



Vol 12 #3 March 2005

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Please send corrections by e-mail or mail to the editor.

Calendar

Know of an upcoming costumed event in Arizona? Please tell your editor.

*Indicates an event organized by SWCG. Unless otherwise noted, SWCG meetings begin at 1:00 PM.

March 12-13, 2005 – **Battle of Picacho Peak** Annual civil war reenactment at Picacho State Park, Arizona at I-10, Exit 219. The battles of Glorieta Pass and Val Verde will also be reenacted along with demos of war camp life. www.azstateparks.com

March 13, 2005 - **Civil War Walkabout*** SWCG field trip to the Battle of Picacho Peak reenactment at Picacho State Park. Assemble by 9AM at the Fry's Electronics store on Baseline Road in Tempe, just east of I-10, then carpool to

Picacho Peak. Dress in victorian or wild west if you can. Following a wet winter, this should be a spectacular wildflower season, so bring a camera.

March 17-20, 2005 – **Festival of the West** at Rawhide, on Scottsdale Road, just south of Pinnacle Peak Road in Scottsdale, Arizona. The country's largest celebration of the old west and the American cowboy. Western music jamboree, western trade show, log home show, western film festival, Cowboy Spirit Award, cowboy poetry, chuck wagon cook off, arena events, mountain man rendezvous, sutler's row. www.festivalofthewest.com

March 19, 2005 – **A Night in the 40's Big Band Dance and USO Show** at the Arizona Wing Commemorative Air Force Hangar at Falcon Field, 2017 North Greenfield Road, Mesa, Arizona. Big Band performances, dancing and the famous B-17 aircraft, "Sentimental Journey." Come dressed in 1940s style for costume and dance contests. Tix \$28 in advance or \$35 at the door. Call 480.924.1940, e-mail pio@arizonawingcaf.com, or visit www.usodance.com for more information.

March 25-27, 2005 – **AniZona**: Arizona's first anime convention at the Embassy Suites North, SEC, I-17 & Greenway in Phoenix. www.anizona.org See the feature articles later in this issue.

April 2, 2005 10 to 5 – **Arizona Book Festival** at the Carnegie Library, 1101 East Washington Street in Phoenix. Appearances by many local f/sf authors. www.casfs.org/azbookfest

April 15, 2005 7PM – **Belly Dance Night** at Sinbad's restaurant, 5004 South Price Road, Tempe. The show is included with your dinner, but reservations are recommended. (480) 491-5588.

April 24, 2005 10 AM- **Capemaking and LepreCon Preparation*** SWCG workshop at Jean's place. We'll build some capes and hats to sell at May in the Meadows and prepare for the costume programming track at Lep 31.

April 29 - May 2, 2005 - **Costume-Con 23**: Crossroads of Space and Time. A celebration of fabric, design, and performance in Ogden, Utah. www.crossroadsutah.org/

May 6-8, 2005 – **LepreCon 31** at Carefree Resort, 37220 Mule Train Road, Carefree, AZ GOHs include Kevin J. Anderson, Dave Dorman, Bear Burge, and Sarah Clemens. Featuring an independent film festival and a masquerade directed by Margaret Grady. www.leprecon.org/lep31/

May 7-8, 2005 - **May in the Meadows Renaissance Faire** in Prescott Valley, Arizona from 10:00am to 6:00pm The show is located at the Prescott Valley Civic Center, downtown Prescott Valley www.devonshirefaire.com/may

May 29, 2005 - **Costuming from Start To Finish: The Frock Project*** SWCG workshop at Jean's place. This will be the first in a series of workshops on building and fitting Victorian/Wild West men's frock coats and ladies' riding coats.

June 19, 2005 - **Chainmail Demo*** SWCG workshop at Jean's place. How to wind, clip, and knit wire links to form chainmail armor and jewelry. Also Part 2 of the Frock Project.

June 25 & 26, 2005 - **Renaissance in the Pines** at Fort Tuthill off of I-17, just south of Flagstaff, Arizona. A fine one-weekend renfaire. Adults \$9, Seniors, \$7, Children \$5, Under 5 Free. info@renaissanceinthepinesinc.com

July 24, 2005 - **Photo Shoot*** SWCG workshop, location to be announced. Bring your favorite costume and pose for documentation photos. The best pictures may become part of an SWCG 2006 photo calendar.

July 29-31, 2005 - Costume College at the Airtel Plaza Hotel, 7277 Valjean Ave. in Van Nuys, CA. A whole weekend of costuming classes. www.costumecollege.org

August 28, 2005 - **Summer Swim*** SWCG social. Our annual costume party in the pool. Location and theme to be announced. Calendar planning for the next several months.

September 9-11, 2005 - **Coppercon 25** at the Embassy Suites Phoenix North (SEC Greenway Road & I-17) Fan-run SF Con featuring guests of honor Robert J. Sawyer, Greg Keyes, Escape Key, and Larry Nemecek. www.coppercon.org

From the Mailbox

We received flyers for two new books from World In A Spin, 4036 Indian Manor Drive, Stone Mountain GA 30083. www.worldinaspin.com as well as an order sheet for all of their publications.

--*Dyeing is Not Alchemy: A Beginner's Guide to Theory and Methods of Natural Dyeing* by Heather McCloy.

--*Knitting Languages* by Margaret Heathman

We received a flyer YBFREE.com The Cosplay Shoppe, featuring affordable adult cosplay costumes and anime/pop culture web content.

Hale Centre Theatre Schedule for 2005

50 West Page Avenue, Gilbert AZ

www.halethatrearizona.com

From the flyer provided by John Autore

Feb 17-April 2 - The Sound of Music

April 7-May 14 - The Curious Savage

May 19-July 2 - Father of the Bride

July 7-August 20 - Oklahoma!

August 25-October 8 - No Time For Sergeants

October 13-November 26 - Catch Me If You Can

Optimo Custom Hatworks

Reviewed by Randall Whitlock

Prowling the Brewery Gulch district of Bisbee with friends last month, we came upon Optimo Custom Hatworks at 47 Main Street. S. Grant Sergot's museum-like millinery shop finishes custom hats in fur felts and does conservation and restoration work. Their real specialty is the "Panama" straw hat (which really comes from Ecuador.)

Optimo Custom Hatworks

PO Box 1914

Bisbee AZ 85603

520.432.4544

www.optimohatworks.com

The Hat Jack Hat Stretcher

Reviewed by Randall Whitlock

This is a useful gadget I purchased at Optimo Custom Hat Works, though I've seen it at some local western stores as well. It consists of two curved wooden blocks connected by a threaded turnbuckle and resting on shaker pegs for feet. You insert the Hat Jack into a too-tight hat and slowly turn the buckle to move the blocks apart. I've been able to reactivate a cowboy hat and several fedoras I hadn't been able to wear since high school. The cost is around \$25 and they come in three general sizes.



Pattern Alert: Stretch Glove Pattern

By Frances Burns

Glove patterns are few and far between. Vogue pattern number V7949 has stretch glove patterns in 3 sizes 7, 8, and 9.

Pluses - It's an easily available glove pattern, has 3 sizes, and shows the required amount of stretch on the back of the pattern.

Minus's - Vogue prices (list - \$16.95, I bought my pattern at 75% off for about \$5), no instructions on how to determine your glove size, order of construction is not very good, and no fitting instructions. I guess they assume the stretch of the fabric will make the glove fit.

Watch points for construction - Do not cut the fingers apart before you are ready to insert a "gusset." (I am using the terminology used in the pattern directions.)

Use standard glove construction insert thumb first. Starting with the finger closest to the thumb inset the "gusset." Continue working toward the little finger inserting your gussets.

Remember that this is only for Stretch fabrics and will not work for woven fabrics!

Duct Tape Dummies

by Frances Burns

(Previously seen in Cactus Needles 10.11 Nov 03)

Supplies:

2 tight T-shirts and I do mean tight!
2 to 3 rolls duct tape (big ones from a home supply store)
Heavy-duty wood hanger, preferably w/ shaped shoulders
1 or more packages quilt batting
Lots of packing peanuts
Heavy trash scissors for cutting duct tape
Several people to pull and rip/cut tape
A cool/cold place to work
Person who wants to have a dummy made

Step 1:

Cut one T-shirt off under the arms and attach it to the bottom of the other T-shirt. Using the leftover fabric from the cut T-shirt, extend the neck of the other T-shirt so that you have an extra long turtleneck. You will use the extensions to hold in the stuffing when closing the dummy.

Step 2:

Get into the altered T-shirt. Note: If you are a woman, stuff your bra cups, no matter how careful the wrappers are, your bust is going to be a little smooched.

Step 3:

Start wrapping. Secure the under bust, waist, and where you want the dummy to end with a couple of wraps around the person. Using lengths of duct tape, wrap around the person. Wrap a second layer vertically. Wrap 2 layers diagonally. Make sure the shoulders get plenty of tape.

Step 4:

Let the person out with a cut up the center of the dummy back.

Step 5:

Close the back of the dummy. Insert the clothes hanger. Put a layer of batting next to the T-shirt and start stuffing with packing peanuts. Pack the peanuts tightly. Close the openings and you have your dummy.

Watch points:

The shoulders need extra support; you may want to put in some cardboard when you are stuffing to give them support.

It is extremely easy to crush the bust.

As soon as the form is cut off stuff it!

Left to cook in a car, the tape will bubble.

Suggestion: Air the dummy for a day or two before taking it inside. Duct tape has a definite odor.

Now that you have your dummy, how can you store and display it for easy use? Here's an idea:

Stand for a Duct Tape Dummy

By Frances Burns

Supplies:

You can use PVC or ABS plastic pipe and fittings, in this case it is OK to mix the two because no water or waste water will be going through the plastic

1 ½ plastic pipe usually it comes in 10' sticks

Fittings: One 3" x 4" toilet flange

One 3" x 1 ½ reducer

One 1 ½ cross

Two 1 ½ 45 degree angles

Glue for plastic

Screws and washers to attach toilet flange

Plywood for base



Attach the toilet flange to the plywood with the 3" side pointing up.

Insert the 3" x 1 1/2" reducer. You probably will not need glue.

Cut a piece of the 1 1/2" plastic pipe about shoulder height.

Attach the 1 1/2" cross. You do not need to glue it.

Hold this piece at the back of the person the stand is for and estimate how long a piece of plastic pipe you will need in combination with a 45 degree angle to support one shoulder. Only about 1" to 1 1/2" of the pipe will go into each fitting. Cut the pipe.



Attach the pipe and 45 degree angle fittings to each side of the cross. Again, hold it up to the shoulders of the person you are fitting. Make any adjustments needed. You do not need to glue it.

Cut a short piece of pipe and put it into the top of the cross fitting. You do not need to glue it.

Pad the shoulder pieces of your pipe skeleton and stuff something into the neck hole. Place your duct tape dummy over the skeleton, tape the back closed, and stuff as normal.

Close the openings to your duct tape dummy. Then decide how tall you want the finished form to be.

Cut the pipe to length and then glue it into the reducer.

Dummy and stand are completed!

A similar armature to support your duct tape dummy could be built using the galvanized steel Park & Swap canopy parts described in Cactus Needles 11.9 September 2004 as "Fun with Swap Meet Tinkertoys" – Editor

Special Section: Cosplay Comes to Arizona

AniZona, Arizona's first animé convention will be held March 25-27, 2004 at the Embassy Suites North in Phoenix. Your loyal editor has been invited to help judge the competitions. Here is the information on costumed activities at the con as presented at www.anizona.org and reprinted with permission of Masquerade Director Kyo.

Cosplay

What is cosplay? Cosplay is a Japanese fan term derived from the English, Costume Play; it's equivalent to the Western term Masquerade. In Japan cosplay covers the spread that convention masquerades in the West cover, including fantasy, science fiction, medieval and military uniforms and historical costuming. It's basically a time for fans to dress up in their favorite garb or as their favorite character and have a bit of fun. It's a bit like Halloween on a grander scale.

The Cosplay Contest

General Rules

You must be a member of AniZona I to take part in the Cosplay Contest.

All costumes must in some way reflect Japanese culture (J-pop, anime, manga, video games, movies, etc.)

All costumes and presentations must be suitable for an all-ages audience (PG-13 at most).

Profanity is specifically not allowed.

Store-bought or rented costumes are not permitted.

The judges reserve the right to disqualify anyone whose costume or presentation is inappropriate.

You may choose to enter as a Fashion Walk-on or as a Skit. Both entry types will be presented on stage during the Cosplay Contest.

Walk-ons are limited to one minute while skits are limited to three minutes.

Group entries are limited to six participants.

There will be two divisions competing during the event: Open and Junior. The Junior Division is reserved for cosplayers under the age of 11 as of the date of the contest. Junior Division entries will be presented before open division entries and judged separately.

Group entries in the Junior Division must be **entirely** composed of juniors.

The Junior Division will be limited to 15 total entries. Costumes **may** be made by others.

The Open Division will be limited to 50 total entries. Costumes **must** be worn by their creators.

All sounds, music, or dialogue used during the performance must be submitted before the contest begins.

Submissions must be in a single CD-Audio (Red Book) or mp3 file on an otherwise empty CD-R or -RW. Participants will not be miked on stage.

You will need to submit one or two pictures of your costume before the convention. One is a picture of the costume in progress as proof that you have created it and not bought it. The second picture is of any prop you may be bringing to determine if it is dangerous.

Costumes/Props

For full weapons and security policy please go to www.anizona.org/security.html.

Projectile weapons which **both** look like a gun **and** are *capable* of firing a projectile are not permitted. This means that functional firearms, soft pellet guns, paintball guns, and water pistols are not permitted. Replica firearms lacking firing pins or other guns of whatever sort that are not fireable are permitted with the approval of the Cosplay Coordinator. Bows-and-arrows and slingshots are permitted. No projectile weapon, no matter how un-fireable, may be loaded at any time. We're serious about this one; violators will have their convention memberships revoked.

Edged weapons are permitted, so long as they are sheathed and peace-bonded. Blunt replica weapons may be carried and wielded unsheathed.

The Cosplay staff will inspect all props of whatever sort before the Contest and may disallow any prop. Contestants must do all their own prop-handling. Contest staff will not be available to set or remove props.

Stage Rules and Stage Safety

Leave the stage as you found it. Props must be removed, and you may not leave any residue (be it wet, dry, sticky, confetti, whatever) on the stage.

Participants must stay on stage during their performance. Do not enter the audience for any reason.

Any smoke, pyrotechnics, or similar effects must be approved beforehand by the Cosplay staff. Don't hesitate to contact us before the convention to work out what is and is not acceptable.

No major acrobatics or excessive swinging of props or weapons.

Choreographed fighting scenes are allowed but must be conducted in a safe and thoroughly-practiced manner.

We reserve the right to change these rules without notice as circumstances demand.

Have you read the above rules? If you want to join the cosplay competition, please submit the Masquerade Form.

Here are some perspectives from Michael Bruno which originally appeared in Millennium Costume Guild's "Glitz & Glitter."

Cosplay: The Illegitimate Child of SF Masquerades by Michael Bruno

The most enlightening panel of the entire convention turned out to be not what I was really expecting.

During the "Cosplay Roundtable" panel at Nan Desu Kan this last weekend, I was expecting a panel of costumers to be answering questions posed by the audience. However, this was not the case. The only people on the panel were the convention's two guests from Japan. Mr. Susumu Sakurai and Mr. Nobuyuki (Nov) Takahashi. With the help of their translator, they discussed Cosplay in Japan, how it differed in America and most importantly, the origins of Cosplay.

Twenty years ago, the first fan costumers were seen in Japan at a small comic expo known as Comiket* or Comic

Market. They were simply wearing t-shirts on which they'd drawn their favorite characters. The following year, 1983, the first actual costume was worn by someone dressed as Lum from Urusei Yatsura which was airing in Japan at the time. In 1984, Mr. Takahashi was sent to Worldcon in Los Angeles to cover the events for various magazines back in Japan.

Needless to say, he was amazed by what he saw. Many people dressed as their favorite characters from Star Trek, Star Wars and even in their own costumed creations. He was particularly impressed by the Masquerade. Things were definitely much different in America than he was expecting.

When he returned to Japan, he wanted to impress upon his readers the magnificence of what he had seen in hopes that that they could adapt American costuming practices into their own culture.

He struggled for a long time with what he could call this phenomenon. He could use the word "masquerade" as the direct translation to Japanese is essentially the same as the original meaning in English, "a costume party held by aristocrats." Mr. Takahashi says that there are no people like that in Japan, so the word would not work. He therefore tried to come up with other variations on that idea. "Costume Acting", "Costume Play" and many others [I can't really remember what they were]. However, everything he came up with was too long and he wanted something short in hopes that people would remember the word and begin to use it. He also wanted something that was neither Japanese nor American, but a combination of both to show the blending of the American costuming tradition with Japanese culture. He finally settled on "Cosplay" by using the Japanese habit of shortening words into easier to say bits on "Costume Play." Thus was born Cosplay. Created by Mr. Nov Takahashi, the founder of Cosplay.

So, the next time you see a cosplayer at a Convention, extend a helping hand and invite them into the Guild. They have the same pursuits as other Guild members, but in general, we have a whole lot more practice.

* Comiket started with a few hundred people and is now the largest comic expo in Japan, drawing over 500,000 people each year. For information about visiting Comiket <http://www.visitjtec.com/prepacktours/comiket/>

Costuming a World Apart: Cosplay in America and Japan

by Michael Bruno

Even though the art of Cosplay in Japan is based on SF costuming in America, there are only a few similarities and many differences. The inherent reserved nature of the Japanese has strongly asserted itself into their costumed activities; mainly in the realm of costume presentation.

In America, cosplayers take their costumes on stage and sing, dance and perform skits; oftentimes inserting more of their own personality into their performance, than that of the character they are portraying. In Japan cosplayers still take their costumes on stage; however, there is no singing, dancing or fanciful skits. When they take the stage, they strike a pose, exactly as their character would. In the words of Mr. Nov Takahashi, "Japanese people are good at copycat everything." With the abundance of Anime publications available in Japan, they can easily pick up a book filled with pictures of their favorite characters in different poses and clothes. American cosplayers quite often have easier access to the animated adventures of their favorite characters. Also, American children go through their school years with different types of "theater" classes. According to Mr. Takahashi, Japanese children do not get this sort of education. This difference is also evident if you take a look types of theater performances in both countries; the very reserved and somewhat operatic Noh Theater in Japan vs. American Musical Theater.

Mr. Sakarai, the organizer for the forthcoming Anime Expo-Tokyo 2004 and WorldCon Tokyo 2007, hopes that these events will draw more American cosplayers to Japan. As he prefers American cosplay practices over those of his native Japan, he hopes that after these events, Japanese cosplayers will be more inclined to follow in the American traditions. In an effort to prepare Japanese cosplayers for this American "invasion", he has been showing cosplay videos from American conventions at various venues throughout Japan.

However, what happens on stage is not the only difference between American and Japanese Cosplay and by far, not the most important. In America, cosplayers will wear their costumes everywhere. But, in Japan, costumes are only allowed in certain areas of the convention. If you were to leave the convention in costume and venture forth to a restaurant, you would not be served. Says Mr. Takahashi, "if a group of cosplayers were to enter a restaurant in costume, the other patrons would surely leave for they would not want to be seen in the presence of "Otaku". Restaurant owners would rather have their normal customers than a bunch of costumed Otaku, so they will make the Otaku leave." Otaku is the Japanese equivalent to the American Fan. A rough translation is nerd or geek. However; in Japan, Otaku are held in very poor respect, probably close to being second or third class citizens. Therefore, obvious Otaku are confined to specific convention areas and kept away from the general public. This confinement serves a dual purpose. It also keeps young girls in costume away from the prying cameras of lecherous photographers who would post their pictures, without consent, to adult websites and magazines. Mr. Takahashi says that with the advent of tighter restrictions on both cosplayers and photographers, those acts have been curtailed.

Here are some sample rules for cosplayers from a company that arranges trips to Comiket. (*Contrast these to the AniZona rules – editor*)

Upon entering the event site, all COSPLAYERS must register at the Cosplay registration desk and pay the participation fee of 600YEN (approx. \$6.00USD)/ day.

There will be a separate change room to put on your costume so do not wear it from your room. You can not leave your personal items in the dress room, you will either have to find a coin locker, or carry your stuff around.

Prohibited items:

- any types of weapon (copies included), sword, or any item that could harm others.
- any item over 1 foot in length such as ball, disk, and archery.
- Police, Fire Fighter, Armed Force and other official uniforms (copies included) are not allowed.
- any official badge, patches and emblem (copies included) are not to be worn.
- any bulky, heavy, long skirt type that drags on the floor.
- over exposed costume.

From what Mr. Sakarai and Mr. Takahashi said in their panel, these rules are inline with many conventions in Japan. Cosplayers in America should truly enjoy the freedoms that they have when it comes to wearing their costumes. In Japan, you could never see a half naked girl carrying an 8' sword into a restaurant. Mr. Sakarai is hoping that these rules can be loosened by Tokyo AX and WorldCon; however, they will surely not be anywhere near the openness seen at American Conventions. Having looked at pictures of Japanese cosplayers in Japan, I have seen a number of cases where these rules were not adhered to.

Though American cosplayers do enjoy more freedom when it comes to wearing their costumes, they do have a few restrictions to contend with at American conventions. Many conventions have banned large props and wings from the more crowded areas of the convention, particularly the dealers room. Depending on the convention, these items will either need to be checked at the door to the dealers room or left in your room before you plan to visit the dealers room. You will also need to consider how your costume is constructed and whether or not you will be able to remove your wings to be checked at the door. At the larger conventions, a trip to the dealers room will most likely take several hours; by the time you stand in line to get in, then do your shopping once you're in there.

Japan has also seen the rise of Cosplay specific stores known as Cospa. These stores cater to cosplayers carrying character specific costumes and accessories. These are officially licensed items manufactured by the various

Anime studios. However, due to this licensing, these items are quite expensive. Many Cospa will also carry fabric and other supplies for making your own costumes and often have a professional in-house who will do custom costume work. While American cosplayers, do not have access to these officially licensed cosplay products they do have easier and greater access to wider variety of costume making supplies.

So, while cosplayers in both America and Japan are engaging in the same hobby, the means in which they pursue that hobby varies greatly due to cultural and social values and mores. I for one, am glad that I cosplay in America.

If you would like to see more pictures of Japanese cosplayers, check out the Linus Lam News Network's pictures of Comiket 60.

<http://www.usagichan.com/Comiket60/index.html>

For more pictures of American cosplayers, check out A Fan's View. <http://www.fansview.com>

If you can read Japanese or would just like to check out some pictures from a Japanese Cosplay Shop, check out: <http://www.cospa.com>

Web Site Pick from Frances

The following web site has some very nice Flemish and Italian costumes along with costume diaries of their construction by Jennifer Thompson.

http://homepage.mac.com/festive_attyre/research/index.html

Photo Shoot Special

Stephanie forwarded this offer from frequent local SF convention committee member Richard Bolinski:

Have you ever wanted a photo of yourself in that special garb you made for war? That great costume you made for the masquerade? Or even a nice photo of you and your family to give mom for Mother's Day? Now is your chance.

Richard is offering photo packets with the shoots done at the your home, your office, a local park or wherever you want to pose for the shots.

Packet includes 2-8 x 10 or 8 x 12, 2-5 x 7" & 16 wallets for \$25 (above package can be split into 2 photos 1 each 8x10, 5x7 & 8 of each wallet sized set.) Extra 8x10, 8x12 or 16 more wallets \$8 Extra 5x7' \$4 20x30" poster size \$38+shipping and handling/tax 16x20 size \$32+shipping & handling/tax. If you are interested contact Richard Bolinski at: 602-820-5675 Example of the set at http://homepage.mac.com/rbolinski/photo_flyers