



# THE ICG NEWSLETTER

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COSTUMERS' GUILD, INC.  
A 501(C)(3) NON-PROFIT ORGANIZATION**

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2010**

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.

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## 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](mailto:icg-membership-corrections@costume.org). Returned copies of the print edition cannot be re-mailed.

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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](mailto:ICG-D@yahoogroups.com) ..... General Discussion
  - [ICG-BOD@yahoogroups.com](mailto:ICG-BOD@yahoogroups.com) ..... Board and Officers Discussion
  - [ICG-TW@yahoogroups.com](mailto:ICG-TW@yahoogroups.com) ..... Tech and Web Discussion
  - [ICG-Pub@yahoogroups.com](mailto: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  
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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.

AD SIZE	MEMBER RATES	NON-MEMBER RATES
Full Page (4" x 7")	\$30	\$60
Half-Page (4" x 3.5")	\$20	\$40
Quarter Page (2" x 3.5")	\$10	\$20
Classified Ads	Free	\$0. 50/word

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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 on-line 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 for details. The end of the year is a good time to make a tax-deductible donation to support important ICG outreach activities.

The complete run of the ICG newsletters is finally available on the "Newsletter" page. A big thanks to Jeanine Swick for loaning 17 of her back issues for this project and to Kathe Gust for scanning all of them to 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, the chapter contact person, 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 recognize and thank Deech Mestel for the outstanding work he has done as the ICG "Web Guy." Deech stepped in at a time when ICG was in need of a web master. His deep technical knowledge enabled him to improve the website, and make needed repairs and upgrades to the software that runs the ICG's 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 the position on.

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](mailto:webmaster@costume.org). A description of this volunteer position will be posted on the ICG website and ICG-D Yahoo group shortly.

**LAVER'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.

GORDON GRANT, PUCK, 1907



**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)

"My dear, your skirt is positively dragging!"





## 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?

Can you reach everything you need to reach while wearing it? Can you reach everything on the costume to make adjustments or style changes?

### 5. Cleaning/Laundrying

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 suffice 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 footwear 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.

**TREASURER'S REPORT**

**International Costumers' Guild  
Profit & Loss  
July through September 2010**

	Jul - Sep 10
<b>Income</b>	
4000 · Earned Revenues	
4020 · Membership Dues	
4021 · General Funds Dues	326.89
4025 · Archive Funds Dues	117.11
<b>Total 4020 · Membership Dues</b>	<b>444.00</b>
4070 · Interest	0.62
<b>Total 4000 · Earned Revenues</b>	<b>444.62</b>
4510 · Contributed Support	
4511 · Archives	19.12
4515 · General Funds	8.48
<b>Total 4510 · Contributed Support</b>	<b>27.60</b>
<b>Total Income</b>	<b>472.22</b>
<b>Expense</b>	
4001 · Reconciliation Discrepancies	29.97
5000 · General Business Expenses	
5050 · Office	19.98
5090 · Web Site	35.97
<b>Total 5000 · General Business Expenses</b>	<b>55.95</b>
5100 · Archives Expenses	
5130 · Supplies	13.22
<b>Total 5100 · Archives Expenses</b>	<b>13.22</b>
5200 · Newsletter	
5210 · Printing and Reproduction	273.00
5220 · Postage and Delivery	100.00
5230 · Supplies	70.77
<b>Total 5200 · Newsletter</b>	<b>443.77</b>
<b>Total Expense</b>	<b>542.91</b>
<b>Net Income</b>	<b>-70.69</b>

**International Costumers' Guild  
Balance Sheet  
As of September 30, 2010**

	Sep 30, 10
<b>ASSETS</b>	
<b>Current Assets</b>	
Checking/Savings	
1130 · DCU Checking	
1131 · General Funds	1,131.11
1135 · Archive Funds	1,392.52
1130 · DCU Checking - Other	393.79
<b>Total 1130 · DCU Checking</b>	<b>2,917.42</b>
1140 · PayPal	24.00
1320 · DCU Savings	5,238.04
<b>Total Checking/Savings</b>	<b>8,179.46</b>
Accounts Receivable	
1210 · Accounts Receivable	-4.00
<b>Total Accounts Receivable</b>	<b>-4.00</b>
Other Current Assets	
1499 · Undeposited Funds	32.00
<b>Total Other Current Assets</b>	<b>32.00</b>
<b>Total Current Assets</b>	<b>8,207.46</b>
<b>TOTAL ASSETS</b>	<b>8,207.46</b>
<b>LIABILITIES &amp; EQUITY</b>	
<b>Equity</b>	
3000 · Opening Bal Equity (May 2004)	4,285.81
3900 · Retained Earnings	4,184.79
Net Income	-263.14
<b>Total Equity</b>	<b>8,207.46</b>
<b>TOTAL LIABILITIES &amp; EQUITY</b>	<b>8,207.46</b>

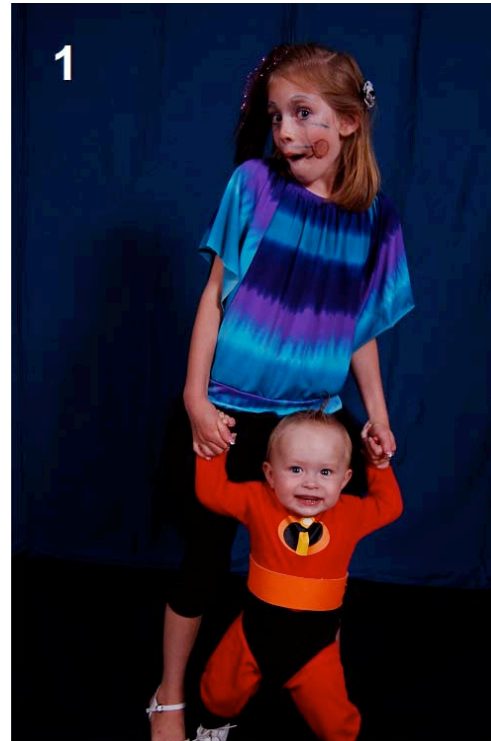
**OSFEST**

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:

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





**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. ;-)



**RECENT NEWSLETTER AND EZINE UPDATES**

**CACTUS NEEDLES, OCTOBER 2010**  
**Southwest Costumers' Guild (SWCG)**

The most recent issue includes news of chapter events, local and regional costuming events, and an article on making Fezzes, entitled, “Fezzes are Cool!”

Cactus Needles is published monthly, and is available to SWCG members and the entire costuming community upon publication

<http://www.southwestcostumersguild.org/>



**THE VIRTUAL COSTUMER, AUGUST 2010**  
**Silicon Web Costumers' Guild (SiW)**

This "between the wars" issue has articles on Egyptomania, Vionnet, Erté, the evolution of the bra, ICG Lifetime Achievement winners, and how-to's on shoes and hats of the 1920's and 30's, and much more. VC is published quarterly. The “community issue” is available free to the entire costuming community. SiW members can access issues 3 months in advance.

[http://www.siwcostumers.org/vc\\_current-issue.html](http://www.siwcostumers.org/vc_current-issue.html)



**YIPE! ISSUE 2. 8, SEPTEMBER 2010**  
**A privately published costuming ezine.**

This month, all your YIPE! are belong to US-- a giant otaku (anime/cosplay/manga/(and don't forget the gaming reference in the title!) tribute to the genre-subculture that originated in Japan.

Yipe! is a monthly, costume-dedicated e-fanzine edited by ICG member Kevin Roche and Jason Shachat, with staff photographer and ICG member Andrew Trembley. With contributions from an international assortment of costumers, photographers, and writers. Yipe! is

available free to the entire costuming community upon publication, in high- and low-resolution editions.

<http://www.yipezine.com/>

Send community-accessible newsletter updates to [icg-newsletter@costume.org](mailto:icg-newsletter@costume.org).

