



THE ICG NEWSLETTER

PUBLISHED BY THE INTERNATIONAL COSTUMERS' GUILD, INC.



VOLUME II, ISSUE 4 - FALL 2003

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

FROM THE PRESIDENT

Hello Everyone,

Sorry for the lack of word from your president but the last couple of months have been well filled.

First, I want to say well done to all the Board members who took the time to vote. You are the greatest. It was nice to see the vote tally.

It doesn't matter how you cast your vote, but that you voted. Again, Well Done.

World Con is over (Thank the Gods) It was not the easiest Con I ever worked, I made several mistakes as deputy but everyone helped me get through it.

My first mistake was not making sure I was 100% aware of what was happening and letting things slide as not my job.

Alixandra Jordan did more work on the months before the Con than anyone else and never stopped until it was over. She was, in my opinion, the real power behind the throne.

My second mistake was not making sure each person understood what I was asking them. This mistake cost me one of my judges.

The remaining judges did their job well and Vicki was very special as workmanship judge, as I had been short sighted and not understood that over 70% of the people would wish to be judged.

Gord Rose was a great MC and I would not wait for a second to use him again. He handled anything we threw at him like the Pro he is. When the problem came up with the house and the fashion show he did not lose his head but asked what we needed and went to work, unlike some others.

Tech was right on the money. Larry, as we all know, is one of if not **the** best at calling a show. The other gentleman, Phil, and his back stage crew were right on the money.

But even with this there were problems.

There was not enough lighting. The costumes washed out about halfway back. Most of this was the committee's fault but not all. Martin did not fight when he should, and the event needed a hard fighting leader.

The problem with the hall was a bad one: You don't put 2000 people in a room with one way out and one escalator. This was the problem discovered the night before at the Hugos and the fix decided on was given to the masquerade at 4:30pm the night of the show.

As soon as the problem was discovered we should have been told and allowed time to fix it, but we also should have been right there Sat. night finding out if the problem was being addressed, and we were not.

This is the reason the Fashion show was in the middle of the masquerade. At 4:30 we were told the show would be halted at the last contestant, the lights turned up and the hall cleared before the half time could start.

After the hall was cleared, anyone wishing to return could do so. This would have meant the Fashion show was playing to an empty house The person in charge of the Fashion show had a fit and said she would not go on under those conditions. After much swearing by the lady, it was decided to move the Fashion show to the middle, as many of the models were costumers as well and they had worked hard getting ready for this show. The change

caused delays and made Gord's job much harder than it had any right to be but, as I said earlier, he was professional and without any fuss did what was needed. If any one person saved the show it was him.

The Committee was no help for anything, from the start to the end. I will not go into other problems with the Con except for programming.

For months Charles Mohapel and Alix worked hard to set up a good track of programming. Maybe not the greatest, but it was damn good. What we got was nothing like what they worked so hard on. In fact it was not close. It was originally supposed to be in one room. Instead, it was moved between two buildings several blocks apart with only ten minutes to get from one building to the other.

To make matters worse the green room was in a third area. It made for a great loss of time and problems.

With that thought I wish to say I am sorry to my other panel members for showing up late for my second panel.

Dora gets a big thank you. She handled the certificates. She designed them, took care of the paper work, and filled them all in, then stayed with it until the wee hours of the morning and got up early to work non stop on them until each one was finished.

As Martin and Barb also gave out certificates for participation, as well as the awards, it was no easy job. This year we decided to award a different certificate for workmanship. This resulted in printing over 140 certificates in one of the three styles.

When we left the building she handed Martin all the certificates that were not picked up.

On a more pleasant note. With the sale of disks & tapes from Torcon 3, the Archives will now have 40 disks to work with, meaning 40 more masquerades will be saved.

Torcon was also the first sample showing of the Book of Costumes. It was well received. The book will be making the rounds with me to other Cons. Stop by and take a look.

C. D. Mami
President

FROM THE EDITOR

It's the end of the summer season. Many of the big events are behind us, including Costume-Con, Costume College and WorldCon. The holidays are closing fast. We're looking forward to a busy fall and a busier winter.

You'll notice an increase in (hopefully) interesting content, and one major change affecting future issues: **Paid Advertising** will now be accepted in this newsletter, starting with the January (Winter 2004) issue (Vol. III, Issue 1). This summer, ICG President Carl Mami made an executive decision to allow for the change in policy. Advertising rates for ICG members and non-members are published on the last page of this newsletter.

We welcome your suggestions, comments, articles, and artwork. We will try to include them in an upcoming issue of *The ICG Newsletter*.

If you have any questions about the items published here, we encourage you to write or call us. Contact information is listed on Page 6 of this issue.

COSPLAYERS ANONYMOUS: MY THOUGHTS ON ATTRACTING ANIME COSTUMERS TO ICG MASQUERADES

By Shanti Fader

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

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

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

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

Besides, anime can hardly be called obscure any more. "Spirited Away" won an Oscar for Best Animated Picture; Pokemon and Sailor Moon are household names; Cartoon Network broadcasts more adult series such as Trigun, Cowboy Bebop, Ruroni Kenshin, and various giant robot shows; and every video store has increasingly larger anime sections. It may not necessarily be your fandom, but anime fandom is growing, and if we're scared of it, we'll lose out on a large and enthusiastic group of costumers.

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

costumes are welcome, and that the cons holding these masquerades have anime, too. It might not be a bad idea to adapt our flyers, making it clear that our cons and masquerades are cosplayer-friendly. Having ICG costumers enter cosplay competitions is good, too--it lets the cosplayers know we're out there, and the sort of costumes we make. The more we attend each other's conventions and competitions, the less scared we each will be of each other.

TORCON 3 (61ST WORLDCON) MASQUERADE PARTICIPANTS AND AWARD WINNERS

Compiled by Alixandra Jordan

List of awards provided by Dawn McKechnie

Entries are as listed in the Torcon 3 Masquerade Program Book. Please forgive any typos in name, title or elsewhere!

1. **A Poultry Problem** (Junior) - Paul Weingart and Eric Weingart. Designers: Paul, Eric, and Ell'l Weingart (aka Mom)
< *Presentation: Most Tasty (Junior)*
2. **The Flash** (Junior); Jonathan Ziebarth. Designers: Carmine Infantino; constructed by Kate Pollak
< *Presentation: Best Superhero (Junior)*
3. **Curiosity Kills** (Junior); Talis Marguerite Thorndike Love. Designed by Persis Thorndike and Talis Marguerite Thorndike Love
< *Presentation: Most Dramatic (Junior)*
4. **Angel of Death** (Journeyman); Entrant and designer: Krikor Ajemain, with help from K'Tallia
< *Best Workmanship (Journeyman), Wings*
< *Presentation: Best Re-creation (Journeyman)*
5. **Captain Blue of Spectrum** (Journeyman); Entrant and designer: John Martin
6. **Captain Worldcon** (Novice); Entrant and designer: Dave MacLean
< *Presentation: Most Fannish (Novice)*
7. **Lord of the Fling** (Novice) Entrants: J. Lyn Sigurdson and Jake Witucki; Designer: J. Lyn Sigurdson
< *Best in Class Workmanship (Novice)*
< *Presentation: Most Humorous (Novice)*
8. **Ash Ketchum** (Junior) [an error was made in the program book, where this costume was listed as "novice". A.] Entrant: Eric Karpierz; Designer: Eric Karpierz, with help from Sharon Karpierz
< *Presentation: Most Animated (Junior)*
9. **Flora Regina** (Novice); Entrant and designer: Evelyn Baker, made by Evelyn Baker and Derrick Foss
< *Best Workmanship (Novice), Headdress*
< *Presentation: Most Romantic (Novice)*
10. **A Wildlife Adventure** (Master); Entrant and designer: Chris Kramer
< **Best in Show Workmanship**
< *Presentation: Best Master*
11. **Jadis, Queen of Narnia** (Novice); Entrant and designer: J. J. Sobey
< *Best Workmanship (Novice), Beading*
< *Presentation: Best Literary Re-creation (Novice)*
12. **Professor A. Boffin** (Novice); Entrant and designer: Dr. David G. Stephenson
< *Presentation: Best Political Statement (Novice)*
13. **The Faerie Godmother** (Journeyman); Entrant and designer: Alixandra Jordan
< *Best Workmanship (Journeyman), Beading Detail*

-
14. **Vedek Deypa** (Novice); Entrant and designer: Pat Woody
< *Presentation: Best Media Re-creation (Novice)*
15. **A Romantic Interlude** (Master); Entrants and designers: Amanda Allen and Thomas Atkinson
16. **The Man from the Lovecraft Dating Agency** (Novice); Entrant: Arthur Chappell; Designers: arthur Chappell and Tom Clarue
< *Presentation: Best Crustacean (Novice)*
17. **Miss Torcon 3** (Journeyman); Entrant and Designer: Shona Sneddon
18. **The Trumps of Amber** (Master); Entrants: Pierre and Sandy Pettinger, John Blaker, Les Roth, Sam Abba, Byron Connell, Kate Morgenstern, Gerg Sardo, Arabella Davis, John O'Halloran, Andy Trembley, Elaine Mami, Kevin Roche, Julie Zetterberg, Chris O'Halloran, Marci Malinowycz, Joni Dashoff, assisted by John Dougan, Tina Connell; Designed by: Pierre and Sandy Pettinger, Bridget Landry, Kate Morgenstern, Byron and Tina Connell, Kevin Roche and Andy Trembley, Les Roth and Sallie Abba; Made by: Pierre and Sandy Pettinger, Bridget Landry, Kate Morgenstern, Elaine Mami, Tina Connell, Chris and John O'Halloran, John Blaker, Kevin Roche, Andy Trembley, Les Roth, Sallie Abba, Julie Zetterberg, Greg Sarbo, Daren Bost
< *Best in Class Workmanship (Master)*
< *Best in Show*
19. **Sally** (Novice); Entrant and designer: Frances Bitney
< *Best Workmanship (Novice), Hand Sewing*
20. **Lortz of Lord of the Rings** (Novice); Entrant and designer: Rock Robertson
21. **Mixed Myths** (Master); Entrant and designer: Anna Davenport
22. **Morpheus (squared)** (Journeyman); Maral Agnerian and Stuart Johnson
< *Best in Class Workmanship (Journeyman - Tie)*
< *Presentation: Most Beautiful (Journeyman)*
23. **Mighty Wing Lung Puff** (Journeyman); Entrants and Designers: Andrew Pidcock and Marc Ladouceur
< *Presentation: Best Journeyman*
24. **Lady in Waiting** (Novice); Entrant and designer: Stephanie Bayne
25. **Arena** (Journeyman); Entrants Dawn McKechnie and John Ridley; Designer: Dawn McKechnie
< *Best Workmanship (Journeyman), Use of Hot Glue*
< *Presentation: Best Collision of Universes (Journeyman)*
26. **Inara Serra, The Companion, From Firefly** (Novice); Entrant: Dyan Laskin Grossman; Designers: Dyan Laskin Grossman and Mark Smullen
27. **Saucer for Sale** (Novice); Entrants and designers: U.F.Os "R" Us
< *Best Workmanship (Novice), Creative Engineering*
< *Presentation: Most Original Novice*
28. **Elemental Priestess** (Novice); Entrants and designers: Stephanie Duhamel, Katy Martin, Sara Gagnon
29. **Mike and Celia: Seeing Eye To Eye** (Novice); Entrants and designers: Jennifer Steadman and April White
< *Presentation: Best in Class, Novice*
30. **Winter is Coming** (Journeyman); Entrants: Greg Abba, Sallie Abba, Rachelle Hrubetz, Mandi Arthur, Laurie Bremen, Jon Mohning; Ninjas: Sheril Harper, Tammy Mohning, Andy Wheeler; Concept Design: Greg Abba, Sallie Abba and Rachelle Hrubetz; Costumes constructed by: Greg Abba, Sallie Abba, Rachelle Hrubetz, Mandi Arthur, Laurie Bremen, Bill Giffey, Bob Harper, Monica Harper, Sheril Harper, Tammy Mohning, and Max Rauer
< *Best in Class Workmanship (Journeyman - Tie)*
< *Best Presentation (Journeyman)*
< *Bantam Books - Songs of Ice and Fire Award*
31. **Redwood Faerie** (Novice); Entrant and designer: Carole Parker
< *Best Workmanship (Novice), Dyeing Technique*
32. **Maeilan the Black** (Novice); Entrant and designer: Lorraine Humert
33. **Fire and Ice** (Master); Entrants and designers: Margaret Blakesley, Susan Eisenhour and Lucinda Gille-Rowley
< *Best Workmanship (Master)*
< *Presentation: Most Apocalyptic (Master)*
34. **Something New** (Not in Competition); Entrant and designer: Toni Lay
-

ROAD TRIP!

By Toni Lay

I drove up to Toronto with some friends. Well, they drove. I read the map and pointed. Weller and I were with Pella in her van, and Deanna was in her car. We met up Wednesday morning at 9:30am at a Burger King in Fort Lee, NJ -- just across the GWB. After downing coffee and a breakfast croissant, we headed off at around 10:30am.

The plan was to take Route 17 north to Binghamton to pick up I-81, then north to Syracuse and take I-90 going west to Buffalo; swing around the city on I-290 to I-190 which took us across Grand Island and up past Niagara, NY to the Lewiston-Queenston Bridge. A stop at Niagara Falls then on to Toronto. This was the longest car ride I'd ever taken.

We took several breaks along the way to stretch our legs, empty our bladders and fill our stomachs (though we had munchies with us), but we were still making good time. The only traffic jam we encountered was passing an accident investigation on the right. The load of aluminum siding on a semi shifted severely and caused the truck to overturn into a ditch. I'm talking wheels up in the air. We were pretty sure the driver had been killed.

I'd had purchased two walkie-talkies so the two vehicles could keep in touch. These are very handy things to have on long trips with multiple cars, and very useful for keeping in touch with others at large, spread out cons like a WorldCon. They were wellworth the money and I'm very glad I got them.

We got to the Canadian border around 5pm. We pulled out our passports and got serious 'cause we're going to be dealing with mundanes with no sense of humor. We pulled up and the guard asked us the usual questions about having drugs, guns, etc. He asked us where we were headed and why. We told him we were going to the Falls then Toronto for a convention.

"What kind of convention," he asked.

"A science fiction convention," we replied.

"Is that like with Star Trek?" he questioned.

"There is some Star Trek, but there are other things too," we said.

"Do they have authors? I'd really like to meet Orson Scott Card," he said. Our jaws dropped. We told him many authors attended WorldCons and handed him a progress report. So, while cars were waiting behind us, the guard thumbed through Progress Report #6. Then he asked, "Are you going to be dressing up?"

"We have a few things with us," we answer with some hesitation.

ROAD TRIP! CONTINUED...

"Great," he said as he handed back the PR. "Have a great time." Before we left, we told him that the car behind us was with us. Deanna said she pulled up and he asked her, "Do you have any guns, weapons, drugs, costumes, makeup....?" After all that angst about getting costumes across the border and we got a border guard who was a fan!

We drove to Niagara Falls (Canadian side) and found a place to park. I'd never seen the Falls live. It was amazingly impressive! That's an incredible amount of water going over the edge! We had dinner at the Table Rock (Cliff?) Restaurant. By the time we continued on it was dark and the Falls had colored lights shining on them. We took the Queen Elizabeth Way into Toronto. It was 10:30pm when we arrived at the Crowne Plaza hotel. It was a very enjoyable 12-hour trip.

COSTUME CALENDAR

SCIENCE FICTION/ANIME/MEDIA CONVENTIONS

To add or change event listings, send your event info to the address on Page 6 of this newsletter.

2003**YaoiCon**

October 17-19, 2003
San Francisco, CA (USA)
www.yaoicon.com

Windycon XXX

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

Philcon 2003

December 12-14, 2003
Philadelphia, PA (USA)
www.philcon.org

2004**Arisia '04**

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

Lunacon 2004

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

Costume-Con 22

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

Norwescon 27

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

Anime North

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

Marcon 38

May 28-30, 2004
Columbus, OH (USA)
www.marcon.org

Balticon 38

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

BayCon 2004

May 28-31, 2004
San Jose, CA (USA)
www.baycon.org/2004

Fanime Con

Memorial Day Weekend, 2004
Santa Clara, CA (USA)
www.fanime.com

Anime Mid-Atlantic

June, 2004 (Unconfirmed)
Richmond, VA (USA)
www.animemidatlantic.com

Westerecon 57

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

Anime Expo

July 2-5, 2004
Anaheim, CA (USA)
www.anime-expo.org

Shore Leave 26

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

ShowMeCon

July, 2004 (Unconfirmed)
St. Louis, MO (USA)
www.showmecon.com

Costume College

July/August, 2004 (Unconfirmed)
Los Angeles, CA (USA)
www.costumecollege.org

Otakon

August, 2004 (Unconfirmed)
Baltimore, MD (USA)
www.otakon.com

Noreascon Four:

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

CopperCon 24

September 10-12, 2004
Phoenix, AZ (USA)
www.coppercon.org

Conjecture

October, 2004 (Unconfirmed)
San Diego, CA (USA)
www.conjecture.org

Archon

October, 2004 (Unconfirmed)
St. Louis, MO (USA)
www.stlf.org/archon

Albacon

October, 2004 (Unconfirmed)
Schenectady, NY (USA)
www.albacon.org

2005**Costume-Con 23**

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

Interaction:

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

OTHER COSTUME EVENTS/EXHIBITS

Cooper Hewitt National Design Triennial

now through January 25, 2004
Cooper Hewitt National Design Museum, New York, NY (USA)
ndm.si.edu/EXHIBITIONS/index.html

The Language of Clothing

DeWitt Wallace Decorative Arts Museum, Williamsburg, VA (USA)
Now through February 16, 2004 (Extended!)
www.history.org/visit/eventsAndExhibits/museums/dewittWallace/

Le Bal des Vampires

November 1, 2003
Pleasanton, CA (USA)
<http://www.peers.org/vampo3.html>

Bravehearts: Men in Skirts

November 4, 2003–February 8, 2004
The Costume Institute, ground floor,
The Metropolitan Museum of Art, New York, NY (USA)
www.metmuseum.org/special/se_upcoming.asp

The Great Dickens Christmas Fair

Weekends, November 29–December 21, 2003
Exhibition Halls
San Francisco Cow Palace, San Francisco, CA (USA)
www.dickensfair.com

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

ICG CHAPTERS AND DUES

All ICG members receive *The ICG Newsletter*, which is included in the ICG membership fee. ICG Dues per year (per individual): **\$4.00 USD**. Full "Individual" chapter members receive the chapter's newsletter, when published, and may also offer additional amenities as well. Some chapters offer "Household" memberships to members of a household in which there is at least one full "Individual" chapter member. Such memberships generally don't include additional copies of chapter publications. **Contact each Chapter directly for more information on becoming a member.**

Australian Costumers' Guild (ACG)
PO Box 150
Bulleen, VIC 3105 Australia
home.vicnet.net.au/~costume/

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

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

Beyond Reality Costumers Guild (BRCG)
650 NW 76th St
Seattle, WA 98117-4044 USA
www.brcg.org

Chicagoland Costumers' Guild (CCG)
aka The Chicago M.O.B.
1926 N. Maple Lane
Arlington Heights, IL 60004-3562 USA
www.enteract.com/~ccg/

Costumer's Guild West (CGW)
Post Office Box 3052
Santa Fe Springs, CA 90670-3052 USA
www.costumersguildwest.org

Greater Bay Area Costumers Guild (GBACG)
aka Dreamers of Decadence
PMB #320
5214-F Diamond Heights Blvd.
San Francisco, CA 94131 USA
www.gbacg.org

Greater Columbia Fantasy Costumer's Guild, Inc. (GCFCG)
aka The Founders
Post Office Box 683
Columbia, MD 21045 USA
www.gcfcg.org

Greater Delaware Valley Costumers' Society (GDVCS)
aka The Lunatic Phrynge
c/o 246 W. Upsal St, Apt F-303
Philadelphia, PA 19119 USA
lunaticphrynge.nstemp.org

Greater Sacramento Area Costumers Guild (GSACG)
aka The Fashioners of Fancy
P.O. Box 162722
Sacramento CA 95816-2722 USA
www.gsacg.org

Millenium Costumers Guild (MCG)
c/o Vandy Vandervort
2854 Tincup Circle
Boulder, CO 80303-7143 USA
millenniumcg.tripod.com

NJ/NY Costumers Guild (NJ/NYCG)
aka The Sick Pups
c/o Elaine Mami
85 West McClellan Ave.
Livingston, NJ 07039 USA
www.sickpups.org

Northern Lights Costumers Guild (NLCG)
aka NoeL Costumers
c/o Dina Flockhart
61 Gilson Road
Littleton, MA 01460-1300 USA
www.northernlights.pothole.com

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

Silicon Web Costumers Guild (SiW) (CORRECTED)
c/o Carole Parker
630 Barnsley Way
Sunnyvale, CA 94087-3421
www.geocities.com/siwcostumers/

Southwest Costumers Guild (SWCG)
PO Box 39504
Phoenix AZ 85069-9504 USA
www.southwestcostumersguild.org

Utah Costumers Guild (UCG)
aka The Sew-and-Sewzz
289 West Hidden Hollow Drive
Orem, UT 84058 USA

Western Canadian Costumer's Guild (WCCG)
1903 Glenmount Dr. S.W.
Calgary, Alberta T3E 4B4 Canada
members.shaw.ca/petra-nef/



CHAPTER BUSINESS

ICG Membership Survey Results Available Online

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

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

PROCEDURAL STUFF

For Your Information: The governing documents of the ICG are: The Articles of Incorporation, The By-Laws and the Standing Rules.

Each document contains slightly different information about how our organization functions. The easiest to change: The Standing Rules. These rules are close definitions of the more general Articles and By-Laws.

In most (if not all) cases, when we move to change something about how we function, it is a Standing Rule we amend.

The Standing Rules may be found online at:
www.costume.org/documents/standrules.html

ICG TREASURER'S REPORT

Bank balance as of October 10, 2003: \$5,682.65
 ICG: \$7,575.57
 Archives: \$169.00
 CQ: (\$1,892.92)

To refund CQ's remaining subscription fees will cost the ICG \$1,246.50. **The deadline for requesting your subscription refund is December 31, 2003.** After this date, all remaining CQ subscription funds will be considered donations to the ICG.

CURRENT MEMBERSHIP

Chapter	Members	Last Report	Chapter	Members	Last Report
ACG	0	Sept 2000	MCG	11	April 2003
BRCG	55	June 2003	NJ/NYCG	28	Sept 2003
CCG	26	April 2003	NLCG	41	Oct 2003
CGW	62	May 2003	SLCG	37	April 2003
GBACG	120	Sept 2003	SiW	19	Oct 2003
GCFCG	18	July 2003	SWCG	10	Oct 2003
GDCS	8	Oct 2003	UCG	1	Dec 2002
GSACG	7	Jun 2003	WCCG	18	Oct 2003
			Total	461	

LOST SOULS

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

- Arabella Davis (CGW)
- Joady Dorlick (CGW)
- Loruida Kasten-Lowerre (CGW)
- Karen Kovalcin (NJNYCG)
- Rondella Olsen (CGW)
- Cat Slater (CGW)

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

ICG OFFICERS FOR 2003-2004

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

HELPFUL HANDS OF THE ICG

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

CONTACT US

The ICG Newsletter
 c/o Betsy Delaney, Editor
 P.O. Box 8165
 Elkridge, MD 21075
 Phone: 301.307.0222
 Fax: 413.751.7320
newsletter@costume.org

ICG Correspondence
 Corresponding Secretary
 c/o Randall Whitlock
 P.O. Box 39504
 Phoenix, AZ 85069
corr-secretary@costume.org

ICG Web Site: www.costume.org

ICG Email Mailing Lists

- ICG-D@yahoo.com (General Discussion)
- ICG-BOD@yahoo.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

The ICG Newsletter publishes quarterly in January, April, July and October. Deadline to receive materials or advertising for print: **The 15th of the month prior to publication.** Page size: 8.5 x 11" with .5" margins. Subscription is included in ICG membership.

AD SIZE:	MEMBER RATES:	NON-MEMBER RATES:
Full Page: (7 x 9")	\$ 60	\$ 120
Half Page (3.5 x 9" or 7 x 4.5")	\$ 30	\$ 60
Quarter Page (3.5 x 4.5" or 7 x 2.25")	\$ 15	\$ 30
Eighth Page (3.5 x 2.25 - business card)	\$ 7.50	\$ 15
Classified Ad	FREE	\$0.50 per word

Paid ads: Rates are Per Issue. Please make payment to The ICG, Inc. and send with advertising copy to *The ICG Newsletter* address above. Electronic submissions must be at least 300 dpi resolution. 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.

Electronic submissions: Material may be formatted as follows: text, RTF, M\$ Word or Corel WordPerfect. Graphics at 300 dpi resolution in GIF, JPG or TIF for IBM, **NOT** Mac. Email to newsletter@costume.org, or send CD/Disk to *The ICG Newsletter* address above. Contact us first before sending attachments in email - we're sensitive to viruses!

Hard copy submissions (if absolutely necessary): Send by snail mail to *The ICG Newsletter* address above.

We reserve the right to retain all hard copy unless accompanied by a SASE.