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.

Denise 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.

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/
"IGC 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:** Tack 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 silverying 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)
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.

---

**Renaissance Fabrics**

We specialize in Wool, Silk, Linen, and Cotton Fabrics for Historical Costumers.

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

Let us be your resource…after all, we are costumers, too!

[www.RenaissanceFabrics.net](http://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)**
ICG Board Representative: Vicki Glover
Address: 650 NW 76th St
Seattle, WA 98117-4044 USA
www.brcg.org

**Chicagoland Costumers' Guild (CCG)**
aka The Chicago M.O.B.
ICG Board Representative: Val Roberts
Address: 1926 N. Maple Lane
Arlington Heights, IL 60004-3562 USA
www.Chicostume.org

**Costumers' Guild West (CGW)**
ICG Board Representative: Darla Kruger
Address: Post Office Box 3052
Santa Fe Springs, CA 90670-3052 USA
www.cgwcostumers.org

**Greater Bay Area Costumers Guild (GBACG)**
aka Dreamers of Decadence
ICG Board Representative: Kendra Van Cleave
Address: PMB #320
5214-F Diamond Heights Blvd.
San Francisco, CA 94131 USA
www.gbacg.org

**Greater Columbia Fantasy Costumers' Guild, Inc. (GCFCG)**
aka The Founders
ICG Board Representative: Ann Hamilton
Address: Post Office Box 683
Columbia, MD 21045 USA
www.gecfcg.org

**Greater Delaware Valley Costumers' Guild (GDVCG), aka The Lunatic Phrynge**
ICG Board Representative: Sandy Swank
Address: c/o 246 W. Upsilon St, Apt F-303
Philadelphia, PA 19119 USA
lunaticphrynge.nstemp.org

**NJ/NY Costumers Guild (NJ/NYCG)**
aka The Sick Pups
ICG Board Representative: Byron Connell
Address: c/o Elaine Mami
85 West McClellan Ave.
Livingston, NJ 07039 USA
www.sickpups.org

**Northern Lights Costumers Guild (NLCG)**
aka Noel Costumers
ICG Board Representative: Dina Flockhart
Address: c/o Dina Flockhart
61 Gibson Road
Littleton, MA 01460-1300 USA
www.northernlights-pothole.com

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

**SiliconWeb Costumers Guild (SiW)**
ICG Board Representative: Betsy Delaney
Address: c/o Carole Parker
630 Barnsley Way
Sunnyvale, CA 94087-3421
www.siwcostumers.org

**Southwest Costumers Guild (SWCG)**
ICG Board Representative: Diane Harris
Address: PO Box 39504
Phoenix AZ 85069-9504 USA
www.southwestcostumersguild.org

**Utah Costumers Guild (UCG)**
aka The Sew-and-Sewzz
ICG Board Representative: Dave Doering
Address: 289 West Hidden Hollow Drive
Orem, UT 84058 USA
<utahguild@aol.com>
COSPLAY - WHY IT'S THE NEXT BIG THING

by Maura Burns

There’s nothing new about costuming from anime. Even back when we were all calling it Japanimation, it wasn’t uncommon to see anime panels or video programming at big sci-fi conventions, and as with all genre media – if it’s out there, we will costume. That said, within the last 5-10 years or so, anime has found an entirely new audience; it’s exploded in popularity, due to easy access through the Internet (where a show is often ready for downloading worldwide, subtitled by fans, within days of its initial airing in Japan), cable TV channels like Cartoon Network, and English-language reprints of Asian comics. That explosion has given rise to an entirely new culture of conventions, and in turn to the subgenre of costuming now known broadly as cosplay.

Cosplay seems to defy definition in part because it has so many— it’s a noun and a verb, an activity and a contest. For purposes of this article, “cosplay” can be loosely defined as costuming based on recreating costumes from Asian, mostly Japanese, popular culture, including anime, movies, video games, and even rock bands. The term can mean either the act of costuming as a favorite character, or the costume competitions many anime cons hold: “I’m cosplaying Sailor Moon for the cosplay.” I’ll try to use “cosplay competition” in this article when talking about costume contests at anime cons (though to further complicate the issue, some anime cons do call their contests “masquerades”). The word itself is an abbreviation of “costume play.” Many cosplayers place strong emphasis on the “play” part of the equation— recreating a character as faithfully as possible not merely in appearance but sometimes in personality and mannerism as well.

Anime has become so popular that there are now dozens of conventions in the US and Canada alone devoted to it. And a huge percentage of the attendees are cosplaying—the wearing of hall costumes is almost de rigueur for many anime fans. Cosplay is exposing an unprecedented number of people of all ages to the notion of costuming as a hobby.

So if cosplay is so popular, why haven’t you seen more of it outside of anime conventions? A lot of cosplayers simply prefer the camaraderie of other cosplayers and the lack of pressure, but in some ways it seems that cosplay and ICG-style costuming have been evolving in parallel, but not quite meeting, for the past few years, and many find it difficult to bridge the space between.

In some respects, cosplay has evolved on an entirely separate path from ICG-style costuming. Anime conventions, and anime masquerades, are often run by people who have no prior experience with science fiction conventions and the style of costume competitions usually seen there, and as a result, while the basic elements—performance and workmanship—are present in both styles, the culture of competition can have a very different feel. Because cosplay is most often about recreating specific characters in more than just appearance—the “play” part of “cosplay”—emphasis in cosplay competitions has often historically been weighted more toward the presentation of character through skits and performances than toward workmanship, though that too is appreciated. It’s also very common to have many people focusing their cosplay efforts on a single popular character, and it’s almost a given that you’ll see a dozen or more “clones” of the same character at any given event, depending on what is currently popular.

Most anime conventions in the United States either don’t use ICG guidelines or use very loose versions of them. Each new cosplay director who comes on board to organize a cosplay competition often creates a new set of rules from scratch, and sometimes it seems no two cons have the same set of rules. The anime con costume competitions that I know of that most closely adhere to a recognizable version of the ICG guidelines are those that were started, and are still run, by people familiar with science fiction conventions and the ICG style of competition. Their masquerade directors integrated a close version of the ICG guidelines right from the cons’ founding, and as a result the guidelines have become part of the culture of those cons.

For anime cons that didn’t begin that way, though, every cosplay is a little different. You can go to a con one weekend that focuses entirely on performance with little or no judging of workmanship, and the following weekend go to a con where workmanship judges will squat over your seams. Some cons don’t allow walk-ons, some have a separate “fashion show” competition for those who would otherwise do walk-ons, some integrate them into the main cosplay show, some hold a separate contest just for judging of skits that otherwise wouldn’t work in the main cosplay. Every cosplay contest has its own flavor and often its own reputation, just as many sci-fi masquerades do.

(Cont. page 6)
(Cosplay, cont. from page 5) One example of a convention adapting ICG guidelines for cosplay competition is that of the Anime Next con in New York. Maureen Hallinan, the cosplay director at Anime Next, wanted to incorporate the guidelines, but realized that they would need major revision to work for her, since presentation and workmanship awards in cosplay don’t always go hand in hand, and it didn’t seem fair to her to have someone who’d gained competition levels for workmanship competing directly against someone who’d gained competition levels based solely on their skits. She reasoned that since anime cosplay depends heavily on character recreation, presentation awards for cosplay competitions reward theatrical performance, while presentation awards for ICG-style competitions lean towards rewarding how a presentation contributes to the overall visual impact of a costume.

With that idea of different presentation definitions in mind, Maureen created a system for Anime Next that divided workmanship by the familiar divisions, but did not make the same distinction for presentation awards, with Best in Show awarded to the group with the best combination of workmanship (regardless of division) and presentation. This system worked very well for her competition, preserving ICG-style divisions for workmanship while lessening the formality that some cosplayers dislike, and provided a system that judges, competitors, and director saw as fair. Cosplay may never entirely take to the ICG guidelines, but flexible adaptations and hybrids like this one may represent the future of cosplay competition rules.

Some cosplayers have joined the ICG; why haven’t we seen more, given how popular cosplay is? The cosplayers who have responded to ICG-related topics when they arise on the forums at cosplay.com, for the most part, don’t seem to see much benefit in joining the ICG as an organization, though they may support the idea of changing masquerades to incorporate elements of the ICG guidelines. Although individual chapters may offer such tangible benefits as fabric store discounts to their members, that’s up to the chapters, so the ICG newsletter can seem like the major “benefit” of joining the organization. Technological preferences seem to play a part, too. Some may choose not to join the ICG because they feel they have access to all the support and assistance they need through Web-based channels; the majordomo-style mailing lists that unite many segments of the ICG can seem clunky and outdated to people who are used to communicating via Web-based boards and forums.

It’s not just anime itself that flies around the Internet at the speed of light. Cosplay has a huge presence on the net. Many individual cosplayers have elaborate personal web pages to showcase their work, and sites such as cosplay.com, cosplaylab.com and American Cosplay Paradise (www.acparadise.com) exist to provide a further showcase to a wide audience; lots of cosplayers are known to each other only by the nicknames they use on the Web. (It still feels like an honor for me when I finally learn a respected cosplayer’s real name!) Of the major cosplay sites, cosplay.com is by far the largest and most active, providing photo galleries, news, and hugely active forums that can get hundreds of new posts every day. Cosplayers keep in touch largely through Web-based technologies, especially those forums and boards; in addition to the cosplay sites, many cons host boards to discuss activities and plans, and cosplayers can make plans to meet up at a convention or simply compare notes on a particular costume.

Cosplay is creating an unprecedented number of costume hobbyists. These people represent a huge potential audience for the ICG, but they also represent a different school of thought about costuming and costume competitions, and reaching out to them could mean adapting and changing some of the ways the ICG communicates, especially on the Internet. I would be absolutely thrilled to see more cosplayers becoming ICG members and making costuming a part of their lives for a long time to come.

Maura Burns, a/k/a “Koumori,” has been making costumes for over 15 years, and focusing on cosplay for the past 5. She is a member of the Northern Lights Costumers’ Guild. She can be contacted at koumori@suspiciouscloset.com and seen at www.suspiciouscloset.com.

Thanks very much to Kyle Johnsen, Lionel Lum, and Aurora Vanderbosch for granting the ICG Newsletter permission to use their copyrighted images. Note that all photographs with this article are copyrighted, and permission rights are exclusive to the copyright holders for use of these images.

If you’re interested in doing more research and exploring the world of Anime and Cosplay, here are some other links and events suggested by Maura Burns that you may enjoy:

Cosplay.com: The largest and most active cosplay website; photos, forums, and news.
CosplayLab.com: A searchable database of costumes, includes cosplayer bios and news.
www.afansview.com: Kevin Lillard travels the country photographing cosplayers at conventions all year.
www.usagichan.com: So does Lionel Lum.
www.risingsun.net: Florida-based photographer Maboroshi’s site. Featured cosplayers, photos of the week, huge photo archive.
Anime-expo.org: Anime Expo, the largest anime convention on the West Coast
Otakon.com: Otakon, the largest anime convention on the East Coast
a-kon.com: Project A-Kon, which I think is the largest anime convention in the middle. :)

PAGE 6
CONVENTIONS AND OTHER EXCITING HAPPENINGS AROUND THE WORLD

**2006**

FarPoint  
February 17-19, 2006  
Hunt Valley, MD  
www.farpointcon.com

Lunacon 2006  
March 17-19, 2006  
Meadowlands, NJ  
www.lunacon.org

Astra  
March 31-April 2, 2006  
Toronto, Ontario  
http://ad-astra.org

Norwescon 29  
April 13-16, 2006  
Seattle, WA  
www.norwescon.org

Penguincon 4.0  
April 21-23, 2006  
Novi, MI  
www.penguicon.org

ShowMeCon 4  
April 21-23, 2006  
St. Louis, MO  
www.showmecon.com

Anime North  
May 26-28, 2006  
Toronto, Ontario  
www.animenorth.com

**2007**

Yaoi-Con 6  
2006  
UNCONFIRMED  
San Francisco, CA  
www.yaoicon.com

WonderCon  
UNCONFIRMED  
San Francisco, CA  
www.wondercon.com

Convention-25  
March 29 - April 2, 2007  
St. Louis, MO  
www.cc25.net

Nippon 2007  
65th World Science Fiction Convention  
August 30 - Sept. 3, 2007  
Yokohama, Japan  
www.nippon2007.org

Arisia '07  
UNCONFIRMED

Fashion and Textile History Gallery  
Fashion Institute of Technology, New York, NY  
Permanent Exhibition [Ed. Note: Yay!]

Fashion in Film: Period Costumes for the Screen  
Grand Rapids Art Museum, Grand Rapids, MI  
January 26 - March 26, 2006  
Avampato Discovery Museum, Charleston, WV  
April 13 - June 11, 2006

Sioux City Art Center, Sioux City, IA  
July 1 - September 10, 2006

Winterthur Museum, Winterthur, DE  

Toddler, Teens and Tweens: 250 Years of Children's Fashion  
Ohio State University, The Historic Costume & Textiles Collection, Columbus, Ohio  
October 20, 2005 - May 20, 2006

Lingerie: Secrets of Elegance  
Phoenix Art Museum, Phoenix, AZ  
November 19, 2005 - April 9, 2006

Costume Academy 2006  
GBACG Full-Day Costuming Symposium, Berkeley, CA, March 12, 2006

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

Calendar items are listed courtesy of the following groups/organizations. Visit their websites for even more event listings:

ICG Website: www.costume.org/conventions.html

GBACG Conventions, Seminars & Symposia: www.gbacg.org/conventions.htm

A Message from the Masquerade Director of the WorldCon 2006
(LA Con IV) Masquerade

by Martin Jaquish

The world was a different place back when a hundred entries would cross a Worldcon stage. There was no huge Internet to seductively claim many of our hours each week, and science fiction and fantasy were not the significant part of the cultural mainstream that they are now. The many ways to create and present costumes that we take for granted as “formula” today were invented then with trial and error. Some people look back upon decades of the Best of the Best showing off their work and wonder if there is much left to bring to the stage that has not already been seen.

The days of giant Worldcon masquerades are likely never to return, but that creative spark that drives fan costuming is not only still healthy, but growing. While it’s true that the last several Worldcons shows have been of modest size compared to decades past, many of the annual regional media and SF cons are showing increasing numbers of costumers. New faces and new ideas are sprouting, and crowds are cheering for what they see. At one of the cons I help with, the San Diego Comic-Con, a 50-60 entry show with a mix of media, anime, SF, fantasy, comic book, and originals, half of the contestants each year are first-timers. They are new people discovering the art and getting hooked on it, and some of them doing marvelous work. The great pleasure it is to see their faces light up is what keeps me involved.

Some of these costumers from the Comic-Cons and Dragon Cons and the Anime Expos and so on will likely be in this Worldcon show, and some will be in the audience, eager to be treated to a truly marvelous experience. Like any exhibition of art or sport or other achievement, they don’t want to see just new talent, they want to be treated to the Grand Masters too, to see the work of people they have heard about. Southern California, with its huge entertainment industry, is one of the creative forces of costuming in the world, and a Worldcon masquerade set there has rather high expectations to meet. Disneyland will be right across the street, after all, and that is a lot of magic to compete with.

L.A.con IV is hoping that many of you will see opportunity here, not only for having a fun time and for supporting costuming, but for showing off how truly remarkable a Worldcon can be. The Anaheim Arena is a tried and proven venue for the show, the committee dedicated, and we’ll have a great backstage staff intent on making you all look and feel like stars. But most important is that there is the opportunity to create thousands of smiles that night, and to create lasting memories of fun and beauty in world that needs all of that it can get.

I hope to see many of you on the stage in costume, or helping out, or perhaps encouraging other costumers you know to take part. The Masquerade will be on Friday night, August 24. Complete entry information can be found on the L.A.con IV website, www.laconiv.org.

Remember that always dressing in understated good taste is the same as playing dead.

~Susan Catherine

---

NOTE:
Submissions Deadlines
For ICG Newsletter are:

MARCH 15TH!
MAY 15TH!
JULY 15TH!
SEPTEMBER 15TH!
NOVEMBER 15TH!

REMEMBER:
Submit early, submit often!

---

Coming soon in upcoming issues of your ICG Newsletter:

COSTUMING FOR AND WITH CHILDREN
Hints and Advice for (Relatively) Hassle Free Projects

HOW TO SURVIVE YOUR FIRST MASQUERADE
Tips from the Masters on What to Expect When You’re Entering

WHAT TO EXPECT AT THIS YEAR’S COSTUME-CON 24
Des Moines in May It’s THE Place to Be!
L.A.con IV
64th World Science Fiction Convention

WELCOME TO THE SPACECADET ACADEMY!

Noted Faculty:

Connie Willis
Professor of Literature

James Gurney
Professor of Fine Arts

Howard DeVore
Professor of Fandom

Frankie Thomas
Commandant of the Academy

Class Schedule:
Wednesday August 23rd thru
Sunday August 27, 2006
Classes conveniently scheduled before
Labor Day so more educators and
families can attend

Academy Location:
Anaheim Convention Center
Anaheim, California, USA
Earth, Terran System, Western Spiral Arm

Membership:
$175 until July 1, 2006

Campus Housing:
Hilton Anaheim
and Anaheim Marriott
$99 confirmed room rates
for single/double occupancy

L.A.con IV, c/o SCIFI, P.O. Box 8442 Van Nuys CA, 91409
www.laconiv.org

"Worldcon," "World Science Fiction Convention," and "Hugo Awards" are registered service marks of the World Science Fiction Society, an unincorporated literary society.
ICG NEWS AND REPORTS
(What's Going On With Our Governing Body)

Excerpts from the Official November-December Minutes of the Online ICG BOD Meeting
(As Submitted by ICG Recording Secretary Dana MacDermott)

This is distilled from the complete minutes, which cover the discussions in far more detail. The full minutes will be posted on the ICG website - Dana MacDermott.

Issues:
Guidelines revision:
Betsy Delaney (SIW), as Co-Chair of Guidelines Revision Committee, forwarded a letter from Andrew Trembly, Co-Chair of the committee, which stated the following recommendations: 1) the existing Guidelines should be replaced with those developed by the Committee. (Draft posted at www.costume.org/guidelines-committee/draft3.html; 2) requested ICG members review document and contact their BOD representatives to indicate support or opposition; and, 3) stated a motion was being prepared to replace the previous guidelines, which would be submitted to the BOD.
Carl Mami (President) announced the Guidelines would be on the Annual Meeting agenda and refused further discussion on the BOD list.

Betsy Delaney (SIW) .... addressed the Guidelines question: "... whether we bring the Guidelines vote before the general membership or not, we still need to tell the members that it will be coming up for discussion and possibly voting prior to that meeting. In my opinion, we still should move to replace the existing Guidelines document with the new version, and simply include in the motion that the vote shall take place at the Annual Meeting."

Byron Connell (NJ/NY) recommended the BOD discuss the proposed Guidelines replacement and decide whether to recommend them to the membership, to be considered at the Annual Meeting in 2006 and suggested making a motion to that effect.

Betsy Delaney (SIW) moved: That the ICG consider the draft submitted by the Guidelines Committee as a replacement for the existing ICG Masquerade Guidelines and that /The ICG Newsletter/ should include the text of the proposed replacement and prominently notify all members that this matter will be on the agenda of the annual meeting in May 2006, so that members may review the proposal and decide their positions.

Carl Mami (President) declared the motion out of order, stating that he had set the matter of the Guidelines to the General meeting and that the BOD reps were responsible for discussing the issue with their chapters.

Tax exempt status for ICG Chapters:
Motion made by Byron Connell (NJ/NY), seconded by Dora Buck, (Treasurer): (1) That the Board direct the officers to take all necessary steps to prepare and submit to the Internal Revenue Service a "Group Exemption Letter," as provided in IRS publication 557, "Tax-Exempt Status for Your Organization," (2) That said letter include the New Jersey-New York Chapter, and (3) That said letter include any and all other chapters that desire to be included.

Byron Connell (NJ/NY) responded to requests for clarification of his motion: "The IRS has a procedure by which a central organization that represents subordinate organizations may request a determination recognizing on a group basis the exemption of the subordinates under section 501(c). The procedure is detailed in IRS Publication 557, "Tax-Exempt Status for Your Organization," which can be downloaded as a PDF file from the IRS' Web site, http://www.irs.gov/. Relevant portion: pages 6 through 8 in the March 2005 revision. For ICG chapters that wish to participate, this procedure should provide tax exempt recognition.

Discussion:
Darla Kruger (CGW) stated that she believed that Byron's motion would not suffice for the Federal Government or the Internal Revenue Service.... The letter could put us on the IRS radar. Byron Connell (NJ/NY): Proceeding with the letter would allow the possibility the IRS might accept. If the IRS asks for more info, we will get an idea of what they want.

Kendra Van Cleave (GBACC) sees both Darla's and Byron's points as based on fact and contradictory. She wants more expert legal advice. Failing that, she will have to recommend that her chapter pursue its own non-profit status.

Vote on the motion: Yes=9, No=2, Abstain =3, Not present = 2: Motion passes.

Opening the BOD meetings to the membership:
Carl Mami (President) declared that motion 09-05-01 (allowing discussion to develop a motion on this topic, reported on previously) failed for lack of votes. Yes=7; No=1; Not voted: 8 Motion made by Dana MacDermott (Recording Secretary), seconded by Betsy Delaney (SIW): The Online ICG BOD mailing list: 1) Any ICG member in good standing may subscribe to the ICG-BOD Yahoo Group list. Members of the list must provide their real names to the list maintainers to be verified as members in good standing with the ICG; 2) Any ICG member in good standing may address the ICG BOD through the ICG-BOD Yahoo Group list if he or she is sponsored by a current ICG BOD member; 3) Any member of the ICG-BOD Yahoo Group who is not identified as an official Chapter Representative or Officer of the Corporation may not vote on any business brought before the BOD on the ICG-BOD Yahoo Group list; 4) Any member of the ICG-BOD Yahoo Group list may be removed from that list, with appropriate warning, as outlined in the rules of access published on the list in the file "mailing-lists.txt" (sent automatically every month to all members of the list.).

Discussion:
Dana MacDermott (Recording Secretary): "It concerns me that we have currently shut out the Treasurers and the Newsletter editor from the meetings even though there are issues being discussed that will affect them and would benefit from their input... We have recently realized we have had a significant problem with BOD members not actually being in contact with the BOD. This is why we have had so many delays and recesses. If the BOD members are not paying attention, they cannot be reporting to their chapters. The members should also be able to see how we are representing them... The ICG BOD's concern should be to encourage member participation, rather than to limit it."

Jeff Morris (list coordinator, member of St Louis Guild) addressed the list, strongly objecting to the motion by suggesting that the BOD reps were supposed to be informing the members, and asking if this was not being done so that the list would have to be open for the members to know what was going on. He called the motion "a waste of time and energy..."

Betsy Delaney (SIW): Her chapter ... does care "about the appearance of a closed, elitist organization that will not brook (Cont. page 13)
(ICG Bod Meeting Minutes Excerpts, Cont. from p.10)
i. The President's comments are inappropriate and are out of order.
First, he is addressing specific content of an amendment and motion on the floor without first asking to remove himself from the position of chair of the meeting. Secondly, he is acting without a clear understanding of his role in meetings. Third, he is acting in a partisan way, which he may not do without stepping down as President for the purpose of debating the question.
Examining the history of posts on this motion, I must agree with the complaint. I remind the president that in the role as presiding officer and moderator of the discussion the president is to refrain from commenting on pending motions either in the affirmative or negative. The president is only allowed to address specific technical questions from the members of the board. These comments can include any perceived repercussions of the motion, but only in a neutral manner. If the president wishes to participate and contribute to the discussion, he may do so only if he passes the gavel to another officer, generally the vice-president, before he does so. Once passed, the gavel, for the specific motion or topic only, cannot be taken back until the issue is resolved; i.e. the item goes into a vote and the vote is completed. Again, due to the nature of the on-line meeting, specifically the ability to discuss more than one topic of a time, he may retain the gavel of other, unrelated topics. I would ask the president to apologize and refrain from further comment on this amendment, or to pass the gavel to the vice-president.

Pierre E. Pettinger, Jr., Parliamentarian
Amendment vote (January):
Yes=4, No=8, Abstain=1, Not Present =4: Amendment failed

Pierre Pettinger (Parliamentarian) as requested submitted the writing of a motion regarding quorums. Moved: moved by Sandy Swank(DVCG), and seconded by Betsy Delaney (SIW): Add new section (c) to Standing Rule 15 The listing of automatic notifications of receipt required in section (b) above will constitute the members present for that debate and vote. This number must constitute a majority of the Board members for the debate to proceed as required by the By-Laws, Article V, Section 10. Under no circumstance may any member of the Board of Directors be prevented from debating or voting on any issue regardless of the result of the automatic notification required herein.
Renumber existing sections (c) and (d) as sections (d) and (e)

A Note from the Editor about Your Address
As if moving isn’t enough of a hassle already ... This is to clarify our current procedures for updating mailing addresses with the ICG. For the last issue, we received back several issues with “Forwarding Order Expired, Unable to Forward” stickers on them from the Post Office. Please note - word of mouth is not the way to get your new address when you move. Nor is clicking your heels together three times and saying “There’s no ICG Treasurer like Dora Buct to update our membership lists.” (Even though we all know it’s true!) You must send us an email directly to newsletter@costume.org, AND advise your Chapter Treasurer of your new address. Ask him or her to update the ICG as well. Please add us to your not-inconsequential list of things to do when you move, and there should be no interruption in your receipt of your newsletters! Thanks in advance, and happy moving!
ICG Newsletter
January/February 2006

ICG Treasurer's Report
Bank balance as of January 10, 2006 was: General Funds: $5,975.93; Archives: $45.57; Newsletter: $1,421.09

Current Membership

<table>
<thead>
<tr>
<th>Chapter</th>
<th>Members</th>
<th>Last Report</th>
<th>Chapter</th>
<th>Members</th>
<th>Last Report</th>
</tr>
</thead>
<tbody>
<tr>
<td>BRGC</td>
<td>0*</td>
<td>July 2005</td>
<td>NJ/NY/CG</td>
<td>39</td>
<td>January 2006</td>
</tr>
<tr>
<td>CCG</td>
<td>17</td>
<td>October 2005</td>
<td>NL/GC</td>
<td>34</td>
<td>January 2006</td>
</tr>
<tr>
<td>CGW</td>
<td>319</td>
<td>October 2005</td>
<td>SLC/GC</td>
<td>35</td>
<td>December 2005</td>
</tr>
<tr>
<td>GB/CGF</td>
<td>211</td>
<td>January 2006</td>
<td>SIW</td>
<td>39</td>
<td>January 2006</td>
</tr>
<tr>
<td>GC/FCF</td>
<td>7</td>
<td>April 2005</td>
<td>SW/C</td>
<td>15</td>
<td>October 2005</td>
</tr>
<tr>
<td>GDCS</td>
<td>11</td>
<td>January 2006</td>
<td>U/C</td>
<td>6</td>
<td>July 2005</td>
</tr>
</tbody>
</table>

* - All members lapsed 9/28/05
Total 733

Your ICG membership benefits include voting rights and a subscription to this newsletter. Chapters that fail to report their members and submit their dues run the risk of being deactivated. Members of deactivated Chapters who wish to participate in activities as ICG members must join an active Chapter of the ICG.

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

Maureen Brown (BRGC)  Christi Pachen (CCG)
Samantha Gallardo (CGW)  Ivan Lawson (CGW)
Paula Leary (SWCG)  Tonya Lawson (CGW)
Carlos Egan (SWCG)  Linda Bredemann (CGW)
Maryann Jones (CGW)  Christina Dixon (CGW)
Margaret Richardson (BRGC)  Kirsten Manning (CGW)
Sarah Manning (CGW)  W. Lynne Brown (CGW)
Martha Phillips (CGW)  Helen Westerlund (GB/CGF)
Melin Wong (GB/CGF)

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

ICG Editorial Board 2006-2006
Chair .................................. Denise Hartlove (SIW)
Member .................................. Carl Mami (Sick Pups)
Member .................................. Dora Buck (Sick Pups)
Member .................................. Carole Parker (SIW)
Member .................................. Betsy Delaney (SIW)

ICG Officers for 2004-2005
President .................................. Carl Mami
Vice President .............................. Nora Mai
Treasurer ................................. Dora Buck
Corresponding Secretary ................. Sandy Pettinger
Recording Secretary ........................ Dana MacDermott

Helpful Hands of the ICG
Newsletter Editor ....................... Denise Hartlove
Internet Guy .............................. Jeff Morris
Archivist ................................. Carl Mami
Parliamentarian ......................... Pierre E. Pettinger, Jr.
V.P., Maryland ............................ D. Jeannette Holloman

ICG Web Site:
www.costume.org

ICG Email Mailing Lists
ICG-D@yahoogroups.com (General Discussion)
ICG-BOD@yahoogroups.com (Board & Officers)

ICG-D is open to everyone, including non-members. Instructions for subscribing to any of the ICG email mailing lists can be found at this URL:
help.yahoo.com/help/us/groups/groups-19.html

Contact Us:

<table>
<thead>
<tr>
<th>ICG Newsletter</th>
<th>ICG Correspondence</th>
</tr>
</thead>
<tbody>
<tr>
<td>c/o Denise Hartlove, Editor</td>
<td>Corresponding Secretary</td>
</tr>
<tr>
<td>5532 Montana Drive</td>
<td>Sandy Pettinger</td>
</tr>
<tr>
<td>Concord, CA 94521 USA</td>
<td>5100 Leighton Avenue</td>
</tr>
<tr>
<td></td>
<td>Lincoln, NE 68504-2946 USA</td>
</tr>
</tbody>
</table>

Publication Specifications/Advertising:
Deadline to receive materials or advertising for print: The 15th of the month prior to publication. Further, updated information will be included in the next issue. Please get us your submissions and advertisements for the next issue by no later than March 15, 2006.

Electronic submissions must be at least 300 dpi resolution. Material may be formatted as follows: text, RTF, MS Word or Corel WordPerfect. Graphics at 300 dpi resolution in GIF, JPG or TIF. Email to newsletter@costume.org, or send CD/disk to The ICG Newsletter address above. Contact us first before sending attachments in email - we're sensitive to viruses!

Hard copy submissions (if absolutely necessary): Send by snail mail to The ICG Newsletter address above. We reserve the right to retain all hard copy unless accompanied by a SASE.

Advertising rates are per issue. Please make payment to The ICG, Inc. and send with advertising copy to The ICG Newsletter address above. Ads received without payment will not be published. Advertising revenues are used to defray the cost of mailing the newsletter. Additional proceeds benefit the International Costumers' Guild, Inc.

<table>
<thead>
<tr>
<th>Ad Size</th>
<th>Member Rates</th>
<th>Non-Member Rates</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full Page</td>
<td>$60</td>
<td>$120</td>
</tr>
<tr>
<td>Half-Page</td>
<td>$30</td>
<td>$60</td>
</tr>
<tr>
<td>Quarter Page</td>
<td>$15</td>
<td>$30</td>
</tr>
<tr>
<td>Eighth Page</td>
<td>$7.50</td>
<td>$15</td>
</tr>
<tr>
<td>(Business Card)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Classified Ads</td>
<td>Free</td>
<td>50 cents/word</td>
</tr>
</tbody>
</table>

All contents copyright © 2006 The International Costumers' Guild, Inc. All rights reserved.