

# The ICG Newsletter

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

## Message from the President

Hello Everyone,

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

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

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

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

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

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

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

I know there are many others I forgot to thank.

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

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

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

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

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

**C. D. Mami, President**

**Board of Directors**

**International Costumers Guild, Inc.**

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**NOTE: NEXT DEADLINE FOR SUBMISSIONS IS MARCH 15TH!**

## Editor's Notes



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

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

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

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

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

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

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

*Dana MacDermott*

## Guidelines Revisions Committee

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

**Guidelines Committee webpage:**

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

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

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

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

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

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

(Reprinted from the Costumers Quarterly)

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

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

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



### RECOMMENDED ADHESIVES

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

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

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

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

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

#### 2. Toupee Tape

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

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

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

#### 3. Theatrical Tape

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

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

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

### RECOMMENDED FOR LIMITED/SPECIFIC USES

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

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

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

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

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

(Cont. on pg. 3)

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

3. **Super Glue**

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

**!!NOT RECOMMENDED UNDER ANY CIRCUMSTANCES!!**



1. **Rubber Cement**

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

2. **Double Stick Cellophane Tape**

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

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

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

4. **Hot Melt Glue**

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

**CONCLUSIONS**

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

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

Glue Bottle Artwork © Copyright 2005 Discovery Education

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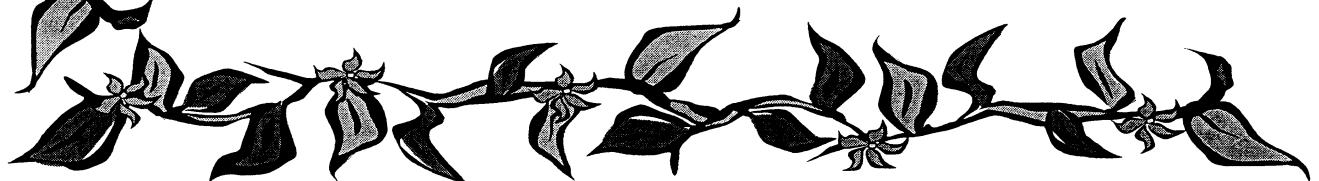
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## www.RenaissanceFabrics.net



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

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

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

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

**Beyond Reality Costumers Guild (BRCG)**

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aka The Founders  
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