



SOUTHWEST COSTUMERS' GUILD

Volume VII, Number 8

August 2000

SouthWest Costumers Guild

meets generally on the last Sunday of the month, 1:00PM at members homes or someplace fun. The Guild dues for our chapter are \$10 per year, an optional additional \$1 for membership in the International Costumer's Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Frances Burns, she will notify the Editor. SWCG Webpage:

<http://members.aol.com/souwesgld/guild.html>
 International Costumers Guild Webpage: www.costume.org
 For further information write to SWCG, PO Box 39504, Phoenix AZ 85069 or contact:

- President** Frances Burns (480) 994-0160
francesb@primenet.com
- Vice President** Jean Palmer (623) 876-1848
j194@phnx.uswest.net
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(Deadline for submissions is the 5th of each month)

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- Peter Manly petemanly@bix.com (623) 876-1848
- Randall Whitlock Randwhit@aol.com (602) 995-7514

MEETING: AUGUST 27, 2000 1PM - TLC for the P&D Guild Meeting/Workshop, part 2, at Randall's place. Please parallel park on the street since we will probably need my carport for part of the project. Please bring scissors, gray thread and a sewing machine if you have them. If we can get seven spans of curtain finished, we'll be ready for Coppercon. My serger has been in for repairs, or I would have some of the curtain finished already. Call 602.995.7514 for directions

INTERNATIONAL COSTUMERS' GUILD

president message

august 11, 2000

Hi to all —

This month, I have just a few updates and reminders.

Guild West's New Address

Costumer's Guild West has a new mailing address, effective immediately: Costumer's Guild West, P.O. Box 3052, Santa Fe Springs, CA 90670-3052 USA

The Costumer's Quarterly

The quality of The Costumer's Quarterly depends on YOUR sending contributions. Please send them to: Carl Mami, Editor, The Costumer's Quarterly, 85 West McClellan Avenue, Livingston, NJ 07039-1247 USA, e-mail: cdmami@home.com

Don't hesitate to contact Carl at his e-mail address about the Quarterly's needs.

ICG Annual

Like any yearbook, the ICG Annual publishes photos and information about the organization - in this case, our chapters. We can't publish it if the chapters don't cooperate by sending the editors photos (with releases) and information about their activities over the year.

The 2000 issue of the Annual's deadline is **February 1, 2001**. That may sound like a long time away, but the time to plan is NOW! Please send material to: Bruce and Nora Mai, Editors, ICG Annual, 7835 Milan, St. Louis, MO 63130 USA

If you have questions about the ICG Annual, please get them to Bruce or Nora at casamai@primary.net

Quarterly Chapter Updates

Please remember that the Standing Rules provide that each chapter must annually send the Corporation Treasurer its list of officers' names, addresses and, where available, telephone numbers and e-mail addresses, together with the complete list of its members in good standing (including name, address, telephone number where available, and whether or not the member subscribes to the Quarterly). Each quarter, each chapter must send the names, etc., of new members and any updates to the list of officers or to members' addresses and phone numbers.

The due dates for these reports each year are: January 7, April 6, July 6, and October 6. Please be sure to send this quarter's update by October 6 to: Sharon Trembley, Treasurer, International Costumers' Guild, Inc., 398 Prospect Street, South Amboy, NJ 08879-1942 USA

The format for sending the information to Sharon is posted on our web site: www.costume.org

CALENDAR

CopperCon 20 Masquerade
Saturday, September 9, 2000

NOTE: Information in this calendar is provided as a service to our guild please contact the individual organizations for verification of information.

September 8-10, 2000 - CopperCon 20, a Y2Decade-ready fan-run Science Fiction convention, will be held at the Holiday Inn Sunspree Resort in Scottsdale, Arizona. This year's con features Authors Poul Anderson, Jennifer Roberson and Adam Niswander; Artist Vincent de Fate, and Musical Guest Cecelia Eng. Check out www.casfs.org/cucon for details. The con features a masquerade directed by SWCG VP Jean Palmer

September 24, 2000 - The Cloaking* Guild Workshop at Jean's place. We will build some velvet capes as our semi-annual fundraiser.

October 22, 2000 - Pre-Halloween Halloween Party* Guild Social, location to be announced. Everyone else will be doing their Halloween parties next weekend. Play-Test your costume with us!

November 10-12, 2000 - TusCon 27, the third of Arizona's triangle of annual fan-run SF conventions, will be held at the Executive Inn in Tucson, Arizona. This year's con features Artist Guest of Liz Danforth and Toastmaster Ed Bryant. Check out www.azstarnet.com/~basfa/ for details.

November 24, 2000 - Photo Shoot* Guild Workshop/Picnic, location to be announced. We will gather at a local park with interesting backgrounds and shoot some portraits in our favorite costumes. Bring some munchies to share, a costume or two, and maybe your camera.

December 17, 2000 - Glendale Glitters* Guild Walking Tour. We will see the sights of downtown Glendale, Arizona during their annual "Glendale Glitters" holiday event. Features include a chocolate factory, a doll museum, and antique shops. Should we do this in Victorian attire?

* Indicates a SWCG-sponsored event.

ICG President

(cont'd from page 1)

Help Wanted - Part Time

FUND-RAISING COMMITTEE members - positions available now. - International organization of amateur costumers seeing several self-motivated individuals to become founding members of its new Fundraising Committee team. Some actual fund-raising experience preferred. No pay. No benefits. Lots of opportunity to shape the organization's future.

BUDGET AND FINANCE COMMITTEE members - 2 positions, available now. - Join our current Budget and Finance Committee team! One- and two-year appointments available. Duties consist of consulting with Treasurer, reviewing quarterly financial reports, developing organization's annual operating budget, helping to shape its future. No experience needed. No pay. No benefits. No chapter presidents, please. Send applications to address below.

I'll be on vacation from work beginning tomorrow through September 7th. During this period, members may reach me by e-mail at BP.Connell@worldnet.att.net (home), or by regular post at 50 Dove Street, Albany, NY 12210-1811 USA.

Sincerely,
 Byron P. Connell, President
 International Costumers' Guild

Of course I realize I'm preaching to the choir, however, these hints may be passed on to others. They are all good reminders. Don't forget; to put on a GREAT MASQUERADE all of SWCG and anyone else we can draft must help out backstage or enter a costume. Please encourage your friends and acquaintances to enter or help out. If you have any questions ask me—Jean Palmer—CuCon 20 Masquerade Director. I'm at 623-876-1848 or J194@phnx.uswest.net or 623-972-5327 for fax.

Hints for Masquerade Entrants.

Reprinted from: "ICG WebMaster - John O'Halloran"

<icg@costume.org>

- 1) Practice, practice, practice!!!!
- 2) Don't wear your costume, BE your costume. - Ever seen a slouching Amazon, a shambling Conan? I have.
- 3) Present to your friends, your family, or the guy down the block.

Get their opinions, views, and feelings.

Even get your enemies' opinion, at least they'll give you an honest one.

- 4) Make it BIG. You are trying to make the entire room see you.
- 5) Get as much information about the masquerade and venue in advance as possible. Lay out the stage size and entries and exits in your back yard, driveway, work parking lot. Go through your routine in this space until you muscles remember where to go, while you focus on character.

- 6) Be prepared to change at the last minute.

Be prepared to change your choreography at the last minute. "Because we rehearsed it that way!" is not a valid excuse, the Stage Manager, Captain, Head Pusher, Traffic Controller, etc. may have to change traffic patterns at any moment. Oops the stage is 1/2 size. The light tree just died. The sound system just lost its sound.

- 7) Be able to go on with the show no matter what goes wrong. Can't hear your music, but the audience can, keep going. You did do step 1 & 5 so you body will do it right? Didn't you?

- 8) If your costume is physically big, remember you've just extended your body. Practice with it on or build a pseudo costume that mimics its size. PVC pipe and such work great.

Shifting more into a how to deal with the actual masquerade:

- 9) Make it light and mobile, you may have to carry it a long distance. This also cuts down the number of gophers needed to get it on and off stage.

10) Make it obvious where it can be grabbed/held. No matter how many times gophers are told not to help, not to grab, not to etc.. some of them will be so jazzed they will help/grab/etc anyway, so give them a place to grab that's obvious. It also lets "old-timers" help/grab/etc, when it's needed/wanted without having to think about "where to grab."

11) Warn the director/crew in advance. Of course this is the old "Surprise the Audience & Judges, don't surprise the Crew."

12) If your costume is big, check that it will, or can be made to, fit through all the doorways. Check that it will be able to get on stage cleanly. No nose poking out before you actually want it to. Are weird contortions needed to get on stage.

13) Even if your Tech requirements are simple, attend the Tech Rehearsal or Run Through. This gives you a chance to walk the stage and learn it. This puts it in your kinetic memory, overlaying your kinetic memory from your pre-masquerade practice. (Hmmm, do you detect a theme?) Also, hopefully, there will be a senior member(s) of the stage crew available to point out safety issues, update you on traffic flow, etc.