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### **SWCG Meeting Minutes – July 29, 2012 at Chuck & Tasha's House**

Recorded by Margaret Grady

Convened at 6:20 pm

**Present:** Randall, Robin, Margie, Paula, Tasha, Jim, Jean, Sharan, Mahala, Theresa, Mike C, Chuck

**Guests:** none

#### **Treasurer's Report –**

SWCG currently has \$2972.48

CC30 currently has \$5873.69, most bills have been paid.

Sharan requested a \$30 advance for September's workshop expenses, and Randall received stamps as leftover from CC30.

Reading of **Minutes** from June was waived.

#### **Committee Reports:**

**Newsletter** – as usual, needs input & content! Deadline for submissions is 5<sup>th</sup> of August. Still looking for someone to take on the newsletter before the end of the year. The Guild's laser printer has a problem and won't work, so we're trying to fix it – if that doesn't work, we'll pursue the service warranty idea.

**Website** – Randall has implemented an online membership form to accompany the Paypal membership buttons on our site. Data filled out in the form automatically populates an online spreadsheet. (Randall indicates he will also use this technology for his next Masquerade registration.)

**CC30** – Talked about disbursement of leftover profits -- \$500 to CC29 (lost money), \$500 to each of the upcoming CC's, \$100 to Karen Dick for CC.org. We tentatively voted approval on this, but will vote again in a few months, after we're sure all bills are paid.

#### **Old Business:**

Next meeting is August 26<sup>th</sup> at 1pm at Tasha's is a Stitch N Bitch, so bring whatever sewing project you want to work on; September 30<sup>th</sup> is our Monster Pincushion workshop at Sharan's. October – December meetings are open for ideas. Nov 18 is a possibility for a leather workshop at Tasha's (Robin will talk to Bob, since we're not sure if Nyki did).

501c3 status through ICG – Members of the Board have had some basic discussions about it, and feel that it is worth pursuing. All it will take from us is writing a letter to identify the characteristics of SWCG and asking ICG, plus creating a Balance Sheet. To create a Balance Sheet we need to identify Guild Assets, since we don't have any Liabilities. Mike made the motion to add the duties of Quartermaster to the Treasurer position (seconded; votes: all aye, except three abstentions). Margie will establish a Google Doc spreadsheet to start tracking assets, and everyone who has Guild property at their home should send her an email detailing the items.

#### **New Business:**

Sharan made the motion to have SWCG donate \$100 to the Arizona Browncoats to help to sponsor the Can't Stop the Serenity event. (seconded; votes: 7 in favor, 0 nays, 4 abstentions).

Sharan requested \$30 advance for September's pincushion workshop, and received her check.

Randall discovered that the Guild's PO Box was actually in Frances' name, and so Randall (with Frances' assistance) got it changed to himself. He also added a few other names of members who are authorized to pick up mail, including Margie, Nyki and Jean. There is currently only one mailbox key, and Randall holds it.

#### **Announcements:**

Ruffler's Roost is a store with lace & trim that Paula found online and wants to investigate.

Az State taxes -- When the accountant, Bruce, mentioned we owed no taxes, Margie sent the tax forms without any money... and then was surprised when the State sent a bill for \$50. Apparently there was a "filing fee", and it is something we will have that to pay every year (unless we are a 501c3, Margie thinks).

CopperCon 32 – Randall has agreed to run the costume event, and requests assistance from various Guild members for backstage help.

Adjourned at 7:15pm.

#### **On the Web**

**Flight Attendant Uniforms** <http://uniformfreak.com/index.html> has an extensive collection of photographs of flight attendant uniforms from the 1950s onward. –posted it ICG-D by Signe.

**Craftster** – Here's a forum to post and view clever handicraft projects. Samples I saw on a brief visit include decorated Altoid mint tins and a Discworld "Seamstress Guild" needle/condom case (a dangerous combination if ever there was one). <http://www.craftster.org/>

**New Costume Book Seeks Submissions** Yaya, who you may remember from AniZona I, is seeking costume photo submissions for possible publication in *1000 Incredible Cosplay and Costume Ideas*, an upcoming book by Dr. Grymm (Joey Marsocci), Allison DeBlasio and Yaya Han. [http://yayahan.com/index.php?option=com\\_content&view=article&id=317:cosplayers-costumers-phphotographers-submit-to-this-book&catid=21:blog](http://yayahan.com/index.php?option=com_content&view=article&id=317:cosplayers-costumers-phphotographers-submit-to-this-book&catid=21:blog)

## **Basic T-Tunic (SCA, Inc. Style)**

by Nyki Robertson Crosby AKA Lady Thunder

Presented at Phoenix ComiCon 2012

This very popular tunic is a staple in the Society for Creative Anachronism, Inc. I tends to be the first piece of garb made by a great majority of people who join the group. It is early period European, circa 900-1000 CE, with the added bonus of being mildly easy to make (or maybe uber-easy) for those who are new to sewing.

You can draw it up based on measurements, however there is a much easier way which is what we will use for this workshop.

You will need:

3 yards of cotton fabric

½ yard of the same fabric

Pair of sharp scissors

Thread to match material

Sewing pins

OPTIONAL – Trim, frills, etc. to decorate with, if desired

OPTIONAL – yardstick

Oh yeah, the most important item: a t-shirt that fits you nicely (not too baggy, but not to form-fitted). You will not damage the t-shirt (if you follow the directions!), so it is okay to use that favorite t-shirt that has probably already come to mind. Note: always wash and dry your material before cutting!

Now, onward with directions.

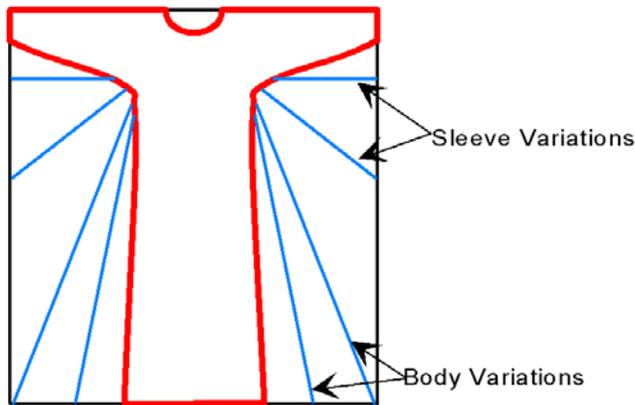
1. On the t-shirt, find center front (CF) and mark it with a pin, then set it aside.
2. Fold your fabric in half, lengthwise, short sides together. So if you 3 yards of material, 44” wide, when folded correctly and held up by the folded edge, you will see 1 ½ yards by 44” hanging behind.
3. Lay your material on your cutting surface and carefully smooth out ALL wrinkles. Then lay your t-shirt on the material, lining up the shoulder seams with the folded edge of the material, placing CF exactly in the middle of the fabric. (For 44” wide material that means 22” on each side.)
4. keeping at least 1 ½ inches from the edge of the t-shirt, make a dot on your material at the armpits and draw a line to the bottom edge. (A straight line or angled out for fuller effect, choose as you desire.) Draw another line from the armpit to wrist, angling (and/or curving) according to taste.
5. Draw a line along the neck of the t-shirt and this will become your neck line.

2 IMPORTANT NOTES:

-Make sure that the angles on both sides are the SAME! (Think about it for a minute!)

-Next mark about 3” on each side of the armpit. Starting at one of those marks, make a curve that goes to the other 3” mark. This will enable the tunic to look and move better than if you left it as a sharp point at the armpit.

Now, when you CAREFULLY remove your t-shirt, your material should look something like this:



6. You may now CAREFULLY start to cut along each of the lines you have drawn that outline your tunic.
7. NECK

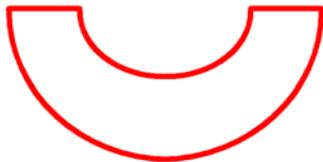
A – If your head fits through the opening, you are good to go and finish that edge! You can hem it (A royal pain, believe me!), or use bias tape, which is quite easy actually, but does necessitate the purchase of the bias tape. But we'll be using my personal

favorite for this demonstration and cut facings (the reason for the extra separate ½ yard of fabric.) The directions for the facings are next in the instructions.

B – If your head does NOT fit through the neck opening DON'T PANIC, it is actually better to err on the side of too small than too large! Whatever you do, DO NOT CUT THE OPENING TO MAKE IT LARGER!! We will fix this slight problem with the facings we are going to make. (Take a deep breath and trust me on this one, okay.)

1. Back facings for both options A & B:

-The inner edge of the facing should match up with the edge of the neckline. The outer edge should be 3-4" larger.



Quick note: Cut the facings with "shoulder seam" on the fold if possible. If not, then remember to allow a ¼" seam allowance.

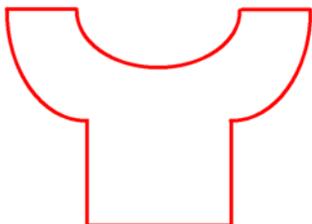
2. Front facing:

OPTION A - Is made like the "back facing" where the inner edge matches up with the neckline, with a 3-4" larger outer edge.

NOTE: Whatever measurement was used for the back width, use that same measurement for the front.

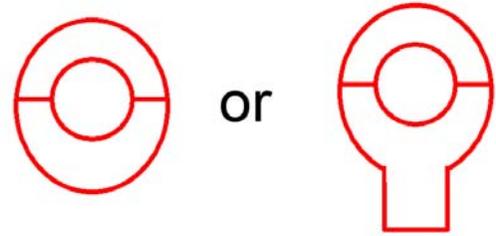


OPTION B – Again, the inner edge is even with the neckline, however, the shape of the outer edge is going to make the facing look like a chunky "Y." The "Stem Piece" is approximately 5-6" down and 3-5" in width, with the "Collar Section" being the same width as the back.



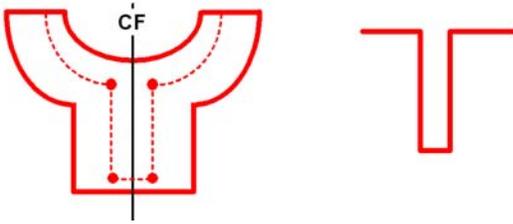
3. Attaching the facings to the T-tunic: If necessary, sew the shoulder seams of the facings, iron the seams so they lay flat and then open up the facings:

- a. Unfold tunic and lay it down rightside up, then smooth it out. Lay the facing rightside to the fabric on the tunic. Matching up the inside edge of the facing to the edge of the neckline, then pin securely in place.



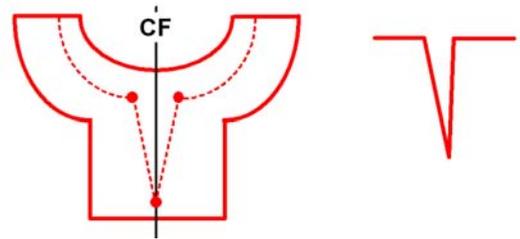
NOTE: Don't be afraid or embarrassed to use as many pins as you need to keep the pieces from slipping while you sew them together.

- b. For the "Y" shape facing, mark the CF in the middle of the "Y." When you place the facing on the tunic, match up the two CFs, then mark your facing 1/2" on each side of the CF. Draw a line from your 1/2" mark straight down 4-6" in length. Then draw another straight line across, connecting them at the bottom. This will make a square neckline when cut and turned.

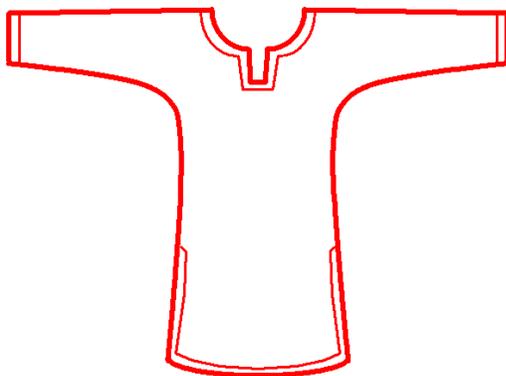


ALTERNATIVE: Mark 1/4" on each side of CF. Then from each 1/4" mark draw a line angling to end at the CF line, 4-6" down. This will make steep "V" opening when cut and turned.

- c. Start sewing at one of the shoulder seams first, then going around the back about 1/4" to 1/2" from the inside edge. When you get to the first chalk mark on the front, pivot and sew the front opening. Then, at the second chalk mark, pivot so you continue sewing around the neck. When you reach the point that you started this seam, lock your thread and remove your fabric from your machine.



- d. Now cut very carefully down the CF mark, stopping 1/4" from the bottom seam. Clip your edges so the curved edge of your tunic will turn rightside out smoothly, then begin turning your facings into the tunic and press. (I usually do a topstitch to hold the facings in place.)



8. Seam Closure: You may start to sew up the seams now, starting at the wrist, sew to the corresponding hip line if you are winding side slits; or all the way to the bottom (if you do not want any side slits); or you can go anywhere in between. It's all up to your whim at the moment!
9. Finishing up: Hem the wrists, the bottom and side slits if you have them. Then decorate with trim, frills, or whatever suits you.

## The Nuts and Bolts of the CopperCon 32 Masquerade

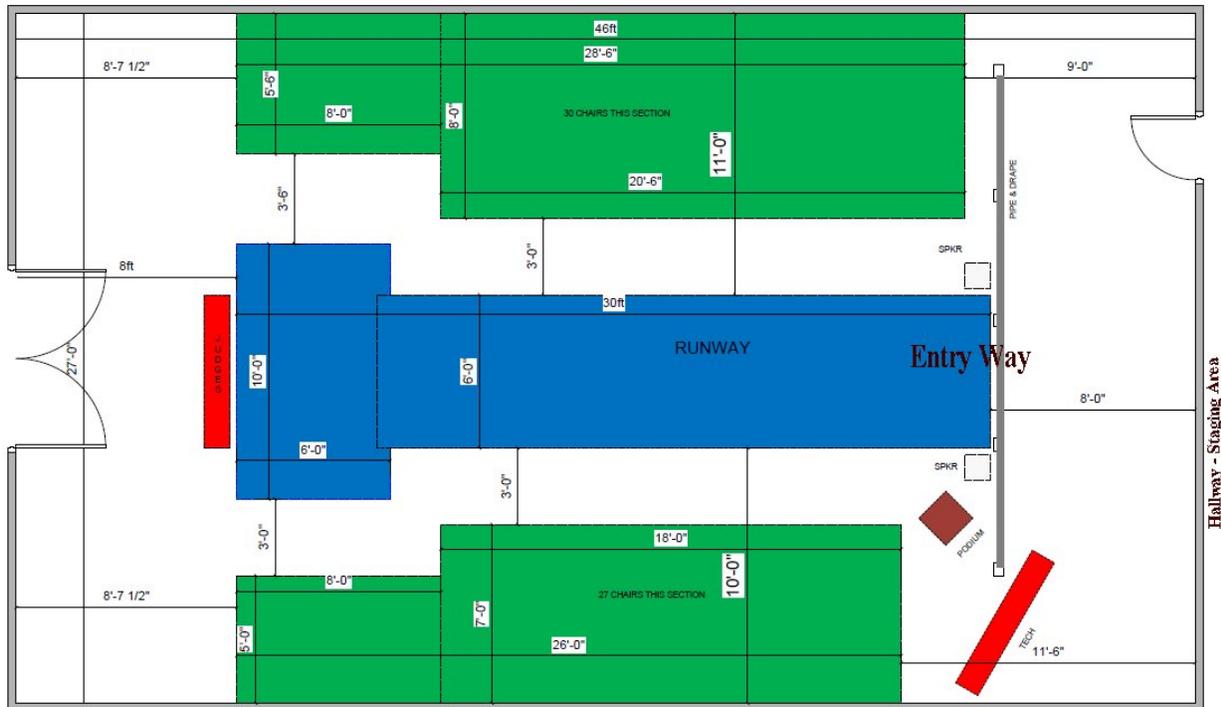
by Randall Whitlock, Masquerade Director

What is a Masquerade? It's kind of like a fashion show, it's kind of like performance art and it's all about COSTUMES! We'll provide a stage for you to present your carefully created costume as simply or cosplay-theatrically as you choose. An appreciative audience will provide itself. It's your 60 seconds of fame on a silver platter (prefab dance floor tiles anyway).

### Where and When

The CopperCon 32 Masquerade performance will begin at 7PM on September 1, 2012 in the Avondale I Room of the Hilton Garden Inn in Avondale, Arizona. This is the same venue used for the CopperCon 31 Costume Fashion Show in 2011. It's a relatively small room, so this will be an intimate masquerade with the contestants quite close to the audience.

Following the lead of the 2011 masquerade, we'll set up a 6-foot wide, approximately 30-foot long runway of dance floor tiles at ground level. There will be a curtained entrance at one end of the runway and a judges table at the other. The audience is seated on both sides of the runway. Enter on cue through the curtain, do your thing, and then come back, or proceed to a seat in the audience area.



We won't have a closed green room this year, so expect to change clothes in your hotel room or in one of the restrooms. We will use an open hallway behind the ballroom for a staging area.

### How to Sign Up

There will be a signup table in the hallway of the convention on Saturday and maybe Friday evening. Stop by the table to fill out your paperwork, drop off your music, receive a briefing

about the masquerade, and have your questions answered. There will be no single contestant meeting. Signups will be accepted until 4:30 PM on Saturday of the convention.

There is an online signup form at <http://tinyurl.com/copperconcostume> . It will save your director a great deal of time and energy if you sign up online before the convention.

If the hotel wifi proves adequate, we'll dispense with a paper signup form altogether and register contestants at-con using the online form.

You can use this form to register as a volunteer crew member too! Just name the job you'd like to help with in the "Title" box, put your name in the "Costumes Worn By" box and share your thoughts about how you can help in the "Narration" box.

Everyone, contestants and volunteers alike, will sign a waiver at the convention which allows us to do official photography and acknowledges that you will obey the masquerade rules and hold the con and hotel harmless.

Once you have signed up, please present yourself at the staging area at 6:30 PM.

## **Tech Support**

We'll keep the masquerade tech as simple as possible. There will be no special stage lights. In fact we'll leave the house lights up, so audience flash photography will be permitted for once.

We will have a sound system to play any music or recorded narration you provide. There will not be a microphone for contestants, but the room is small. If you are good at vocal projection, you might get away with live speech.

Music or recorded narration should be presented to the Director when you sign up. Digital sound files, such as .wav or .mp3 are preferred. NO Files with DRM! Sound files can be e-mailed to [costumers@casfs.or](mailto:costumers@casfs.or) or submitted on CD, camera card, or USB thumb drive.

If you get to me early enough, say before noon on Saturday of the con, I may have time to rip your sound from a CD, personal music player or cassette tape. Bring your own playback device.

## **Awards and Divisions**

Contestants will enter as Young Fen (noncompetitive children's division – everyone wins), Novice, Experienced, or Display-Only. These are spelled out later. Awards (certificate and ribbon) will be given for Best in Show, Best Novice, Best Experienced and Judges' Special Mentions (noteworthy costumes that don't quite fit the fixed categories).

## **The Team**

Your Masquerade Director is Randall Whitlock: director of many prior CopperCon Masquerades, director of the first North American Discworld Convention Maskerade and newsletter editor for the Southwest Costumers Guild. With Gary and Mike out of town this year, I'll handle the sound engineering too.

Your Master of Ceremonies is Jack Mangan: novelist, podcaster, guitarist and MC of past CopperCon masquerades.

### **We Need Your Help!**

The best thing you can do for this masquerade is to show a costume, in or out of competition. Make the audience happy!

If you won't have a costume ready, please volunteer. We'll need the services of den mothers, house managers, stage techs, and clerics to help tend the masquerade signup table.

### **Contestant Divisions**

**Young Fen** noncompetitive division for children. Please provide adult supervision. Parent/Guardian shall sign the waiver. Each Young Fan receives uniquely-named participant award and a handmade pouch of dragon's gold (chocolate coins).

**Novice** for contestants who have not previously won three or more awards in SF convention masquerades and have not previously won a Best in Show. Division award offered. Eligible for Best In Show.

**Experienced** for contestants who have participated in several previous convention masquerades, who have won three or more awards at previous masquerades at novice level or higher, or have experience in community theater, historical reenactment societies, etc. Division award offered. Eligible for Best In Show.

**Display Only** for persons who wish to display a costume, but not to be part of the competition. For example, an invited encore performance of a winning costume from a large con like WorldCon, someone showing a costume that was made for them professionally, someone performing a cosplay sketch with professionally made costumes, or anyone who simply chooses to show a costume but not be part of the competition. Display Only costumes are not eligible for best in show, but may be considered for performance-based special awards.

These divisions are meant to be flexible in their definition, since we can't know in advance how many contestants will appear and what kinds of costumes they will show. When in doubt, please converse with the Director.

### **Rules and Suggestions**

1. Strong Suggestion: Please limit your presentation to 60 seconds or less. Brevity is the soul of wit.
2. Rule: No fire allowed on-stage. Talk to the director about pyrotechnic effects. Generally, small sparks are not considered fire.
3. Rule: The competitive divisions are for fan-made costumes. Wholly purchased or rented costumes may not be entered for full competition, but are welcome as Display Only. Costumes containing only a few purchased pieces or a suitably original arrangement of variously obtained

pieces (thrift store costumes) are okay. A member of a group presentation in a purchased costume may be used as a “prop” for other members to play off of.

4. Clarification: The "Contestant" is often a team consisting of designers, makers, and models. Everyone who worked on the costume presentation should be given credit on the sign-up forms, even if they are not present. *Persons appearing on stage are expected to be members of the convention.*

5. Rule: Thou shalt not slime thy neighbor. No messy substances (oils, powders, sharp fragments, etc.) that might damage the stage or interfere with others. Heavy makeup/body paint is okay, but please be careful.

6. Rule: Masquerade is rated TV-14. Only public beach levels of nudity. Only broadcast TV levels of questionable language or violence. We won't have a closed green room this year, so please use the restrooms or your hotel room to change clothes.

7. Audience Rule: Flash Photography is Okay! This year's masquerade will be performed on a low runway with the house lights on, so there isn't the usual danger of blinding the contestants. Please show due consideration for the persons around you.

8. Rule of Life: No Sniveling. Murphy's Law applies. If things go wrong, live with it. No whining or throwing fits if things don't come off as planned. Contestants, crew members or audience members displaying unsportsmanlike behavior will be asked to leave.

9. Firm Rule: Keep the action on the stage. Weapons, stunts, and special effects must be approved in advance by the Masquerade Director. Do not extend your action into the audience without Director approval. This year's stage is only six feet wide, so be extra careful.

10. Safety Principle: Surprise the audience, not the crew. If you are going to do something surprising as part of your presentation, please clue in the Director, MC, and stage crew in advance. If you want to interact with the Master of Ceremonies, please rehearse your skit with him before the show.

11. Rule: The Masquerade Director is Boss. He has full authority to eliminate anyone from the Masquerade on the basis of unrepentant bad taste, danger to the contestants or audience, violation of the above rules, or any other reason deemed sufficient. This rule will not be invoked frivolously. The backstage and house coordinators are the Director's special deputies and may act on his behalf.

12. Rule: No Signature = No Play – Everyone appearing on stage will sign the Media Release and Liability Waiver. A parent or guardian shall sign for Young Fen.

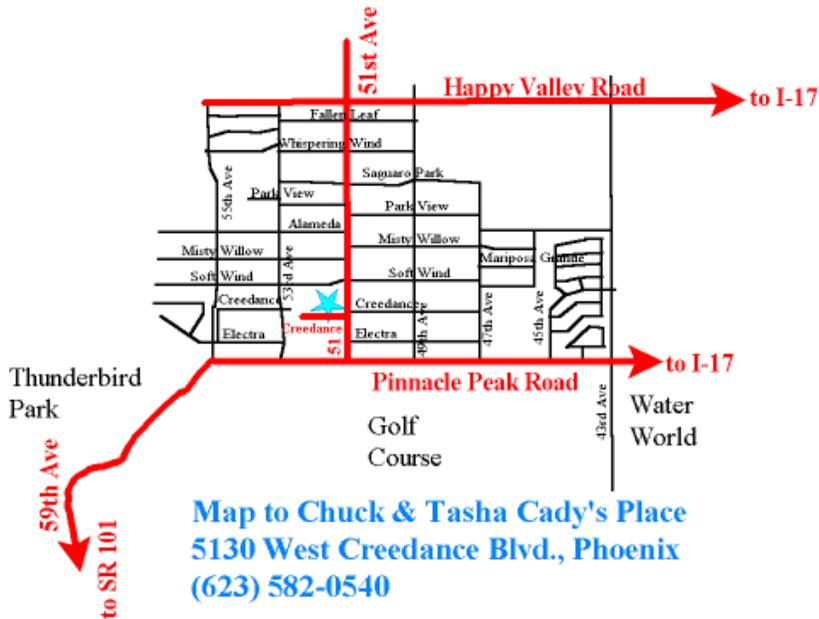
### **From the Mailbox**

Costumer's Guild West **Squeals from Da Ghodfuzzy** 27.11, July 2012. Cover: Caren Seaman's Peacock Georgian Dress – 200 peacock feathers, Pat Kopp at Costume College 11. Online chatter about sewing machine repair. Tadao's "The Actor's Lot" – more about stuff to carry to the set as a background actor. Corresponding secretary's final report. President's message. Upcoming events. Editorial notes – first and last things.

## 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 2-12, 2012 – **Costume College** at the Warner Center Marriott in Woodland Hills, California. A whole weekend of hands-on costuming workshops hosted by Costumer's Guild West. <http://www.costumecollege.net/index.html>



August 26, 2012 – **Stitch & ... .Something\*** SWCG casual workshop at Tasha's place. Do some catch-up sewing and pick your fellow guildsters' brains before next weekend's Coppercon.

August 31-September 3, 2012 – **CopperCon 32**, "Year of the Dragon," features guest author/game designer Ari Marmell.

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

August 31-September 3, 2012 – **Chicon 7** The 2012 WorldCon at the Hyatt Regency Hotel in downtown Chicago. <http://www.chicon7.org/>

September 1-3, 2012 – **Saboten Con** Animé convention at the Renaissance Phoenix Hotel & Spa in Glendale, Arizona <http://www.sabotencon.com/>

September 16, 2012 – **Can't Stop the Serenity – Greater Phoenix** Annual charity screening of Joss Whedon's "Serenity" and "Dr. Horrible's Singalong Blog" at Studio Movie Grill, 15515 North Hayden Road, Scottsdale, Arizona. <http://azbrowngoats.org/CSTS>

September 22, 2012 – **Can't Stop the Serenity - Tucson** Annual charity screening of Joss Whedon's "Serenity" and "Dr. Horrible's Singalong Blog" at the Fox Theater, 17 West Congress, Tucson, Arizona. <http://azbrowngoats.org/CSTS>

September 30, 2012 – **Monster Pincushion\*** SWCG workshop at Sharan's place in Glendale. Sharan found a fun pattern that makes a pincushion in the form of a frog or fantastical creature. Bring your sewing tools.

October 13, 2012, 4:30-8:30 – **Dining Among the Dead** at the Pioneer & Military Memorial Park Cemetery. The Pioneers' Cemetery Association welcomes you to a Victorian dinner party on the Gazebo Patio in the midst of the early Phoenix pioneers who grace the old Pioneer Cemetery. Package includes: Salad, Dinner (Choice of meat or non-meat dish), Dessert, Iced tea or Lemonade, music, lively turn of the century skit, one raffle ticket (You can purchase more), and a flashlight Historic Tour of the Cemetery featuring live reenactment characters. Cost is only \$25

per person...no refunds. This is a fund raiser. All proceeds will go to the Pioneers' Cemetery Association tombstone restoration.

This event is by reservation only. To order your ticket and reserve a space at the dining tables, please contact ASAP Debe Branning--a Member of the PCA Board of Directors. Debe will place your name on the reservation list and send out your tickets after receiving your payment. Bring all of your friends, family, neighbors and toast the dead! Debe Branning [NAZANAZA@aol.com](mailto:NAZANAZA@aol.com)

October 19-21, 2012, 10AM-12PM – **Wild Western Festival** at Saguaro Ranch Park, 9802 N. 59<sup>th</sup> Avenue, Glendale AZ. <http://www.wildwesternfestival.com/>

November 9-11, 2012 – **TusCon 39** at the Hotel Tucson CityCenter features guest author S.M. Stirling and fan guest David Lee Summers. <http://www.tusconscificon.com>

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