



But I ordered Thai food.

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Cactus Needles

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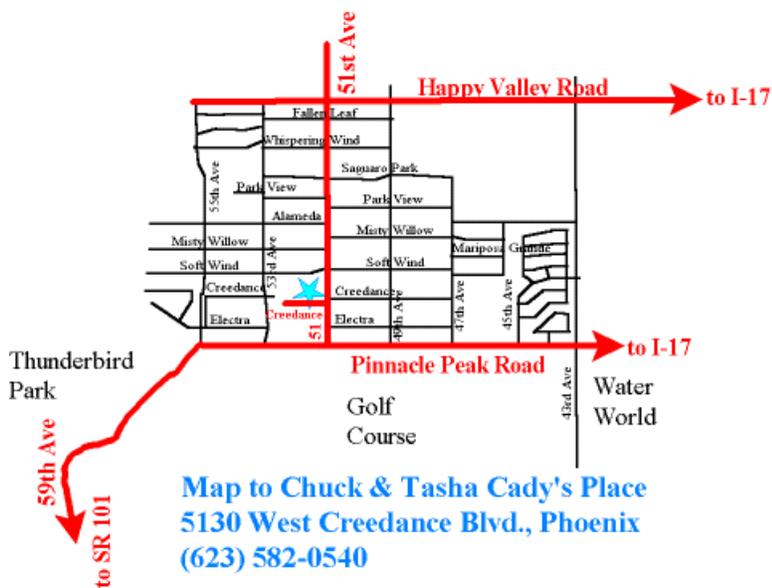
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Calendar

Do you know an event of interest to Arizona costumers? Please contact your editor with the details. **Red text and an asterisk*** designate an SWCG-sponsored event. *Unless otherwise noted, our monthly meetings start at 1PM.*

August 27, 2011 – **Dark Ones August Party** at “Shadowhaven,” Theme = Shipwrecked.
<http://www.darkones.org/>



August 28, 2011 – **Video Watching*** at Tasha’s place. Look over some how-to videos on costume and makeup.

September 2-5, 2011 – **CopperCon 31** at the Hilton Garden Inn, 11460 W. Hilton Way, Avondale, Arizona. Guests include Carrie Vaughn, Adam Niswander and Janni Lee Simmer. Costume Conga on Saturday and Danse Macabre masked ball on Sunday.
<http://www.coppercon.org/>

See Theresa’s flyer for the Costume Show on Page 3.

September 24, 2011 – **Can’t Stop the Serenity** at the Fox Theater in Tucson. Annual charity screening of Joss Whedon’s “Serenity” by the Arizona Browncoats. <http://azbrowncoats.org/csts>

September 25, 2011 – **Hat Decorating*** at Tasha’s place. Tasha has a collection of straw hats that need something done with them. Practice a variety of techniques.

October 14, 2011, 6-10 PM – **Robots vs Zombies**. Mesa Second Friday Night Out street fair on Main Street, between Robson and Center Streets in downtown Mesa, Arizona. <http://www.2ndfridaynightout.com/>

October 15-17, 2011 – **Helldorado Days**. Tombstone, Arizona’s annual celebration of their wild west heritage. <http://www.helldoradodays.com/>

October 23, 2011 – **Advanced Materials*** (location to be announced). Work with “Wonderflex” and other shapeable materials.

October 29, 2011 – **Dark Ones Dead Man’s Party** at “Ashwood Hall.” Halloween Masked ball. <http://www.darkones.org/>

November 4-6, 2011 – **Tucson Celtic Festival & Scottish Highland Games** at Rillito Raceway Park 4502 N First Ave Tucson, AZ. <http://www.tucsoncelticfestival.org/>

November 9-14, 2011 – **Southern Crusades** – Society for Creative Anachronism combat, arts & sciences camping event at Winkelman Flats Campground in Winkelman, Arizona. <http://www.southerncrusades.org/>

November 11-13, 2005 – **TusCon 38** at the in Hotel Tucson CityCenter in Tucson, Arizona. Guests include Patricia Briggs and Dr. Dave Williams. <http://home.earthlink.net/~basfa/t38main.html>

November 11, 2011, 6-10 PM – **Wild West Steampunk**. Mesa Second Friday Night Out street fair on Main Street, between Robson and Center Streets in downtown Mesa, Arizona. <http://www.2ndfridaynightout.com/>

November 11-13, 2011 - **TusCon 38** at The Hotel Tucson City Center, 475 North Granada, Tucson, Arizona. Author GOH is Patricia Briggs. <http://home.earthlink.net/~basfa/t38main.html>

November 19-20, 2011 – 5th Annual **Phoenix Fireland Faerie Festival** (location not specified on the web site, but we presume its near Estrella Mountain Park). <http://www.westerngatesfaiererealm.com/PhoenixFaerieFestival.htm>

November 27, 2011 (Tentative) – **Silk Painting*** at Lynn’s place in Gilbert.

December, 2011 (date and time TBD) - **Mainly on the Train*** Take a ride on the Arizona Eastern Railroad’s “Copper Spike” train from Globe, Arizona. Costume encouraged. <http://www.copperspike.com/>

January 13-15, 2012 – **DarkCon 2012**. www.darkcon.org

February 25-26, 2012 – **Vul-Con** gaming convention at the Phoenix Convention Center. <http://www.vul-con.com/>

April 6-8, 2011 - **LepreCon 38** at the Tempe Mission Palms Hotel in Tempe, Arizona features guests Franchesco and Joe Haldeman. <http://www.leprecon.org/>.



May 11-13, 2012 – **Costume-Con 30*** “Sands of Time” at the Tempe Mission Palms Hotel in Tempe, Arizona. <http://www.costumecon30.org/> *We need more memberships! Anyone going to any event where there are costumes, please make sure to take some CC30 flyers with you to hand out. Contact President Frances via email(president@southwestcostumersguild.org) or phone to request flyers, please.*

May 11-13, 2012 – **KimeraCon** anime & gaming convention. at the Phoenix Marriott Mesa in Mesa, Arizona. <http://www.kimeracon.com/>

CopperCon’s First (only?) COSTUME SHOW!

from Director Theresa Contos

CopperCon invites you to don your finest ensemble and come show us your best catwalk strut. Bringing a new twist and a faster pace to the “Ol’ Masquerade” we have re-imagined the traditional masquerade contest along the lines of a fashion show!

So what’s changed?

1. No pre-judging
2. No skits- this in keeping with our desire to set a faster, more energetic pace.
3. Singles or couples only. Couples will be judged as a single entry Why? See above.
4. Ground level runway layout and room lighting - This will allow more of the audience to get a good look at you in all you sartorial splendor and allow for flash photography.
5. A small goody bag will be given to each entrant for as long as supplies last.
6. Only the following prizes will be awarded: People’s Choice, Best Novice, Best Journeyman, Best Master and Best of Show.

A 3-judge panel will rate each entrant on Originality/Authenticity**, Construction and Execution. A maximum of 3 points will be awarded in each category; additionally each entrant will automatically receive 1 point for “Moxie”.

**The default for Originality vs Authenticity will be originality, if you are attempting to replicate a specific character then please supply us with a reference photo/sketch at the entrants meeting.

The entrants’ meeting will begin at 3PM sharp on Saturday and will consist of entrant registration and orientation. If you wish to be judged on authenticity please submit a photo/sketch of the character you are costuming as at this time. If you desire a specific soundtrack to accompany you as you strut down the catwalk please supply it on a CD or flash drive when you register. If you have none we will do our best to select a complimentary one for you. mp3 files are preferred, you take your chances with any other format. There will be no pre-judging and you will not be meeting your judges at this meeting so you will not have to attend in costume.

Q&A, Dottie and I had an excellent dinner at the hotel restaurant, which was quite reasonably priced for a hotel, and the service left nothing to be desired. We wandered up to the con suite where I fawned over Esther Friesner, who is one of my favorite people, and schmoozed with long time con friends from all parts of the country.

Saturday morning we had breakfast in the hotel restaurant, again quite good, and typically priced for a hotel. (There were a number of food places within easy walking distance of the hotel, but we only availed ourselves of one of them for lunch on Saturday.)

Saturday morning we explored the art show, the dealers' room, and the costume dungeon, and managed to make Esther's Kaffee Klatch. Managing to make the Kaffee Klatch was one of the real annoyances of an otherwise very pleasant and well run con. Because of the size of the room(s) where Kaffee Klatches were held, you were supposed to sign up the evening before. There was a sign up table where there were supposed to be sign up sheets. On Friday night there were some left over sheets for Friday's KK's, but none for Saturday's even though both the program book (Dottie reads the program book before the con) and a sign on the table said that there would be sign up sheets for the next day and one should sign up before sometime that evening. Fans being fans, when no sign up sheets appeared and no one at the information table seemed to know anything about it, one lady found some blank paper and we made sign up sheets for Saturday. People were politely signing up when the woman who was apparently in charge of programming appeared out of nowhere, demanded to know what we were doing and yelled at us for doing it instead of waiting for her to get around to it. After being most unpleasant she threw the sign up sheets we had done in the trash and put out her "official" sign up sheets and stomped off in a huff. Of course, those of us who were standing there fished the "un-official" sign up sheets out of the trash and copied the information on to the "official" sign up sheets. It turned out that 1- there was no Kaffee at the KK's; 2- the number of lines on the official sign up sheets were for the number of chairs around a couple of long tables; 3- there were lots of other chairs set up theater style in the room, so pretty much people just came in, sat down and enjoyed the speakers whether they had signed up or not.

The con organizers provided everyone with a Discworld passport in your goody bag. One could get stamped in the various rooms. I have no idea if you won something if you managed to get all the stamps (I seldom read the program book until after the con) but it was a good way to get all of the attendees to at least check out the various activities offered. As a costumer, I was impressed with the thoughtfulness of the organizers for providing a room with several sewing machines, sewing supplies, some trims, fabric glue, scissors etc. At various times it was staffed by con staff to help people, but even when it wasn't, fans being fans, if someone needed assistance someone else would pop up to help.

I'm not a gamer, and while there was a game room, it appeared to be only moderately occupied whenever I went past. The fans utilizing it seemed to be enjoying themselves, and unlike the game rooms at many cons, it did not require frequent applications of Febreze.

Spot impressions:

Dealers' room – smaller than I expected and somewhat limited selection of merchandise. "The Discworld Emporium" and "PJSM Prints" (and other stuff) were particularly welcome, but aside from them there were a couple of booksellers with nothing particularly out of the ordinary.

One very nice touch was what was listed as “The Clothier Space” a room where Ravenworks was selling appropriate costumes and costume parts at extremely reasonable prices and where there was a photographer set up who was selling photos taken against a green screen so he could strip in appropriate backgrounds, including a map of Ankh-Morpork. For the most part he was printing them out onsite in 8.5” x 11” size, and again his pricing was more than reasonable.

Art show – very much different from what I am used to. There were some prints for sale, but everything else seemed to be destined for the charity auction, and had no bid sheets and no minimum prices.

The Charity Auction – Again, quite different from the way that it is done at most U.S. cons. Everyone got a “bidder’s paddle” (actually a cardboard sign with your con badge number) in his goody bag. The auctioneer would describe an item, hold it up and call out a starting price and everyone who was interested would hold up their paddles. The auctioneer would keep raising the price, and people would lower their paddles when the price exceeded their limits until all but one person dropped out. The lack of voice bidding led to one instance of a father and daughter bidding against each other for a guards costume for the daughter. The auctioneer, Pat Harkin, was extremely knowledgeable about Discworld items and is himself a Pratchett collector which became readily apparent when he excused himself from auctioning so that he could bid on some items. The high priced items were proof copies and first editions of Sir Terry’s books. I believe that the con raised over \$20,000 for the charities which is quite impressive for a 1,000 person con.

The “Maskerade” was very competently run by Henry Osier. There were twenty-some entries featuring various Discworld characters including a “Clacks with Operator” and a “Twoflower” with a working iconograph and remotely controlled luggage. (This was the best example of these props that I have ever seen.) My personal favorite was a female member of the Assassins’ Guild who demonstrated why the female is deadlier than the male as she produced seven different weapons, including half a brick in a sock, from her person and elaborate ball gown. There was no “tech” as we are used to, and in fact the lights in the hall stayed on the entire time.

The “Main Tent” was a bit of a problem for all of the major events in that the ballrooms combined made one very long room, but because the circular stairs from the main floor and the elevators cut into the Madison and Wisconsin ballrooms it became a very narrow room with limited sight lines. I estimate that at most only about a third of the attendees for any event had a good view of the stage. Obviously there is nothing that the ConCom could do about this, and they did their best with what was available. Fortunately the sound was significantly better than is the case in most hotel ballrooms.

I think that for most people, the highlight of the convention was the two hour discussion of “Good Omens” with Terry Pratchett and Neil Gaiman on Sunday. It was very obvious that Neil and Terry truly like each other, and enjoyed writing “Good Omens” together.

The Sunday night banquet was several steps above most con banquets although Dottie tells me that it didn’t compare with the one in Tempe. The con organizers arranged to have at least one of the “guests” at each of the table and Dottie and I had a wonderful conversation with Anne Hoppe who is Terry’s U.S. editor for the Pratchett children’s books. While I didn’t compete in the Maskerade, I did costume as Lord Downey, head of the A-M Assassins’ Guild for the banquet. While I was just dressed in all black Victorians, I did digitize and embroider an Assassins’ Guild

crest from Paul Kidby's "Art of Discworld" and I was carrying a bag of blue candies that I offered to people. Talk about fans who know their Pratchett canon, people would start to accept a candy, notice the crest which is only about 3.5" in diameter and politely decline. Really, they were quite harmless (except for the ones with the burnt almond taste).

Overall, except for the one incident at the con, it was most enjoyable and I'm looking forward to attending another one in two years, gods willing.

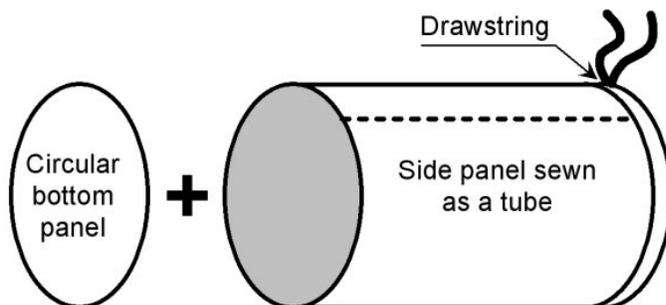
Befuddled? Be Duffeled

by Randall Whitlock

Befuddled over how to store and transport your loose costumes, laundry and camping gear? Need a custom-size case for a special piece of equipment? There is a simple solution relied upon by soldiers and sailors for centuries – the Duffel Bag.

According to Wikipedia (This is a how-to article, so I'm not going very deep on the research), the bag is named after the city of Duffel in Belgium, where a heavy canvas was woven which was particularly well suited to making luggage.

In my early days with the SCA, army surplus duffels were much in demand for carrying armor, along with the mandatory golf bag for weapons. Duffels have grown more sophisticated over the years, incorporating backpack straps, handles, zippers, side pockets and wheels.



Let's keep it simple. My basic duffel bag has a circular bottom, sewn to a tube formed by closing off a rectangular piece of fabric along one side. Add a drawstring to the top and you're done.

Start off by deciding how big your bag needs to be. I make berets, muffin caps, flatcaps, etc. for sale at renaissance faires. I have A LOT of these hats, so a set of duffels seemed

a good idea for carrying them neatly stacked. My hats average 12 inches in diameter, so I added a couple of inches for hand room and seam allowance and decided to make the bottom panels of my hat duffels as 14-inch circles.

The circumference of a circle is pi times its diameter. 14 pi rounds to 44 inches. Add an inch for seam allowance and you get 45 inches. Golly, that's a standard bolt size for broadcloths.

If things don't match up perfectly, take up the extra room on either the bottom or the side panel with a short pleat. I made my bags 36 inches long for an even yard of cloth and to keep them from getting too big to handle easily.

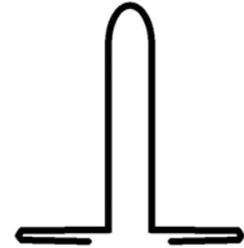
Before closing the side seam, I rolled over the top of the bag for edge finishing and to form a drawstring channel. This works well for relatively thin materials like the retired bedsheets I was using for this project. I used the same polypropylene macramé cord for the drawstring that I use for the size adjustment string in my hats.



I added a spring-loaded cord slider so I would not have to knot the cord to keep the bag closed. You can find these handy little gadgets at your local fabric or camping store, or improvise with a rectangle of wood or heavy plastic drilled with two holes.

If you choose to use heavy canvas for a tougher bag, the channel drawstring will not work very well. The material will not be able to pucker up well enough to close. For heavy materials, mount a row of grommets along the mouth of the bag and run your drawstring in and out through these.

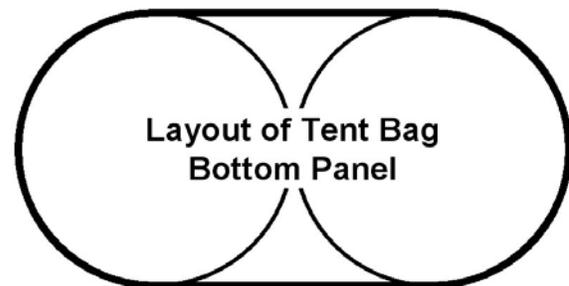
The old army duffels use a clever closure system. Large grommets are passed one by one over an omega-shaped bail or pin. You can form the pin from coat hanger wire. Thread the omega pin through the grommets on the mouth of your bag, then pass a spring-loaded lanyard hook through the end of the pin. The hook is attached to a web strap sewn to the side of the bag. When closed, this becomes a convenient shoulder strap for carrying the bag. Sew down the web strap at two points a hand's breadth apart near the bag's center of gravity and you have a carrying handle as well.



The basic round-bottom duffel can be scaled up or down in size for different uses. I made a small bag as a carrying case for my old Primus Mighty Lite propane lantern. The bag is about four inches in diameter and has a layer of foam rubber between a shell and lining. This padded bag has protected the glass globe of my lantern for many years. Of course, I'm careful to let the lantern cool before I detach it from the propane bottle and put it in the bag.



Tents hardly ever fit back into the carrying bag provided by the manufacturer. My larger sleeping tent does, however, make a tidy, semi-flat bundle. I made a duffel bag for the tent with an oval bottom to mimic the shape of the bundle. This bottom panel was drafted by laying out two circles tangent to one another and connecting the edges with straight lines.



Minutes of the July 24, 2011 SWCG Meeting

Reported by Secretary Theresa Contos

The meeting commenced at 2:00 pm at Tasha Cady's house. We had one guest, Robin Prosje.

The first topic was the date and location of the next meeting, it was decided to have it at 2:00 pm on August 28th. Tasha graciously volunteered her home as the meeting place. The topic of the meeting will be make-up, with videos to be shown.

Old Business:

The archivist, Jean, would like some help with the organization of our archive items.

Randall asked for articles to be published in future issues of the guild publication. He is also looking for a new host for the Guild website, asking Cat Devereaux was suggested.

The question of taking on CGW as a sister organization was discussed. There was a move to amend our bylaws to fit in with the CGW better. Waiving fees for materials at our workshops for their members was brought up. How this relationship might affect CC30 was also discussed. More investigation required. Randall will continue e-mail dialogue. (*Editor's Note: Randall e-mailed CGW's sister chapter standing rules language to officers after the meeting. Seems reasonable. Topic will be brought up at future business meetings.*)

Randall is going to check out Heatsync Labs, they have equipment available for public use at nominal fees. He also reports that he sold \$115 worth of Guild items at the Highlands War. We do not have a treasurer's report at this meeting, Lyn will post it later.

The question of whether the board members should be different persons than the officers was brought up, it was decided that later on when we have more members this would be a good idea.

Sash fabric and patterns are available for those members who would like to make them, there are also patches available, these are for use at Costume Con 30. It was asked if we would want epaulets also.

New Business:

Mahala showed us the sewing machine clocks, they will cost us \$8-\$10 each, there is a \$50 minimum order. They will make nice prizes, in fact, one was given to CopperCon as a Costume Fashion Show prize.

An appeal for stage/den mommies was made for this CopperCon, September 3rd, by Theresa. The contest will be different than most because of the limited space available, the need to make the judging as simple as possible (time constraints) and the last minute change of this event from a gathering to a contest. Any help offered will be appreciated.

The meeting ended and a session of Costume Con 30 began.

Discussion of upcoming meeting topics continued in the pool. See Calendar.

From the Mailbox

Costumer's Guild West *Squeals from Da Ghodfuzzy* 26.12, August 2011. The seriously pink Caitlin Doolittle explains "Gijinka," the cosplayer practice of adapting nonhuman entities to costumes. Pix from Vintage Beach Party at Point Fermin Lighthouse. Aunt Alys Advises on some well-established online sources for notions and supplies, Tonya Clevenger on 1940s fashions, Val Labore on Youtube videos of period costumes and the Bartos costume collection, ladies' glove sources, gearing up for Costume College 2011, write-in candidacy statements with photos, upcoming events, Editor's Notebook.

Randall brings these newsletters to SWCG meetings for your perusal.

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