



SOUTHWEST COSTUMERS' GUILD

Volume VI, Number 8

August 1999

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

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August Meeting - The Cloaking August 29

Guild meeting at Robin's place. We'll build some capes for our semi-annual fundraiser.

Cape Cutting: The Mark of Zorro by Randall Whitlock

I've worked out a method of cutting a four-panel cape that will get you the fullest cape for a given piece of fabric. By "fullest" I mean the greatest portion of a full circle possible.

Measurements

Start out by measuring the distance down your back from the nape of your neck to the level at where you want the cape hem to ride. Neck to ankles works well for a practical field cape, though you may want a half-cloak down to your hips for an Elizabethan gentleman or a floor-dragger for a medieval lady at court. I'll call this number "L" for length.

Measure the width of your shoulders from the tip of the left shoulder blade to the tip of the right shoulder blade. Divide this number in half, add an inch for fudge and call it "S" for shoulders. On me this comes out to $18/2 + 1 = 10$ inches.

Measure the distance your shoulder drops from the nape of your neck and call this, "D" for drop. On me this is two inches. Squarer shoulders have smaller numbers, more sloping shoulders have higher values for D.

You will also want to know roughly the circumference of your head and the distance from the bony V of your throat at the joining of the clavicles and breastbone up and over the top of your head, back to the throat. The head circumference, "H," will be used to make a neck opening full enough to go over your other clothes. The up & over distance, "U," will help to determine how big to make the neck opening and hood.

Fabric

You will need a piece of fabric at least twice as long as L. More fabric will allow the cape to be fuller, up to a limit of 4L (which makes a full circle). I wouldn't go any narrower than 45-inch wide fabric. 60-inch fabric is better. Wider fabric also allows for a fuller cloak.

CALENDAR

Cape

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

September 10-12, 1999 - CopperCon 19 is one of Arizona's three annual fan-run Science Fiction conventions. This year's con will be held at the Sunspree Resort in Scottsdale. Guests of honor include author David Weber and artist Brett Bass. The con will include a masquerade directed by SWCG President Randall Whitlock. Full details on the masquerade are given at <http://members.aol.com/cumask/>

E-mail cucon@casfs.org for more general convention information or visit the CopperCon 19 web page at www.casfs.org/cucon.

September 19, 1999 - Fit & Finish Guild meeting at Tonya's place. Frances will demonstrate necklines and other tailoring adjustments.

September 25-26, 1999 - Devonshire Renaissance Faire This is a one-weekend renaissance fair presented by the City of Phoenix Parks and Libraries Department for the benefit of the Los Olivos Senior Center. The event runs 10 AM to 6 PM on Saturday and 10 to 5 on Sunday at Los Olivos Park on the east side of 28th Street, just north of Indian School Road in Phoenix. Look for SWCG President Randall Whitlock's MoiRandall's costume booth at the fair.

Note: The Devonshire Renaissance Faire will be moving to November in the year 2000. .



HELP WANTED

Your loyal Coppercon 19 Masquerade Director needs to fill out his at-con staff. I need people for:

- Backstage Manager/Head Den Mother
- House Manager
- Judges' Liason
- Deputy Director for Excessive Paperwork

And of course multiple persons for stage hands, catchers, den mothers, etc. As a volunteer you will earn my devotion and credit toward a freebie membership at Coppercon 20.

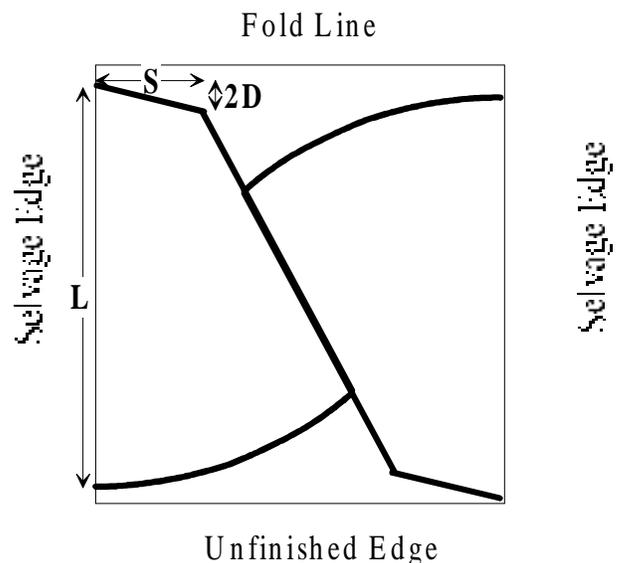
If you are on the fence about whether to join the staff or enter a costume, Please pick the costume. I need all the good stuff to show I can get. I'd love to have a 20+ masquerade this year. You can always do the volunteer thing as a backup plan if your costume isn't finished on time.

Volunteers and contestants please contact me via randwhit@aol.com or (602) 995-7514. Don't let the pompous salesman-resistant answering machine bother you. Randall

The best fabrics for this purpose will not have a direction of nappe, unless you don't mind having the front of the cape run downhill while the back runs uphill. It's okay for the fabric to have a right and a wrong side, but it should not be too stretchy.

Layout and Cutting

1. Fold your fabric over right sides together with the cut edges together. Lay the fabric out flat. This is a lot of material, so you will need a big cutting table or a wide floor.
2. Measure out the distance L from the cut edge of the fabric along one side (this is a selvage edge). Mark this point with chalk. Measure and mark another L distance along the opposite side of the fabric from the fold line.
3. From the end of the "L" line nearer the middle of the material, scribe a line of length S at right angles to the fabric edge, in toward the middle of the fabric. From the inside end of this line, draw a line down toward the cut edge or the fold line of length twice D. Connect the end of this line with the end of L at the edge of the fabric. This sloping line defines the shoulder of the cape. A cape drapes better if its top edge has a bit more slope than your shoulder, hence the use of twice D for the shoulder drop. Repeat this step for the other L line on the other side of the material.



4. Connect the ends of the two shoulder lines drawn in Step 3 with a straight line that runs diagonally across the material. The fabric now bears the z-shaped Mark of Zorro. This zigzag line defines the shoulders and sides of the cape.

5. Cut a piece of string of length L. Use the string as a compass to scribe an arc from the outward end of L to the diagonal line scribed in Step 4.

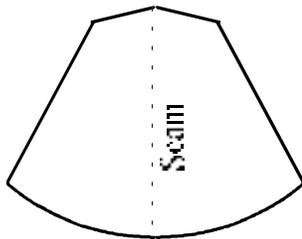
6. Cut through both layers of fabric along the arcs from Step 4, the diagonal line from Step 5, and the shoulder lines from Step 3. You now have the four body panels of the cape.

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Cape

Cont'd from page 3

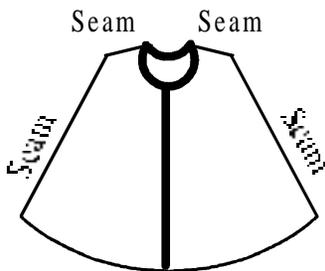
Assembly



Sew two panels together to form the cape back

7. Choose two of the panels in which the fabric nappe runs the same direction. I prefer the nappe to run uphill for backs and downhill for fronts. Pin these two panels right sides together along the straight selvage edge and sew. This straight seam is the middle of the cape's back. Unpin and open up the panel.

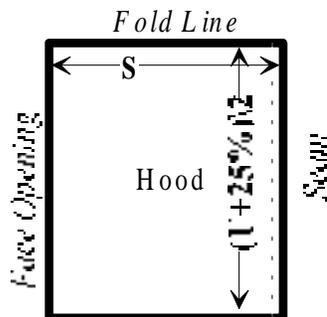
8. Pin the remaining two panels to the back panel (right sides together) along the shoulders and the sides. Sew together along these seams. The basic shape of the cape is now defined.



Sew the sides and shoulders of the front panels to the back panel. Cut a circular neck opening.

9. Cut a neck opening. This works well as a circle of circumference H (diameter H/Pi) which partially overlaps the shoulder seam, with most of the circle cut from the two front panels.

The Hood



Unfinished Edge (Gather to neck opening.)

10. Prepare a hood. This can be a rectangle whose length is equal to twice U, plus 25 percent and whose width is equal to S. Fold the rectangle over right sides together, halving its length. Sew along one side, beginning the seam at the fold and ending it at the unfinished end. This unfinished end is the base of the hood. Gather the base of the hood to the cape's neck opening in pleats. This will make a shoulder-wide hood much like those of Jedi robes.

Finishing Up

11. Finish the edges of the cape by folding over and sewing, or by concealing the edges within a trim. I prefer to run an overlock serge around the edge first. Works fine if you have the machinery.



Button and Loop Closure



12. Attach a clasp or closure to the front panels, just below the neck opening. There are many ways to do this. One of my favorites is to sew a loop of cord to one side and a button to the other. I usually attach a button to the loop side as well for symmetry.

Your cape is finished!



From the Editor

Dear Guildsters,

First I would like to thank Craig L. Dyer who does all the copying, collating and stapling and most of the envelope stuffing for this newsletter.

Second, I would like to have more submissions of articles or items of interest to the Guild. Come on guys, surely you have something you want to share with everyone else!

Thanks, Stephanie