop? Chairs and litter and frenzied den mothers in the background? Pull the subject away into the center of the room, and the flash will effectively black out most of the grunge and chaos, as long as nobody's passing too closely behind just when you click the shutter.

Or -- the old standby -- place the subject against a wall. Hotel decor being what it is, beware of lurking distractions like electrical outlets, mysterious spots or stains, and the wallpaper from hell. Don't be afraid to pose subjects occasionally against a window, mirror, or varnished wooden door. Reflections from the flash off these surfaces may even enhance your photo, giving it added richness and glitter. But if you don't want to chance a nasty spot of glare, angle your shot and fill the picture, coming in close on your subject.

A hotel with photogenic decor is a bonus. But some photographers fall in love with a sweeping staircase, allowing it to swallow up the costume perched insignificantly halfway down its magnificent flight. Line, pattern and depth can be achieved merely by showing a short curve of banister and three steps, without detracting from the central object of the photograph -- the costume. After all, if we wanted pictures of staircases, gardens, or ballrooms, we'd tour England's ancestral homes rather than attend an SF convention.

Have You Grittled Your Teeth Today?

Many costumers become nervous when asked to pose. Master costumers and natural hams may practice striking an attitude in their full-length mirrors, but the inexperienced or shy often need helpful suggestions from the photographer. When the lady in the perfect replica of a Victorian ballgown stands rigid before you, teeth gritted and hands clenched, try this: ask her to relax for a moment -- you're not focused yet. Request that she turn to the side, look up, look down, look pensive -- whatever.

When the Demon King slouches in his chains and skulls, politely suggest that he throw his shoulders back, thrust his vulture staff aloft, and fix you with a piercing glare. If he manages to achieve even one of these things, it'll make a
better picture. Don’t badger your subjects—they’re tired, hot, nervous, and doing their best. Don’t make them pose endlessly—or at all, if they don’t wish to. But never be afraid to suggest what will give you (and them, if they ever get to see it) an outstanding photo of their prize costume.

Most people crazy enough to spend months or years building a costume, and hours wearing it in maximum discomfort, are perfectly willing to be photographed till the cows come home. But one courtesy I like to extend, if there’s time for an exchange of names and addresses, is to offer to send them a print. It’s amazing how many never see any picture of themselves more appealing than the judges’ polaroid.

Is That a Plant Growing Out of Your Head?

SF and fantasy costumers produce some weird effects, but the purpose of photography is not to add to the sum total of weirdness by posing them in comic proximity to EXIT signs, potted plants, or the broad derriere of someone kneeling to repair a hem. Common mistakes: I’ve made them all in my time. Remember in composing your picture that the camera plays tricks with depth perception, and that THE CAMERA SEES ALL. What the human system of visual perception screens out as non-essential, the camera will faithfully reproduce. Not only that, the camera plays no favorites. It will emphasize what you didn’t notice equally with what you intended to feature—the potted plant which seemed an attractive backdrop will suddenly leap sprouting from your Mayan chieftain’s feather headdress. This may produce an interesting effect, but unless you want an album full of such comic masterpieces, it’s best to attend to any extraneous items lurking nearby.

One way to eliminate clutter, and to emphasize texture, is by taking close-ups. Again, FILL THE PICTURE with your subject. Cutting off a bit of sleeve or hat brim, or everything from mid-thigh to the floor, won’t matter. Full-length is not the preferred shot. In trying to capture every tip of feather headdress, every swirl of eight-foot train, you’ll probably lose the detail which made the costume worth photographing. Also, the subject’s face (while of secondary importance to dedicated costumers) ought to be recognizable, at least by friends and family, without having to use a magnifying glass.

Sometimes, though, the unposed candid shot, complete with anachronistic objects, makes a great contrast. The weary winged lion sprawled across three chairs in the Green Room, sucking on a Coke. The T-shirted mother who wanders the convention halls hand-in-hand with a child-sized robot. A caveman covered in green slime who kneels before a lady in a white embroidered dress, as she fends him off with her umbrella. The photographers who caught these classic moments weren’t pros with expensive equipment—they were costumers taking snapshots.

The End

[President’s Message from page 22]

to finance several different projects. Therefore, if you have a suggestion for a project that you believe will be advantageous for the Guild to sponsor, we would like you to submit a proposal including financial support for your project. This could be in the form of your own resources, contributions from other individuals or corporations, or a grant. The Board of Directors will evaluate the project and issue a determination. This policy is not intended to discourage anyone from conceiving and pursuing costume related projects. It is intended to prevent the ICG from over-extending itself financially and to insure that projects with ICG sponsorship will support our goals. Lifetime Achievement Award Nominations for the ICG’s Lifetime Achievement Award have been received. Ballots have been prepared and sent to the Board of Directors.

Annual Meeting

The Annual Meeting of the ICG will take place at Costume Con 11. There will be at least one more President’s Message before then. Please submit any items you would like to be brought before the membership to me no later than January 15, 1993.
**SOME RAMBLINGS ABOUT BOOKS**

by Julia Ann Hyll

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**The Silly Side!**

Finally - a one book library! Just think - at last you can have all the room you need for boxes, fabric, sequins, beads etc. since most of the reference books you formerly owned are obsolete, to be replaced by ONE book. (And if you believe that - there’s this bridge...)


With tongue semi out of cheek, this is a fun book and at the very least will give you one more page of documentation, if you are entering an Historical Masquerade. It is filled with little goodies and tidbits of useless and interesting information and terrible puns.

Some of these puns can be found in the chapter headings; "Introduction - The World According to Garb", "Egypt - Mummy Dearest", "Greece and Rome - Clash of the Chitons" etc. In the text, one of my favorites is "The Song of the Farthingale".

I think you get the picture!

It also tells where a lot of words we use, originated. Terms such as "sleazy - hoodwinked - spot check - pin money - falsehood - tie the knot" and on and on.

This is a fun book and may, at the very least, be the start of an idea for a costume.

**The Serious Side!**

On a little more serious side, a series of books we have had for a while, are good for illustrations for "Fairy Tale" or Fantasy type costumes.

They were put out by Time Life Books and the series was called "The Enchanted World, a series based on Myths, Legends and Folk tales." As I remember, they were gotten by subscription, one each month or every other month, I don’t remember which, and ours date from 1984 to 1986.

I also do not know how many were actually published, we quit after 13 books, mostly because of the problem with the Post Awful. They usually arrived late or two at a time or some other interesting way.

The drawings and paintings are quite interesting and in the back are large bibliographies and picture credits, which make further research easier for those of you who have access to decent libraries. There is also an address to write for more information about other series they have published, and I am sure you could find out more information about this particular one, if anyone is so inclined.

Like everything else, some are obviously better than others for costume inspiration. In some of the books, the illustrations seem to be very nebulous or hazy or just suggestive of the subject matter.

The ones we have are:

- Water Spirits
- Dwarfs
- Fairies and Elves
- Wizards and Witches
- Seekers and Saviors
- Fabled Lands
- Legends of Valor
- Magical Beasts
- Spells and Bindings
- Night Creatures
- Dragons
- Ghosts
- Giants and Ogres

They also include the stories, legends, myths etc in the text, long enough to make interesting reading. I did get the impression that many of the tales were edited to basics without the embellishments that would be in the stories if they were in a book by themselves. Kind of the "Bare Bones" of the story as it were.
BY-LAWS OF THE
INTERNATIONAL COSTUMERS’ GUILD, INC.
(As revised at the 1990, 1991, and 1992 Annual Meetings)

ARTICLE I - OFFICES
Section 1, Registered office. The registered office of the Corporation shall be located in the State of Maryland.
Section 2, Other offices. The Corporation may also have other offices at such other places either within or outside the State of Maryland as the members may determine from time to time or the business of the Corporation may require.

ARTICLE II - CHAPTERS
Section 1, Organization. The Corporation shall be organized into chapters in defined geographic areas. Each and every member of the Corporation shall be a member of one or more of the chapters approved by the Corporation. The chapter or chapters to which any member of the Corporation shall belong shall be within the sole discretion of that member, provided that the member is affiliated with one of the approved chapters of the Corporation.
Section 2, Addition of chapters. New chapters shall be approved by the members at a meeting of the members, or by the Board of Directors at a meeting of the Board.
Section 3, Authority of the Board. The Board is authorized to prescribe such reasonable rules and regulations for the approval of chapters as it determines to be in the best interests of the Corporation.

ARTICLE III - MEMBERSHIP
Section 1, Becoming a member. Persons become members of the Corporation by becoming members of one or more of its chapters. Any person who has paid the dues of the Corporation and, if applicable, the local chapter shall be a member. The local chapter shall promptly inform the Corresponding Secretary of the new member’s name and address. The local chapter shall present to and review with each new member the By-Laws of the Corporation.
Section 2, Determining the total membership. From time to time, the Board of Directors shall determine by resolution the total membership of the Corporation, on the basis of a list prepared by the Corresponding Secretary.

ARTICLE IV - MEETINGS OF MEMBERS
Section 1, Meetings. All meetings of the members shall be held at such place within or without the State as the Board of Directors may fix or determine from time to time. One or more persons may attend by means of conference telephone or similar communication equipment by means of which all persons participating in the meeting may communicate with each other.
Section 2, Annual meeting. Commencing with the year 1990, an annual meeting of the members shall be held at the annual CostumeCon at such time as the Board of Directors shall set. In the event that CostumeCon is not held during any calendar year, the annual meeting shall be held at such place, time, and date as the Board of Directors shall determine. The members shall conduct such business as may properly be brought before the meeting and they shall receive the President’s annual report. Members shall be in good standing with the Corporation to vote at the annual meeting.
Section 3, Special meetings. Unless otherwise prescribed by statute or by the Articles of Incorporation, the President, a majority of the Board of Directors, or twenty-five percent (25%) of all the members may call for a special meeting or meetings of the members for any purpose or purposes by delivering a written request to the Corresponding Secretary of the Corporation. Such request shall state the purpose or purposes of the proposed meeting. On receiving such a request, the Corresponding Secretary shall call a special meeting of the members to be held at such time, not less than forty-five (45) nor more than sixty (60) days thereafter, as the Corresponding Secretary shall fix. If the Corresponding Secretary neglects to issue such a call within ten (10) days of receiving the request to do so, the person or persons making the request may issue the call.
Section 4, Notice of meetings. A written notice of every meeting of the members shall be served on or mailed, postage prepaid, to each member of the Corporation at least forty-five (45) days prior to the meeting, unless a greater period of notice is required by statute. The notice shall specify the place, date, and hour of the meeting and the general nature of the business to be conducted at it. Notice to each member shall have been deemed to have been received if such notice is served on or mailed to the Director representing each
chapter. Each Director shall be responsible to provide such notice to the members in such chapter.

Section 5, List of members. At least ten (10) days before each meeting of members, the Corresponding Secretary or designee shall make a complete list of all the members, stating the address of each. The list shall be subject to inspection by any member at any time during usual business hours. In addition, any member may inspect it at the meeting.

Section 6, Business transacted at a special meeting. At all special meetings of the members, business transacted shall be limited to the purposes stated in the notice.

Section 7, Quorum. At all meetings of the members, a quorum shall consist of all members present or represented by proxy.

Section 8, Record date. The Board of Directors may fix in advance a date as the record date for determining the number of members of the Corporation, or of the members entitled to receive patronage refunds or the allotment of any rights, or for any other proper purpose. The date shall not be more than thirty (30) nor less than eleven (11) days prior to the date on which the members’ meeting is to be held or on which the particular action is to be taken.

Section 9, Vote. At any meeting, the vote of a majority of all the members present or represented by proxy shall decide any question, unless the question is one on which a different vote is required by express provision of the applicable statutes, the Articles of Incorporation, or these By-Laws, and cannot be simply modified by these By-Laws. In such cases those express provisions shall govern and control the decision of the question, unless the provision is statutory and has been legally modified by the Articles of Incorporation.

Section 10, Voting and proxies. A member of the Corporation may vote, in person or by proxy, at any meeting of the members. Each member shall be entitled to cast one vote on all matters that are subject to a vote of the membership. Every proxy must be dated and signed by the member or by such member’s attorney-in-fact. No proxy shall be valid after the expiration of eleven (11) months from the day it is executed, unless the text of the proxy provides otherwise. The member executing a proxy may revoke it at any time, except where an irrevocable proxy is permitted by law and the proxy affirmatively states that it is to be irrevocable.

Section 11, Consent to action. Whenever a provision of statute, of the Articles of Incorporation, or of these By-Laws requires or permits the members to vote at a meeting of the members in connection with any corporate action, the Corporation may dispense with the meeting and vote if a majority of all the members consents in writing to taking such corporate action or actions. The written consent of a majority of all the members may be signed in several counterparts so long as the required majority vote for the consent is complied with. The consent shall be filed with the record of members’ meetings.

ARTICLE V - DIRECTORS

Section 1, Board of Directors. The Corporation’s Board of Directors shall conduct the Corporation’s business and manage its property, except as otherwise provided by statute, the Articles of Incorporation, or these By-Laws. The Board shall be composed of one (1) individual member from each chapter of the Corporation chosen annually by that chapter to be a Director, plus the Officers of the Corporation. To be eligible to be a member of the Board, a member of the Corporation shall be at least eighteen (18) years of age. The total number of members of the Board shall be equal to the number of existing chapters, plus the number of elected officers of the Corporation. The number shall be increased to include a Director from each newly established chapter or decreased to reflect the dissolution or termination of a chapter, but in no event shall be less than three (3) Directors plus the Officers of the Corporation. A decrease in the number of Directors shall not affect the tenure of office of any Director then sitting on the Board. An Officer of the Corporation may not also serve as a chapter representative. Each Director chosen by a chapter shall hold office until such Director’s successor is chosen and qualified, or until such Director dies or resigns or is removed.

Section 2, Waiver of meeting or vote. Whenever a provision of statute, the Articles of Incorporation, or these By-Laws requires or permits the members of the Board to vote at a meeting of the Board, the meeting and vote may be dispensed with if all the members of the Board consent in writing to such corporate actions being taken and those consents are filed with the records of meetings of the Board. The consents may be executed in more than one counterpart.

Section 3, Removal of Board members. Any member of the Board may be removed with cause, at any time, by a majority vote of all the members of the Corporation. Any member of the Board may resign at any time. Such resignation shall be made in writing and delivered to the Board, the President, or the Corresponding Secretary of the Corporation. Unless otherwise specified in such notice, a resignation shall take effect immediately upon its tender to the Corporation.

Section 4, Vacancies of Directors. Vacancies of Directors as well as newly created directorships that result from an increase in the number of chapters shall be filled by the chapter from which the vacancy has occurred or from the new chapter, as the case may be. Each person so chosen shall
be a Director until the chapter chooses the Director's successor, or the Director dies, resigns, or is removed by vote of all the members.

Section 5, Actions of the Board. The Board of Directors may exercise all such powers of the Corporation and do all such lawful acts and things as statute, the Articles of Incorporation, or these By-Laws do not direct or require be exercised or done by the members.

Section 6, Meetings of the Board. The Board of Directors may hold regular and special meetings, either within or outside the State of Maryland. One or more members of the Board may participate in a meeting of the Board or of a committee of the Board by means of a conference telephone or similar communications equipment which permits all persons participating in the meeting to communicate with each other. The Board shall keep minutes of its meetings and a full account of its transactions.

Section 7, First meeting of the Board. The first meeting of the Board of Directors shall be held at such time and place as the members shall fix at the time such members of the Board are chosen. No notice to the newly chosen Board of that meeting shall be necessary in order legally to constitute the meeting if a majority of the whole Board is present. If the members fail to fix the time or place of the first meeting of the new Board of Directors, or if that meeting is not held at the time so fixed, the Board may meet at such time and place as shall be specified in a notice given as provided in this Article for meetings of the Board of Directors, or as shall be specified in a written waiver signed by all of the members of the Board.

Section 8, Regular Board meetings. The Board of Directors shall hold a regular annual meeting concurrently with the annual meeting of the members of the Corporation, beginning with the 1992 annual meeting of the members. The Board may also hold other regular meetings, without notice, at such time and place as it determines in a resolution adopted at a duly convened meeting, or by unanimous written consent of the members of the Board.

Section 9, Special Board meetings. The President may call a special meeting of the Board by delivering five (5) days notice to each Board member, either personally, by mail, by telegram, or by electronic mail. At the written request of three (3) members of the Board, the President or the Corresponding Secretary shall call a special meeting in the same manner and on the same notice, to be held not less than twelve (12) days from delivery of such a request. If the President and/or the Corresponding Secretary fails to call a meeting, pursuant to a proper request, within five (5) days of the request to do so, the Board members making the request may give notice of the meeting themselves.

Section 10, Quorum at Board meetings. At all meetings of the Board, a majority of the Board members in office shall constitute a quorum for the transaction of business. The acts of a majority of the Board members present at a meeting at which a quorum is present shall be the acts of the Board of Directors, unless otherwise specifically provided for by statute or by the Articles of Incorporation, with provision that such voting requirements may not be modified by these By-Laws. If a quorum is not present at any meeting of the Board, the Board members present may adjourn the meeting from time to time without notice other than the announcement of the meeting, until a quorum is present.

Section 11, Committees. The Board of Directors may designate, by a resolution or resolutions adopted by a majority of the whole Board, one or more committees, each to consist of three (3) or more members of the Corporation designated by the Board. The Board also may designate one or more members of the Corporation as alternate members of any committee, to replace any absent or disqualified committee member at any meeting of the committee. Each such committee shall have and exercise the authority of the Board of Directors in the management of the business and affairs of the Corporation to the extent provided by resolution or these By-Laws and allowed under Section 2-411 of the Corporations and Associations Article of the Annotated Code of Maryland. Each committee shall keep regular minutes of its proceedings and report them to the Board when required. In the absence or disqualification of any member of a committee or committees, the member or members thereof present at any meeting who are not disqualified from voting, whether or not they constitute a quorum, may unanimously appoint another member of the Corporation to act at the meeting in the place of any absent or disqualified committee member.

Section 12, Directors not to be salaried. Directors, as such, shall not receive any stated salary for their services to the Corporation.

Section 13, Board members' assent to or dissent from actions. A member of the Board who is present at a meeting of the Board which acts on any corporate matter shall be presumed to have assented to the action taken unless such Board member's dissent is entered in the minutes of the meeting or unless the Board member files a written dissent to the action with the person acting as Recording Secretary of the meeting before its adjournment or forwards the dissent by registered or certified mail to the Corresponding Secretary of the Corporation immediately after the adjournment of the meeting. A Board member who voted in favor of the action does not have this right to dissent.
ARTICLE VI - OFFICERS

Section 1, How officers are chosen. The Officers of the Corporation shall be a President, a Vice-President, a Corresponding Secretary, a Recording Secretary, and a Treasurer. They shall be elected annually by the Board of Directors at the Board’s regular annual meeting. The Board shall elect as Officers the members of the Corporation chosen for each office by the members of the Corporation in good standing present or represented by proxy at the annual meeting of the members. The Board may also choose additional Vice-Presidents and one or more Assistant Secretaries and Assistant Treasurers. The same person may hold any two or more offices, except those of President and Vice-President, but no Officer shall execute, acknowledge, or verify any instrument in more than one capacity. To become an Officer of the Corporation, a member must be at least eighteen (18) years of age.

Section 2, Other officers and agents of the Corporation. The Board may appoint any other officers and agents as it deems necessary, or delegate to the President the power to make such appointments. The Standing Rules of the Corporation also may empower the President to appoint officers and agents of the Corporation. Those other officers shall not be Officers of the Corporation, and the creation of such other officers by the Board or by the President shall not increase the number of Officers on the Board of Directors of the Corporation. The Board shall designate the terms of office and the powers and duties of each such officer or agent unless the Standing Rules provide otherwise with respect to a particular officer or agent.

Section 3, Officers not to be salaried. The Officers of the Corporation, as such, shall not receive any stated salary for their services to the Corporation.

Section 4, Removal of Officers. The Officers of the Corporation shall hold office from the date of their election until the election of Officers at the next annual meeting, or until their successors are chosen and qualified. At any time, the Board may, by the affirmative vote of a majority of the Board members, remove any officer it elected or appointed. However, in no event will such removal affect the terms of any existing employment contract or other agreement for compensation under which a removed officer may have been employed. The Board shall fill any vacancy occurring in any office of the Corporation.

Section 5, Duties of Officers of the Corporation. In addition to the duties prescribed in these By-Laws, each Officer of the Corporation shall have any additional duties, not inconsistent with these By-Laws, that either the Standing Rules or the Board of Directors may prescribe.

THE PRESIDENT

Section 6, Duties.

(a) The President shall be the chief executive officer of the Corporation, shall preside at all meetings of the Board and members, shall have day-to-day general and active management powers over the business of the Corporation, and shall see that all orders and resolutions of the members and Board are carried into effect.

(b) The President shall have authority to sign and execute, in the name of the Corporation, all authorized deeds, mortgages, bonds, contracts, or other instruments. The President shall annually prepare a full and true statement of the affairs of the Corporation, including a Balance Sheet and Operating Statement; submit it at the annual meeting of the members of the Corporation, and file it within twenty (20) days thereafter at the principal office of the Corporation in the State or Maryland, with a duplicate of it at the principal office outside the State, if any.

THE VICE-PRESIDENTS

Section 7, Duties. The Vice-President, or if there are more than one, the Vice-Presidents, shall, in the order determined by the Board, perform the duties and exercise the powers of the President in the President’s absence or disability, and shall perform such other duties and have such other powers as the Board may prescribe from time to time.

THE RECORDING SECRETARY

Section 8, Duties.

(a) The Recording Secretary shall attend all meetings of the Board and members and record all the proceedings of the meetings of the Corporation in a book to be kept for that purpose, and shall perform like duties for committees of the Board of Directors when required. In the absence of the Recording Secretary at any meeting, the President may designate an alternate to serve as Recording Secretary for that meeting.

(b) The Recording Secretary may sign, with the President or a Vice-President, any instruments and/or deeds of conveyance of the Corporation. In general, the Recording Secretary shall perform all duties ordinarily performed by a recording secretary of a corporation and such other duties as the Board of Directors or the President, subject to the Board’s control, may assign from time to time.
CORRESPONDING SECRETARY
Section 9, Duties.
(a) The Corresponding Secretary shall give or cause to be given notice of all meetings of the Board and members and shall perform such other duties as the Board may prescribe. The Corresponding Secretary shall keep in safe custody the records and the seal of the Corporation. When authorized by the Board, the Corresponding Secretary shall affix the seal to any instrument requiring it; when so affixed, it shall be attested by the Corresponding Secretary’s signature, or by the signature of an Assistant Secretary.
(b) The Corresponding Secretary may sign, with the President or a Vice-President, any instruments and/or deeds of conveyance of the Corporation. In general, the Corresponding Secretary shall perform all duties ordinarily performed by a corresponding secretary of a corporation and such other duties as the Board of Directors or the President, subject to the Board’s control, may assign from time to time.

ASSISTANT SECRETARIES
Section 10, Duties. The Assistant Secretary or, if there are more than one, the Assistant Secretaries shall, in the order determined by the Board, perform the duties and exercise the powers of the Recording or Corresponding Secretary in the absence of the Recording or Corresponding Secretary, and shall perform such other duties and have such other powers as the Board of Directors may prescribe from time to time.

TREASURER / ASSISTANT TREASURER
Section 11, Duties of the Treasurer.
(a) The treasurer shall have the custody of the corporate funds and receipts, shall keep full and accurate accounts of receipts and disbursements in books belonging to the Corporation, and shall deposit all monies and other valuable effects in the name and to the credit of the Corporation in such depositories as the Board may designate.
(b) The Treasurer shall disburse the funds of the Corporation as the Board may order, taking proper vouchers for such disbursements, and shall render to the President and the Board, at its regular meetings or when the Board so requires, an account of all the Treasurer’s transactions and of the financial condition of the Corporation.
(c) If the Board so requires, the Treasurer shall give the Corporation a bond, in such sum and with such surety or sureties as shall be satisfactory to the Board, for faithfully performing the duties of the Treasurer’s office and for restoring to the Corporation, in case of the Treasurer’s death, resignation, retirement, or removal from office, all the Corporation’s books, papers, vouchers, money, and other property in the Treasurer’s possession or under the Treasurer’s control.
(d) The Treasurer may sign, with the President’s prior authorization, any instruments and/or deeds of conveyance of the Corporation for an expenditure of over five hundred dollars ($500.00), and the Treasurer may sign other instruments and/or deeds of conveyance of the Corporation provided that the President or another officer endorse a copy of each instrument or deed of conveyance before the end of the fiscal year. In general, the Treasurer also shall perform all the duties ordinarily performed by a treasurer of a corporation, and such other duties as the Board of Directors or the President may assign.

Section 12, Duties of the Assistant Treasurer. The Assistant Treasurer or, if there are more than one, the Assistant Treasurers, in the order determined by the Board, shall, in the absence or disability of the Treasurer, perform the duties and exercise the powers of the Treasurer, and shall perform such other duties and have such other powers as the Board of Directors may prescribe from time to time.

ARTICLE VII - GENERAL PROVISIONS
Section 1, Fiscal year. The fiscal year of the Corporation shall begin on the first day of January in each calendar year and end on the last day of December of each calendar year.

Section 2, Seal. The seal of the Corporation is the same as the impression affixed in the margin of this page.

Section 3, Amendments. A majority vote of all of the members of the Corporation may alter, amend, repeal, or add to these By-Laws, provided that a written notice has been sent to each member at least forty-five (45) days before the start of the annual or special meeting at which such actions will be considered. The notice shall state the alterations, amendments, additions, or changes that are proposed. This notice may be waived in accordance with these By-Laws.

Section 4, Waiver of notice. Wherever these By-Laws or any statute entitle every member of the Corporation or of the Board to notice of any regular or special meeting of the Corporation or the Board, respectively, the meeting may be held without giving such notice, if seventy-five percent (75%) of all the members of the Corporation or every member of the Board waives, in writing, that respective requirement. Such written waiver may be executed in one or more counterparts so long as the requirements for a three-quarters majority vote of all the members and a unanimous vote of all the Board members have been complied with.
This President’s Message will be relatively short. Currently there is little business pending. If there is anything anyone would like to bring to my attention, or to the attention of the ICG Board of Directors, please do not hesitate to do so. We cannot address your concerns if we are not aware of them. This President’s Message is being brought to you through the auspices of "The Costumer’s Quarterly". We will be experimenting with this approach for a while. Through the Quarterly, we will be able to get these messages to the entire membership, instead of only one copy per chapter and officer. A few items have been brought to my attention. A few are still in the research stage, and are not yet ready for publication. As soon as we have enough information, we will report them to you.

By-Laws

Kathryn Condon informs me that our By-Laws are very delicate. Changes to them could easily endanger our 501(c)-3 status. If you see an issue that must be addressed, we urge you to use the avenue of the Standing Rules. They may be adjusted without problem, since they cover only our day-to-day operations. If you truly feel that an amendment to the By-Laws is the only option, we will have to pursue the following procedure. A draft of your amendment must be submitted to the guild president who will in turn inform the other officers. Together the guild officers will research its effects on our status, through legal counsel if necessary. If the amendment endangers our status, I will declare it out of order. As you can see, amendments to the By-Laws could be very expensive. There should be very few situations that cannot be resolved through the Standing Rules.

Delinquent Chapters

As you may recall from the last President’s Message, four chapters had not submitted their paperwork as of the Annual Meeting at Costume Con10. Of these four, only the Heartland Chapter has responded to our notices. The other three chapters are in suspension, and must re-apply for admission.

New Chapters

I have received information on a potential new chapter in the Northwest. I have yet to receive any information from the potential British Chapter.

Articles

"The Costumer’s Quarterly" is in need of articles. Please submit your articles, reviews, and helpful hints to the Quarterly. We cannot have a quality publication without all of you.

Projects

I have received only one request for project approval. This request is still in the formative stages. When a full submission is received, we will explore the possibilities. If you have a project that you think will benefit the ICG, please submit it. The following guidelines were published in the last Message. We are repeating them here for your information. It is important that we keep records of all activities and contributions which might affect our review in four years. Activities which support our goals, and our IRS status, must be recorded so they can be presented at our review. Such activities could include workshops for the public, fashion shows, charity collections, and so forth. We would like all chapters to send to the International Chapter a description of any and all activities your chapter performs that might support our 501(c)3 status. Don’t worry if you are not sure of the appropriateness of your activity. We will evaluate all activities. You should send a copy to both the President and to the Recording Secretary. Projects which promote our art are another aspect of our status. We want to encourage projects which will enhance the standing and the image of the ICG. However, financing is always going to be a problem. The ICG does not collect sufficient dues [Continued on page 15]
This magazine is sponsored by the International Costumer’s Guild. For your membership dues, you receive 4 issues of this magazine. Some chapters also have a local newsletter, meetings and local discounts. We are 16 chapters and still growing!

Costumer’s Guild West
c/o Liz Martin Gerds
8124 Loyola Blvd.
Westchester, CA 90045
Dues: $14/year

Greater Bay Area Costumers’ Guild
2801 Ashby Avenue
Berkeley, CA 94705

Great Lakes Costumers’ Guild
3268 Goodrich
Ferndale, MI 48220-1012

Greater White North Costumers’ Guild
c/o Costumers’ Workshop
Box 784 Adelaide St. PO
Toronto, Canada M5C 2K1
Dues: $12/year

Great White North Costumers’ Guild
8191 Woodmire Rd.
Pottstown, PA 19464

Heartland Costumers’ Guild
c/o Shirley Schaaf
1818 Washington
Kansas City, MO 64108
Dues: $15/year

Midwest Costumers’ Guild
c/o Pierre Pettinger
2709 Everett
Lincoln, NE 68502
Dues: $12/year

New England Costumers’ Guild
(aka Boston Tea Party & Sewing Circle)
c/o Eastlake
925 Dedham Street
Newton Center, MA 02159
Dues: $15/year

NY/NJ Costumers’ Guild (Sick Pups)
c/o Mami
85 West McClellan Avenue
Livingston, NJ 07039
Dues $15/year

North Star Costumers’ Guild
(The Minnesota Mafia)
c/o Jeff Barry and Janet Moe
5245 47th Avenue, South
Minneapolis, MN 55417-2311

People Your Mother Warned You About
c/o Animal X
7201 Meade Street
Pittsburgh, PA 15208
Dues: $8/year

Rocky Mountain Costumers’ Guild
7121 South Webster Street
Littleton, CO 80123

Southwest Costumers’ Guild
c/o Kim L. Martin
P.O. Box 39504
Phoenix, AZ 85069

St Louis Costumers’ Guild
c/o Nora & Bruce Mai
7835 Milan
University City, MO 63130

Wild and Wooley Western Costumers’ Guild
c/o Katherine Jepson
14 Martinridge Rd, NE
Calgary, Alberta Canada T3J 3C9
Dues: $20/year

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