From the Editor

The ICG board has authorized an online edition as well as a printed edition of the newsletter. Your newsletter delivery preference is part of your ICG membership record. If you want to change or verify your delivery preference, contact your local chapter. The newsletter editor relies on these records to determine who receives a print edition.

Members who have an e-mail address on record will be notified when a new online edition is available. Those who receive the print edition are also welcome to experience the online edition by going to http://www.costume.org/currentnewsletter. When prompted, enter the user name "newsletter" and the issue password "darkover".

Back issues of the ICG newsletter are available online for the entire costuming community to enjoy. Contact the newsletter editor to report problems or comment on the newsletter. If your postal or e-mail address changes, notify your local chapter promptly, or send your updated information to icg-membership-corrections@costume.org. Returned copies of the print edition cannot be re-mailed.

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Vice President ................... Philip Gust ...................... icg-vice-president@costume.org
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ICG Membership Benefits
Your ICG membership benefits include voting rights and a subscription to this newsletter. Chapters that fail to report their members and submit their dues run the risk of being deactivated. Members of deactivated chapters who wish to participate in activities as ICG members must join an active chapter of the ICG.

ICG via Email or the Internet
• ICG Website: http://www.costume.org/
• Yahoo! Groups:
  • ICG-D@yahoogroups.com ................. General Discussion
  • ICG-BOD@yahoogroups.com ............. Board and Officers Discussion
  • ICG-TW@yahoogroups.com ............... Tech and Web Discussion
  • ICG-Pub@yahoogroups.com .............. Publication Discussion

ICG-D is open to everyone, including non-members. Everyone can read message archives of the other groups, but only invited members can submit messages.

ICG Newsletter
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International Costumers’ Guild, Inc.
c/o Patrick J. O’Connor, Editor
6321 W Raven Street
Chicago IL 60646-3615

ICG Editorial Board 2010:
Betsy Delaney, Philip Gust, Carole Parker, Jeanine Swick and Randall Whitlock.
HARDCOPY SUBMISSIONS (IF ABSOLUTELY NECESSARY)
Send by snail mail to the ICG Newsletter address previously listed. We reserve the right to retain all hard copy unless accompanied by a SASE.

PUBLICATION SPECIFICATIONS/ADVERTISING
Deadline to receive materials or advertising for print is the FIFTEENTH of the month prior to publication:

- Issue 1 – January/February  Deadline – 15 December
- Issue 2 – March/April   Deadline – 15 February
- Issue 3 – May/June    Deadline – 15 April
- Issue 4 – July/August Deadline – 15 June
- Issue 5 – September/October Deadline – 15 August
- Issue 6 – November/December Deadline – 15 October

ADVERTISING RATES
Rates are per issue. Please make payment to the ICG, Inc. and send with advertising copy to the ICG Newsletter Editor. Ads received without payment will not be published. Advertising revenues help defray the cost of mailing the newsletter. Additional proceeds benefit the International Costumers’ Guild, Inc.

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ARMED COSTUMERS’ GUILD
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FROM THE ACTING WEB MASTER

by Philip Gust

The latest changes to the ICG website are now online. Glitziana, the ICG's logo, is now in living color. Newsletter editor Patrick O'Connor performed this sleight-of-hand for the online edition of the ICG newsletter, and now the web site has followed suit.

The main page now sports a PayPal button for making donations to several ICG funds: the ICG General fund and Photo Gallery, plus the ICG Kennedy Memorial Archive fund. See the "Make a Donation" page (found in the menu) for more information on how to support important ICG activities.

The complete run of the ICG newsletters is finally available online. Each past newsletter links to Jeanine Swick's scanning project and provides links to scan all of them in image PDF files!

Finally, the first stage of upgrading the Chapters page is complete. Each listing now includes a logo or graphic, a postal address, a website address, an email address, and the ICG board representative. The listings are formatted like display ads, making it easy to locate and contact a chapter.

On behalf of the officers and board of the ICG, I want to thank our "Web Guy" Deech Mestel for the outstanding work he has done for the ICG over the past year or so, at a time when ICG was in need of a web master. He has helped improve the ICG website and make needed repairs and upgrades to the International Costumers Gallery. His service to the costuming community in this role is deeply appreciated. Thank you, Deech! Work and other demands on his time now make it necessary for him to pass on the position.

The ICG Technical and Web Committee is beginning a search for the next ICG web master. If you have web site development skills and would like to serve the costuming community in this role, please send a note of interest to webmaster@costume.org. A description of this volunteer position will be posted on the ICG website and ICG-D Yahoo group shortly.
LAVRER'S LAW

by Patrick O'Connor

James Laver was a museum curator for the Victoria and Albert Museum in London from the ’30s through the ’50s. He was also a fashion theorist and historian who conceived Laver's Law — an attempt to make sense of the fashion trend lifecycle.

HERE IS LAVER'S LAW:

Indecent 10 years before its time
Shameless 5 years before its time
Outré (Daring) 1 year before its time
Smart Current Fashion
Dowdy 1 year after its time
Hideous 10 years after its time
Ridiculous 20 years after its time
Amusing 30 years after its time
Quaint 50 years after its time
Charming 70 years after its time
Romantic 100 years after its time
Beautiful 150 years after its time

Plus ca change plus c'est la meme chose?

So, Flappers are 'Pre-Romantic,' but 'Post-Charming,' one presumes?

(Source: Life Magazine, 1928)
THINGS TO KEEP IN MIND WHEN DESIGNING HALL COSTUMES

by Kerri-Ellen Kelly, CCG
with the assistance of Liz Gilio and the audience of the Hall Costuming panel at Capricon

At Capricon, I moderated a panel discussion on What Makes the Best Hall Costumes, where we mainly focused on the types of things to keep in mind when designing and building a hall costume and on some of the ways in which hall costuming differs from masquerade costuming or other formal costuming. Since the panel was as much a brainstorming session as a moderated discussion, I have given credit to my audience and fellow panelist for this article, as we all contributed.

1. Mobility
It is important to keep in mind that a hall costume needs to allow the wearer to move easily. We have all seen elaborate costumes that require spotters and advance guards to allow the wearer to traverse the hallways and elevators of the venue. It is unlikely that you will have an entourage at all times for your hall costume, so plan accordingly. Make certain you can walk freely and that you can use stairways and elevators without too much trouble. Allow your body full movement where necessary--can your arm reach that sandwich you just bought and bring it to your mouth without disengaging half a dozen clips and buttons? Jump up and down in your costume, if necessary, to make sure you can do everything that life requires while wearing it. Can you travel to the convention/event in your costume if not able to change on site?

2. Food & Liquids
Following up on the note in the previous point, you will need to eat and drink in your hall costume. Can you do so with ease? Can you do so without staining your costume? Do you care if you stain your costume (I would, but your mileage may differ). Will you need to make any accommodations (straws, etc.) in order to eat and drink or will you need someone to assist you? Can your costume fit around aisles and tables in your chosen eating establishment or in the hospitality suite?

3. Washroom
Is it possible to perform bathroom ablutions in your costume without help? If not, have you prearranged to get help? Will special accommodations be needed to use washroom facilities? I'm not going to go into detail here--just remember that you will HAVE to use the toilet and sink and make plans to be able to do so.

4. Comfort/Accessibility
This aspect incorporates many of the other aspects, but it boils down the simple concept that you need to be able to do things in your costume without pain, discomfort or great difficulty. Can you don or doff your garment at will? Can you do it on your own? Can you accomplish all the plans, needs and priorities you have for the day in this costume?

5. Cleaning/Laundering
Can this costume be easily cleaned or laundered? Will you be able to do it yourself at home or will it need to be professionally cleaned? Is it of a fabric that can survive with a steamer and/or a bottle of Febreze? If steaming--remember to watch for any areas or trim attached with adhesive, as they may come loose while steaming or having the item cleaned. Is your costume in multiple layers that can be cleaned, aired or stored separately for greater ease?

6. Repair/Upkeep
Remember to have replacements stored for trim, buttons, beads, etc. so you can make repairs in the future. Note any areas of the costume that will be more likely to be damaged or soiled and try to make allowances in your design. For example, a common theme in Elizabethan gowns is strip at the bottom edge (a "guard") at the bottom of the skirt that can be replaced without redoing the entire skirt. The guard is what makes contact with the ground and it takes the dirt and debris rather than the main body of the skirt. Note seams that are likely to fray or tear and reinforce them in advance. Inspect your costume regularly so you are not wearing it in a defective state that will detract from its beauty or design.

7. Footwear
Do your best to wear appropriate footgear. It is very noticeable when that elaborate Japanese kimono and obi is combined with Nike gym shoes. If you are buying new shoes for use with a hall costume, wear them in advance and test them out for a full day at the minimum. If your shoes are going to hurt or need adjusting, you do not want to find that out while wearing your gorgeous costume--you want to find out when you are wearing jeans or shorts and comfortable in other ways. However, you also need to make a test of the footware while you are wearing the costume, so you know if you are likely to have issues like the heel of your granny boots regularly catching the ruffle on your steampunk bustle skirt. Also, HAVE A BACKUP PLAN for your feet--bring flats or slippers that you can switch to wearing if needed in case a heel breaks.

8. Hair/Headgear
Like appropriate footwear, your hair or hat should match your outfit. The gentleman in a tailcoat who wears the cavalier hat with ostrich plumes is having fun and feeling dashing, but he is not wearing a hat that matches his era or style. Doesn't mean you can't do it--just be informed and realize the visual effect when you make your choices. And don't ruin the effect by neglecting hairstyle. Save up that hair for hair rats if you will need to do an updo--or buy synthetic substitutes. Do your research and complete your look.

9. Cost
Remember to be realistic when you are designing your hall costume. That inspired design that looks splendid on paper with all the beads and trim and rhinestones will not only take
a long time to construct—it will cost a great deal for supplies and labor. Remember that even your own time is worth money. The time you spend on your hall costume is time you cannot spend on other pursuits. For materials costs, keep in mind that materials can be procured from alternate sources that cost less, like garage sales, thrift stores and repurposing lesser-used household items. Scarlett made a dress out of draperies, and so have I. There is no reason you can’t do the same! Just watch for those rubber-backed ones—they’ll kill you in the sunshine :)  

10. Attitude/Persona/Character

Finally, remember that costume does not exist in a vacuum. Historical costume is based on clothing worn by real people. Fictional characters have a backstory and personality too. Try to have your costume fit your persona or character and to fit your personality as well. An arrogant flair will be well suited to a pirate outfit but may not fit that Hobbit character (but then again, it might, depending on the character and how you spin things). There’s no rule against anything—but you need to be cognizant of suitability and history so at least your choices will be informed ones.

**OSFEST**

by Pierre and Sandy Pettinger

OSFEST (The Omaha Science Fiction and Fantasy Festival) 3 was held July 23-25, 2010. OSFEST is an event sponsored by OSFES (The Omaha Science Fiction Education Society), a group dedicated to promoting all aspects of Speculative Fiction fans; literary, film, anime, gaming, costume and all other interest groups. As can be guessed, the OSFEST is held in Omaha, NE at the Comfort Inn and Suites.

The convention is fairly small, but it has been drawing an impressive number of entries. At OSFEST 1 we had 10 entries, OSFEST 2 had 16 entries and this year we had 14 entries. We’ve had good quality and enthusiastic entrants and audience members. Our MC all three years has been Nebraska/Iowa favorite Denny Lynch who always comes up with his own costume to announce the entrants.

Being a small convention, we don’t have a lot of the bells and whistles. But we do provide sound, basic lights and a small stage. We photograph all entrants and video the entire masquerade. Also, because of our small size we use only Junior (Self and Adult Made), Beginner and Advanced Divisions.
This year our judges were Rob Sawyer, Cassandra Beacom, Robert Lewis and Jada Beckwith. Our official photographer was Tracy Majkol, and Rick Lancaster ran the video camera.

Our entrants, with awards, were:

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<tr>
<th>#</th>
<th>Title</th>
<th>Div</th>
<th>Participants</th>
<th>Awards</th>
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<tbody>
<tr>
<td>1</td>
<td>Ophelia, Alien Rock Star with Jack Jack</td>
<td>Jr, SM</td>
<td>D &amp; M by Cassidy Kennedy, P by Cassidy and Keegan Kennedy</td>
<td>Best in Class</td>
</tr>
<tr>
<td>2</td>
<td>The Tenth Doctor</td>
<td>Jr, AM</td>
<td>D &amp; P by Michael Knaus, M by Michael Knaus and help from Mom</td>
<td>Best Performance</td>
</tr>
<tr>
<td>3</td>
<td>Jawas Love Flowers</td>
<td>B</td>
<td>Lynelle N. Phillips</td>
<td>Green Thumb Award</td>
</tr>
<tr>
<td>4</td>
<td>Snap-Bo</td>
<td>A</td>
<td>D by Eric Stevens by Cats 4 Cats.com, M &amp; P by Eric Stevens</td>
<td>Best in Class</td>
</tr>
<tr>
<td>5</td>
<td>Airship Pirate</td>
<td>B</td>
<td>Joe Carver</td>
<td>Best in Class</td>
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<tr>
<td>6</td>
<td>Bubblehead Nurse</td>
<td>B</td>
<td>Marina Jones</td>
<td>Best Presentation</td>
</tr>
<tr>
<td>7</td>
<td>Tusken Raider</td>
<td>B</td>
<td>James Hawk, M by James and Melissa Hawk</td>
<td>Best Workmanship</td>
</tr>
<tr>
<td>8</td>
<td>Exchange Program</td>
<td>A</td>
<td>Jean Marie Dewey and Jessica Ackerman</td>
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<tr>
<td>9</td>
<td>Blue Fox</td>
<td>B</td>
<td>D &amp; M by Beastcub Creations, P by Ben Cardenus</td>
<td></td>
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<tr>
<td>10</td>
<td>Lost and Found</td>
<td>A</td>
<td>D by Joe and Inger Myers, P by Joe and Samantha Myers</td>
<td>Best Workmanship</td>
</tr>
<tr>
<td>11</td>
<td>Past and Present Klingons by the KAG</td>
<td>B</td>
<td>D &amp; M by Sharon Boren and Ron Krueger w/ assistance from Deb Ketelsen, P by Sharon Boren and Ron Krueger</td>
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<tr>
<td>12</td>
<td>Kick</td>
<td>B</td>
<td>Dustin Greenwalt aka Kick</td>
<td>Judge’s Choice (Out of Division) for Most Original Costume</td>
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<tr>
<td>13</td>
<td>Judge Predd</td>
<td>A</td>
<td>D by Rod Frost, M by Rod Frost and Gabriel Moreno, P by Rod Frost</td>
<td>Best in Show</td>
</tr>
<tr>
<td>14</td>
<td>Domo-Bot</td>
<td>NIC</td>
<td>Domorriganz Alai</td>
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MINNESOTA SOCIETY OF COSTUMERS

by Laura Ulak

MNSOC was formed in 2010 by several members of a local costuming group, “The Wench Posse”. WP members had attended various costuming events such as Costume Con 2010 and Costume College, and felt there was a need for a home for ALL Minnesota costumers, not just the historical ones, or the Sci Fi ones, etc. There was a need for a place where everyone could play together. Since there was no ICG chapter in MN, we decided that an ICG Chapter to include everyone would be ideal.

At this time we have a small official membership, but a FB page with 160+ members, and hope to have many more official members by the end of the year, particularly as we are having our first MNSOC event coming up in November.

We are planning on having mixers throughout the year, as well as monthly stitch and bitch sessions for folks to share info, ask questions, etc. in regards to costuming they are working on. We are planning on 4 large events per year with various themes that all area groups can participate in. Our first large event will be in February and is a “Gangsters and Molls” party. We look forward to seeing the creativity of our members and their outfits!

Also, along with the Fest Friends of MN, we sponsored the 1st Annual Day of Wrong at MNRF (MN Renaissance Festival) this year, and dressed in themed outfits. We had a Madonna Elizabethan, a Twins Pirate, Miss Ren Faire 1574, etc. It was a huge success and we look forward to an even bigger turn-out next year. We also participated in the Courtesan Invasion of MNRF, which included 20 Italian Courtesans of various costume designs!

We are excited and proud to be an ICG Chapter, and hope to show what kind of amazing costuming is being produced up here in “Rocky and Bullwinkle” land. :-)