

### Message from our NEW President

Greetings to all of SWCG and Happy New Year!

First off: Kudos, three cheers, huzzah, and vivat to our out-going President and friend, Frances Burns. She did an outstanding job for the past four years and leaves me with high hopes for the future. Thank you for all you did, Frances!

The future: It's what a lot of us dream, read, and think about (when we're not doing the same about the past!). We all need to think about the future of SWCG and where we want it to be by the end of 1996. This Guild exists for and at the pleasure of its members. At the December meeting, I accepted the Presidency with the understanding from the membership-at-large that you would all like to see the group grow. Here's what I would like to see us do in 1996:

- 1) After I design a new flyer based on the input of the members, let's all go to the fabric shops, hobby shops, libraries, museums, book stores, etc., in our areas and put up the flyer. Each member will get individualized flyers with their own number on it in the form of tear-off tags at the bottom of the flyer.
- 2) We'll work on putting up a table at Encanto Park on Wednesday nights to let people know what we're up to.
- 3) I'll be working on swapping ad space in Cactus Needles with other groups in the valley.
- 4) The member recruiting the most new members by the end of the year will get two yards of handkerchief linen in their choice of color!
- 5) The goal for 1996 is to double in membership. If you know people in Adrian Empire, SCA, CASFS, UFP, Dark Ones, Black Powder, World War II groups, Pioneer groups, or Civil War groups, let them know about us! Let them know that we are accessible, friendly, and willing to

share our expertise with novices and experts alike.

- 6) While we are still small, it is a great opportunity for each of us to get individual attention from the group. With this in mind, I would like each of you to come up with a personal project that you would like SWCG to help you with. We'll then have a meeting for each of you devoted to helping you achieve your goal! We'll revise the 1996 schedule to achieve this.
- 7) I would like each of you to answer the following questions: Why did you join SWCG? Are you learning? Do you feel that you are being creative? What would you like to have accomplished by the end of the year? We'll be discussing these and other issues at our next meeting.

In closing, I would like to say how honored I am to be your new President. I know that 1996 will be a great year for SWCG and for all of us, because we are all friends. Let's let our creative energies result in growth for the group, growth for us individually, and great new costumes!

Tom Vincent  
President, Southwest Costumers Guild

### CAPE MAKING

Saturday, January 13, 1996  
11 A.M.

At Frances Burns house  
phone 944-0160

Bring heavy duty black thread, scissors,  
sewing machine or serger.

Also on Sunday 1/28/96 at Jean Palmers

**HELP!**

I AM AVIDLY RECRUITING ARTICLES, ART-WORK, ANYTHING RELATING TO COSTUMING. REVIEWS OF SHOPS, BOOKS, RESOURCE PEOPLE, SOURCES OF SUPPLIES, EVENTS AND CONS (LOCAL, REGIONAL, OR NATIONAL) WOULD BE GREATLY APPRECIATED AND PUBLISHED! PLEASE IF YOU KNOW OF ANY COSTUME RELATED EVENT, LET ME KNOW DATES, LOCATION, AND A CONTACT PERSON (WITH PHONE NUMBER WOULD ALSO BE HELPFUL). CALL WITH ADDITIONS, CORRECTIONS, COMMENTS, AND/OR SUGGESTIONS. THANKS FOR EVENT INFO.

**Guild Gathering**

Sat. January 13

We are meeting at Frances Bum's at 11 am for Cape making. We will also meet at Jean Palmers' on Sunday, January 28 to make more capes and flat caps and anything else we can think of. Randall will sell our completed garb in his merchant stall at the Estrella Mt. War. This must be done before the war, so we have some income for this years activities.

**Invite a friend to our gatherings!**

**Reprinting Stuff from Cactus Needles**

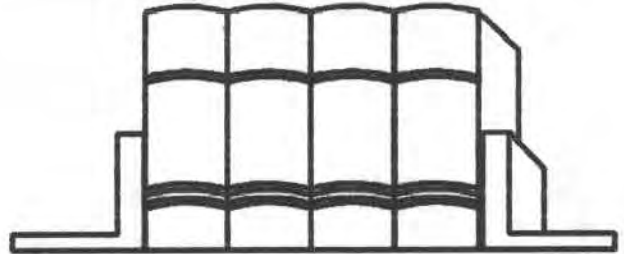
**For Other Guild Chapters and The Costumer's Quarterly:**

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**For Everybody Else:**

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**Costumers' Bookshelf or Wishlist**



**Hey**, haven't any of you read any books lately? Or what titles have you seen which you covet? How about a short book review? A shop you have discovered? A good sale...etc.

Here is a book that sounds great. **The Complete Make-up Artist: Working in Film, Television and Theatre** which is an extensive new manual on the theatrical and media techniques, including changing ethnic appearance and period hairstyles, which should also be useful for general historical and fantasy/science fiction costuming.

Reprinted with permission from the Costumers Scribe.



**The South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
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Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

## MoiRandall's Web Page

A note from Randall Whitlock.

After some cyber-mucking, I appear to have a web page. Nothing fancy as yet, it is simply my America Online user profile and a copy of the newest MoiRandall's catalog of historically inspired costume items and original clothing patterns.

I cordially invite all to check out the page. The URL is: <http://home.aol.com/RandWhit>

Randall's net address is: [RandWhit@aol.com](mailto:RandWhit@aol.com)

## 1996 WorldCon Masquerade Update

by Eleanor Farrell

Reprinted with permission from the Greater Bay Area Costumer's Guild (Dreamers of Decadence) newsletter The Costumer's Scribe, November 1995 issue. From the WorldCon Progress Report.

L.A.ConIII, the 54th World Science Fiction Convention, will be held from August 29 - September 2, 1996, at the Anaheim Convention Center (and adjacent Hilton and Marriott hotels) in southern California. WorldCon is a traditional showcase for imaginative costuming, with a large and prestigious Masquerade competition which is always one of the most popular events at the convention. The 1996 WorldCon Masquerade will be held on Saturday, August 31st at 7 pm, in the Anaheim Convention Center Arena. For costumers interested in participating, here is some current information on technical facilities, registration, and other pertinent details from L.A.conIII Masquerade Director Kathy Sanders.

The stage is 24 feet deep, 36 feet wide and 42 inches high with broad stairs on both sides. There will be curtains to cover the entrance and exit. Contestants will be able to use standard cassette tapes, which can be played for background music or voice over. Pre-cued, labeled tapes must be turned in at masquerade check-in. Props will have to be capable of being carried on and off the stage by the people using them; display weapons (no live steel!) may be worn by contestants if appropriate to the costume. Rehearsal time will probably only be available on Saturday, as the arena will be in use for other events during the convention.

Costumes will be judged on both stage presentation and workmanship; each competition

has its own judges and awards. The Novice/Journeyman/Master skill levels will be used, and costumers may compete at a higher skill level if they wish to do so. Re-creation costumes (from movies, television, or art pieces), which must include documentation, will be judged in a separate class from original costume concepts. Time limits for stage presentations will be 60 seconds maximum for groups of four or fewer, 90 seconds for groups of five or more. Registration forms will be available in January 1996. Participants in the Masquerade must be members of the convention. Current L.A.conIII membership is \$110, and the price will go up after January 1, 1996.

If you would like more information on the 1996 WorldCon masquerade or on other aspects of the convention, write to: L.A.conIII (specifying , if applicable, your area of inquiry), P.O. Box 8442, Van Nuys, CA 91409. L.A.conIII has several Internet services available as well. For general information, e-mail: [info@lacon3.wsfs.org](mailto:info@lacon3.wsfs.org). You can join a mailing list and receive information on convention developments by sending the message **SUBSCRIBE LACON3-NEWS** to: [majordomo@netcom.com](mailto:majordomo@netcom.com). If you have access to the World Wide Web, the URL is <http://lacon3.wsfs.org/>.



## Victorian Corsets

Demo and Fitting at Costume College 1995

by Paula Lary

Due to a mix-up originally caused by my check never being received by Costume College and consequently my never being contacted about a time change for the Making Beaded Appliques workshop I was booked into, (there's a long story in there) I almost wasn't going to be able to attend either the Victorian Corset Fitting or the Bead Workshop because it conflicted with the lecture (demo) that was mandatory because it told how to construct the corset I would be fitted for. Then someone at Costume College realized I could attend the Demo for the Plus sizes because it contained basically the same information. (This was all done during four long distance phone calls.) I'm glad I refused to let them cancel me out of the Beaded Appliques workshop to attend the regular Demo for the corset fitting. To the presenters' defense, apparently they were last-minute replacements for whoever was supposed to do the demo. The information was interesting, and we got to watch them make a pattern for a student who wasn't scheduled for a fitting. They sewed up a muslin mockup of the pattern during the demo, but beside the basic facts I'll relate here, I don't think I could go right out and construct a corset, while with the beaded applique workshop (as reported in the September '65 issue), I can immediately use the information for real projects. The object of the demo was to be able to construct a corset from the fitting and the pattern I got.

Corsets are used for two basic things: to minimize a bust (where the waist will disappear) or emphasize the waist--for the large busted; and to cantilever or show more naturally a small bust.

To elongate the torso, lift the bust.

The basic silhouettes of the 1860's, 70's, 80's, and 90's were shown.

Past Patterns numbers 213 and 703 were recommended as good corset patterns.

For regular size women, cording can do most of the support, but extra stays are needed for the Plus sizes. Cording just won't hold up.

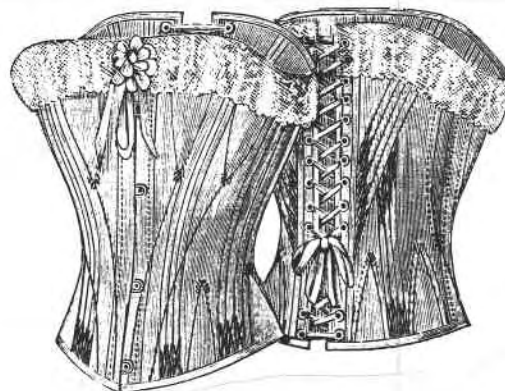
Two yards of Coutil was recommended to construct the corset, plus 1 busk, and boning or stays (spring steel was recommended because it gives better and won't permanently bend or break). Buy the boning after the corset is completed to get the correct amount needed. Use 1/2" wide boning, and use cotton twill tape to finish the top and bottom edges.

While sewing the corset, sew all the seams in the same direction, this includes the cording. Opposite

directions will show a difference. When sewing, use the foot of the machine as the guide instead of marking the fabric. It was hard to hear some of what was being said, and the room was stuffy, but I do believe at some point they were talking about another type of presser foot rather than the standard one and I didn't get a chance to ask because they had to pack up their machine and materials to vacate the room and make the next fitting they were scheduled to do. Several of the others I sat with looked a little confused also.

They showed how to lace up a corset so the tie-off would end up in the middle. It looked confusing, and they did emphasize that it takes a little practice and just playing with the lacings.

They talked about the different styles of corsets. They also passed around several books about corsets and lingerie in general, a few of which are out of print. Those were a lot of fun to look at.



At the fitting, they asked what the corset would be used for. I told them about our Hunt Breakfast and that I wanted a corset for about the 1840's. They asked me if I intended to ride a horse with the corset and I said no. If I had, they would have cut the pattern accordingly. They had several corsets in different styles, and they first try those on the one getting fitted. If none are suitable for that person, they used the tack-the-paper-to-the-person method, draw outlines and cut a pattern from that. One of the already made ones fit me and the way it was trimmed looked very good with the harem pants I happened to be wearing. (So good in fact, that I will try to make a similar one just to wear with those pants. However, I will need help with the construction!). Once it was laced on, they discovered it was just a bit too high for me, so the pattern pieces were cut a bit lower than the original.

Despite not being able to actually construct the corset from the information in the demo, I am still glad I attended. As I am new to costuming, the information I received was helpful and interesting, and I did get a custom-fitted corset pattern out of it.

# CALENDAR

✂ **NOTE :** INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.  
PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

## Mountain Man Rendevous Jan 13-14

Pioneer Arizona Living History Museum. Pioneer Rd exit off I-17 15 minutes N of Metro Center. Phone 602-993-0212. With the melting of the winter snows, mountain men and women get together to replenish their supplies, sell their pelts, socialize and have a good old time... and you're invited! Join trappers and hunters, learn their trades, listen as they swap tall tales. Learn to throw a hawk or knife. As with any rendevous you never know what is going to happen until it does. (From their Calendar of Events).

## Quartzsite Annual Gem Shows and Swap Meets

Jan 13-Feb 28. Phone contact: 520-927-5600. (listed in AZ Highways)

## Phoenix Museum of History Grand Opening

Jan 20 Territorial-era objects and photographs, prehistoric and historic Native American artifacts, Noon to 4 pm, 5th St & Adams, Phoenix. Phone 253-1271 (Phx. Convention & Visitors Bureau)

## 4th Annual Native American Festival

Jan 20-21 Museum-quality arts and crafts. West Valley Fine Arts Center 387 E. Indian School Rd., Litchfield Park. Contact phone: 602-935-6384. (listed in AZ Highways)

## CASFS Meeting Fri. January 26

8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. They sponsor local cons.

## Murder Mystery Weekend & Dinner

Jan 27-28 Pioneer Arizona Living History Museum. Pioneer Rd exit off I-17 15 minutes N of Metro Center. Phone 602-993-0212. A crime is afoot and it is up to you to solve it. The sheriff of Pioneer needs your help to solve a murder or two...or four. Join us at 11:00 am and at 2:00 pm on Saturday and Sunday to help us solve crimes

most foul. There will be rewards for the successful and fun for all. Join us Saturday night for our Murder Mystery Dinner. The Murder Mystery Dinner is an extra charge event. Please call for details and reservations.

## Victorian Ribbon Art Feb 1

Lecture by Annette Jensen. Presented by Phoenix Area Quilters Association. 7 pm. YWCA Conference Center 9440 N 25th Ave, Phx. Between Dunlap & Peoria E of I-17. Lecture fee \$5 for non-members. For additional information call 569-2772 or 991-4884.

## 6th Annual Chinese Week Festival Feb 2-4

Culture and cuisine fair at Patriots Square Park, between Washington/Jefferson/Central/1st Ave. Contact phone: 602-534-3751. (AZ Highways)

## AZ Historical Society Museum Febr 3

Grand Opening . Indoor and outdoor exhibits highlight major developments of the Valley. 10 am - 5 pm Tempe - call 929-9499

## AZ Renaissance Festival Feb 3-Mar 24

Apache Junction 10 am-6 pm weekends. Adults \$11.95; children (5-12) \$4.95; seniors (55+) \$9. Phone contact: 520-463-2700. (listed in AZ Highways) Are we going as a group?

## AZ Historical Society Lecture Series

Wednesdays Febr 7th - 28th. Learn more about the history of the Copper State and meet some of its colorful characters, Kerr Cultural Center, Scottsdale. 965-KERR (5377)

## Tucson Gem & Mineral Show Feb 8-11

170+ dealers and exhibitors. Tucson Convention Center, 260 S. Church St. Contact phone: 520-322-5773. (listed in AZ Highways)

**VNSA 40th Annual Charity Used Book Sale**

Feb 10-11. Exhibit Building at the State Fairgrounds, 19th Ave & McDowell. Free Admission; fee to park...9a-6p Sat; 9a-4p Sun. Contact phone: 602-265-6805. (listed in AZ Highways)

**Estrella War****Feb 14-19**

Estrella Mountain Park. Site will open at 10 am Wed 2/14/96 and close at noon Monday 2/19. Site fees \$30 each, Wed-Mon \$25 ea, Fri-Mon, \$5 discount with proof of membership. For children 16 & under the site fee is \$1. All fees must be in cash or travelers checks, no personal checks will be accepted. (listed in Southwinds)

**Pioneer Celebration Days****Feb 17-18**

Pioneer Arizona Living History Museum. Pioneer Rd exit off I-17 15 minutes N of Metro Center. Phone 602-993-0212. Join us in wishing Happy Birthday to the State of Arizona and Pioneer Living History Museum. Walk the streets with our costumed re-enactors. Visit 19th century military encampments, cowboy camps, and even a mountain man or two. Thrill to historical gunfights and battles. Enjoy one-man shows and melodramas in the Opera House. Catch a game or two of faro, but be wary of the Medicine Show. There'll be music, food, and drink! There'll be parades and speechifying! Maybe even a Chinese dragon. So put on your western duds and gather up your kin and friends for a real live Pioneer celebration!

**30th Annual AZ Scottish Highland Games**

Feb 23-24. Mesa Community College, 1833 W. Southern Ave., Mesa. Fri evening 7:30-9:30pm Celtic Concert. Sat. Entertainment, competition, food, and merchandise. Contact Number: 602-431-0095. (listed in AZ Highways)

**Junior League Rummage Sale****Feb 23-24**

Veterans' Memorial Coliseum Phoenix. 234-3388.

**Annual Great Fair****Feb 23-25**

Fountain Park, intersection of Saguaro Boulevard & Avenue of the Fountains, Fountain Hills. Free admission. Times: 10a-5p Fri & Sat; 8a-5p Sun.

Contact number: 602-837-1654. (listed in AZ Highways)

**12th Annual Matsuri: A Festival of Japan**

Feb 24-25. Heritage Square, Monroe and 7th St., Phoenix. Free admission. 10:30a-4:30p. Contact number: 602-262-5071. (listed in AZ Highways)

**38th Annual Heard Museum Indian Fair & Market****Mar 2-3**

Featuring more than 300 of the nations top Native American artists, also entertainment, food, and market, 9:30 am - 5:30 pm. Heard Museum Phx. Call 252-8840.

**Phoenix Area Quilters Association****Mar 7**

Lecture by Jo Parrott titled "Stars-More Than Just A Trekkie" (I don't know what it is about, but with a name like that...) 7 pm. YWCA Conference Center 9440 N 25th Ave, Phx. Between Dunlap & Peoria E of I-17. Lecture fee \$5 for non-members. For additional information call 569-2772 or 991-4884.

**Phoenix Needlework Show****Mar 9-23**

Shemer Arts Center, 5005 E. Camelback, Phoenix. 939-8623. (listed in Threads)

**LepreCon 22****May 17-19 1996**

So far we have as guests: Margaret Weis, Tracy Hickman, Bob Eggleton, Mike Stackpole, Elizabeth Danforth, Nancy Collins, and we are working on more. We also are desperately trying to revamp the costume contest, we have secured (so far) 12 different gift certificates to hand out as prizes, two are \$50.00 from a costume rental store.

Jay P Patton

jpatton@primenet.com

**Costume Con 14****May 23-27**

Seattle Marriott Sea-Tac Airport, WA. Oz Theme Hall Costumes. Rates \$65 thru 5/1/96. \$25 Supporting (receive all publications). Write CostumeCon 14, PO Box 1095, Renton WA 98057. Make check payable to CostumeCon 14.

## Sewing Supply Clearance Center

1526 North Scottsdale Road

Tempe, Arizona

Reviewed by Randall Whitlock

No sooner do I move out of the neighborhood when a place like this opens up, right near my old apartment.

Sewing Supply Clearance Center strikes me as kind of an SAS-in-training. It is a store which has not yet found its focus and consequently provides some unusual combinations.

First off, the store is an active tailor shop. You will find a cluster of sewing machines and cutting tables in the middle of the floor, with two or three ladies sewing away at custom garments.

The front of the store features factory overrun clothing at bargain prices. The 99-cent T-shirts are a fantastic buy for those who like to do fabric painting and applique. Skirts, dresses, vests, dress shirts, and lightweight jackets are available for ten dollars and under.

The south wall includes whole bolts and factory remnants of fabric with prices as low as 99 cents per yard. Along with lots of T-shirt knits, some unusual velours and velveteens were noted.

The back of the store is dedicated to buttons, zippers, and cone thread at wholesale prices. The front desk includes parts and needles for commercial sewing machines.

The northwest corner of the store really breaks the rules, with items including toys, radios, and even video cassettes in an Asian language I could not identify.

I stopped by briefly while on an errand for my job, so I didn't get a chance to explore for very long. I will definitely be back. The store is located at the north end of Union Plaza, in the suite formerly occupied by Wide World of Maps. Union Plaza is on the west side of Scottsdale Road, about two blocks south of McKellips Road in northern Tempe.

**Organizing costumers is like herding cats !**

## Honors for SWCG

TusCon 22 was held November 3-5, 1995, and had a Jaeger dagger as the grand prize for the masquerade. It was won by my daughter Nola Yergen with a great burgundy leather and velvet costume. Two of the Judges Choice awards went to her husband Marc Hyslop for his green leather musketeer costume and to me for my Italian Renaissance gown. Yay for us!

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## Pioneer Arizona Living History Museum

Pioneer Road Exit off of I-17, just 15 minutes north of Metro Center. 3901 West Pioneer Road, Phoenix, AZ 85027-7020 (602) 993-0212

### ADMISSION

Adults - \$5.75

Seniors, 60 & up - \$5.25

Students, 13 & up w/ID - \$5.25

Children, ages 4-12 - \$4.00

AAA Discounts

Group rates (20+)

Major credit cards accepted (Visa/MasterCard)

**HOURS** - Open Wednesday through Sunday, 9 a.m. to 5 p.m.

Visit over 20 Historic Homes, Shops, Ranches, and Ruins on 85 acres \* Gift Shop \* Meet Costumed Characters from Arizona's Territorial Days \* Special Events \* Restaurant \* Saloon Entertainment

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Here is an item of interest which I got off the net:

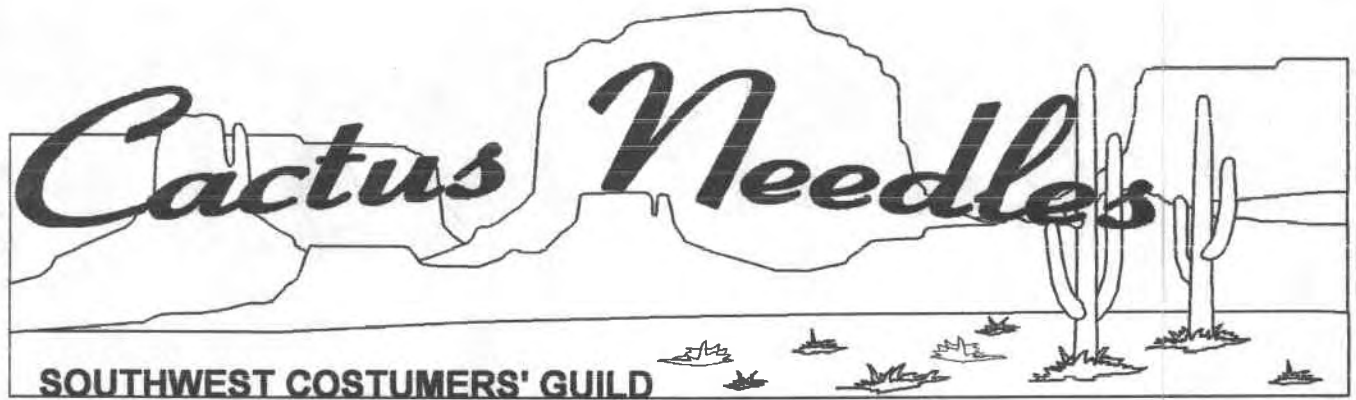
Author : "& CLOTHING list R.L. Shep"  
<shepgibb@MCN.ORG>

I invite you all to visit my Web Site which contains 25+ links to costume & textile sites/exhibits:

<<http://www.mcn.org/R/RAGS>>

enjoy!

R.L. Shep



VOLUME III, NUMBER 2

FEBRUARY 1996

### Message from our Editor

Wow, we are actually into our third year of putting out a newsletter!!! Now, all we need is to be a bit (well, a lot, actually) more timely. To that end we will have \*deadlines\*! Definite printed adhered-to timetable...I see problems already... Submissions for the next months newsletter due by the 7th of the previous month. That is, anything we want in the March issue must be to your editor by the 7th of February. We will mail out on the 15th of February for March issue. Well, see, already a problem. The Estrella Mt. War begins to gather on the 14th of Febr. And your editor will be sewing and gathering up camping stuff like mad to go out on the 16th for the weekend. February is an extremely busy month in Arizona. The weather is so nice (mostly). The Renaissance Festival will be running weekends thru mid March. The VN SA booksale is the 10th & 11th at the fairgrounds. The Tucson Gem & Mineral Show is Febr 8-11. It is the biggest gathering of beads and rocks I have ever seen. ( Maybe we could plan to go next year as a group?). Pioneer Celebration Days at the Pioneer Arizona Living History Museum is February 17 & 18 (over the War (sob!) I can't be everywhere at once). The Scottish Highland Games in Mesa Febr 23 & 24. (At least they are not over the War this year.) The Festival of Japan is Febr 24 & 25 at Heritage Square. AND we as a guild are going to the Renaissance Festival Sunday, February 25. So, as you can see a very busy month. Not to even mention preparing for Costume Con in Seattle or Costume College or the local cons, LepreCon in May (a good run thru for our costumes for CostumeCon), Corsair Con (I need a new pirate costume), WorldCon and CopperCon in September.

### HELP!

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If we want to continue our newsletter, YOU must help by getting stuff to me. On disk preferably IBM, hand written, typed, dictated over the phone, carrier pidgeon, whatever. Frances delivered 4 articles to the editor yesterday. Well, now don't the rest of you feel guilty? Feel good about yourself...submit something.

**Please...**

## RENAISSANCE FESTIVAL

**Sunday, February 25, 1996  
10 A.M.**

Meet just inside the front gate.

**Come in Costume!**

See you there.



**Guild Gathering**

February 25

We are meeting just inside the front Gate of the Renaissance Festival in Apache Junction on Sunday, February 25th, 10 A.M. In costume!

**Invite a friend to our gatherings!**

Our Cape Making in January was very successful! We completed 4 capes on January 13th at Frances' and seven (7) more on the 28th at Jean's! Plus several flat caps. Practically everyone showed up one place or the other or both! A very good showing. Randall says this is the most capes he has had in stock to take to the Estrella War.

Also in January, those of us who remembered to bring their challenge fabric exchanged by number. All I know is that I am to get fabric from Anne and mine goes to Mahala. Two yards of ???

**War Profiteering**

Report by Randall Whitlock

The breakdown of guild item sales at the Estrella War is as follows:

11 capes, 2 cavalier hats, & 3 flatcaps.

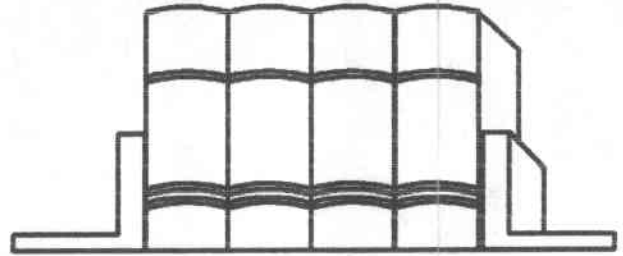
Colloquially, we made out like bandits. Ali Baba would be proud.

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**Costumers' Bookshelf or Wishlist**

**Hey**, haven't any of you read any books lately? Or what titles have you seen which you covet? How about a short book review? A shop you have discovered? A good sale...etc.

The **South West Costumer's Guild** meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

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	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
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Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

## WORKING WITH STRETCH AND METALLIC FABRIC

Costume College 3 July 1995

Lecture by Bridget Landry

Reported by Paula Lary

This lecture was a good overall source of information on working with stretch and metallic fabrics. Most of the hour was spent on metallics, but there were some tips for stretch fabrics.

Polyester fabrics should be stored in the dark. UV light breaks down the fibers--so do dryers. They should never be stored in plastics. Acetone will also break down the fibers.

Use a ball-point needle.

Use dual-duty cotton/poly thread and do a straight stitch first and then zig-zag over that. Sometimes hand advancing the flywheel through difficult areas works well.

On fitting: tighter is better. Cut armholes shallower especially if you are using a commercial pattern that has not been sized for stretch fabrics. Buy the same size pattern you would normally get and then cut it down. (Conversely, if you find a pattern you like that is only sized for stretch fabrics and you want to use non-stretch fabric, use a lot of interfacing, cut a liner [could use muslin] with the regular fabric and baste them together.)

Be consistent in cutting--cut all pieces strictly on the grain. If for some reason you have cut one piece cockeyed, cut them all that way.

Wonder Under, Liquifuse, and Stitch Witchery can all be use for hemming.

With fragile fabrics, use heavy iron on interfacing on the seam lines to reinforce the holes the needle will make.

### Metallic Fabrics

Use a leather needle even though it cuts threads. Ball point needles will mash down metallic threads rather than go through them.

No mention was made of thread during the actual discussion of metallics, but at the beginning of the lecture it sounded like the cotton/poly dual-duty thread could be used for metallics as well as stretch fabrics.

Weight the fabric to make it hang nicely: use either drapery weights (in a long cotton cord which looks like a cotton tie) or fishing weights.

Metallics will ravel very nicely! No amount of serging or stay-stitching will prevent this--it just makes more holes, cuts threads and encourages more raveling. However, the instructor and several in the audience had suggestions to prevent or slow down raveling:

Fabric paints will fuse the ends of lames, metallics, etc. Paint the ends beyond the cutting lines (in the actual garment area), cut just below that and the edges will be already fused.

Liquifuse, Stitch Witchery, and Wonder Under used just after cutting and before anything else is done to the fabric. (It can even be put on before cutting.) (\*A personal note: Liquifuse and other "paint-on" stiffeners will wash out.)

A Woodburning Tool to fuse the cut ends.

Line metallics! It prevents a lot of grief from the fabric rubbing your skin.

Cleaning metallics and fabrics with metallic accents. Dry cleaners were mentioned, but it was also pointed out some dry cleaners won't touch certain fabrics. Those velvets with the glitter on them are refused by most dry cleaners because they can't guarantee that the glitter won't come off. Orvus, a quilt soap which is available through Clothilde, and the Mane & Tail shampoo, available in pet stores (and now in some supermarkets), was suggested as being good for washing that type of fabric. In fact, the Mane & Tail shampoo is used for cleaning antique clothing. Use a heavy cloth roller to squeeze the garment or fabric flat--don't wring, just use the pressure. Place the article on a large piece of screen or a sweater rack to press against and to let dry.

A student offered a solution of 1/2 water and 1/2 Vodka in a spray bottle to clean spots. Use distilled water. Vinegar can be substituted for the Vodka.

The basic rule of cleaning applies to metallics, fur, or whatever: test a small sample first before doing the whole piece of fabric or garment.

At the end of the lecture, we all went up to the front of the room and drooled over the wide assortment of fabrics the teacher (Bridget Landry) brought. Several of the pieces she got at stores that cater to the film industry and had limited amounts of those certain fabrics. Just as with yarns and beads: buy more than you think you will need because it may never pass this way again. Dye lots can change, and so can there be subtle differences in patterns. The extras can always be used for something, can't they?

(No costume can ever be made with the fabric on hand...)

# CALENDAR

⌘ **NOTE :** INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.  
PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

**Quartzsite Annual Gem Shows and Swap Meets**  
Jan 13-Feb 28. Phone contact: 520-927-5600.  
(listed in AZ Highways)

**AZ Renaissance Festival** **Feb 3-Mar 24**  
Apache Junction 10 am-6 pm weekends.  
Adults \$11.95; children (5-12) \$4.95; seniors (55+)  
\$9. Phone contact: 520-463-2700. (listed in AZ  
Highways) *Are we going as a group? YES! on  
February 25!*

**AZ Historical Society Lecture Series**  
Wednesdays Febr 7th - 28th. Learn more about  
the history of the Copper State and meet some of its  
colorful characters, Kerr Cultural Center,  
Scottsdale. 965-KERR (5377)

**Tucson Gem & Mineral Show** **Feb 8-11**  
170+ dealers and exhibitors. Tucson Convention  
Center, 260 S. Church St. Contact phone:  
520-322-5773. (listed in AZ Highways)

**VNSA 40th Annual Charity Used Book Sale**  
Feb 10-11. Exhibit Building at the State  
Fairgrounds, 19th Ave & McDowell. Free  
Admission; fee to park...9a-6p Sat; 9a-4p Sun.  
Contact phone: 602-265-6805. (listed in AZ  
Highways)

**Estrella War** **Feb 14-19**  
Estrella Mountain Park. Site will open at 10 am  
Wed 2/14/96 and close at noon Monday 2/19. Site  
fees \$30 each, Wed-Mon \$25 ea, Fri-Mon, \$5  
discount with proof of membership. For children  
16 & under the site fee is \$1. All fees must be in  
cash or travelers checks, no personal checks will be  
accepted. (listed in Southwinds)

**Pioneer Celebration Days** **Feb 17-18**  
Pioneer Arizona Living History Museum. Pioneer  
Rd exit off I-17 15 minutes N of Metro Center.  
Phone 602-993-0212. Join us in wishing Happy

Birthday to the State of Arizona and Pioneer Living  
History Museum. Walk the streets with our  
costumed re-enactors. Visit 19th century military  
encampments, cowboy camps, and even a mountain  
man or two. Thrill to historical gunfights and  
battles. Enjoy one-man shows and melodramas in  
the Opera House. Catch a game or two of faro, but  
be wary of the Medicine Show. There'll be music,  
food, and drink! There'll be parades and  
speechifying! Maybe even a Chinese dragon. So  
put on your western duds and gather up your kin  
and friends for a real live Pioneer celebration!

**CASFS Meeting** **Fri, February 23**  
8 pm at JB's I-17 & Indian School. CASFS is the  
Central Arizona Speculative Fiction Society. They  
sponsor local cons.

**30th Annual AZ Scottish Highland Games**  
Feb 23-24. Mesa Community College, 1833 W.  
Southern Ave., Mesa. Fri evening 7:30-9:30pm  
Celtic Concert. Sat. Entertainment, competition,  
food, and merchandise. Contact Number:  
602-431-0095. (listed in AZ Highways)

**Junior League Rummage Sale** **Feb 23-24**  
Veterans' Memorial Coliseum Phoenix. 234-3388.

**Annual Great Fair** **Feb 23-25**  
Fountain Park, intersection of Saguaro Boulevard  
& Avenue of the Fountains, Fountain Hills. Free  
admission. Times: 10a-5p Fri & Sat; 8a-5p Sun.  
Contact number: 602-837-1654. (listed in AZ  
Highways)

**12th Annual Matsuri: A Festival of Japan**  
Feb 24-25. Heritage Square, Monroe and 7th St.,  
Phoenix.. Free admission. 10:30a-4:30p. Contact  
number: 602-262-5071. (listed in AZ Highways)

**AZ Quilters Guild 1996 Annual Show Mar 1-3**  
Phoenix Civic Plaza for info call 988-9460.

**38th Annual Heard Museum Indian Fair & Market** **Mar 2-3**

Featuring more than 300 of the nations top Native American artists, also entertainment, food, and market, 9:30 am - 5:30 pm. Heard Museum Phx. Call 252-8840.

**Phoenix Area Quilters Association** **Mar 7**

Lecture by Jo Parrott titled "Stars-More Than Just A Trekkie" (I don't know what it is about, but with a name like that...) 7 pm. YWCA Conference Center 9440 N 25th Ave, Phx. Between Dunlap & Peoria E of I-17. Lecture fee \$5 for non-members. For additional information call 569-2772 or 991-4884.

**Phoenix Needlework Show** **Mar 9-23**

Shemer Arts Center, 5005 E. Camelback, Phoenix. 939-8623. (listed in Threads)

**LepreCon 22** **May 17-19 1996**

So far we have as guests: Margaret Weis, Tracy Hickman, Bob Eggleton, Mike Stackpole, Elizabeth Danforth, Nancy Collins, and we are working on more. We also are desperately trying to revamp the costume contest, we have secured (so far) 12 different gift certificates to hand out as prizes, two are \$50.00 from a costume rental store.

Jay P Patton  
jpatton@primenet.com

**CostumeCon 14** **May 23-27**

Seattle Marriott Sea-Tac Airport, WA. Oz Theme Hall Costumes. Rates \$65 thru 5/1/96. \$25 Supporting (receive all publications). Write CostumeCon 14, PO Box 1095, Renton WA 98057. Make check payable to CostumeCon 14.

**WesterCon 49** **July 3 - 7, 1996**

Westcoast Science Fiction convention goes to El Paso, at the Camino Real Paso del Norte and Convention Center. Contact: Westercon 49, (ConDiablo) P.O. Box 3177, El Paso, TX 79923, 1-800--584-8754.

**Costume College 4 - 1996** **July 19-21**

and Time Travelers' Gala. The era of the pannier, to be held at the AirTel Plaza, Van Nuys, CA. For more information, write the CGW, P.O. Box 94538, Pasadena, CA 91109.

**LACon3, WorldCon** **Aug 29-Sept 2**

-back in Los Angeles (okey-- Anaheim) cinfo c/o S.C.I.F.I. P.O. Box 8442 Van Nuys CA 91409. Likely to be one of the biggest SF masquerades in years--plan/sew NOW. \$110. \$30 supporting.

**CopperCon 16** **Sept 6-8**

AZ Annual Science Fiction/Fantasy Convention Holiday Inn Sunspree Resort, Scottsdale AZ Membership \$25 thru 5/31/96, \$35 at the door. Author Guest of Honor Lois McMaster Bujold (winner of three best novel Hugo awards).

**CostumeCon 15** **May 23-26, 1967**

Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045.

**CostumeCon 16** **April 3-6, 1998**

Theme is "Sweet 16 & never been...", at the St. Louis Radison Hotel. Write St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. e-mail b.mai@geni.geis.com



## COSTUMING THE INTERNET

Computer-literate costumers now have several opportunities to get information on costume events, organizations and resources via four Internet mailing lists:

### Historic Costume

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### Fantasy Costume

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### Wearable Arts

Concentrates on design, motivation and execution of wearable art and designer-type original clothing. To subscribe, send the word: subscribe to: [wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

## Victoria

Covers all aspects of Victorian studies and dedicated to sharing of information about 19th century British culture and society, from 1790-1914. Conversation tends towards the literary and historic, but fashion & theatre topics also appear.

To subscribe, send the message:

SUB VICTORIA[*your first name*][*your last name*]

to:

[listserv@iubvm.ucs.indiana.edu](mailto:listserv@iubvm.ucs.indiana.edu)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

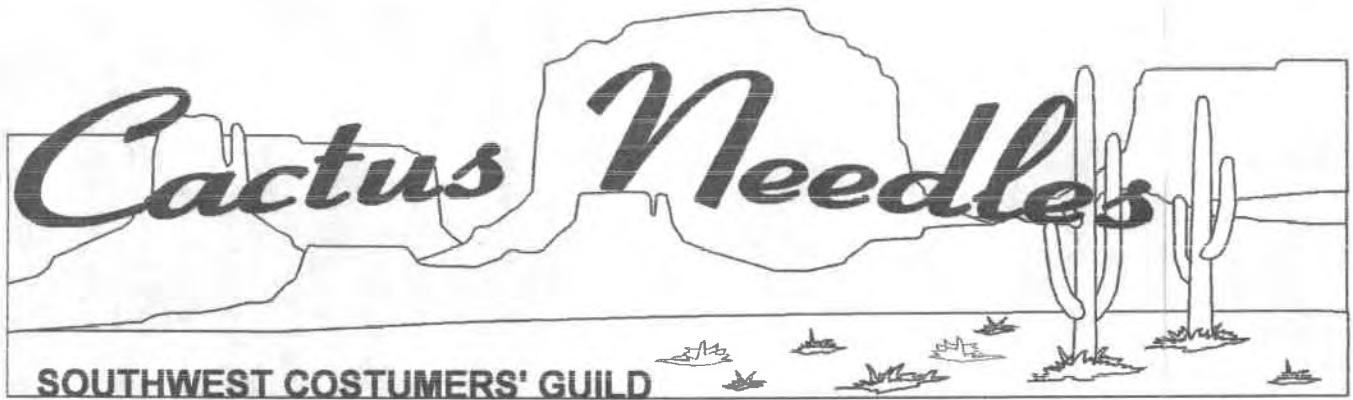
## Arizona Science Fiction

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

## *Cactus Needles*

SouthWest Costumers Guild  
P.O. Box 39504  
Phoenix, AZ 85069





VOLUME III, NUMBER 3

MARCH 1996

### Message from our President

by Tom Vincent

Greetings, good seamstresses and seamsters!

**Seamstress:** n. A woman who sews, especially one who makes her living by sewing.

It's hard to imagine a word with a more appropriately descriptive pair of syllables, isn't it?

Anyway, the holidays are behind us and the warm days of spring await us!

Our two cloak-making parties went well and we all look forward to filling our club coffers and emptying our personal coffers at the SCA's Estrella War, Feb. 14-19th. Good bargain hunting to all!

At the 1/28 meeting, I distributed personalized SWCG flyers to all in attendance so that our 1996 membership drive can begin. If you weren't there, give me a call and I'll mail yours to you. To those who got their flyer, I hope you've gotten copies up in fabric stores, hobby shops, craft shops, and where ever. Good luck!

The response to devoting a meeting to each member was positive, so we'll be changing our event calendar as follows:

Feb 25: Apache Junction Renaissance Festival

Mar 31: Kim Martin Appreciation at Tasha's

Apr 28: Paula Lary Appreciation at Francis'

Kim and Paula will let us know what sort of things they each want to have us work on. Should be fun, so plan on joining us!

The fabric challenge is on, as several grab bags were exchanged at the last meeting! If you haven't gotten yours yet, contact Kim to find out who you'll be getting your fabric from and giving your fabric to.

**Catalog of the Month:** 'Daily Planet'. Chinese, Brazilian, Moroccan, Indonesian, Tibetan, Central American, African, Indian, Japanese, Celtic, Thai, and Russian clothing, jewelry, and artwork. (800) 324-5950.

## HELP!

I AM AVIDLY RECRUITING ARTICLES, ART-WORK, ANYTHING RELATING TO COSTUMING. REVIEWS OF SHOPS, BOOKS, RESOURCE PEOPLE, SOURCES OF SUPPLIES, EVENTS AND CONS (LOCAL, REGIONAL, OR NATIONAL) WOULD BE GREATLY APPRECIATED AND PUBLISHED! PLEASE IF YOU KNOW OF ANY COSTUME RELATED EVENT, LET ME KNOW DATES, LOCATION, AND A CONTACT PERSON (WITH PHONE NUMBER WOULD ALSO BE HELPFUL). CALL WITH ADDITIONS, CORRECTIONS, COMMENTS, AND/OR SUGGESTIONS. .

If we want to continue our newsletter, YOU must help by getting stuff to me. On disk (preferably IBM), Via the net at (194@ef.gc.maricopa.edu), hand written, typed, dictated over the phone, carrier pidgeon, whatever. Kim forwarded several SCA costume (medieval/Renaissance) related events from Southwind. Well, now don't the rest of you feel guilty? Feel good about yourself...submit something.

**Please...I'm groveling now!**

## Kim Appreciation Day

Sunday, March 31, 1996

1 P.M.

At Tasha's.

**Come prepared to sew  
for Kim  
See you there.**

**Guild Gathering**

**March 31**

We are meeting at Tasha's (call 582-0540 before 9 pm for directions to her home) to help Kim with costumes of her very own (as opposed to for her son or husband) on Sunday, March 31th.

A couple of notes from Kim...Some research materials I am looking for: 1920s tea dresses; how-to do hairstyles of the past; boning supplies (the good stuff); shoes, headdresses, accessories of past times. I will also need some measurements done...primarily me in everyday clothes, but also me in that Edwardian corset (I hope to have to fully done by then). I might consider opinion polls on what I want to do in the future and what is needed to finish certain outfits.

**Invite a friend to our gatherings!**

**Reprinting Stuff from Cactus Needles**

**For Other Guild Chapters and The Costumer's Quarterly:**

The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We only request that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

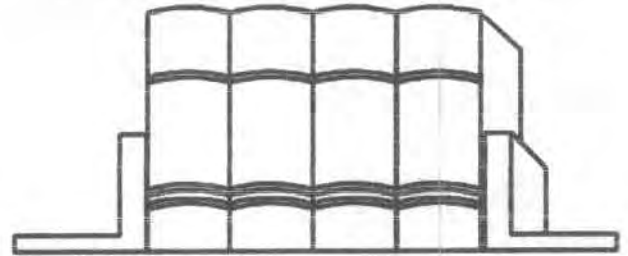
**For Everybody Else:**

Permission to reprint or extensively quote from the newsletter needs to be formally granted by either the editor or current SWCG President for anything you want to use. If the article is by-lined (a named author is given), that author's permission must also be obtained before reprinting. Again, the legend "Reprinted with permission from the newsletter of the Southwest Costumers' Guild" or "Reprinted with permission of the author and the Southwest Costumers' Guild" depending on whether it's a by-lined article or not, should appear.

**Deadline for April Issue is March 10, 1996.**

**Deadline for submissions for May Issue is April 10th.**

**Costumers' Bookshelf or Wishlist**



**Hey,** haven't any of you read any books lately? Or what titles have you seen which you covet? How about a short book review? A shop you have discovered? A good sale...etc.



**The South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or Martin@indirect.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

Some Hints on Trains

by Frances Burns

To get a train that moves well the fabric needs support and weight. Often your fashion fabric is lacking in both. Here are a couple of the many ways to introduce support for your train. One of the easiest is to flat line the fashion fabric with a batiste or broadcloth. If this does not give enough support I like to try a double flat lining with the fabric in the middle being a tulle, nylon net, or petticoat net. The one I pick depends on how the fabric moves with the flat lining. Adding a hem facing also adds weight. If you have already flat lined the train, the hem can be sewn to the flat lining so it will not show thru to the fashion fabric. An advantage to adding a hem facing is that if you wear the train outside the facing, not the fashion fabric or lining, will get the brunt of the wear. Attaching a dust ruffle to the lining of the train or to the slip you wear it with, if the design allows, also cuts down on the wear the train receives.

**More Resources from the net:**

Author : battee karen &lt;kbatte1@gl.umbc.edu&gt;

Subject : Home Pages

Written : 02/20/96.03:42pm

Greetings from Pallasgreen!

I would like to inform you of a new resource on the WWW -- my medieval home page! It is still "under construction" but it already has many great resources available. When it is fully completed it will have over 300 links to medieval or medieval related sites. It also includes a link to the new Pallasgreen Home Page. Please check it out at:

<http://www.gl.umbc.edu/~kbatte1>

I hope you enjoy it! If you have any suggestions for other links, please let me know. I want to make this a good resource for the study of all things medieval.

Yours in The Dream,  
 Elizabeta Patrovna O'Tierney de CoirNoir  
 Baroness of Pallasgreen

Author : Faedrah &lt;elbert@robles.callutheran.edu&gt;

Subject : Re: Home Pages

Written : 02/20/96.04:23pm

I've seen it. It's a wonderful page and she really deserves a rousing VIVAT for it. (VIVAT!) There is also a link to it in the attic on the Adrian Home Page under Adrians with their own pages and will be cross listed on the A&S aria when I update the page some time this week. BTW--If any of you out there have you're own pages let me know and I'll put it up there as well. :)

&lt;curtsey&gt;

Capt. Sq. Del'Shaley nan Tolman, F.C.

Haphazard compiler of WWW Pages :)

GOD! SAVE ME FROM YOUR FOLLOWERS!  
 Michelle Elbert or Faedrah, among other things, to her friends. No, I'm not a bad speller. I just write with a Californian accent!

<http://casitas.callutheran.edu/butscher/faedrah.html>  
 elbert@robles.callutheran.edu

#1162 101 Memorial PkWy.

Thousand Oaks, CA 91360

COSTUME COLLEGE UPDATE

reprinted from Squeals w/permission of CWG

Memberships are going fast (you should see the stack from the PO Box each week!) If you're undecided, here's some good reasons to attend:

\*Special tours of interest to both historical and theatrical costumers.

\*Native guide tours of the garment district.

\*Wonderful shopping opportunities in our own dealer's room.

\*Special one-day workshops on corset construction: Renaissance, 18th century, and Victorian. You come out of the workshop with a corset!

\*Lectures, demos and workshops on Medieval, Renaissance, SF, and general costuming.

\*A wide range of classes on our focus area--the 18th century. Everything you need to know for both men and women.

Remember, Costume College is the ONLY event of its kind in the world! If you build costumes, you should be there!



# CALENDAR

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Lecture by Jo Parrott titled "Stars-More Than Just A Trekkie" (I don't know what it is about, but with a name like that...) 7 pm. YWCA Conference Center 9440 N 25th Ave, Phx. Between Dunlap & Peoria E of I-17. Lecture fee \$5 for non-members. For additional information call 569-2772 or 991-4884.

**Civil War in the Southwest** **Mar 9-10**

Re-enactment of three different Civil War battles in AZ and NM; show lifestyles of soldiers in 1860's (eg. laundering, sewing, cooking, fashions of era). Picacho Peak State Park, exit 219 off I-10, c. 40 miles north of Tucson. 11am to 4pm both days. Admission: \$3 per vehicle. Contact number: 520-466-3183. (AZ Highways)

**Phoenix Needlework Show** **Mar 9-23**

Shemer Arts Center, 5005 E. Camelback, Phoenix. 939-8623. (listed in Threads)

**SunDragon Court Night** **March 10**

Rapier and hard suit tourney. Sueno Park (43rd Ave & Encanto). Contact: Lord Eirik Ising Steingrim (Russel R. Riney) 649-7030 (before 9pm). (Southwind)

**Youth Court** **March 13**

Single Sword Tourney (ages 10-16). Lists table opens at 7pm; Court begins c. 7:30pm. Encanto Park Soccer Field (15th Ave & Encanto). Contact: Baron Corwin d'Harfleur (Bob Crowley) 246-6025. (Southwind)

**National Festival of the West** **Mar 15-17**

Three days of cowboy fun includes a costume contest and a big western trade show. Rawhide, 23023 N Scottsdale Rd. Call for event times and ticket prices. Contact number: 996-4387. (AZ Highways)

**Ostara '96** **Sat. March 19**

Rites of Spring Fling & Open Air Faire 9am-6pm The Baseline Mansion, 2501 E Baseline Phoenix Costumes, Entertainment, Pot Luck Feast, Auction, Raffle, Vendors & Fun! Appearing: Pagan Barbs: Leslie Fish, Mark Hart & Gary Seiler; Belly Dance Troupes; Morgiana & Egyptian Cartouche; Troupe Baladi; and more...Sponsored by A.S.P.E.N. Call 941-6839 for more information.

**Doll Club Show and Sale** **March 16 & 17**

14th Annual West Phoenix Doll Club presents workshops and a doll competition. Phoenix Civic Plaza's Hall C, 225 E. Adams St. 10am to 5pm Sat; 10am to 4pm Sun. Admission: \$4 for ages over 12; \$2 for ages 5-12; under 5 free. Contact number: 846-4540. (AZ Highways)

**Acoustic Music Festival** **Mar 16-17**

7th Annual Phoenix Folk Traditions, with performances, workshops, and demonstrations of instruments. Encanto Park Clubhouse, 2605 N. 15th Ave. 10am to 5pm both days. Free admission. Contact number: 495-5458. (AZ Highways)

**The Spring Thing** **March 23-24**

Fun and frolic in the Viking fashion. Feast fee of \$5 for those over age 12 (under 12 free). Feast reservations need to be made before March 15th with Lord Roger fitzRolf (Roger Higgins) 273-6620. Estrella Mountain Park. Site fee: \$4 SCA members (\$7 non-members). Tent fee: \$5 payable with site fee. Site will open at 9am on the 23rd and close at 6pm on the 24th. Autocrat: Lady Isabel d'Anjou (Ramona Barrett) 493-5965 or email: akesson@aol.com. (Southwind)

**Atenveldt Court Night** **March 27**

Encanto Park Soccer Field. Site opens at 7pm, closes at 10pm. Autocrat: Lady Ealassaid nic Shuibhne (Mary Jenkins) 936-6481. (Southwind)

**CASFS Meeting** **Fri. March 29**  
8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society.

**Death by Chocolate Revel** **March 29**  
Evening of dancing, revelry, and truly decadent desserts. Site: First United Methodist Church, 215 E. University, Tempe. Site opens 6pm, dancing starts at 6:30. Site closes at 11pm. Site fee: \$3 with \$1 discount for those bringing a dessert. Autocrats: Katherine of Newcastle-upon-Tyne (Kaite Maher) email: kathleen.maher@asu.edu or 926-4372. Hester Katherine de Courtenay (Nina Wiseman) 992-4699. Ailicie Eleonore Rixa Marie de Courtenay (Krista Regner) 464-7992.  
(Southwind)

**Rising Sun Tourney** **March 30**  
Japanese tourney. Site: Sueno Park. Site opens at Noon and closes at 6pm. Site fee: \$3 members/\$6 non-members. Autocrat: Lady Matsushima Jonetsu Hana (Jonna Skeels) 973-4561.  
(Southwind)

**Archaeology Fair** **Mar 30-31**  
Culminating event for the AZ Archaeology Awareness Month (theme: "What is the future of our past?"). Phoenix Grande Museum and Cultural Park, 4619 E. Washington St. 9am to 4pm both days. Free admission. Handicapped accessible. Contact number: 542-4174. (AZ Highways)

**Atenveldt Academy of Fence** **April 13-14**  
Tuition: \$16 (includes manual composed of the classes taught). Saturday has a full schedule of classes from 9am to 6pm. Sunday from 10am to 3pm. There will be a prize tourney sponsored by Scottie Armoury. Site: Greenway High School stage, 3950 W. Greenway. Autocrats: Master Malcolm the Scot, OL, DWS (John Craft) 520-635-2190 (before 9pm). Jacob von Hoehl (Jake Hoehl) 272-2133.  
(Southwind)

**Black Powder Days of Chloride** **Apr 20-21**  
Chloride, AZ. Free admission. Call for event times. Contact number: 520-565-4109. (AZ Highways).

**Mixed Weapons Event** **April 26-28**  
All proceeds from the tournament will go to the Kon Memorial Fund. Site fees: \$6 for camping, \$3 for day-trippers, \$2 park entrance per car per day, and \$3 non-member surcharge. Site: Estrella Mountain Park. Site opens 4pm Friday and closes 6pm on Sunday. Autocrats: Lord Kristofelis Gunnarson the Stormchaser and Lord Gunnar of Jomsborg 932-5132 (before 9:30 pm).  
(Southwind)

**LepreCon 22** **May 17-19 1996**  
So far we have as guests: Margaret Weis, Tracy Hickman, Bob Eggleton, Mike Stackpole, Elizabeth Danforth, Nancy Collins, and we are working on more. We also are desperately trying to revamp the costume contest, we have secured (so far) 12 different gift certificates to hand out as prizes, two are \$50.00 from a costume rental store.

Jay P Patton

jpatton@primenet.com

[Our masquerade run-thru for CostumeCon 14.]

**Costume Con 14** **May 23-27**  
Seattle Marriott Sea-Tac Airport, WA. Oz Theme Hall Costumes. Rates \$65 thru 5/1/96. \$25 Supporting (receive all publications). Write CostumeCon 14, PO Box 1095, Renton WA 98057. Make check payable to CostumeCon 14. There are several of us going up as a group.

*Last Day to Register for Costume College! June 1*

**WesterCon 49** **July 3 - 7, 1996**  
Westcoast Science Fiction convention goes to El Paso, at the Camino Real Paso del Norte and Convention Center. Contact: Westercon 49, (ConDiablo) P.O. Box 3177, El Paso, TX 79923, 1-800-584-8754.

**Costume College 4 - 1996** **July 19-21**  
**and Time Travelers' Gala.** The era of the pannier, to be held at the AirTel Plaza, Van Nuys, CA. For more information, write the CGW, P.O. Box 94538, Pasadena, CA 91109.

**LACon3, WorldCon Aug 29-Sept 2**

-back in Los Angeles (okey- Anaheim) cinfo c/o S.C.I.F.I. P.O. Box 8442 Van Nuys CA 91409. Likely to be one of the biggest SF masquerades in years—plan/sew NOW. \$110. \$30 supporting. We are planning to go as a group by plane...contact Fran 70322.541@compuserve.com or petemanly@BIX.com or 966-3920 for info.

**CopperCon 16 Sept 6-8**

AZ Annual Science Fiction/Fantasy Convention Holiday Inn Sunspree Resort, Scottsdale AZ Membership \$25 thru 5/31/96, \$35 at the door. Author Guest of Honor Lois McMaster Bujold (winner of three best novel Hugo awards).

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Theme is "Sweet 16 & never been...", at the St. Louis Radison Hotel. Expect: Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. The Unexpected: Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Write St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. e-mail b.mai@geni.geis.com

**Raiments goes Retail!**

at the **AlterYears**™ Store!

Everything in the Raiments tm catalog and a whole lot more! Regular store hours: Tuesday, Wednesday, Friday: 10 am - 5:30 pm. Thursday: 10 am - 7:30 pm, Saturday: 11 am - 4 pm.

Closed Sundays, Mondays.

New phone # (818) 585-2994

New fax # (818) 432-4530

**Pattterns! Books! Supplies! Accessories!**

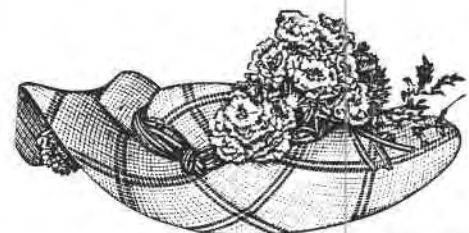
**Costumer's Quarterly Status**

by Zelda Gilbert

reprinted with permission from CGW Squeals. I spoke to Quarterly editor Cat Devereaux. She is frustrated. After a superhuman effort to get two editions in the mail before last year's Costume Con, Cat was ready to deliver all the new Quarterly's on time. And she has one edition in print, one pasted up, ready for the printer, and another that will be ready in several days' time. But nothing has been mailed out because she's been unable to get labels. And for several other editions she's been unable even to find out how many to print.

Another conversation with ICG treasurer Gary Anderson indicates that he is now in a position to resurrect the ICG database (which required a GREAT deal of work!) and should have counts and labels out to Cat within a few days. Let's hope that these past editions of the Quarterly are out in the mail shortly.

[SWCG ed. note: Randall received his 3rd '95 issue, but it was an author copy as he has an article in it. None of the rest of us have received our issues.]



## Quilt Club Review

by Frances Burns

On February 1st, Sharan and I went to the Ribbon Embroidery lecture that the quilt club put on. I am happy to say that we are not the only group that gets bogged down in club business. They are currently doing their business at the beginning of the meeting, so if you are late you do not miss the lecture. This month's lecturer was Annette Jensen from Tucson, she teaches wearable art type classes.

Ribbon embroidery is fast and easy. The most important thing I got from this lecture was the type of needles to use. The most used needle is the chenille needle. It is used when you are taking the ribbon through fabric. It is a sharp needle that is shaped very much like a tapestry needle. The sizes used range from 18 to 24. Size 22 and 20 work well with 4mm and 9mm ribbons. Size 24 and 26 accommodate 2 mm ribbon, ribbon floss and other similar threads.

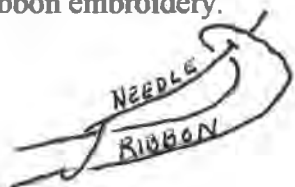
The second needle is the tapestry needle. It is used to weave ribbon because it has a blunt tip. The same size needle accommodates the same size ribbon as the chenille needles.

And your regular crewel, embroidery, and beading needles for embroidery floss and beading.

To secure your ribbon to the needle: insert the ribbon into the eye of the needle, and then insert the needle through the ribbon about ½ to 1 inch from the end of the ribbon, and pull the needle through.

Many of the stitches used are your regular embroidery stitches. Annette demonstrated how to do a spider rose. First make a 5 or 7 spoke wheel. Bring the ribbon up through the center. Twist and weave the ribbon through the spokes, going over one and under the next. When the spokes are full bring the ribbon to the back and secure it.

At the end of the meeting a lecture they had show and tell from the membership and door prizes that the members had donated, Sharan won one. We had an interesting evening and learned something about ribbon embroidery.



## COSTUMING THE INTERNET

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### Historic Costume

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### Fantasy Costume

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### Wearable Arts

Concentrates on design, motivation and execution of wearable art and designer-type original clothing.

To subscribe, send the word: subscribe to:  
[wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

### Victoria

Covers all aspects of Victorian studies and dedicated to sharing of information about 19th century British culture and society, from 1790-1914. Conversation tends towards the literary and historic, but fashion & theatre topics also appear. To subscribe, send the message:

SUB VICTORIA[your first name][your last name]  
to:

[listserv@iubvm.ucs.indiana.edu](mailto:listserv@iubvm.ucs.indiana.edu)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

### Arizona Science Fiction

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

## Cactus Needles

SouthWest Costumers Guild

P.O. Box 39504

Phoenix, AZ 85069





VOLUME III, NUMBER 4

APRIL 1996

## LepreCon 22 Info      May 17-19, 1996

by Jay Patton, Chairman

This years guests include Tracy Hickman, Bob Eggleton, MoJo, Elizabeth Danforth, and Mike Stackpole. Other participants include Elaine Bergstrom, Diana Gabald ?, Adam Niswander, Ed Bryant, Simon Hawke, T. Jackson King, Jennifer Roberson, Joe Christ, R.J. Kimball, Pete Manly, P.K. McAllister, G. Harry Stine, Nancy Collins, Dennis McKiernan, Henry Vanderbilt, John Vorn Holt and Peter Atkins.

We are hoping for all costumers to use LepreCon as a tune-up for CostumeCon 14! We plan on awarding prizes for best costumes. They include Gift Certificates (12), as well as a bolt of cloth, and a star tree Christmas ornament. The Masquerade Director will be Marge Kosky, a master costumer from Tucson. To get in touch with her for more information call 520-326-7776.

We have also revamped our gaming area and plan on running several tournaments, including D&D, Live action and Magic the Gathering with much, much more!

Contact info: Phone 945-6890 (leave message), e-mail [mwillmsth@BIX.com](mailto:mwillmsth@BIX.com) or [jpatton@primenet.com](mailto:jpatton@primenet.com). Membership rates: \$25 until 4/1/96, \$30 until 5/1/96, \$35 at-the-door. Kids 7-12 are half price. Kids under 6 are free. Send check to: PO Box 26665, Tempe AZ 85285.

### You may be a costumer when/if...

- ... you have more hats than kitchen utensils.
- ... you wonder what all the fuss was about Inelda Marcos' shoes.
- ... you go to the worst historical epic because the costuming is great.
- ... you go grocery shopping and come back with silk fabric and no eggs!

## HELP!

I AM AVIDLY RECRUITING ARTICLES, ART-WORK, ANYTHING RELATING TO COSTUMING. REVIEWS OF SHOPS, BOOKS, RESOURCE PEOPLE, SOURCES OF SUPPLIES, EVENTS AND CONS (LOCAL, REGIONAL, OR NATIONAL) WOULD BE GREATLY APPRECIATED AND PUBLISHED! PLEASE IF YOU KNOW OF ANY COSTUME RELATED EVENT, LET ME KNOW DATES, LOCATION, AND A CONTACT PERSON (WITH PHONE NUMBER WOULD ALSO BE HELPFUL). CALL WITH ADDITIONS, CORRECTIONS, COMMENTS, AND/OR SUGGESTIONS.

If we want to continue our newsletter, YOU must help by getting stuff to me. On disk (preferably IBM), Via the net at ([194@ef.gc.maricopa.edu](mailto:194@ef.gc.maricopa.edu)), hand written, typed, dictated over the phone, carrier pidgeon, whatever. Kim forwarded several SCA costume (medieval/Renaissance) related events from Southwind. Well, now don't the rest of you feel guilty? Feel good about yourself...submit something.

**Please...I'm groveling now!**

## Paula Appreciation Day

Sunday, April 28, 1996  
1 P.M.

At Frances'

**Come prepared to sew  
for Paula**

See you there.

**Guild Gathering** **April 28**

We are meeting at Frances' (call 944-0160 for directions to her home) to help Paula with costumes of her very own on Sunday, April 28th, at 1 pm.

I would like an opinion poll on what I want to do in the future and what is needed to finish certain outfits.

**Invite a friend to our gatherings!****Sewing with Glued on Sequin Fabric**

1. Choose styles with simple, classic lines. The beauty of the garment should be in the fabric itself.
2. Make fitting adjustments on the pattern. Alterations will mark the fabric.
3. When pinning pattern, place pins between seam line and edge.
4. Use a size 12 needle in sewing machine.
5. Place a drop of "Sewers Aid" on needle and bottom of pressure foot for ease in sewing.
6. Set stitch length for 2.5 or 3.0.
7. Avoid top stitching.
8. Sew at a very slow speed to prevent friction from the needle causing it to get warm and create a sticky build up.
9. If needle develops a stick build-up use nail polish remover or alcohol to wipe the needle off and re-apply the "Sewers Aid".
10. If needle becomes dull replace with a new one.
11. When pressing use a low heat setting.
12. Always press back side of fabric.
13. Be careful not to touch iron to sequins or press with heat on a high setting.
14. To press a seam; open it up and finger press first (try using a thimble). Use a press cloth and lightly touch with point of iron.

...From Hancock Fabrics handout

**Reprinting Stuff from Cactus Needles****For Other Guild Chapters and The Costumer's Quarterly:**

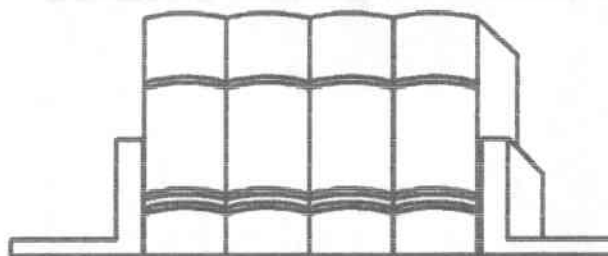
The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We only request that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

**For Everybody Else:**

Permission to reprint or extensively quote from the newsletter needs to be formally granted by either the editor or current SWCG President for anything you want to use. If the article is by-lined (a named author is given), that author's permission must also be obtained before reprinting. Again, the legend "Reprinted with permission from the newsletter of the Southwest Costumers' Guild" or "Reprinted with permission of the author and the Southwest Costumers' Guild" depending on whether it's a by-lined article or not, should appear.

**Deadline for May issue is April 10, 1996.**

**Deadline for submissions for June issue is May 10th.**

**Costumers' Bookshelf or Wishlist**

**Hey**, haven't any of you read any books lately? Or what titles have you seen which you covet?

How about a short book review? A shop you have discovered? A good sale...etc.

**The South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or Martin@indirect.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

## Scalloped Ruffle

by Frances Burns

Making a scalloped ruffle is relatively quick and not too hard. First cut and piece a strip of fabric on the straight of the grain about one and a half times the length of your finished ruffle length. You can add more length if you want, don't be afraid to experiment. I usually cut the fabric 1½ to 2 inches wide. Again don't be afraid to experiment with wider fabric. Piece the fabric together in one long strip. Finish the edges, a rolled edge on a serger makes a nice finish. Set your sewing machine to a narrow zig-zag with the length the you normally use for sewing a straight seam.

Zig-zag over upholstery thread in a stair step pattern sewing to within 1/4 inch of the edge of the fabric trim. If applying to a skirt match the stair step pattern and sew the strip together. Divide the skirt and the strip into an equal number of sections and pin together. Pull up the upholstery thread and gather the trim strip. Even out the gathers so that the upholstery thread lays in a straight line and sew down to the skirt. You can cover this center line with ribbon or other trim. Gather and sew down for other applications.

---

### More Resources from the net:

Author: neile@milton.u.washington.edu  
Neile Graham

Subject : Fabric Club address

Date: Tue, 11 Feb 1992

The ordering address (which I'm certain will be able to send you membership info is:

Specialty Fabric Clubs

2259 Co. Clinton Ave., P.O. Box 1063

South Plainfield, NJ 07080

They have 3 clubs: Natural Fiber Fabric Club, Fabrics in Vogue, and Seventh Avenue Designer fabrics.

I've been a member of the Natural Fiber Fabric Club for about five years and I've been really happy with it. Membership is inexpensive (used to be \$10 but I paid for 3 years in advance and it may have gone up since I last paid attention). You get a set of basic swatches, which are fabrics they offer all the

time in variety of colours—more than I've seen in any fabric store. (How many stores carry eight colours of cotton challis, or cotton challis at all?) Four times a year there is a seasonal selection of swatches. There's almost always one or two things that I can't resist adding to my fabric collection. They also have sale mailings, that go to all the clubs, which I'm usually less interested in because of polyester content (yes, I'm prejudiced, but I will be interested to see what the new polyesters coming out of Japan are like). The fall selection for the last two years has included a great selection of Viyella (at a discount) for those who can afford such things. Their cottons are wonderful, and less expensive than I've seen in stores that carry nice cottons. I've always been pleased with the quality (never a flaw yet).

I find it more fun than a magazine, and the swatches are really handy to find out if the silk blouse fabric really \*does\* match the skirt in your closet. They also carry buttons, patterns, some sewing books, scissors, dress forms, etc.

The Natural Fiber Fabric Club used to give a 20% discount on all fabrics, but apparently customers found it confusing, and so they've just lowered their prices 20%.

Sample prices: Cotton linen \$6/yd, sandwashed silk \$22/yd., Oxford cloth \$3/yd, silk noil \$16/yd.

I have no affiliation with this group other than being a satisfied customer. Really.

no sig, no shoes, no service  
standard disclaimer

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### Short Button History

8th century - used in Scandinavia.

10th century - Birka (Viking trading) used on clothing showing eastern influence...China?

14th century - big fashion accessory

late 1300's Western Europe - used as a decorative fastener. Cotehardies and sideless surcoats (button thru the front panel to hold in place) from woodcuts.

---

You may be a costumer if:

... you change historical periods three times a day.



# CALENDAR

⌘ **NOTE** : INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.

PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

**Rising Sun Tourney** **March 30**

Japanese tourney. Site: Sueno Park. Site opens at Noon and closes at 6pm. Site fee: \$3 members/\$6 non-members. Autocrat: Lady Matsushima Jonetsu Hana (Jonna Skeels) 973-4561.

(Southwind)

**Archaeology Fair** **Mar 30-31**

Culminating event for the AZ Archaeology Awareness Month (theme: "What is the future of our past?"). Phoenix Grande Museum and Cultural Park, 4619 E. Washington St. 9am to 4pm both days. Free admission. Handicapped accessible. Contact number: 542-4174. (AZ Highways)

**Classics and Dazzlers** **til Aug. 31**

Turn-of-the-century Navajo, Hispanic, and Pueblo textiles on exhibit. The Heard Museum, 22 E Monte Vista Rd., Phoenix. (Threads)

**Midwest/Outwest Fest** **April 12-14**

Peoria at the main stadium of the Peoria Sports complex. Billed as "An event Huck Finn and Wyatt Earp would enjoy," the festival features themed days aimed at celebrating the city's dual-region heritage--the Midwest and West. It will feature more than 50 activities combining flavor of homespun Midwest and "Wild West" excitement. For more festival information or an official contest entry form, call the Peoria Chamber of Commerce at 979-3601. (Sun Life)

**Atenveldt Academy of Fence** **April 13-14**

Tuition: \$16 (includes manual composed of the classes taught). Saturday has a full schedule of classes from 9am to 6pm. Sunday from 10am to 3pm. There will be a prize tourney sponsored by Scottie Armoury. Site: Greenway High School stage, 3950 W. Greenway. Autocrats: Master Malcolm the Scot, OL, DWS (John Craft) 520-635-2190 (before 9pm). Jacob von Hoehl (Jake Hoehl) 272-2133. (Southwind)

**Black Powder Days of Chloride** **Apr 20-21**

Chloride, AZ. Free admission. Call for event times. Contact number: 520-565-4109. (AZ Highways).

**CASFS Meeting** **Fri. April 26**

8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society.

**Mixed Weapons Event** **April 26-28**

All proceeds from the tournament will go to the Kon Memorial Fund. Site fees: \$6 for camping, \$3 for day-trippers, \$2 park entrance per car per day, and \$3 non-member surcharge. Site: Estrella Mountain Park. Site opens 4pm Friday and closes 6pm on Sunday. Autocrats: Lord Kristofelis Gunnarson the Stormchaser and Lord Gunnar of Jomsborg 932-5132 (before 9:30 pm).

(Southwind)

**LepreCon 22** **May 17-19 1996**

Francisco Grande Hotel in Casa Grande. Phone 1-800-237-4238 for hotel reservations. We are revamping the costume contest, we have secured (so far) 12 different gift certificates to hand out as prizes, two are \$50.00 from a costume rental store. Masquerade Director Marge Kosky!

Jay P Patton

[jpatton@primenet.com](mailto:jpatton@primenet.com)

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---

**Gores**

by Frances Burns

When inserting a gore that you want to have always ruffle in or out, take a couple stitches at the top of the gore. To ruffle in: After the gore has been inserted, pull the gore toward the inside. Start sewing on the seam about an inch before the point of the gore. Take TWO stitches past the start of the gore, being careful not to catch the fabric of the gore in your seam. To ruffle out: After the gore has been inserted, pull the gore toward the outside. Start sewing on the seam about an inch before the point of the gore. Take TWO stitches past the start of the gore, being careful two sew just barely into the fabric of the gore. From the top you should not be able to notice this seam at all.



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To subscribe, send the word: subscribe to: [wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

## Victoria

Covers all aspects of Victorian studies and dedicated to sharing of information about 19th century British culture and society, from 1790-1914. Conversation tends towards the literary and historic, but fashion & theatre topics also appear. To subscribe, send the message:

SUB VICTORIA[your first name][your last name]

to:

[listserv@iubvm.ucs.indiana.edu](mailto:listserv@iubvm.ucs.indiana.edu)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

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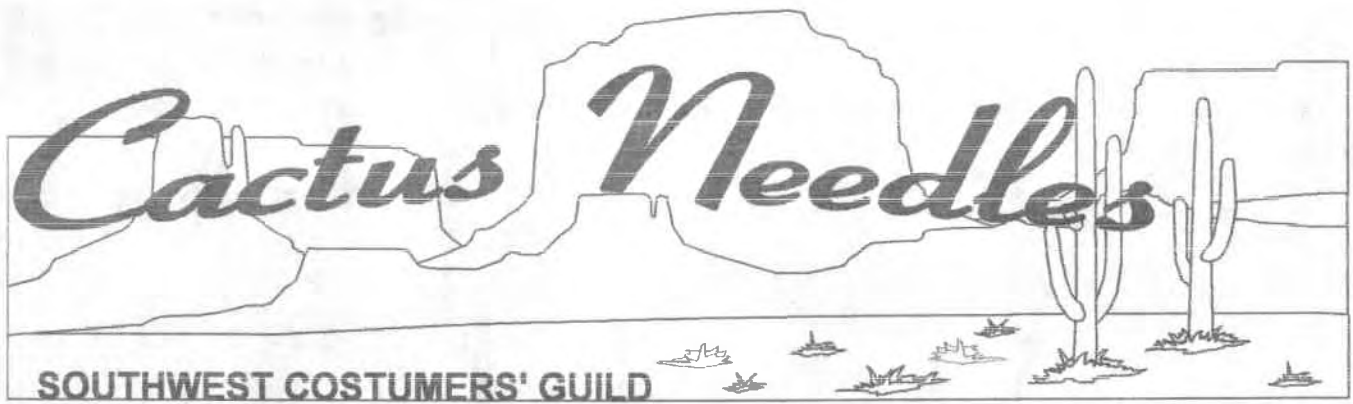
## *Cactus Needles*

SouthWest Costumers Guild

P.O. Box 39504

Phoenix, AZ 85069





VOLUME III, NUMBER 5

MAY 1996

## Costumer's Quarterly

From the Editor

Reprinted from  
Letter from International Costumer's Guild

### Costumer's Quarterly Update

Yes, it still exists. There is an ICG database problem but it is almost reconstructed. Once I get labels, ALL back issues will mail out bulk shortly thereafter.

1st quarter, 1996 has been completed without the agenda. The 2nd quarter will have the agenda but will not reach people before Costume Con 14. (Bulk mail's 3-4 week delivery time is just too slow.) Chapters will need to relay the agenda to their members.

### Costumer's Quarterly Nag Time

OK, so I know you've not been seeing the *CQ* on your doorstep. However, it is still a very important part of our International Costumer's Guild identity. It's hard to take it serious when it is not in your hands BUT please, while we're getting over this computer mess don't forget it.

A very small group of people have been writing and helping fill in the gaps. I need articles from more of you. Bug your members. (Consider yourselves bugged, ed.) I can use short articles 500-700 words. Examples: e-mail discussions that got long winded on techniques or bizarre happenings or reprints of something that was published in your newsletter in the past that has "aged" nicely. Longer articles can be about any thing and any size with the new format. I really need some in-depth articles. What about school papers? What about great discoveries when you're

researching? They can be re-edited ( or we can do it here). What about your notes for a Costume Con panel??? Is stuff from APA that you've written that will easily adapt into a *CQ* article. (I can't read through all the old APA's. Please help me out.)

I no longer see your chapter newsletters. Please, send me a copy of articles that would be of interest to everyone. People seem to enjoy the "Best of the Newsletter" section. And it's a chance to redo the article w/pictures, etc.

If all else fails, just send me the raw information. I'll flesh it out into an article. I have very little left to keep doing *CQ*'s. The 2nd quarter is going to be a struggle as is.

I also desperately need artwork. I have NO covers. As a side note, ALL covers during my editorship have come from the Australians or Dover clip art. Come on artists, lets turn out some here in  
...continued on page 2

**May Gathering  
will be during  
LepreCon**

in  
Casa Grande, AZ  
May 17-19, 1996

*See you there.*

**Costumer's Quarterly Nag Time** continued

the states! Don't you have some cool artwork from old folios that could become a cover with just some background detailing???

One final nag: at last year's ICG meeting the membership voted to include a chapter's information section. Please nag/appoint someone in your chapter to send this information to the *CQ*. While I understand that not every chapter will get information in every time, it adds to the feeling of community for your members to read about their chapter in the *CQ*. I also need the nagging help because this section ends up taking almost as much time as all the rest put together.

Remember this is YOUR magazine!

-Cat Devereaux-

Editor, *Costumer's Quarterly*

581 N. 5th Ave., Covina, CA 91723

818-339-9492

e-mail: 71053.3651@compuserve.com

**Reprinting Stuff from Cactus Needles****For Other Guild Chapters and The Costumer's Quarterly:**

The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We only request that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

**For Everybody Else:**

Permission to reprint or extensively quote from the newsletter needs to be formally granted by either the editor or current SWCG President for anything you want to use. If the article is by-lined (a named author is given), that author's permission must also be obtained before reprinting. Again, the legend "Reprinted with permission from the newsletter of the Southwest Costumers' Guild" or "Reprinted with permission of the author and the Southwest Costumers' Guild" depending on whether it's a by-lined article or not, should appear.

**Deadline for submissions for June Issue is May 10th.**

**Deadline for July Issue is June 10, 1996.**

*The following was gleaned from a wild brainstorming session.*

**You may be a Costumer if/when...**

- ... you have four pairs of red shoes.
- ... you overhear a hustle and bustle comment and ask what thread they used.
- ... your local fabric store gives you bulk discounts. (Don't we wish!)
- ... your local fabric store gives you a call to see if you are OK as they haven't seen you in 3 days.
- ... you have a house fire and save sewing stuff instead of the car.
- ... you have enough tiaras to outfit the Miss Universe contest.
- ... you buy fabric by the pound.
- ... you buy stock in Velcro.
- ... you wonder about the hype about world con as there is no 'Hugo' for costumes.
- ... no one recognizes you in mundane clothes.
- ... you no longer bleed when a needle pricks your finger.
- ... at the last minute before a masquerade you finish your costume with safety pins.
- ... you can't see a hat with out trying it on.

**The South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or Martin@starlink.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

☞ **NOTE** : INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.

PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

**Classics and Dazzlers** **til Aug. 31**  
Turn-of-the-century Navajo, Hispanic, and Pueblo textiles on exhibit. The Heard Museum, 22 E Monte Vista Rd., Phoenix. (Threads)

**CASFS Meeting** **Fri. April 26**  
8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. We sponsor HexaCon and CopperCon. Also promote reading programs.

**Mixed Weapons Event** **April 26-28**  
All proceeds from the tournament will go to the Kon Memorial Fund. Site fees: \$6 for camping, \$3 for day-trippers, \$2 park entrance per car per day, and \$3 non-member surcharge. Site: Estrella Mountain Park. Site opens 4pm Friday and closes 6pm on Sunday. Autocrats: Lord Kristofelis Gunnarson the Stormchaser and Lord Gunnar of Jomsborg 932-5132 (before 9:30 pm). (Southwind)

**LepreCon 22** **May 17-19 1996**  
Francisco Grande Hotel in Casa Grande. Phone 1-800-237-4238 for hotel reservations. We are revamping the costume contest, we have secured (so far) 12 different gift certificates to hand out as prizes, two are \$50.00 from a costume rental store. Masquerade Director Marge Kosky!

Jay P Patton

jpatton@primenet.com

[Our masquerade run-thru for CostumeCon 14.]  
[We will probably do a panel relating to costuming for B5 from Historical patterns & possibly another general costuming Q&A's & have a Victorian Swim gathering at LepreCon]

**Costume Con 14** **May 23-27**  
Seattle Marriott Sea-Tac Airport, WA. Oz Theme Hall Costumes. Rates \$65 thru 5/1/96. \$25 Supporting (receive all publications). Write CostumeCon 14, PO Box 1095, Renton WA

98057. Make check payable to CostumeCon 14. There are several of us going up as a group.

NOTE: I just received my workshop and tours Registration Book! Now to decide--what classes, they all sound wonderful! And what tours! They include Western Costumes, Disneyland Costume Division, and Sony Pictures (wardrobe supplier)! AND which Monday tour to Garment District or Upscale or a new one South Bay Tour! Decisions

**CASFS Meeting** **Fri. May 31**  
8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society.

*Last Day to Register for Costume College! June 1*

**South Pacific Pool Party** **Sun. June 23**  
Guild party at Tashas'. South Pacific movie theme--please come in costume (may have modern swimsuit underneath). Bring Munchies. Note time change: 3 to 8 PM.

**WesterCon 49** **July 3 - 7, 1996**  
Westcoast Science Fiction convention goes to El Paso, at the Camino Real Paso del Norte and Convention Center. Contact: Westercon 49, (ConDiablo) P.O. Box 3177, El Paso, TX 79923, 1-800--584-8754.

**Costume College 4 - 1996** **July 19-21**  
**and Time Travelers' Gala.** The era of the pannier, to be held at the AirTel Plaza, Van Nuys, CA. For more information, write the CGW, P.O. Box 94538, Pasadena, CA 91109.

**Hat Making** **Sun. July 28**  
Have you finished that hat (you remember, the ones we started last year!)? Well, me neither! So bring your materials, hat blank, whatever, to Jean Palmers home and we'll work on them. Phone # on page 2 if you need directions.

Hat MakingSun Aug 25

Let's finish those hats before WorldCon and CopperCon! Come to Tom's and do it!

LACon3, WorldConAug 29-Sept 2

-back in Los Angeles (okey-- Anaheim) cinfo c/o S.C.I.F.I., PO Box 8442, Van Nuys CA 91409. Likely to be one of the biggest SF masquerades in years—plan/sew NOW. \$130. \$30 supporting. We are planning to go as a group by plane...contact Fran 70322.541@compuserve.com or petemanly@BIX.com or 966-3920 for info.

CopperCon 16Sept 6-8

AZ Annual Science Fiction/Fantasy Convention Holiday Inn Sunspree Resort, Scottsdale AZ Membership \$25 thru 5/31/96, \$35 at the door. Author Guest of Honor Lois McMaster Bujold (winner of three best novel Hugo awards). Our own Frances Burns is Masquerade Director and the Guild has been asked to donate some prizes.

CostumeCon 15May 23-26, 1997

Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045.

LoneStarConAug 28-Sept 1, 1997

WorldCon in San Antonio, Texas. Info: PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: Isc2@io.com

CostumeCon 16April 3-6, 1998

Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. Expect: Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. The Unexpected: Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Write St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. e-mail b.mai@geni.geis.com

## NOTE:

----- Forwarded Message Follows -----

From: b.mai@genie.com  
Date: Wed, 13 Mar 96 04:10:00  
To: f-costume@world.std.com  
Subject: Info for various folks  
Reply-to: f-costume@world.std.com

Costume Con 16 notes: CC16 has had a change of venue. The con will now be located at the Holiday Inn Westport. We are currently still putting together PR #1 together. It will most likely go out in April, now.

We are still looking for major positions to be filled, such as Masquerade Directors, Backstage folks, etc. Bruce

LepreCon 22 InfoMay 17-19, 1996

by Jay Patton, Chairman

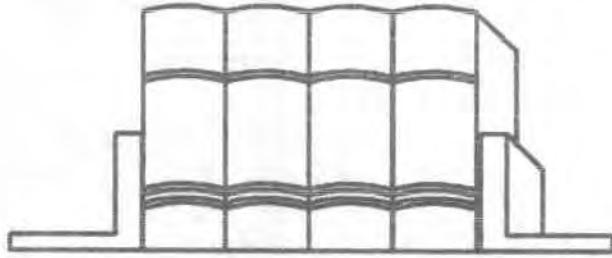
This years guests include Tracy Hickman (author), Bob Eggleton (artist), MoJo (*Babylon 5* f/x wizard), Elizabeth Danforth (artist), and Mike Stackpole (*Toastmaster*), Mitchell & TJ Burnside Clapp (filk). Other participants include Elaine Bergstrom, Diana Gabaldon, Adam Niswander, Ed Bryant, Simon Hawke, T. Jackson King, Jennifer Roberson, Joe Christ, R.J. Kimball, Pete Manly, P.K. McAllister, G. Harry Stine, Nancy Collins, Dennis McKiernan, Henry Vanderbilt, John Vorn Holt and Peter Atkins.

We are hoping for all costumers to use LepreCon as a tune-up for CostumeCon 14! We plan on awarding prizes for best costumes. They include Gift Certificates (12), as well as a bolt of cloth, and a star tree Christmas ornament. The Masquerade Director will be Marge Kosky, a master costumer from Tucson. To get in touch with her for more information call 520-326-7776.

We have also revamped our gaming area and plan on running several tournaments, including D&D, Live action and Magic the Gathering with much, much more!

Contact info: Phone 945-6890 (leave message), e-mail mwillmoth@BIX.com or jpatton@primenet.com. Membership rates: \$25 until 4/1/96, \$30 until 5/1/96, \$35 at-the-door. Kids 7-12 are half price. Kids under 6 are free. Send check to: PO Box 26665, Tempe AZ 85285.

## Costumers' Bookshelf or Wishlist



## Fabric Shop Review

by Randall Whitlock

Tempe Sales  
412 West Broadway, Tempe AND  
Fabric Depot & Supply  
16803 North Cave Creek Road, Phoenix.

Guildsters always ask me where I find those heavy-duty 1/4 inch inside diameter grommets I use for making closures on doublets and bodices. Two reliable sources for these kits are Tempe Sales (on Broadway between Roosevelt and Mill in Tempe) and Fabric Depot, (just south of Bell and Cave Creek in Phoenix).

I mention these stores in the same breath since their focus is the same--upholstery. Automotive upholstery, decorator fabrics, reupholstering furniture, etc. Useful items to be found at both stores include nylon and cotton web strap, heavy duty cone thread, unusual brocades and prints, ribbons, cotton batting, buckles and strapping, drapery hooks and runners, decorative nails and screw heads, staple guns, etc.

Tempe sales also includes a commercial-grade sewing machine dealership. I haven't checked prices, but all manner of used heavy duty sewing, serging, and chain stitch machines were on display. All of the unusual parts and commercial needles were also available. This could yield a substantial savings on serger needles.

As for the grommets, They are called "Size Zero" and run about five bucks a gross. Larger sizes are available in 1/8 inch increments. A setting kit with about 50 grommets is under twenty dollars. Tempe Sales has these grommets in brass color. Fabric Depot carries them with a nickel finish.

Check out whichever of these stores is nearer. You are bound to get ideas.

## Ribbon Works Magazine Review

by Frances Burns

A couple of months ago I received an invitation to subscribe to Ribbon Works Magazine and decided to give it a try. The magazine has a slick glossy look. It is stuffed with ribbon work patterns, in fact it looks like they shoe horned in as many patterns as possible. The Ribbon Dictionary is a nice feature. I enjoyed the Ribbon Talk, Family Ties, and Book Reviews the most. Unfortunately I was hoping for more articles and in-depth looks at technique rather than a bunch of patterns. As this is a brand new magazine I am looking forward to seeing how it will develop editorially. To order write to:

Ribbon Works Magic  
PO Box 345  
Gladewater TX 75647-9900  
1 year (6 issues) \$14.95 (limited time price)

## Quick Tip

from Frances

When underlining a garment--baste down the center of a dart before sewing it in. This will help control the fabric so the dart does not end at different points on the fashion fabric and the underlining fabric.





## Costumes for Fun & Profit... Well, Mostly Profit

by Ronda Grim

reprinted with permission from Notions, the newsletter of the  
Beyond Reality Costumer's Guild of Dundee Oregon

So, I was at Orycon in the dealers room at my little booth selling costumes when it happened...

Like most of you who write articles for this newsletter, I am sure you have Joy [Jean] come up to you and in her pleasant manner say, "Would you write an article for me on how you do this?" and because she is such a sweet soul you say, "Of course I will It sounds like fun." I must admit it did sound like fun—only I didn't have a clue how to go about it. Then I realized that not having a clue has never held me back before!

I own and run Dragonfly Design—a costume design company. It sounds rather glamorous and exciting, but I must warn you that owning a home business should come with a disclaimer that states "NOT for the faint of heart or space challenged!"

A little history on how this business was started. I had just finished one of the longest and most frustrating builds on a production of Macbeth. I had been running a college costume shop for a few years and finding myself stressed out trying to build shows that were way too big on a small budget. I hadn't really considered another line of work since I was making costumes and that was what I had trained to do in theatre. I decided that the odds of returning for another term was slim as the money for paying a costumer was running out and so was my patience. I needed another way to make costumes and earn a living.

I decided to start a costume business. I wanted a market to sell to that would both appreciate my work and be willing to pay good money for period clothing and fantasy costumes. I spent time at science fiction and fantasy conventions and started noticing a distinct lack of costumes in the dealers room. There always seems to be cloaks and a few high priced shirts and then maybe a rack of thrift store type items. I felt that there should be a way to make quality costumes for people to wear in the halls and for an affordable price. I wanted to test run so I gathered up a pile of old costumes and set up for business in the hotel room of a local con and

much to my surprise, I sold nearly everything and found several people wanting to commission work from me. I tried it again at a bigger convention out of state with the same results. I should caution however that selling anything out of the room at a convention is highly frowned upon, though I didn't know that at the time.

Dragonfly Design has since then made appearance in the dealers room at Norwescon, Orycon, Dreamcon, and Westercon. We sell one-of-a-kind designs in both fantasy and period clothing. We also carry wigs, make-up, props, and various accessories. We are getting bigger all the time and have been expanding to larger spaces in the dealers room.

I think that pretty well explains how the business started and now I should say a few things to any of you who might want to try this for a living. This is not only hard work, but requires some basic retail skills as well. If you just want to sell some old costumes off I highly recommend the costumes sales like the one at Dreamcon (two years ago). Several costumers get together and put all their old stuff in a room designated by the convention and sell it for cheap prices. It is a great way to get some really inexpensive stuff that you can incorporate into your own projects.

If you want to sell at a convention in the dealers room, you need to contact the organizer of the room. This is somewhat difficult at many of the conventions since table space is limited and the bigger conventions usually have waiting lists just to get in. You also have to be prepared to man a booth for three or four days and that seriously limits participation at the con. I recommend finding someone who already has a table or booth and see if they are willing to sell off old costume stuff or even something new if you want to see how it will do. I have done this in the past for people and found it works well.

There are some licensing and sales tax issues that have to be dealt with as well. It can get very complicated! I have found it is best to talk to the city clerk in the town you plan on vending in. If you are serious about trying to run a home business it is best to contact your city hall and licensing department. If you want to sell wonderful creations

you make it really helps to be a licensed business so you have a wholesale license to purchase your materials. I must tell you that costumers that do custom work are always in demand and I am constantly having to refer business to others since I don't have enough time for all the custom work.

Dragonfly is looking forward to many new ventures this year. This is the second year that we will have hats at Mardis Gras in New Orleans. We are also trying to get into ore mainstream shops that carry things other than Halloween merchandise. If all works out this year we hope to have a web site with an on-line catalog of merchandise. I also still freelance design for theatres and usually run a costume shop in a college theatre for one show a year. This helps fill in my income when there are no conventions.

If you wish to contact me for information about how to sell your creations or you just want to talk about costume stuff, I would be happy to chat with you. My e-mail address is: [Thistledwn@aol.com](mailto:Thistledwn@aol.com) or (503)775-6674.

#### Some Silly Money Issues...

If you start making money at your costuming (or sewing, alterations, art...) You will need to begin reporting that extra income to the IRS. Sounds terrible, I know, but believe me, it is!

There are hundreds, probably thousands, millions of people across the country who get paid cash for various of their services and the IRS never hears word one about it. I used to do it myself, thinking "What do they care about an extra 10 or 20 bucks every now and again?" They care, and if they catch you at it, they could make you pay the tax, as well as all the late fees and penalties on that 20 bucks.

Aside from the IRS threats, reporting income to the IRS has several really important, and good returns! First, if you are a hobbyist (making some money, now and again, but not steady) you can deduct some of your costs off of your tax return! This means more money back to your, and the IRS has nothing to get upset about. Here's an example:

I make a bunch of costumes for a church play. They can't afford to pay me much or give me a fabric budget. They agree to pay me \$200 for everything (designs, fabric, work...). I spend \$300

on fabric, notions, whatnots, and then I put in about another \$300 worth of work. As a hobbyist, I can deduct only as much as my costs are. So even though I racked up \$600 worth of work and costs, I can only claim \$200 in profit, and only deduct \$200 in costs. Why bother, you ask? 1. 'Cause its the legal thing to do, 2. If you claim it, you might as well get some deductions out of it.

The second good thing about reporting to the IRS is that if you're a business (making steady income—it doesn't have to be a lot, just steady) you can do the deduction thing and deduct all of your costs, not just equal with your profits, but all of 'em. This is tricky though, because you have to show a profit every 3 out of 5 years. But for those two years that you can show a loss... Have a Ball!!!

The best thing though that I have found in declaring income to the IRS is that it makes me feel "Real." I feel like my art is truly my career, and I am a professional business. It's an amazing boost.

A few things to help you on your way. [she listed Oregon addresses (for a publication titled "Doing Business in Oregon") probably such a publication exists in many/most/all? states-- plus] IRS - Publ 334 - Tax Guide for Small Businesses, Schedule C and SE, Publ. 587 - Use of your Home, Publ 583 - Taxpayers starting a Business. All of these tax publications are included in "Your Business Tax Kit" which you can order (its free) by calling 1-800-829-3676, or local IRS number. The "Doing Business" was the best help I got anywhere, all in one book. Good Luck!



## COSTUMING THE INTERNET

Computer-literate costumers now have several opportunities to get information on costume events, organizations and resources via four Internet mailing lists:

### Historic Costume

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### Fantasy Costume

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### Wearable Arts

Concentrates on design, motivation and execution of wearable art and designer-type original clothing.

To subscribe, send the word: subscribe to:  
[wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

### Victoria

Covers all aspects of Victorian studies and dedicated to sharing of information about 19th century British culture and society, from 1790-1914. Conversation tends towards the literary and historic, but fashion & theatre topics also appear.

To subscribe, send the message:

SUB VICTORIA[*your first name*][*your last name*]

to:

[listserv@iubvm.ucs.indiana.edu](mailto:listserv@iubvm.ucs.indiana.edu)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

### Arizona Science Fiction

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

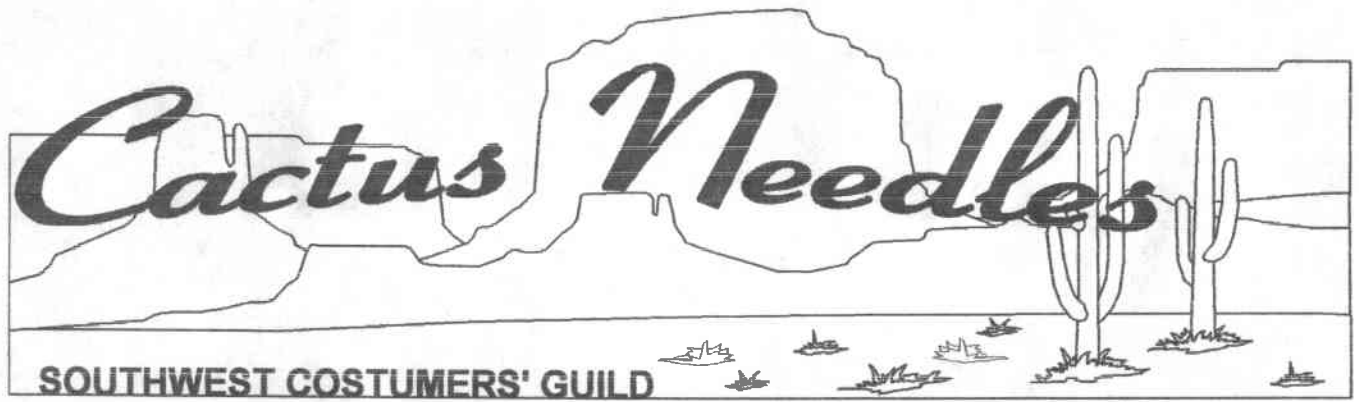
## *Cactus Needles*

SouthWest Costumers Guild

P.O. Box 39504

Phoenix, AZ 85069





VOLUME III, NUMBER 6 & 7

JUNE & JULY 1996

## Estrella War

by Peter L. Manly

A wee bit of Merrie Olde England survives in the outback of the Great North American Southwestern Desert. The Society for Creative Anachronism (SCA) annually gathers upward of 5,000 people who will dress in medieval clothing, camp in tents and engage in all manner of ancient folly. The object of this festival is to recreate the mood and appearance of a time half a millennium past.

Careful costumers design and build everything from peasant's garb to royal attire. Most interesting is the armor worn by energetic young men and women. In an attempt to be faithful to the period, antique methods of metalworking and fabric handicraft are employed, although if one looks closely, pop-rivets and modern zippers can be seen on some costumes.

The main delight of the occasion is the mood of the participants. They greet one another as polite lords and ladies in a leisurely and gracious manner, a refreshing change from the hectic American Way of Life. Pagers and cellular phones are banned from the gathering. Although at least two Solar powered electric coolers kept the ale cold, most of the campsites cooked on wood fires. Of course, modern fire extinguishers are tucked into the corners of tents (required by the Maricopa County Park Service) and thankfully, modern sanitary facilities are available.

The SCA appears to have taken the very best attributes of the medieval ages and emphasized them while downplaying the hard, short and sometimes brutal life of the time. One piece of the stress of those days does appear—everybody goes

about armed with some sort of knife, sword or mace. Many wear full armor in the heat of the midday sun. The colors and markings on costumes are brilliant while feathers, flags and heraldic emblems abound.

The camp is organized into households – groups of a dozen to three score people who live together, cook together and compete together. A handful of tents, often patterned after medieval designs, will surround a common campfire. Women and children do the domestic chores while the men (and a few modern and very rugged ladies) suit up in armor. Initially, the Knights will compete in one-on-one combat using bamboo swords to bash each other's armor. Classical fencing in several categories is also practiced. The results of these contests elevates or lowers the standing of combatants within the SCA. Knights often wear the scarf of a Significant Lady on their arms.

...continued on page 2...

## **SOUTH PACIFIC SWIM PARTY**

**Sunday, June 23, 1996**

**3-8 PM**

**At Tasha's**

**Costumes from the movie  
or WWII era please.**

Meanwhile, the nominal King of the Empire holds court – and this includes Ladies In Waiting, Scholarly Advisors and the odd Court Jester. Business of the organization is transacted, for it is a large society and issues of annual dues, newsletter publications and club politics are discussed. The Court reviews competitions in handicrafts, dancing, historic research papers and the live performances of bards and poets. These competitions will bring honor to the winning households.

Meanwhile, vendors of all manner of simulated ancient goods line a special avenue of tents. You can buy a beer mug made from a stag's horn or precious silk for a lady's gown. Among the merchants one will also find hot dog and ice cream vendors but there are also those who prepare fairly authentic cuisine of the age. My advice is to go with the hot dogs. Outfitters will sell you a full suit of authentic armor but it's made of high tech aluminum alloy, formulated more for aircraft structures than Knights. Wooden ale mugs which appear antique were actually formed on a computer controlled lathe. Costumers can go nuts with the plethora of fabrics, beads, buttons and trim available.

At night while the Saguaro cactus raise their hideous arms toward the sky, campfires abound in the small valley of Estrella Mountain Park. Looking over the scene from a nearby height, one can scan a thousand small lights below.

The separate households prepare lavish feasts with traditional dishes, after which local bards perform around campfires. The ale and wine flow freely and not a little mischief occurs within the gayly painted tents. A good time is had by all. Park officials are amazed that so many people (all armed) can gather and not have incidents of drunkenness, obstreperousness and other foolishness. They'd rather have 5,000 SCA campers rather than 500 regular campers. The SCA has a tradition of courtly behavior and they police their own members with a code of conduct that tones down the occasional lout who might appear.

In the cool, gray light of dawn the Knights suit up for the day's chore. This is War! The households have formed two mighty armies of perhaps 1,000 soldiers each. They will do battle dressed in armor,

the outcome deciding which household shall preside as the Royal Court for the next year. The rules are straightforward. If your opponent deals you a lethal blow with his bamboo sword then you withdraw. Referees will make the final decision. The armor protects the combatants from actual harm but one can still sustain minor bruises in SCA combat.

The armies line up opposite each other. The tactical situation is to take a bridge, simulated by two rows of hay bales about four meters apart. Any combatant outside the rows of bales is deemed to have fallen in the water and drowned by the weight of his armor. Behind the armies lie catapults such as a trebuchet, capable of launching a rock (simulated here by a volley ball) 200 meters. Other smaller crossbows launch tennis balls. Combatants struck by such projectiles are ruled to be dead. The opening volley by one side launches several plastic baby dolls with red spots painted on them. They have infected the other side with Plague! The soldiers clash at the middle of the bridge, only a dozen on each side able to reach the others at one time through the narrow haze of bodies, swinging swords and stabbing pikes. As one side surges across, the full brunt of battle falls on the unfortunates. The noise is deafening, the carnage astounding and in the background a bagpipe skirl!s the warriors to fierceness.

In the end, the flag of the losers is captured and torn down. Exhausted warriors tramp back to their encampments, some enthusiastic and others dragging their shields. The battle has been met and won or lost as fate would have it.

Another night of revelry is in order with good food, wine, bards and the warm glow of a campfire surrounded by friends.

Huzzah!

## HAT MAKING

Sunday, July 28, 1996

1 PM til ?

At Jean's

Bring buckram or blank.

## Short Note from new ICG President

Written : 06/05/96.01:30am

Hello, everyone,

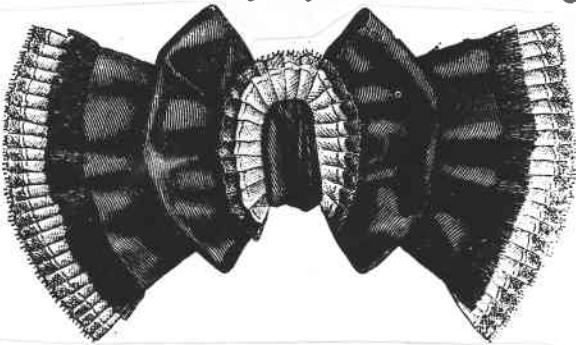
I am the new president of the ICG and I will be sending out a monthly message and update through this mailing list, and to each chapter.

You are on this mailing list because I believed that you are or would be interested in receiving ICG communications. Please let me know if you would like to be removed from this list, or if you know of others who may want to be added on to it.

This is a test only. I will be sending out the first contact letter in the next week.

Thanks, Joy Day Reverse Glass Artist

**editor note:** I sent Joy the e-mail addresses of Tom, Kim, Randall, she has mine... I believe that is all of us who have net access. If there are any more of you out there with access please let me know. Also let me know if any of your addresses change.



## ICG President's Message

### Greetings,

I would like to introduce myself. My name is Joy Day, and I am the new president of the International Costumer's Guild. I have been a member of the Northwest Chapter of the ICG, Beyond Reality, since it was accepted into the ICG, and before. Along with many of you, I have been confused, upset and appalled at the state of affairs with the ICG for the past couple of years. The biggest problem of course being the lack of the Costumers Quarterly in any reliable or timely fashion.

I am making it a point to get the lines of communication open once more. I will be appointing a new Quarterly editor within a few

weeks, and all of the past issues are ready to print, or have been printed and we are expecting mailing dates within 30 days. We will be establishing a calendar with deadlines, so the quarterly will not be months/years late again. I am also going to publish this "president's message" monthly, with any updates and info from any of the officers. This will also be mailed to each chapter, and printed in the Quarterly. I am readily available for comments, suggestions, questions, etc. at either my e-mail address, regular address or phone.

The important business that was on the agenda for the annual business meeting was as follows:

The vintage clothing resolution was once again tabled.

The controversial quarterly motion put forth by the NY/NJ chapter, dealing with a new dues and format structure for the quarterly was voted down.

There are two new chapters: South Bay, CA, and United Kingdom.

Philadelphia won the bid for CC17.

And the new officers are:

**President:** Joy Day, PO Box 272, Dundee, OR 97115, 503-538-1617-evenings only!,

hotfudge@teleport.com

**Vice President:** Wendy Purcell, Australia chapter, stilskin@netspace.net.au

**Treasurer:** Gary Anderson, 3216 Villa Knolls Dr., Pasadena, CA 91107, 72437@compuserve.com

**Corresponding Secretary:** Jana Keeler, c/o GBACG, 5214-F Diamond Heights, Suite 320, San Francisco, CA 94131, 415-469-7602

**Recording Secretary:** Richard Stephens, 11622 Admiralty Way, Everett, WA 98204

Please send your membership updates to Gary Anderson for the time being.

If you know others who would be interested in receiving these updates, please send me their e-mail addresses. Feel free to hardcopy this for your newsletters or to show around. The whole point is communication.

I am open to your comments. I believe the ICG has the potential to be an exciting, fun, educational environment. If you would like to help build it up to what it could be, please drop me a line.

Thanks,

Joy

## South Pacific Pool Party

Guild party at Tashas'. The Cady's have a beautiful pool. South Pacific movie theme--please come in costume (may have modern swimsuit underneath). Come on Sunday, June 23rd. Bring a friend! Bring Munchies. Note time change: 3 to 8 PM. Contact Tasha for directions or more information at 582-0540, call before 9 PM.

P.S. Frances brought back a limited supply of the Display and Costume Supply Catalog from Seattle. They will be free, first come first served.



**Deadline for August issue is July 10, 1996.**

**Deadline for September is August 10th**



### Reprinting Stuff from Cactus Needles

#### **For Other Guild Chapters and The Costumer's Quarterly:**

The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We only request that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

#### **For Everybody Else:**

Permission to reprint or extensively quote from the newsletter needs to be formally granted by either the editor or current SWCG President for anything you want to use. If the article is by-lined (a named author is given), that author's permission must also be obtained before reprinting. Again, the legend "Reprinted with permission from the newsletter of the Southwest Costumers' Guild" or "Reprinted with permission of the author and the Southwest Costumers' Guild" depending on whether it's a by-lined article or not, should appear.

## CostumeCon 14

The Good and the Deadly (to your pocketbook!)  
By Frances Burns

Jean, Paula and I arrived in Seattle on Thursday and got set up (two extra clothes racks) in our room. Checked out registration. (Several new surprise limited attendance demonstrations and a couple of field trips.) Got our programs and registration packets and started working out our schedules.

We all opted to go on the field trip to Jehlor Fantasy Fabrics first thing (8 AM! Ack!) Friday morning. This store was deadly to my Visa card. The last time I saw that many seriously high quality laces in one store was in St. Galen, Switzerland. But I was able to resist their lure. Instead the brocade got me, and Jean, and Paula. (If you see us in bodices from identical fabric you will know where they came from.) They had the best selection of fantasy fabrics I have seen in a long time. All shades of extra heavy spandex, that one so rarely sees. They also had a nice selection of pre-strung bead fringe.

...continued on page 9

### **South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	orKimL@primenet.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

✂ **NOTE** : INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.

PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

## Classics and Dazzlers

til Aug. 31

Turn-of-the-century Navajo, Hispanic, and Pueblo textiles on exhibit. The Heard Museum, 22 E Monte Vista Rd., Phoenix. (Threads)

## South Pacific Pool Party

Sun. June 23

Guild party at Tashas'. The Cady's have a beautiful pool. South Pacific movie theme--please come in costume (may have modern swimsuit underneath). Bring a friend! Bring Munchies. Note time change: 3 to 8 PM.

## CASFS Meeting

Fri. June 28

8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. We sponsor HexaCon and CopperCon. Also promote reading programs.

## WesterCon 49

July 3 - 7, 1996

Westcoast Science Fiction convention goes to El Paso, at the Camino Real Paso del Norte and Convention Center. Contact: Westercon 49, (ConDiablo) P.O. Box 3177, El Paso, TX 79923, 1-800--584-8754.

## Costume College 4 - 1996

July 19-21

and Time Travelers' Gala. The era of the pannier, to be held at the AirTel Plaza, Van Nuys, CA. For more information, write the CGW, P.O. Box 94538, Pasadena, CA 91109.

## Fabric War

Fri July 26

Attention all Fabric Mongers!!! Barony of Sun Dragon presents annual Fabric War! Site opens 5 PM closes at 12 midnite. At Holiday Gardens Clubhouse located on the corner of 72nd Ave and Camelback. This is a costume event. Bring fabric, trim, buttons, i.e., any costume related item you want to trade. Site fee \$3. with \$1 discount if you bring a goodie (food) for all to share. Contact: Lady Ninian Ende 602-848-0801.

## Hat Making

Sun. July 28

Have you finished that hat (you remember, the ones we started last year!)? Well, me neither! So bring your materials, hat blank, whatever, to Jean Palmers home and we'll work on them. Phone # on page 4 if you need directions.

## Middle Eastern Feast

Sat Aug 24

Hosted by Barony of Twin Moons. Usually a lot of fun. More details in next newsletter.

## Hat Making

Sun Aug 25

Let's finish those hats before WorldCon and CopperCon! Come to Tom's and do it!

## LACon3, WorldCon

Aug 29-Sept 2

-back in Los Angeles (okey-- Anaheim) cinfo c/o S.C.I.F.I., PO Box 8442, Van Nuys CA 91409. Internet: lacon3-help@netcom.com. WWW: <http://lacon3worldcon.org> Likely to be one of the biggest SF masquerades in years--plan/sew NOW. \$130. \$30 supporting. We are planning to go as a group by plane...contact Fran VanCleave 248-8583 or 70322.541@compuserve.com or petemanly@BIX.com or 966-3920 for info.

## CopperCon 16

Sept 6-8

AZ Annual Science Fiction/Fantasy Convention Holiday Inn Sunspree Resort, Scottsdale AZ Membership \$25 thru 5/31/96, \$35 at the door. Author Guest of Honor Lois McMaster Bujold (winner of three best novel Hugo awards). Our own Frances Burns is Masquerade Director and the Guild has been asked to donate some prizes.

## Devonshire Ren Faire

Sept 28-29

Once again the city of Phoenix is presenting the Devonshire Faire at Los Olivos Park located on 28th Street one block N of Indian School Rd. This is a fun event and opens at 10 in the morning.



**CostumeCon 15**      **May 23-26, 1997**

Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045. CCXV@aol.com

**LoneStarCon**      **Aug 28-Sept 1, 1997**

WorldCon in San Antonio, Texas.  
Info: PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: lsc2@io.com

**CostumeCon 16**      **April 3-6, 1998**

Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. Expect: Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. The Unexpected: Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Write CC16 c/o Nora & Bruce Mai St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. E-mail: bmai@genie.com

**LepreCon 22 Report**      **May 17-19, 1996**

This years guests included Tracy Hickman (author), Bob Eggleton (artist), MoJo (*Babylon 5* f/x wizard), Elizabeth Danforth (artist), and Mike Stackpole (*Toastmaster*), Mitchell & TJ Burnside Clapp (filk). Other participants include Elaine Bergstrom, Diana Gabaldon, Adam Niswander, Ed Bryant, Simon Hawke, T. Jackson King, Jennifer Roberson, Joe Christ, R.J. Kimball, Pete Manly, P.K. McAllister, G. Harry Stine, Nancy Collins, Dennis McKiernan, Henry Vanderbilt, John Vorn Holt and Peter Atkins.

It was a fun Con...no trouble...ended in the black...the hotel still likes us. They still do not have enough trash containers and ashtrays spread around for us. Your editor and Paula Lary took first place in the masquerade. I wore a peach confection which was made from a picture of a 1906 Coke Cola doll advertisement. Paula wore a recreation of

a porcelain doll figure of Juliet. As Frances Burns was laid up from her ankle surgery (roto-rooter she called it) she did most of the sewing on our costumes, and made the patterns from the pictures.

The guest pros did complain about too many computer geeks in the Green Room, which is usually where they like to hang out. Also, the room assigned as Green Room was very small. The Staff Lounge next door, however, served excellent cuisine – well more like hearty edible food but it sufficed. Friday night saw a party hosted by the Corsairs and Saturday the Dark Ones took the duty. Numerous Con proposal committees also threw bashes and there were a few gatherings in the hotel rooms and on the balconies for no discernible reason (the best kind of party).

Panels included everything from a paper airplane contest to serious discussions of dragon design and real extraterrestrial threats to one on the possibilities of sex in space.

The only thing I can think of which might top LepreCon 22 would be LepreCon 23!

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**Quick Tip**

from Pete Manly

When attempting to thread serger needle and the thread absolutely refuses to go through that tiny eye...put needle threader thru the eye from the front, drop a short piece of thread thru the threader and pull gently to the front (not all the way—leave the ends in the back), put serger thread thru loop which you have pulled thru, then with tails pull to back and the serger is threaded!

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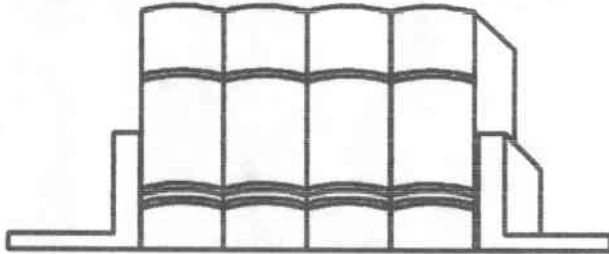
**Another Quick Tip**

from Frances Burns

When using metallic thread that insists on looping itself around the upper wire thread guide on your serger—place a flexible straw through the thread guide and put the thread through the straw. It is amazing how much better the thread behaves. Serging with metallic thread was driving me crazy before this solution came to me.

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**Costumers' Bookshelf or Wishlist****Shop Reviews**

by Randall Whitlock

**1-800-TREKKER**

1-800-TREKKER has been around for a few years, supplying Star Trek and science fiction-related collectibles. The company has expanded rapidly, with more cool stuff in each issue. Their most recent catalog (which I received a few days ago) makes a leap from a small digest pulp to a full-size catalog on slick paper.

Items of interest to the costumer include metal Starfleet, Bajoran, and Klingon badges and uniform hardware, including those Bajoran ear-chain things; and ready-to-wear Starfleet uniforms in adult and childrens sizes.

The uniforms either don't fit very well, or the company needs to hire some models with better posture. Props such as phasers and tricorders are also available, including a universal TV/VCR remote control shaped like a NextGen phaser. (Now you really can zap the commercials!)

New items in this catalog of particular appeal to guildsters include boxed makeup kits for making Klingon, Bajoran, and Ferengi faces (I'd love to run my dealer table at CopperCon as a Ferengi sometime); and a precast Minbari skullcap with bone. So far they have only the one-point, female-shape (DeLenn before the change) Minbari skull, not the three-pointed male head.

I have purchased many items from 1-800-TREKKER over the past few years and have been pleased with their customer service. Turnaround is quick if you use a credit card. The prices are about the same as any other Paramount-licensed outlet. The catalog is easy to get since the companies name is its toll-free phone number.

**Rod Jakubik - The Fang Master**

Orthodont Dental Lab  
5800 North 19th Avenue #109  
Phoenix AZ 85015  
(602) 246-8464

Reviewed by Count Randula Whitlock

These friendly folks had a table at LepreCon 22 last weekend. A mainstream dental lab, they have branched out to special effects teeth with excellent results. Fifty dollars will buy you a custom-fitted set of vampire fangs with a one-day turnaround.

The procedure involves the preparation of a dental impression, much as one would prepare to make dentures or braces. The wearer spends about ten minutes with algae-putty over his teeth. The Fang Master then builds a pair of false teeth which snap over your real upper canines. The teeth are linked by a plastic bridge behind your front teeth, which adds greatly to their strength. At a three-foot viewing distance the fangs are impossible to tell from the real thing. (Real thing? I've been in fandom too long!)

The next salesman to knock on my door is in for a real surprise! Lord have pity on my next waitress at the Sizzler! Moira is sleeping in turtlenecks.

The Fang Master also advertises alien, demon, wolf, and nerd teeth. I have seen a special set they prepared for a Klingon costume. Very impressive. At LepreCon we discussed the possibility of doing a set of Ferengi teeth. I wish these folks had been around when I did Beetlejuice a few Halloweens ago.

Orthodont Dental Lab is located just south of Christown Mall and is open during regular business hours. Special appointments for fittings at other times can be made by phone.

***The Fang Master******Rod Jakubik***

Dental Special Effects Including  
Vampire, Demon, Alien, Wolf, and Nerd Teeth

OrthoDent Dental Lab  
5800 North 19th Ave., #109  
Phoenix, AZ 85015

602/246-8464

## COSTUMING THE INTERNET

Computer-literate costumers now have several opportunities to get information on costume events, organizations and resources.

### Historic Costume

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### Fantasy Costume

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### Wearable Arts

Concentrates on design, motivation and execution of wearable art and designer-type original clothing. To subscribe, send the word: subscribe to: [wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

### Victoria

Covers all aspects of Victorian studies and dedicated to sharing of information about 19th century British culture and society, from 1790-1914. Conversation tends towards the literary and historic, but fashion & theatre topics also appear.

To subscribe, send the message:

SUB VICTORIA[your first name][your last name]  
to:

[listserv@iubvm.ucs.indiana.edu](mailto:listserv@iubvm.ucs.indiana.edu)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

### Arizona Science Fiction

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

**NOTE:** from editor...has anyone checked these sites lately? Are they still functional? Please drop me a line and let me know, so I can keep this listing updated. Thanks.

The Southwest Costumers Guild now has a page on the world wide web. It can be found at: <http://home.aol.com/souwesgld>

Nothing too impressive so far, just a rough cut to prove it could be done. The page now includes the map-mask logo, an introductory paragraph, a mail link back to me, and a low-res .gif image of Jean and Nola's winning costumes from last Coppercon. Hey, the page has only been up for three hours.

I am looking for input for things to include on the page. If any of you have pictures of SWCG projects, know of good sites to link, cons to plug, or whatever, please let me know.

--Tom, do you have some good graphics? A color Scanner? You should be able to e-mail me formatted files from Compuserve.

--Jean, would it be practical to include some past *CACTUS NEEDLES* articles as downloadable text files? Do you have the *CACTUS NEEDLES* masthead as a graphics file?

--Kim, do you have an up-to-date schedule of meeting locations and topics?

--Cat, do other guild chapters have web pages for links?

So far, I intend to add mail links to each of the SWCG members with internet accounts. If you don't want to be included, please send me a veto. A photo of each of the officers in one of their costume creations could be installed as buttons.

I also intend to install links to the Coppercon and CASFS web sites, get some details from Frances about the CuCon 16 masquerade, put in links to The Costume Site and the SCA page, etc. Of course this will take a few weeks since I will be using my computer at work after hours.

Randall Whitlock

Corresponding Secretary

Southwest Costumers Guild

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## Page Building

Written : 06/07/96.08:40am

Progress is being made in the page-building. I now have mail links up to myself, Tom, and Kim. I should have a mail link up to Jean by day's end.

Cat provided an interesting link to Julie Zetterberg's **COSTUME PAGE**

(<http://users.aol.com/nebula5/costume.html>) which has links to lots of museum image galleries and other costume information sources. I will add this link soon.

Meanwhile, I need pictures!!! Clip art things and photos of Guild Members' projects. If you can e-mail them to me as .gifs, or pass them to me on disk or hard copy I would be delighted.

Especially desired are pictures from the first South Pacific Pool Party, A picture of Tom in costume to use as a mail button (I have a picture, but he's in civvies), Pictures of winners of past masquerades, etc.

Also desired are short articles which can be uploaded as text files--how to's, etc.

I would also like a short resume from each of the members - club affiliations, memorable masquerade entries, published articles, interests, awards, etc. to include in the caption for the mail button. For example, what is Tom's full name and title in the Adrian Empire? I would also mention his editorial work for SCA and Adrian publications.

I intend to build the page one step at a time as alternating captioned graphics and web links. First a web link, then a picture describing what it does. This will make the page easier to update using AOL's "My Home Page" authoring tool. Instead of having to tack a new picture at the very bottom of the page, I can substitute images into already-defined positions on the page.

Sincerely  
Randall

PS - Check out this month's TOURNAMENTS ILLUMINATED. Something may look familiar.

## Cool Web Site

Written : 05/06/96.12:37pm

I received an e-mail this morning that a link to the MoiRandall's web page has been added to THE COSTUME SITE. Of course I checked it out immediately.

The address is:

<http://ddi.digital.net/millieux/costume.html>

This is a very cool site composed of links to a wide variety of other pages of interest to costumers.

Categories include supply companies (such as mine!), image galleries, and even how-to articles on basic costume construction.

Definitely worth a visit!

Randall

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## CostumeCon 14 ...continued from Page 4

The bite had already been placed on our wallets and we hadn't been to the dealers room! [P.S. Jehlor does mail order! Catalog \$5, 44 pages, 40 swatches--call (206)575-8250.] With lighter checkbooks and loot to pack we headed back to start the convention.

The orthoscopic surgery, I had done to my ankle in April, caused me to carefully plot my course to minimize walking this changed some of my "A" list panels to "B" list. Yes, as at every CostumeCon I have attended there were always more than one panel I wanted to attend occurring at the same time. Some of the highlights of Fridays panels are:

Sheri Jurnecka's Creative Corsetry. This lady makes gorgeous corsets and had supply source suggestions. For busks up to 16" long--Richard the Thread catalog \$3, 1-800-473-4997. If you are using lots and lots of bones--L. Laufer & Co., Inc. 1-800-334-9906, \$50. Minimum order, precut and tipped in 1/2" or 1" length increases. And one of my favorites--Greenberg & Hammer, Inc. (212)246-2385, catalog \$1, with \$10 minimum order for boning by the pound!

Millinery Theory and Design by Frederic Burleigh. The program book describes him as "Milliner Extraordinaire as he shares the magic of his craft". They did not exaggerate. He brought in the most wonderful hats and talked about how hats should flirt. Bringing light into a hat by using beads, glossy or metallic fabrics for stage. I would love to have several of his hats, the black horse hair with lace and a red rose was stunning. And the Candy box hat was so sweet it could have given you cavities. I took pictures and drooled politely.

Windy Lewis and Judith Smith presented Feather Embellishments Workshop.. Feathers are not nearly as delicate as I thought they were. We attempted to maul them with curling irons. The feathers survived, although in some extremely unusual

shapes. Some of the hints given in class were: To fluff and straighten out feathers—steam and shake them out, don't be shy with the steam. If your feather needs more help or fluffing up, spray on a hair conditioner that stays in the hair (you may have to dilute it some,) let it almost dry, steam and shake. It is amazing how crushed feathers revive. If the shaft of a feather has been bent you can usually steam it out. Protein based Dye works well on feathers. I feel much more comfortable mauling feather than I did before the workshop. Thanks to Windy and Judith.

The Victorian Bathing Beauties arrived at the pool in the early evening. You should have seen the looks on the kids (from non-costuming families staying in the hotel) when they saw these grown-ups in such funny outfits invading the pool. There was (what the heck do you call men in Victorian bathing

costumes?) representation of both sexes (genders?) To amaze the kids and to amuse their parents.

How many of us have our Victorian bathing costumes done??? With a reasonable contingent, umbrellas, and baskets, we could astound one the water parks, have great fun, and not get sun burnt! Anyone interested?

The Friday Night Social: "Welcome to Emerald City! Had a wonderful variety of costumes. Unfortunately my ankle informed me that I really should go and put it on ice before the Social got into full swing. The lady who arrived as the Yellow Brick Road, with red poppies!, was the most innovative representation of the theme! Everyone was in green. Some exceedingly elaborate and some relatively plain. Jean was the only one with round green glasses.

And that was just Friday!

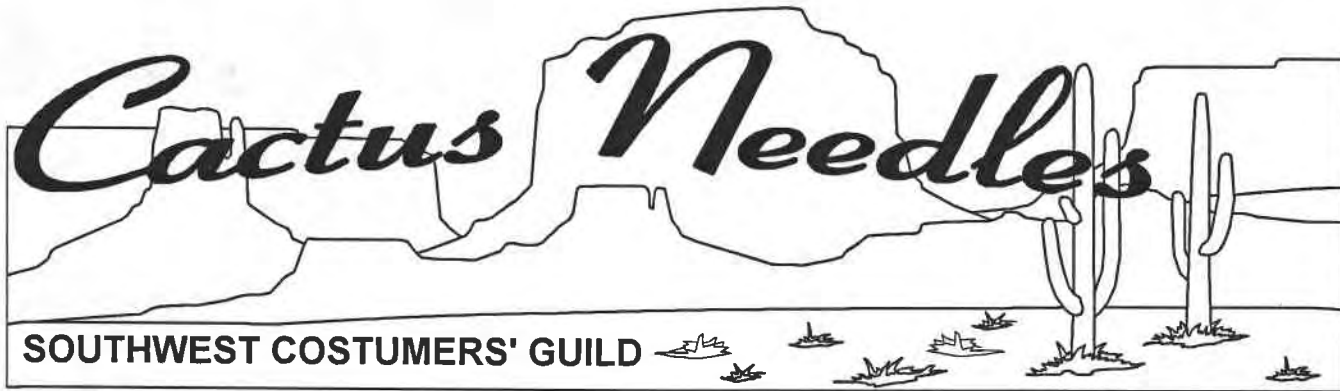
*Cactus Needles*

SouthWest Costumers Guild

P.O. Box 39504

Phoenix, AZ 85069





SOUTHWEST COSTUMERS' GUILD

VOLUME III, NUMBER 8

AUGUST 1996

## President's Message

### International Costumers Guild

Written : 07/02/96.07:15am

Hello,

I would like to open this president's message by thanking everyone who has written with suggestions or concerns. I hope I have been helpful so far and am going to work my hardest to see that things continue to be improved. As I stated before in last month's message, I am available and open to suggestions, concerns, comments about what you feel the ICG is or isn't doing.

I have a copy of last month's message and also of the meeting minutes for anyone who would like either. Just send me a request and I'll pop it off to you, either e-mail or regular mail - please specify which you prefer.

I hope all chapters received a copy of the chapter list and the June presidents message in the regular postal mail. Please let me know if any of the addresses have changed, or your chapter did not receive these letters. I will continue to send out these messages via regular mail unless you notify me that the e-mail copy is sufficient.

Chapter updates are due on July 7th. Please send these updates to the treasurer, Gary Anderson, for the time being. His address is: 3216 Villa Knolls Dr., Pasadena, CA 91107. E-mail at 72437.674@compuserve.com and please note the corrected e-mail address - I mistyped it in last month's message. Chapter updates should include new and renewal names and addresses, plus \$1 for each new or renewing member, plus \$8 for each member that has subscribed to the quarterly.

Please get these updates in to Gary right away, as the mailing for the third quarterly depends on the updated membership list.

To the quarterly situation has improved! All past due quarterlies have now been printed and have been delivered to the post office. These are mailing out bulk rate, so there will be a little time delay there, but its all in the hands of the government now! (and don't we all feel more secure about THAT!...)

And one final note, for those of you who will be attending LACon this August, there will be a costumer's suite. More information about this at a later date, but if you would like to help out, please let me know.

Thanks and have a great July!

Joy

---

Joy Day - Reverse Glass Artist

President, ICG

PO Box 272 Dundee, OR 97115 (503)538-1617

hotfudge@teleport.com

## HAT MAKING

Sunday, July 28, 1996

1-? PM

At Jean Palmer's

Bring any hats &/or the materials  
you wish to work on.

**President: Joy Day**, PO Box 272, Dundee, OR 97115,  
503-538-1617-evenings only!

hotfudge@teleport.com

**Vice President: Wendy Purcell**, Australia chapter,  
stilskin@netspace.net.au

**Treasurer: Gary Anderson**, 3216 Villa Knolls Dr.,  
Pasadena, CA 91107. Note corrected e-mail.

72437.674@compuserve.com

**Corresponding Secretary: Jana Keeler**, c/o GBACG,  
5214-F Diamond Heights, Suite 320, San Francisco, CA  
94131, 415-469-7602

**Recording Secretary: Richard Stephens**, 11622  
Admiralty Way, Everett, WA 98204

**Deadline for September issue is August 10**

**Deadline for October is September 10th**

**Reprinting Stuff from Cactus Needles**

**For Other Guild Chapters and The  
Costumer's Quarterly:**

The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We only request that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

**For Everybody Else:**

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## **SWCG President's Message**

Here we are at the half-way point of the year. We've had good meetings helping members and enjoying events. To the time has come, though, to shift our membership drive into high gear. Our goal is to double in size by December, which can happen (listen to this, math majors) if everyone recruits just one member!

Have you put up your personalized flyer in craft, fabric, hobby, and book stores? Colleges?

I'd like to get some feedback from each of you about the types of meetings you'd like to see SWCG have in the future. Do you like the Member Appreciation workshops, where the focus is

helping one member complete their projects? Do you like the current balance of workshops and field trips? Are you enjoying SWCG and learning new things? We need to start networking more with other groups. This can be as simple as an exchange of newsletters and might lead to joint events. How about offering to co-sponsor a costuming seminar or collegium with the Adrian Empire, the Society for Creative Anachronism, and/or the Empire of Chivalry and Steel? Let's all help out by contacting a related group. We should have our flyer at costume-related events across the valley. We can check with the visitors and convention bureau to find out about possible opportunities. There are museums and historical groups across the valley. Let's talk to them. The most important aspects of SWCG, though, are the quality of our meetings and the admiration by others of our work and our group. I'm glad to know all the members of the Guild and am constantly dazzled by the beautiful costumes I've seen. I'm also very proud of Cactus Needles and the spectacular job Jean Palmer has done with it. Although my consulting business has taken me far and wide (I'm currently in Tucson), I've enjoyed the meetings we've had so far this year and look forward to a great autumn and winter.

Tom Vincent President SWCG

### **South West Costumer's Guild**

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

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or KimL@primenet.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

⌘ **NOTE** : INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.

PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

**Classics and Dazzlers** **til Aug. 31**  
Turn-of-the-century Navajo, Hispanic, and Pueblo textiles on exhibit. The Heard Museum, 22 E Monte Vista Rd., Phoenix. (Threads)

**Hat Making** **Sun. July 28**  
Have you finished that hat (you remember, the ones we started last year!)? Well, me neither! So bring your materials, hat blank, whatever, to Jean Palmers home and we'll work on them. Phone # on page 2 if you need directions.

**CASFS Meeting** **Fri. August 16**  
8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. We sponsor HexaCon and CopperCon. Also promote reading programs.

**Middle Eastern Feast** **Sat Aug 24**  
The day will include classes and demonstrations in the arts and culture of Asia and the Middle East. The site opens at noon. The site fee is \$3. There will be a feast in the evening, the fee is \$6 for adults. Please contact Lady Kessa before Aug 19 at 841-4995 (leave message.) The site is the Community Christian Church at 1701 S. College Lane, Tempe. From Mill Ave and Broadway, turn east on Broadway, go one block to College Ave. Turn north on College. One block north on the east side of the road is the site.

**Hat Making** **Sun Aug 25**  
Let's finish those hats before WorldCon and CopperCon! Come to Tom's and do it!

**LACon3, WorldCon** **Aug 29-Sept 2**  
-back in Los Angeles (okey-- Anaheim) cinfo c/o S.C.I.F.I., PO Box 8442, Van Nuys CA 91409. Internet: lacon3-help@netcom.com. WWW: <http://lacon3worldcon.org> Likely to be one of the biggest SF masquerades in years--plan/sew NOW. \$130. \$30 supporting.

**CopperCon 16** **Sept 6-8**  
AZ Annual Science Fiction/Fantasy Convention Holiday Inn Sunspree Resort, Scottsdale AZ Membership \$35 at the door. Author Guest of Honor: Lois McMaster Bujold (winner of three best novel Hugo awards). Special GoH: Alexander Siddig (Dr. Julian Bashir, DS9). Our own Frances Burns is Masquerade Director and the Guild is donating a prize. See Masquerade info elsewhere in this issue.

**Devonshire Ren Faire** **Sept 28-29**  
Once again the city of Phoenix is presenting the Devonshire Faire at Los Olivos Park located on 28th Street one block N of Indian School Rd.. This is a fun event and opens at 10 in the morning. We will meet at Randall's booth in costume, with folding chair, for a days revelry.

**Halloween at Tom's** **Oct 27**  
Will be looking forward to seeing what sort of decorations he comes up with this year! It will be pot luck. Come as a creature of the night!

**Workshop** **Nov 10**  
at Jean Palmer's on paper mache' with Karen Kuykendall she is a professional artist--subject to change.

**TusCon** **Nov 15-17**  
The Executive Inn, 333 W Drachman, Tucson AZ Call (520)791-7551 for hotel reservations.

**Party & Elections** **Dec 15**  
Wear Challenge fabric results, Xmas Party, elections (anyone wish to nominate themselves for any position?) At Jean's. Pot Luck!

**CostumeCon 15** **May 23-26, 1997**  
Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045. CCXV@aol.com



**LoneStarCon**      **Aug 28-Sept 1, 1997**

WorldCon in San Antonio, Texas.

Info: PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: lsc2@io.com

**CostumeCon 16**      **April 3-6, 1998**

Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. Expect: Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. The Unexpected: Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Write CC16 c/o Nora & Bruce Mai St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. E-mail: bmai@genie.com

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**CostumeCon 14** part 2

By Frances Burns

Saturday was the day of the Science Fiction Masquerade, so sandwiched between the dealers room and classes were stage practice and the last minute jitters for Jean and Paula. One of the classes that really surprised me was 'Dry-cleaning' by George E. Fowler of Fowler Cleaners. He has 27 years experience as a dry cleaner and is currently the cleaner for the Historic Everett Theater. He made the different cleaning processes sound fascinating. Did you know that the yellow stains at the underarms of a garment is not caused by sweat, but by the deodorant? That blood stains can be removed with ammonia. DO NOT combine ammonia with chlorine bleach! It will cause a nocuous white gas that will drive you out of house and home, is not good for your lungs or clothing.

I spent the afternoon in a Leather Mask Workshop by Llyle Morgan. If I had known how easy leather was to shape I would have tried it sooner. To the Basic recipe for making a leather mask is:

- A model of your face
- Stiff molding clay
- Oak Tan leather
- Water
- X-acto Knife

Scissors that will cut leather

Hammer

And what ever you want to use to decorate it with.

**Step 1:** Using your life cast and molding clay design your mask shape. You can build with the clay any where but on the bridge of your nose. Put the form into the refrigerator to harden up for a few hours.

**Step 2:** Soak the leather in water until it is saturated and pliable, about an hour or two. Wring out the leather.

**Step 3:** Start forming the leather to your mask shape. You just keep pulling and smoothing until you have got it shaped. Don't be afraid to force it, remember that this is leather after all.

**Step 4:** Let it set up for about a half hour.

**Step 5:** Cut the eyes out and trim the edges of the mask. Use the X-acto knife to cut out the eyes, remember it is easier to cut out than to piece in. Hold up the mask to your face. How well can you see out? Keep enlarging the eye holes till you get them as big as you want them. Turn the edge - either inside or outside, depending on the look you want. Hammer the edges around the eyes, so that you have a sharp crease. Turn and hammer the edges on the outside of the mask. Place the mask back on the form. Make sure the bridge of the nose is snug and let the mask dry.

**Step 6:** Wire the outer edges using glue and a stiff wire like milliners wire. Be careful so that if the wire comes loose it will not go into your eyes.

**Step 7:** Figure out how and what you will use to fasten it on with. Reinforce where any ties will meet the mask.

**Step 8:** Decorate the mask. Acrylic finger paints work very well. As do the metallic color powders that are applied when the paint is tacky. Let dry. Wear your mask and enjoy.

Remember that if you wear glasses you can build a mask directly on the glasses frame.

One of the women wore the mask she made as part of her hall costume that evening for the Masquerade.

Jean and Paula were in the SF Masquerade. Jean's costume showed up well against the black background, unfortunately Paula's blended in. The

audience got a laugh out of the Coke vs Pepsi.

Sunday was the Threads of Time Fashion Show and the Single Pattern Contest. To the single pattern contest got lots & lots & lots of entries. Which was a surprise to the people putting on the show. Later that day I went to several design presentations, which have blurred together in my mind. One of the excellent books that was mentioned was 'To the Triumph of Individual Style' by Carla Mathis and Helen Conner. I have this book in my library. It starts with the assumption that beauty comes in all shapes and sizes. It tells you how to analyze your figure for proportion, line, and texture. Then gives you options on how to accent or camouflage depending on how you wish to appear. Sunday evening was the Historical Masquerade. Gail Wolfenden-Steib and Karen Moore were part of the presentation "Les Masques du Roi" The *Sun King* that won best in show.

Monday I was in the ICG meeting. Our new ICG president has covered that in her reports.



### Quick Tips:

After cleaning your costume jewelry, blot with a soft towel and dry with a hair dryer from the back first, this prevents water droplets and the deterioration of the foil on the back of the rhinestones.

To remove common ink from clothes - rub the place immediately with lemon juice, and hot soap and water, and if this does not succeed, have recourse to slats of lemon, which seldom fails.

To clean real pearls, first put a soft cloth down, sprinkle with water until lightly damp, then sprinkle with salt, and very gently rub the strand of pearls back and forth on the salt covered cloth, and then rinse with warm water, and then blot dry and air dry while laying flat.

Reprinted with the permission from To the Timeless Weavers's (sub- chapter of the Costumers Guild West) To the Web, First Quarter 1996

### To the Business of Costuming

by Joy Day

This is a follow-up of the popular 'Costumes for Fun & Profit' and 'Some Silly Money Issues'

Once you have decided that you would like to go about making money from your costuming, alterations, art..., you need to learn some basic business terms so that people don't take advantage of you.

You need to learn that selling your art is one of the hardest jobs you could take. You see your creations as beautiful, as your children. It only makes sense to you that others would see it that way as well and be willing to pay you many dollars for the chance of owning one of your creations.

Unfortunately, the cold hard truth is that most people can't seem to fathom the process that goes through making a piece of art. If there were some sort of standard price sheet, like lawyers usually charge \$100 or so an hour, plumbers usually charge \$75 or so any hour, etc... There is no industry standard for what artists should charge an hour for their work, so people, in general, greatly undervalue the artist.

Therefore, people will try to get the best deal they can. How often have we heard "Why should I pay you \$500 for a custom made wedding dress by next week when I can buy one at K-Mart for \$95?"

There are many people who will say this. You just can't make it clear that you're offering something "special", and it must come with a price.

However, there are also a lot of people who will begin to understand what you are offering and want to pay a larger price for it. That is when you need to get them locked into a contract so you're not left holding a useless wedding dress.

To be continued.....

Reprinted with permission from Beyond Reality Costumer's Guild's newsletter Notions, April '96--Cactus Needles printed Part One in the May '96 issue.



## CopperCon 16 Masquerade

By Frances Burns  
Masquerade Director

I am happy to say that this year's masquerade will be inside, and we won't have to go thru any kitchens. There will be a sign up sheet near registration. We will have stage lights, and the ability to play your tape. Stage access will be by stairs. Assuming his schedule does not conflict, Cary Riall is the MC. If your costume includes weapons and that are going to be drawn during the presentation, please bring them to the walk thru to be approved by me. If the weapon and its presentation has not been cleared by me in advanced of your presentation - you will be disqualified from competition. I am not trying to discourage the use of weapons in the masquerade, I am trying to insure their safe handling on stage.

On your masquerade registration form there are three classes. **Junior** for children 0-12 years. **Adult** for everyone over 18. (People between 12-18 may chose if they want to compete in the adult or the junior class.) And a **Special class** for adults who have not competed in a SF Convention Masquerade. Or have not competed in over 10 years, and did not win any major awards. If your design is something you designed yourself, it is an original design. If the design was taken from a picture it is a recreation. Please bring a copy of the picture it was taken from for the judges to see. You do not need documentation for a historical costume, although I would suggest bringing a picture if it is a recreation of a historical costume. If you have any documentation limit it to 5 pages that are Xeroxed so that the judges may look at them during their discussion.

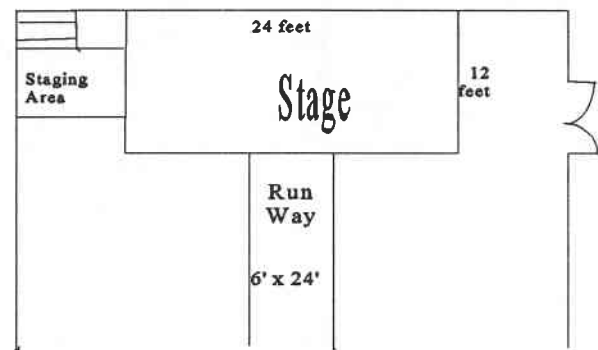
The walk thru will be 11 AM till Noon on Saturday in the Navajo B Room. This is the time to fill in your form, turn in your tape, notes for the MC, and clear any presentation questions with me. We will be using 3" x 5" cards for the MC's notes, limit your introduction to 25 words or less. If the MC cannot read your writing he will improvise! Have your tape cued up and mark "Play this side." Please limit your presentation to 60 sec or less. If you wish to go over this amount of time,

talk with me. To the stage is 24' x 12' with a 24' runway that you will be the exit. (See the diagram for the layout.) During the walk thru the outline of the stage will be marked on the floor, but the stage will not be set up. At the top of the stairs is an area where you can get organized before going on stage.

If weapons are to be used in your presentation check with me at walk thru. I need to see every thing that you intend to do with the weapon on stage if it is going to be un-sheathed. **If you have not checked with me before the presentation and you draw a weapon on stage - you will be disqualified.**

### Stage Diagram

stairs



Exit via Stairs

The masquerade green room(Kachina Room) will open at 7 PM and I will be taking entry forms up till 7:15 PM. 7 PM is when workmanship judging will begin. This is the time for showing off details and documentation. The Junior class and people who do not wish to enter workmanship judging are to report at 7:30 PM. I hope to start the Masquerade at 8 PM.

Your tapes and documentation can be collected after the masquerade or they will be left in a box at the registration desk the next day.

Again thank you for your interest and I hope to see in the masquerade. If you have any further questions you can call me at: (602)944-0160. or write to me at:

C/O Southwest Costumers Guild  
PO Box 39504 Phoenix AZ 85069

## Working with Feathers

Presentation notes from Carolyn Salemi's Costume Con 12  
lecture, with input from the audience

--By Eileen Capes

### Care for Feathers

Steam can be used to gently bend or clean feathers.

Feathers are very like hair. A small amount of baby shampoo can be used to clean feathers if steam is not enough.

#### Heat

Note: heat will ruin the integrity of feathers. It cannot be used on feathers if the purpose is for arrows or a similar project.

To pierce feathers, heat a needle in a candle flame. The hot needle will make a neat hole and not split the shaft.

To straighten curved feathers, hold the feather over, not touching, a lit light bulb. Use your fingers to straighten out the curve.

Dry heat alone will give curl and life back to ostrich feathers. Feathers can be ironed along the edges to flatten the sides. A curling iron can be used to add curl.

### Coloring Feathers

#### Dyeing Feathers

Use equal amounts of water and alcohol and Rit Dye (or similar dye.) Heat the water to dissolve the dye, But allow to cool completely before adding feathers. Leave the feathers in the dye for about half an hour or so, depending on the desired effect. Do the entire batch in one dye lot in order to match colors.

Large feathers can be dyed in pop bottles to avoid mess. Partially fill a pop bottle with the dye mixture, then add the feathers.

#### Bleaching Feathers

Use hair bleach on feathers, but treat the feathers as you would hair and be careful not to leave the bleach on too long.

Bleaching light spots or lines onto a dark feather will look far more natural and realistic up close than painting dark parts onto a light feather.

Bleaching will make feathers curl a bit at the edges and they will set that way. Use an iron to

carefully flatten the sides again.

### Repairing Feathers

If you are trimming shafts to make a group of feathers all the same length, save the bits to add to broken shafts.

Sides of feathers will peel off the shaft in a continuous strip. If you are pulling off the bottom bits of feathers to give you an even edge, save these pieces for repairs. Otherwise, use parts of damaged feather to repair other damaged feathers. Trimmed pieces can be glued onto the shaft of another feather where there is a hole. (Pieces stripped off shafts can also be glued along a wire to create a long feather streamer-- as used in Chinese Opera.)

#### Mending a broken shaft

Use a straight pin without a head. Cover one end with glue. Insert this halfway down into the opening of the broken shaft. Cover the other end of the pin with glue. Cover this with the other opening of the shaft and bring the two parts of the shaft together at the break. Let the glue dry.

#### Finishing the Ends of Feathers

Slice an opening into the shaft of the feather just above the tip of the quill. Fold the tip up, bending at the opening, and insert the tip into the opening. This will give a flat bottom to the shaft. The shaft can now be wrapped with leather which is sewn down.

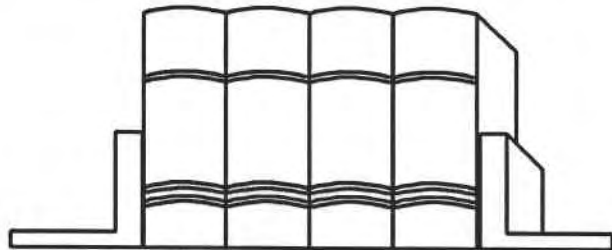
To extend the end of the feather before wrapping it, cut the shaft and insert a large safety pin. Drinking straws and toothpicks can also be used to extend the shafts of feathers.

#### Gluing Feathers

Feathers do not need to be prepared before gluing down. Use hot glue or 'fabric tack' to glue them down. The shaft can be flattened first with pliers. This gives you a greater gluing surface, but will split the shaft. The shaft can also be lengthened as described above.

Glue or sew the bottom pieces down first and work up. Glue fluff feathers over the shaft at the top to hide them, or insert the shafts into leather or cardboard for the next layer.

## Costumers' Bookshelf & Notions



Jewelry designers and anyone with an interest in bright shiny objects may be interested in subscribing to **Lapidary Journal**, a monthly magazine focusing on gemcraft and jewelry arts. Each month, the publication's "Jewelry Journal" section features diagramed workshop instructions on jewelry, gem and bead designs and projects. Subscriptions are 12 issues for \$28. Contact **Lapidary Journal**, Circulation Department, P.O. Box 124, Devon, PA 19333-9933.

Reprinted with permission from Greater Bay Area Costumers' Guild Newsletter *To the Costumer's Scribe*, July 1996.

There's a new publication on the newsstands: **Renaissance Magazine** focuses on the activities of the SCA, Renaissance Fairs around the world, and related activities. The current issue has articles on the Knights Templar and Armor, plus lists of Internet web sites, book and film reviews. Perhaps some of our readers can report on the background and usefulness of this new effort? Subscriptions are \$14 per year for 4 issues. Contact Phantom Press Publications, 5A Green Meadow Drive, Nantucket, MA 02554.

Reprinted with permission from Greater Bay Area Costumers' Guild Newsletter *To the Costumer's Scribe*, June 1996.

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## COSTUMING THE INTERNET

Computer-literate costumers now have many opportunities to get information on costume events, organizations and resources.

### Historic Costume

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to: [h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### Fantasy Costume

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: [subscribe f-costume](mailto:subscribe-f-costume) to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### Wearable Arts

Concentrates on design, motivation and execution of wearable art and designer-type original clothing.

To subscribe, send the word: [subscribe](mailto:subscribe) to: [wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

**Julie Zetterberg's COSTUME PAGE**  
(<http://users.aol.com/nebula5/costume.html>)

Has links to lots of museum image galleries and other costume information sources.

### TO THE COSTUME SITE

<http://ddi.digital.net/millieux/costume.html>

This site is composed of links to a wide variety of other pages of interest to costumers. Categories include supply companies (such as mine!), image galleries, and even how-to articles on basic costume construction.

Definitely worth a visit!

Randall

### Arizona Science Fiction

Provides local SF fans a way to find out what conventions, clubs, sales, TV show airing changes, events, etc. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

**NOTE: from editor...**has anyone checked these sites lately? Are they still functional? Please drop me a line and let me know, so I can keep this listing updated. Thanks.

**Southwest Costumers Guild** can be found at:

<http://members.aol.com/souwesgld/guild.html>

INPUT!! I need INPUT!!! So far the new page has the guild business card, an intro paragraph, a bulletin list of upcoming meetings, photos and mail links to the officers who are online. I am looking for input for things to include on the page. If any of you have pictures of SWCG projects, know of good sites to link, cons to plug, or whatever, please let me know.

Randall Whitlock, Corresponding Secretary  
Southwest Costumers Guild

**Greater Bay Area Costumers' Guild Web Site**  
at: <http://www.toreadors.com/costume/>

## Get On With It - Costume Presentation

by Christopher Ballis

I have been asked to write a few pointers on presentation at costume parades (masquerades.) I can only come up with two: keep it simple and keep it short.

As I have said in the past, the simpler your presentation, the less things there are to go wrong. In fact, an elaborate presentation can hide the costume. People can be so busy concentrating on the whiz-bang of your presentation that they miss the costume. This may be an advantage if you have taken short cuts but, if you have taken time and done well, your good work will be missed. I have yet to see a better presentation style than the walk on. Make your entrance, do a couple of turns to show your costume from different angles then exit, all with suitable music.

Displaying your hard work can be daunting and rewarding. Take care to work out exactly what you will do. Consider your costume and what kind of statement you want to make: humorous, serious, off-hand, dynamic or something other. Rehearse it over and over at home until it is second nature, if necessary, move the furniture around to give yourself space to do so.

The purpose of rehearsal is not to find something to do but to make the presentation so instinctive that you don't have to think about it, giving you more time to deal with nervousness, last minute repairs or other problems.

The amount of time you take is not as important as how well you use that time. Multinational companies running billion dollar advertising accounts can get a complex product message across in fifteen seconds. Do you really need three minutes? There is nothing more tedious than a costumer on stage for too long. It has the Judges reaching for the imaginary fast-forward while the audience becomes unsettled with boredom. If you have a presentation, great, go with it to your best advantage, hit your tag *then get off*.

Make sure your tag, your dramatic point or your joke, is a meaningful one. Most people are not *Red Dwarf* fans and not everyone has seen *Gone with the Wind* (unless you're at a Red Dwarf or *Gone with the Wind* convention!) And don't get to complicated, we don't care if you are the Great Ambassador from the Third Thane of the Eight Paragraphs of Narration, we wanna to see your costume.

Don't attempt to speak on stage. If nerves do get the better of you, your throat will constrict, your breathing will shallow and your voice will be lost. If you must have dialogue, pre-record it and mime - this will ensure you get

the best possible version. In a large room where you have no microphone, you will find pre-recording essential.

It is the job of the costume parade (masquerade) staff to worry about everything else. Give the staff your information sheet, including your MC's script if you have one, soundtrack, and anything else you think they might need, then do whatever personal preparation you need.

Reprinted with permission from Australian Costumers Guild's Newsletter *cOZtume*, April 1996.

## U.S. Space Gear: Outfitting the Astronaut by Lillian D. Kozloski

Review by Robert Jan

Every once in a while you run into a definitive specialist costume book that dominates an entire field and can basically be regarded as 'the last word' on a particular subject. This publication looks to be the only space suit reference I'll ever need.

The author is a museum specialist in the renowned National Air and Space Museum in Washington, D.C., and certainly knows her stuff. This book serves as a collection catalogue as well as a history of the evolution of space suits from early high altitude aviation pressure gear and G-Force equipment to Space Shuttle Extra Vehicular Activity suits. 150 excellent black and white photographs and illustrations chart the development of space suits from the early to late 20th century with stopovers at all the major U.S. manned missions (Mercury, Apollo, etc.) and some intelligent speculation about future protective space garments.

Design inspiration, as we all know, can come from all sorts of places. Space suit designers are no exception, and the book touches upon the obvious influences of medieval armoring and deep sea diving (two subjects dear to my costuming heart) on both concept and construction. Less immediately obvious are the 'left-field' ideas, such as using the articulations of the common tomato worm as a pattern for elbow and knee joint!

Early experiments have a quaint somewhat hair-raising, look to them, with many leather and rubber contraption that would not have, as is wryly noted, looked out of place in a veteran SF film! Incidentally, there is a handy little essay on space suits in early Science Fiction included, and anyone who has even a casual acquaintance with that genre in cinema will know that reality often paralleled fantasy.

Oddest photo of all is of a pressure suit designed for a St. Bernard dog who 'assisted' in parachute drop

tests in the late '50's.

There are plenty of construction notes, diagrams and (perhaps an unfortunate turn of phrase) 'exploded' and cutaway drawings to back up the information text. Costumers will appreciate the section on materials used (the military has developed 'quiet' Stealth Velcro!) And there are some interesting pictures of seamstresses at work with 'Singers'! People carry on about the rigors of period sewing but with space suits a blotched seam could really be a matter of life or death! Incidentally, quality control in this area has been so high that no 'single suit-related incident has caused a fatality, injury, or mission abort in any U.S. space program to date.'

The level of detail is extraordinary, everything from the little pads included in helmets so that astronauts may scratch their noses to the inevitably uncomfortable waste removal systems and other life support complexities. Robert Heinlein could have profitably employed this book when researching *Have Space Suit, Will Travel*.

This being a 'museum' grade production, there are special sections given over to methods of display and conservation, which are of great interest to costumers and historians alike. The fact that space suits are fairly fragile items when stored over a long period is perhaps surprising when you consider their everyday working

environment! There is much information given about appropriate mannequins and mounting instructions which has direct application for guild members involved in setting up displays which must bear the weight of heavier costumes.

There are numerous data-rich appendices and a solid cross referenced index, along with a select bibliography and charts of manned spaceflights. The book could use a few more photographs of the backs of space suits (the costumer's eternal lament) but it has quite a few; and any lack is more than made up for by the tight focus on gloves and boots, which are other traditional hard-to-reference items. The hefty price is not, I'm afraid, unreasonable for this kind of specialist publication, and you should be able to order in technical bookstores which deal in aviation related material. The most 'suitable' work on the subject and indispensable to any costumer with as interest in the ongoing Space-Age period.

*U.S. Space Gear: Outfitting the Astronaut* By Lillian D. Kozloski is published in the U.S. by the Smithsonian Institution. ISBN 1-85310-515-5.

Reprinted with permission from the Australian Costumers Guild newsletter *cOZtume*, April 1996.

**Editors note:** Pete Manly was part of the development team for the nose scratcher.



Phoenix AZ 85069  
PO Box 39504  
Guild

SouthWest Costumers  
Guild  
cactus needles



VOLUME III, NUMBER 9

SEPTEMBER 1996

## International Costumers Guild President's Message

Written : 08/06/96.08:46am

Hello!

I hope everyone is getting all of your WorldCon costumes done and are not too deeply engulfed in thread bits and scraps that I know we all have covering our floors.

With WorldCon a tiny three weeks away, there is not currently a lot going on in the politics of the ICG. There will be a costumers suite at WorldCon, but I have not gotten much information about when or where it will be. Hopefully, we can get that information early on in the convention and broadcast it at the costuming panels so that everyone can join each other there.

I will be available at WorldCon, from Wednesday through the following Tuesday, if anyone has any concerns, suggestions, questions about the ICG and our current plans. I invite you to find me, call me (I'll be in the Hilton) and chat.

We have been working on getting new information packages together. These packets would go out to anyone requesting information about the ICG. They include a brochure, with chapter list, a little more elaborated information regarding dues and chapter areas, and some information about upcoming costume cons. If your chapter has a more detailed flyer that you would like sent out to any contacts we get in your area, please send some copies to Jana Keeler. We are also putting together packets to go to each chapter. They will include the same as above, but with masters for the brochures so that each chapter can send information to any contacts it gets.

We are also beginning work on the non-profit status situation. It looks like the previous officers failed to file the necessary paperwork to the IRS to extend our non-profit status. We are checking into if we need to reapply, or if we can renew it even since we're late. If any of you have any information about this, please let me know.

Most of you should have received any ordered quarterlies by now. This should bring everyone up to date. The third quarter quarterly is in its final stages and will be produced and shipped soon (on time!) and the fourth quarter quarterly is already in production with a new format and new editor.

Again, I welcome any comments, and invite you to discuss any of this with me at WorldCon.

Thank you,

Joy

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Joy Day - Reverse Glass Artist  
PO Box 272 Dundee, OR 97115 (503)538-1617  
hotfudge@teleport.com

## HAT MAKING

Sunday, August 25, 1996  
1-? PM

At Tom Vincent's

Bring any hats &/or the materials  
you wish to work on.



International Costumers Guild Active ChaptersAustralian Costumers Guild

PO Box 322  
Bentleigh, 3204  
Victoria, Australia

Beyond Reality Costumers Guild

PO Box 272  
Dundee OR 97115

Costumers Guild West

PO Box 94538  
Pasadena CA 91109

Costumers Guild United Kingdom

4, Ednaston Court, Ednaston  
ASHBOURNE, Derby shire, UK DE6 3Ba

Greater Bay Area Costumers Guild

5214-F Diamond Heights  
San Francisco CA 94131

Greater Columbia Fantasy Costumers Guild

PO Box 683  
Columbia MD 21045

Greater Philadelphia Costumers Guild

c/o Vickie Warren  
1139 Woodmere Rd  
Pottstown PA 19464

New York/New Jersey Costumers Guild

c/o Carl Mami  
85 West McClellan Avenue  
Livingston NJ 07039

North Virginia Costumers Guild

c/o Aynne Price Madison  
6313 Davis Ford Rd.  
Manassas VA 22113

Rocky Mountain Costumers Guild

2982 East Phillips Drive  
Littleton CO 80122

San Jose Costumers Guild

720 LyreLake Court  
Sunnyvale CA 94089

Southwest Costumers Guild

PO Box 39504  
Phoenix AZ 85069-9504

St. Louis Costumers Guild

7835 Milan  
University City MO 63130

Western Canadian Costumers Guild

c/o Katherine Jepson  
19 Taraglen Court NE  
Calgary, Alberta, Canada T3J2M6

Deadline for October Issue is September 10Deadline for November is October 10thReprinting Stuff from Cactus NeedlesFor Other Guild Chapters and The Costumer's Quarterly:

The Southwest Costumers' Guild expressly grants permission to reprint anything that appears in its newsletter to other ICG chapters and to the ICG's magazine. We request only that the following legend appear on anything so reprinted: "Reprinted with permission from the newsletter of the Southwest Costumer's Guild". If you are writing a by-lined article for Cactus Needles, please note that in so doing, you expressly permit this use.

For Everybody Else:

Permission to reprint or extensively quote from the newsletter needs to be formally granted by either the editor or current President for anything you want to use. If the article is by-lined (a named author is given), that author's permission must also be obtained before reprinting. Again, the legend "Reprinted with permission from the newsletter of the Southwest Costumers' Guild" or "Reprinted with permission of the author and the Southwest Costumers' Guild" depending on whether it's a by-lined article or not, should appear.

Report from SWCG President, Tom Vincent, on his trip to Country Dance and Song Society's Early Music week in Pinewoods, Massachusetts. See page 16.

South West Costumer's Guild

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or KimL@primenet.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

⌘ NOTE : INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.

PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

**Classics and Dazzlers** **til Aug. 31**  
Turn-of-the-century Navajo, Hispanic, and Pueblo textiles on exhibit. The Heard Museum, 22 E Monte Vista Rd., Phoenix. (Threads)

**Kuykendall Collection** **til Sept 29**  
Unique Doll exhibit featured at Southwest Museum. Exquisitely costumed figures showcase cultures of the world! The Karen Kuykendall Doll and Figure Collection is currently on exhibit at the Mesa Southwest Museum's Community Gallery, 53 N. Macdonald in downtown Mesa. See article pg. 4  
For more information, call 644-2230.

**Middle Eastern Feast** **Sat Aug 24**  
Hosted by Barony of Twin Moons. Usually a lot of fun. The day will include classes and demonstrations in the arts and culture of Asia and the Middle East. The site opens at noon. The site fee is \$3. There will be a feast in the evening, the fee is \$6 for adults. Please contact Lady Kessa before Aug 19 at 841-4995 (leave message). The site is the Community Christian Church at 1701 S. College Lane, Tempe.

**Hat Making** **Sun Aug 25**  
Let's finish those hats before WorldCon and CopperCon! Come to Tom's and do it!

**LACon3, WorldCon** **Aug 29-Sept 2**  
Los Angeles: cinfo c/o S.C.I.F.I., PO Box 8442, Van Nuys CA 91409. Internet: lacon3-help@netcom.com. WWW: <http://lacon3worldcon.org> Likely to be one of the biggest SF masquerades in years—plan/sew NOW. \$130. \$30 supporting. We are planning to go as a group by plane in costume...contact Fran Van Cleave 248-8583 or 70322.541@compuserve.com

**CopperCon 16** **Sept 6-8**  
AZ Annual Science Fiction/Fantasy Convention  
Holiday Inn Sunspree Resort, Scottsdale AZ  
Membership \$35 at the door. Author Guest of

Honor: Lois McMaster Bujold (winner of three best novel Hugo awards). Special GoH: Alexander Siddig (Dr. Julian Bashir, DS9).

Our own Frances Burns is Masquerade Director and the Guild is donating a prize. See Masquerade info page 7 in this issue.

**CASFS Meeting** **Fri. September 27**  
8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. We sponsor HexaCon and CopperCon. Also promote reading programs.

**Devonshire Ren Faire** **Sept 28-29**  
Once again the city of Phoenix is presenting the Devonshire Faire at Los Olivos Park located on 28th Street one block N of Indian School Rd. This is a fun event and opens at 10 in the morning. We will meet at Randall's booth in costume, with folding chair, for a days revelry.

**Costume Society of America** **Oct 4-6**  
Region V Symposium in Las Vegas. Highlights include talks by people involved with a number of the big shows (e.g. "Starlight Express", "Jubilee"), backstage tours, and juried papers (program presentations to us). More info as available.

**Halloween at Tom's** **Oct 27**  
Will be looking forward to seeing what sort of decorations he comes up with this year! It will be pot luck. Come as a creature of the night!

**Workshop** **Nov 10**  
at Jean Palmer's on paper mache' with Karen Kuykendall, she is a professional artist—date subject to change.

**TusCon** **Nov 15-17**  
GOH=Dennis McKiernan. Toastmaster=Ed Bryant.  
The Executive Inn, 333 W Drachman, Tucson AZ  
Call (520)791-7551 for hotel reservations. Reserve

by 10-22-96 (this is UofA homecoming weekend). **Memberships:** \$25 until 10/22, \$30 at the door, kids 7-12 half price. **EVENTS:** Artshow, Dealers room, Gaming, Vampire LARP, Meet the Authors Party, Sat nite dance, Consuite, Video, Panels and *new this year:* Regency Dancing. Also 3 **Masquerades**, one for children under 14, one regular, one adults only. **More info:** Call Cristi at (520)881-3709 or Rebecca at (520)293-1455. **Write:** PO Box 26822, Tucson AZ 85726 or <http://www.azstarnet.com/~basfa>

### **Party & Elections** **Dec 15**

Wear Challenge fabric results, Xmas Party, elections (anyone wish to nominate themselves for any position?) At Jean's. Pot Luck!

### **CostumeCon 15** **May 23-26, 1997**

Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. **Memberships** \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045. [CCXV@aol.com](mailto:CCXV@aol.com)

### **LoneStarCon** **Aug 28-Sept 1, 1997**

WorldCon in San Antonio, Texas.  
**Info:** PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: [Isc2@io.com](mailto:Isc2@io.com)

### **CostumeCon 16** **April 3-6, 1998**

Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. **Expect:** Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. **The Unexpected:** Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! **Memberships:** \$50 'til Halloween October 31, 1996. Write CC16 c/o Nora & Bruce Mai St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. E-mail: [bmai@genie.com](mailto:bmai@genie.com)

### **Kuykendall Doll & Figure Collection**

Unique Doll exhibit featured at Southwest Museum. Exquisitely costumed figures showcase cultures of the world! The Karen Kuykendall Doll and Figure Collection is currently on exhibit at the Mesa Southwest Museum's Community Gallery. This significant collection of over 350 dolls was collected from craftsmen throughout the world, and documents a rich diversity of ethnographic costumes.

Among the dolls are a number which reflect American styles of the old West, including trappers, gunslingers, and cowboys. Native American cultures are also represented. Other segments of the collection focus on Japanese, Turkish, European, Eastern Indian and Tibetan cultures.

The Museum is located at 53 N. Macdonald in downtown Mesa. Museum hours are: Tues-Sat 10-5, Sunday, 1-5, closed Mondays. Admission is \$4 for adults, \$3.50 seniors or students w/ID, \$2 children age 3-12. Children under 3 are free.

The Mesa Southwest Museum is a program of the City of Mesa Parks, Recreation & Cultural Division. For more information, call 644-2230.



Anyone going to LACon III (the 1996 Worldcon in Anaheim, CA to be held Labor Day weekend) who is interested in displaying costumes in the Exhibit Hall, please contact Cat Devereaux, she would appreciate a call to (818) 339-9492 or e-mail her at [71053.3651@compuserve.com](mailto:71053.3651@compuserve.com).



## The Business of Costuming

### Part 4 - Contracts and Negotiations

by Joy Day

reprinted with permission from *Notions*, the newsletter of the Beyond Reality Costumer's Guild of Dundee Oregon June/July '96--*Cactus Needles* printed Part 1 and 2 in the May '96 issue, Part 3 in our August '96 issue

This is a follow-up of the popular "Costumes for Fun & Profit..." and "Some Silly Money Issues..." Previously, we discussed making the decision to try to do costuming professionally, and how you must look at your costuming, your art a little differently to be able to sell it as a business. Remember, if you have chosen this, it is now your business. You must think like a business person. You must keep track of your income, of your receipts for purchases, of your clients. I know it is difficult, as most artists want to just create art, and let someone else deal with the awful loads of paperwork. But unless you can afford to hire someone to do this for you, you're stuck doing it yourself.

It needn't be a huge process though, as long as you take some steps at the beginning to set up your files in a clean, organized manner. Then all it has to entail is entering the numbers every now and again. Many of us who have been making costumes professionally started our paperwork process from scratch, learning as we made horrible time-consuming mistakes, until we finally (hopefully) had a good system that takes care of itself.

As you get to the point where you would like to go out and market yourself and find your first clients, it is important to project an air of businesslike behavior, mostly so the client doesn't take advantage of you. We have all had people who assume since we make all these great costumes out of our spare bedrooms that we will make them a huge wedding dress for practically nothing. If you meet with the client, look and act professional, make it clear that your work is exactly that - Work - Your Job!, and that you are entering into a client-contract agreement, amazingly enough, people are willing to pay you what you are worth. They feel they are working with a professional and are impressed. Of course there are some people that will still try to take advantage of you, but have the

courage to decline their job. When they find they can't find any competent person interested, they will either come back, or go without - either way, its better for you, and all the other artists around. Taking hard jobs for very little money only perpetuates the starving artist myth. Make sure you get paid a decent amount for your creativity - it must be worth something, or they wouldn't have asked in the first place!!

So when you have an interested client, and are discussing the job (and keep referring to it as a job!), have some contracts, estimate sheets, and business cards with you. The cards are important to once again drive home that they are hiring a professional. This is as important to them as it is to you. They want to know for sure that their wedding dress will be sensational, and On Time! You might mention that - you are more reliable since it's Your Job, than your future-mother-in-law's-upstairs-neighbor's-aunt might be.

The estimate sheet could be as elaborate as you like, but a basic sheet with your business name letterhead at the top (so they can always find your number!), and categories, blank lines and places for estimated costs running down the sheet with an estimated total at the bottom works just fine. Some of the categories could include: fabric, other materials (pellon, etc.), notions, labor, rush service fee, etc.

Until you get a lot of experience cranking out your jobs, you may want to base your labor cost on an hourly wage. Set it before you discuss it with your client, this way there won't be any guesswork - you have your price, and there's no arguing about it. If you wishywash about your price in front of the client, they will try to get the better deal. Set your price and stand firm. Once you get better, you can set a "per job" price. If you get done at a normal pace, it pays you a good hourly rate, but if you work your butt off to get done quick, its that much more as bonus for working so hard.

If they agree to your estimate, have them Sign The Contract! The Contract is the most important item. It details when you will deliver their dress, when they will pay, how much the pay, and any extra rules (such as "No Alterations an hour before the wedding"). Its a legally binding sheet, and

spells out everything they need to know so they don't call you at all hours bugging you when you could be sewing on beads.

We may have some sample contracts next month.

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### *Quick Tips*

by Frances Burns

To clean silver jewelry - make a paste of salt or baking soda and water. Rub the jewelry in the paste and rinse with water. If all the tarnish is off, blot the jewelry dry. If you need to remove more tarnish repeat, and continue to repeat until the jewelry is clean. This will not hurt stones and will also work (but slower) on brass.

Always coat the back of pewter jewelry with either shellack or finger nail polish, this will stop your skin from turning color when you wear pewter jewelry.



## CopperCon 16 Masquerade

Frances Burns  
Masquerade Director

I am happy to say that this year's masquerade will be inside, and we won't have to go through any kitchens. There will be a sign up sheet near registration. We will have stage lights, and the ability to play your tape. Stage access will be by stairs. Assuming his schedule does not conflict, Cary Riall is the MC. If your costume includes weapons and that are going to be drawn during the presentation, please bring them to the walk-through to be approved by me. If the weapon and its presentation has not been cleared by me in advanced of your presentation - you will be disqualified from competition. I am not trying to discourage the use of weapons in the masquerade, I am trying to insure their safe handling on stage.

On your masquerade registration form there are three classes. **Junior** for children 0-12 years. **Adult** for everyone over 18. (People between 12-18 may chose if they want to compete in the adult or the junior class.) And a **Special class** for adults who have not competed in a SF Convention Masquerade, or have not competed in over 10 years, and did not win any major awards. If your design is something you designed yourself, it is an original design. If the design was taken from a picture it is a recreation. Please bring a copy of the picture it was taken from for the judges to see. You do not need documentation for a historical costume, although I would suggest bringing a picture if it is a recreation of a historical costume. If you have any documentation limit it to 5 pages that are Xeroxed so that the judges may look at them during their discussion.

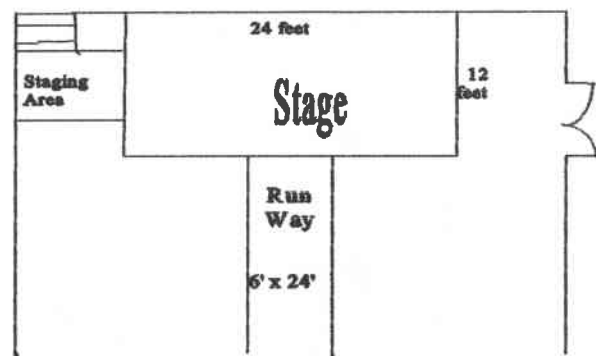
The walk-through will be 11 AM till Noon on Saturday in the Navajo B Room. This is the time to fill in your form, turn in your tape, notes for the MC, and clear any presentation questions with me. We will be using 3" x 5" cards for the MC's notes, limit your introduction to 25 words or less. If the MC cannot read your writing he will improvise! Have your tape qued up and mark "Play this side." Please limit your presentation to 60 sec or less. If you wish to go over this amount of time,

talk with me. The stage is 24' x 12' with a 24' runway that you will be the exit. (See the diagram for the layout.) During the walk-through the outline of the stage will be marked on the floor, but the stage will not be set up. At the top of the stairs is an area where you can get organized before going on stage.

If weapons are to used in your presentation check with me at walk-through. I need to see every thing that you intend to do with the weapon on stage if it is going to be unsheathed. **If you have not checked with me before the presentation and you draw a weapon on stage - you will be disqualified.**

### Stage Diagram

stairs



Exit via Stairs

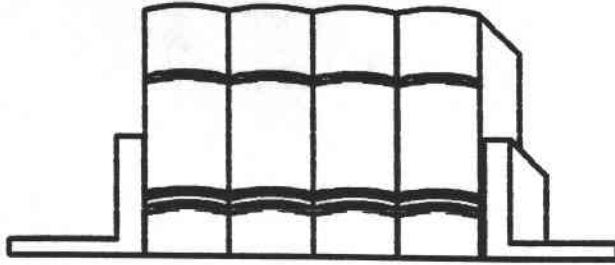
The masquerade green room(Kachina Room) will open at 7 PM and I will be taking entry forms up till 7:15 PM. 7 PM is when workmanship judging will begin. This is the time for showing off details and documentation. The Junior class and people who do not wish to enter workmanship are to report at 7:30 PM. I hope to start the Masquerade at 8 PM.

Your tapes and documentation can be collected after the masquerade or they will be left in a box at the registration desk the next day.

Again, thank you for your interest and I hope to see in the masquerade. If you have any further questions you can call me at: (602)944-0160. or write to me at: C/O Southwest Costumers Guild PO Box 39504 Phoenix AZ 85069

Frances

### Costumers' Bookshelf & Notions



#### **Between Pit and Pedestal, Women in the Middle Ages**

by Marty Newman Williams and Anne Echols  
ISBN 0-910129-33-9(HC) or ISBN 0-910129-34-7(PB)  
Published by: Markus Wiener Publishers, Inc.

Reviewed by Frances Burns

Although this is not a book devoted to costumes I believe that it is a valuable resource for anyone trying to develop a character in the middle ages. This book gives an overview of the professions that women had in the Middle Ages and how the possible choices were more and more limited as the time progressed. It explains how women were able to run business and estates during the Middle Ages. And how the formation of guilds was used to exclude women from higher paying jobs and some of ways that were used to get around guild and legal restrictions. What steps were taken against women who were too successful by jealous competitors. I wasn't really aware of how useful tax records could be in researching the Middle Ages. Taxes you will always have with you! Prevalent attitudes, personal, spiritual, secular, and cultural life are all covered. The book is indexed, has a very nice bibliography, and is well written (it won't put you to sleep.) I would definitely recommend it to anyone who is trying to develop a female character in the middle ages.

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#### **Textiles and Clothing c.1150-c.1450**

By Elisabeth Crowfoot, Frances Pritchard and Kay Staniland

ISBN 0 11 290445 9

Published by HMSO

Reviewed by Frances Burns

This is not a book that I would just sit down and read, on the other hand it's a great book to look things up in and for documentation! Not being a weaver I personally do not care if a fabric is woven from thread with an S or Z twist to it. I have been accused of being anal retentive - but I'm not that bad! On the other hand I do care if the fabric is a twill, damask, satin velvet, etc. This book covers all that and gives wonderful directions on how to do a tablet-woven edge on a garment which looks intriguing, maybe on a purse for a sample. It shows sewing techniques - buttons, buttonholes, eyelets, etc.. How to make fingerloop braid, plaited braids, and work tablet-woven braid directly on a garment. (It does not show how to do tablet weaving.) There are photographs of the remains of garments showing how they were finished and what they were finished with including some color photos. Diagrams of pieces of garments showing what the original piece was probably shaped as, including some hose patterns. It has a wonderful appendix on dyes. It covers wool, goathair, and silk textiles very well. Unfortunately, because of the soil conditions of the excavations they do not have much on linen.

For information on fabric in the England from 1150 - 1450 it is a wonderful book. Although not everyone would want it in his/her library, it is a book to remember if you are doing research in this period, if this was a period of major interest it's a must have book for your library.

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## COSTUMING THE INTERNET

Computer-literate costumers now have many opportunities to get information on costume events, organizations and resources.

### **Historic Costume**

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

### **Fantasy Costume**

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### **Wearable Arts**

Concentrates on design, motivation and execution of wearable art and designer-type original clothing.

To subscribe, send the word: subscribe to: [wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)

Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

### **Arizona Science Fiction**

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@www1.com](mailto:az-sf-request@www1.com)

**NOTE:** from editor...has anyone checked these sites lately? Are they still functional? Please drop me a line and let me know, so I can keep this listing updated. Thanks.



Southwest Costumers Guild now has a page on the world wide web. It can be found at:

<http://members.aol.com/souwesgld/guild.html>

So far the new page has the guild business card, an intro paragraph, a bulleted list of upcoming meetings, photos and mail links to the officers who are online.

**INPUT!! I need INPUT!!!**

I am looking for input for things to include on the page. If any of you have pictures of SWCG projects, know of good sites to link, cons to plug, or whatever, please let me know.

Randall Whitlock  
Corresponding Secretary  
Southwest Costumers Guild

Julie Zetterberg's COSTUME PAGE (<http://users.aol.com/nebula5/costume.html>) has links to lots of museum image galleries and other costume information sources.

THE COSTUME SITE address is:  
<http://ddi.digital.net/millieux/costume.html>

This is a very cool site composed of links to a wide variety of other pages of interest to costumers. Categories include supply companies (such as mine!), image galleries, and even how-to articles on basic costume construction.

Definitely worth a visit!

Randall

Check out the Greater Bay Area Costumers' Guild Web Site at: <http://www.toreadors.com/costume/> AND the Beyond Reality Costumer's Guild of Dundee, Oregon, Web Site at: <http://helix.net/~lynx/guild.html>

The best source of instructions for costuming with fur, i.e., building a full-face/head animal mask or suit is the FURSUIT mailing list. The web page shows recent work, as well as a bunch of addresses: <http://www.mcs.com/~rcking/html/fursuit.html>

from [lilwoof@astral.magic.ca](mailto:lilwoof@astral.magic.ca) (Ann Orr)



## **Music for Costume Presentations**

Reprinted with permission from the Greater Bay Area Costumer's Guild (Dreamers of Decadence) Newsletter *The Costumer's Scribe*, July 1996 issue.

By James Langdell

When you're considering going on stage to present your costume at a masquerade, you might think that 'Keeping it Simple' means 'Keeping it Silent.' But there's a good reason that nearly every masquerade presentation at CostumeCon 14 in Seattle this year included recorded music. The right choice of music can not only embellish and enrich your costume, it can help guard against problems during your time on stage.

For example, masquerades have rules about how many minutes or seconds an entry can be on stage. If you lose track of time – very easy to do in front of an audience under blinding lights – you risk disqualification in the competition. However, if you prepare a known portion of music to fit the length you've planned for your presentation, the sound of the music can serve as a reliable clock for pacing your actions on stage, despite other distraction.

In this article, I'll provide some tips for finding music that will be an effective match for your costumed presentations, along with some nut-and-bolts advice on how to effectively incorporate some music into the presentation.

### **What music matches my Costume?**

If your costume is a media recreation, music from the movie or show that was its source adds to the tone of authenticity for your costume. Thanks to the maturity of the audio CD market, there are more recordings of original soundtrack music (new or old) available than ever before. (There even is a recent CD with the scrapped original music composed by Alex North for Kubrick's 2001.) There are also some good periodicals and reference books dealing with what one author titled 'The Forgotten Art' of soundtrack recordings in each issue. A recent reference book called the *Gramophone Film Music Good CD Guide* (Music Sales Corp., NY, 1966, \$15.95) promises to be a good source as well.

For historical costumes, music contemporary

with the time and place of the clothing is as element that contributes to the credibility of your research. One good reference book for this purpose is *Green's Biographical Encyclopedia of Composers* by David Mason Green (Doubleday, 1985.) This book presents short biographies and lists of composers, organized by birth date. This makes it easy to zero in on a year and locate composers who would have been active contemporaries of your costume.

Providing distinctive music to accompany a science fiction or fantasy costume takes imagination – but it can contribute a lot towards making a total impression of something not of our world. To find music that doesn't sound like our soundtrack of everyday life, listen to music from other times, other parts of the world than your own geography, or unique hybrids of different musical elements. One good source for locating music from all these traditions is *New Sounds* by John Schaefer (1967,) host for many years of a syndicated eclectic music show on radio. Recordings are catalogued in different dimensions of relatedness, which may compliment aspects of your unique costume.

If you're trying to create a never-seen-before impression with a costume, avoid music that has existing associations what will be too strong in the minds of many in the audience. Don't use a neat piece of music you've heard in a TV commercial the last few weeks. Don't leave the audience wondering (thanks to the recycled music) which episode of *Twin Peaks* included your moody alien. Don't use the opening bars of Orff's 'Carmen Burana ('O Fortuna!'), which have already ground out dozens of costume presentations. (May I suggest excerpts from Prokofiev's 'Scythian Suite' to the next costumed warrior who is tempted by Orff's piece or Stavinsky's 'Rite of Spring?')

Of course, you might want to use instantly recognizable music to set up a comic effect in your presentation. But you only want such comedy to occur intentionally. If you're trying to remember the name of a piece of classical music with notorious familiarity, check out an inexpensive sampler CD from RCA called 'The Complete Idiot's Guide to Classical Music' that provides recognizable snatches from about 100

compositions, along with a booklet identifying both the source and the modern context where you've probably heard it.

### Where's that music coming from?

When you've turned up some music that might be a candidate for your presentation, think about the role the music will play within the scene on stage. There are three basic ways the music can relate to action on stage:

1. The music is a literal part of the scene as experienced by the characters. Your presentation might be set in a ballroom or at a ceremony where the music is part of the pomp or ritual. For historical recreations, the music should be carefully matched to the source of your costume (and even documented.) In this situation, characters can move consciously in pace and rhythm of the music effectively.
2. The music is acting as scenery. It isn't literally heard by the characters on stage, but it provides the audience with an audio substitute for a backdrop and scenery.
3. The music represents the interior life of a character on stage, as the scene unfolds. Such music can be very effective even if the source of the music is anachronistic to the scene or the visual tone of the costume. But be sure the psychological effect is coming strongly enough from the sound of the music — don't rely on lyrics of a song being audible enough to the audience to establish the connection you have in mind.

I hear the bassoon, I must be going as the elements of your whole costume presentation (costumes, props, makeup, characterization, words) start coming together, you can think more about the overall impression you want to make in your few seconds on stage:

—Do you plan to set one mood, which you sustain throughout the time on stage? Or do you plan a scene with dramatic changes? The music can reflect the structure of your presentation, such as rising to a peak when you make the most dramatic gesture on stage.

—Will you have a costumed group where people come on stage at different times? Changes in the music can clearly signal these points to coordinate the performers and direct the attention of the

audience as you desire.

—Will you have spoken words during your presentation? Choose music that will not overwhelm the speech. Mixing the speaking voices on tape with the music can help assure the results, in case you don't want to take the risk of not getting an announcer as proficient and sympathetic as those provided at CostumeCon 14. (And speaking live on stage without a microphone is always a bad idea.)

When you prepare the tape, think about the timing of music for different phases of the presentation. This will help you spend the intended amount of time on stage for your presentation, and help assure a smooth time getting on and off stage.

1. **Preparatory:** It's more practical to plan your stage entrance for after the start of your music. This is less risky than counting on the tech crew to start the tape at exactly the right time after lights are up and you're already on stage. If there's a snafu here, you can more gracefully wait and restart when conditions are clear.

2. **Core Presentation:** Some landmark in the sound should signal the beginning of your main action on stage. Look for music that has a distinct ending (that helps signal the audience to applaud you without hesitation.)

3. **Exiting:** After the ending of your core presentation, you might provide some music to underscore your exit. This can help sustain the mood of your presentation for however long it takes for the ninjas to lead you off the ramp. Make sure the tech crew knows exactly when the 'real' end of your presentation comes (especially if you want a blackout at the end,) and what subsequent portion of music can be cut off at any time when you've made your exit.

### It sounded fine in the car...

Here are some tips on preparing the audio tape to be used with your masquerade entry.

—Have only the music you are going to use in the presentation on the tape, at the beginning of one side of the tape. Don't submit a tape cued up just before the song you want from the middle of an album. Provide only a few seconds of blank tape as leader before your presentation music begins.

—Prepare three copies of this tape: one to submit in advance to the tech crew, one as backup, and one

to use when practicing your presentation.

—Label the side of the tape that has your music with the words RIGHT SIDE or PLAY THIS SIDE, along with your name and other info that will match the tape with your entry. Label the blank side of the tape with the words WRONG SIDE.

—Punching out the little tabs on the rear corners of the plastic cassette will help prevent a tape deck from accidentally erasing your music. (That's how the cases are on commercial prerecorded cassettes.) If you later want to record on this cassette, put a little adhesive tape over those openings.

#### Which came first?

One thought... As well as trying to find music that matches a costume you're making, you might try using music as a way to inspire costume creation. Listen to music, especially something that sounds exotic to you, and imagine what somebody living around that music would be wearing. Play this game while working on your current costume — there are certainly a lot of hours in the sewing room that could be made more pleasant with musical accompaniment.

James Langdell leads the Divertimento Dance Orchestra, which has played music for a variety of different period and fantasy costumed balls in the Bay Area. This article is based on material presented by James along with Eleanor Farrell and Jana Keeler as a panel, given at several conventions, on costume presentations. James can be reached at: James Langdell

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## Beads and Buckskin

CostumeCon 14 Panel Review

by Paula Lary

**Beads , Embellishments & Beyond: Buckskin Native American Indian Inspired Creations** was a panel-type class rather than a workshop. We didn't work on any project, but did learn a lot about beading—especially the Indian-type beading—and sewing on buckskin and other leathers.

The instructors, Carole Hughes, Carol Salemi, and Becky from YaTaHai, started off by talking about several good source books and passed several around. If you are interested in the history of beads, the *History of Beads* by Lois Seridan Dubin is good. It even has a time line! Borders Books can order it for you. *Sadie Starr Presents: Beading With Seed Beads and Cabochons* by Sadie Starr, 1993 is a good how to-book. It has close up pictures of many of the techniques.

Western Trading Post has bead charts with the bead sizes, types, etc to help you decide what beads are right for your projects.

Carol spoke about edge-beading— the effect that's often seen on the round circles in beaded Indian necklaces. It can be done in combinations of bead types or in combinations of the number of beads used: 2 up, 2 across, 2 down gives an even edge. 2 up, 1 across, 2 down; 4 up, 1 across, 4 down; or 3 up, 1 across, 3 down; etc all give a pointed or mountain effect. You can sequence from the 2 up group into the 3 up group into the 4 up group, then decrease to 3, then 2, for a different type of mountain.

If you are sewing by hand on leather and it is difficult for the needle to punch through, determine the spacing of where you will go through the leather, and run the leather through the sewing machine without thread. (Use a leather needle.) The needle will punch the holes for you.

There are several types or styles of beading. Loomed, done on a regular loom where the beads sit between the warp threads—the common type for making bracelets in the flat style, Flat work which is done on a machine, peyote stitch, tube types, and many more.

Carol also talked about bead types and said that anything you can drill a hole in or anchor down can be a bead. One word of caution: be careful of what you drill. Many natural materials can be toxic if the dust from drilling them is inhaled. Abalone shell is extremely toxic, it causes black lung like the coal miners get--it would be best to take any shell you might want to turn into a bead to a rock shop and have them drill it, especially if you have several of them. If you only have a few, drill in a well-ventilated area--outside would be best--and use a mask. The same goes for elk horn. Elk horn, as well as any horn, can calcify your lungs. Since horn is bone--calcium. It can also give off toxic fumes. Deer horn can cause migraines. Grinding, drilling, and sanding shell and horn is best left to shops which do this kind of work if you are going to want it in any kind of volume.

When designing your beadwork, use graph paper. Any paper with squares will work, but there are special bead graph papers made in the shapes and sizes of specific beads to make it easier to plan the final shape of your project. The Western Trading Post is one place that carries the special graph paper. (She did not give us any address for them, but I have seen that company name on bead bags in craft stores.)

When designing, keep in mind the weight of beads vs. what you put them on or how much you can stand to wear. Carol Salemi was wearing a knock out gorgeous turquoise buckskin Plains Indian dress with tons (almost literally!) of beadwork. The main piece was a very large inverted mountain shape collar of graduated white, yellow, orange, and red beads both in the front and back. This piece looked like it was stitched right to the leather, but was, in fact, separate pieces. If it got too heavy or uncomfortable, she just took off the beadwork. Also keep in mind what effect you will want in the finished work. Lazy-stitch on a garment will not lay flat. If you want it flat, choose another technique. The instructor suggested doing all your wearable projects as an applique or separate piece.

For making Rosettes: draw your design on fabric, cut a piece of cardboard the size of what you will want your finished Rosette to be, and put the fabric together with the cardboard. Use two

needles: one to go through the beads and do the design, the other to couch through the fabric and cardboard every three or four beads. Do not go through the beads with this second needle.

In loom weaving, do not take the piece off the loom until you know what you will do with it. Don't cut the threads at the end. Weave about  $\frac{1}{2}$  " fabric into the end-- this can be done by weaving dental floss over the warp threads. Dental floss is suggested because it is strong--also, use the waxed floss. Don't put a thong directly through the bead strip. Put a cap, fabric, etc onto the bead strip and put the thong through that.

If you will be sewing beadwork directly to leather, use a glover's needle. Do not go through the entire layer, just catch enough of the leather to go about half-way through, provided the leather is of medium to heavy thickness. With very thin leathers it would be impossible to go just a little way through.

After covering beadwork for awhile, the instructor moved on to leather. She started by saying that buckskin is the best leather to work with, but all these techniques will work equally as well no matter what kind you use. She suggested hand sewing leather--she said machine stitching tears and stretches leathers. One thing to keep in mind, is that Becky was discussing garments and accessories in the style of the Plains Indians. For small projects other than these, I would, and have, used a sewing machine. Mine will reluctantly sew middle to lighter weight leathers using a leather sewing machine needle. I have also known people to rubber cement their seams and then pound them flat with a rubber hammer. It depends on the look you want and what use you'll have for the project.

To sew pieces together, such as the seams of a garment, use either a glover's needle or pre-punch the holes and then use a slick needle. Glover's needles tend to catch in the skin layers rather than sewing through, so the latter method works better. For the punching needle, you can use something like a glover's needle or a taxidermy needle, which you can buy at Tandy, but put a handle on them. This can be elk tooth, a piece of smooth wood, wrap it with tape. Etc. Whatever you attach it to (by drilling a small hole into the end of the handle

material and inserting the needle into it,) make it permanent with something strong like 2000 Epoxy. Do not let this be removable, or it will eventually be removing itself while you sew and you will wish you had taken up an easier craft, such as knitting an Elizabethan wedding gown by hand... Do not use a rotary punch. These tools actually remove pieces of leather and, in time, the holes will stretch and loosen your stitches.

All of your seams should be flat seams with one edge overlapping the other. Use an X stitch: Whip stitch all the way up the seam in one direction, then come back down with the whip stitch slanted the opposite way, forming an X. This keeps the garment stable and will even the stretch as the leather hangs. You can add beads into the X as you stitch. Come up through the leather, add a bead, knot against the bead, pull it through and around the bead to anchor, then continue back down for the completion of the stitch. The beads will be on the edge of the seam.

The thread that was suggested is artificial sinew. For both the starting and ending portions of the thread, take the wax out of the last inch, split the sinew into however many strands it will split (this is usually 4,) tie one knot with the strands, bringing the tail through the leather 3 times, pull it down and trim to about 3/4", then burn the end. Always bury your knots between 2 layers of leather.

To cut leather, use a roller knife, preferably the largest one you can find with a heavy duty grip handle. It's less tiring in your hand if you're cutting a large amount of leather. The instructor uses a Fiskar and said it's the best she's used. The Olfas are good, but aren't as durable as the Fiskar—and the latter is cheaper.

Becky told us a little about the properties of leather. While we don't think of leather as having a grain such as fabric does, there are still certain lines that are somewhat like grain. The curve out from the backbone area. The shoulder/neck area leather is the strongest. If you are cutting leather for soles, cut perpendicular across the backbone, since this won't stretch. If you are cutting leather for moccasins, garments, fringe, etc, cut parallel to the backbone—this will stretch. If you have only a portion of the leather and don't know where the

backbone was, follow the curve in the leather lines to find the butt. The point of the butt area would be the deepest part of the curve. This will help you to know how to cut for whatever project you're doing. If cutting a garment, make sure matching pieces—such as the sleeves—are cut the same way. If you are cutting identical pieces and one ends up shorter than the other, snap stretch the short one. This is done by grasping the piece in both hands with some space of leather in between, then quickly snap your hands away from each other. This should even out the piece.

The snap stretch is also used to make fringe long. When cutting fringe, determine how much seam allowance you will want (such as 1/2",) then cut the fringe tails in a curved shape, shorter than what you will want the finished fringe. Snap stretch the curve out of the fringe and it will grow much longer. Keep stretching until you get your desired length. You might want to get some scraps of the kinds of leather you will be working with and practice to get an approximate idea of how long to make the initial cuts.

To cut a thong, cut a strip in a completely circular motion, before separating and stretching it, the piece with the cut will look something like a circle maze. Anyone who has made any of Tandy's pouch kits will remember the thong coming in this flat, round piece that you had to separate and stretch.

To make sure fabric garment pieces will fit together correctly, you often baste the pieces before you permanently stitch them. Well, you can "baste" leather too, only this is with a very special glue. It is called Pentel Roll 'N Glue. It is a blue colored glue, is water soluble and comes in a bottle with a roller on it. Roll both pieces to be joined in the seam allowances with this glue and put them together. Now you can find out whether the garment will fit in that area, the pouch will look right, or whatever. The glue will not set for at least 10 minutes. After checking the project, you just peel the pieces apart. There will be a slightly dark stain that looks like the leather is wet (because it is), but this will disappear, and most, if not all, of it will be hidden in the finished seam. This glue is so special that you can find it at Safeway. I did at the

Safeway in Coolidge—and if they have it, most others will. Look for it in the school supplies section, or hanging on those displays they have all around the store regardless of what is on the shelf. If you do use this glue, save the first empty bottle, the roller cap is removable. If you are working on a project and run out and need that glue right away, naturally everybody in town will be out of it. Then, take yourself down to your friendly supermarket, craft store, or anywhere they sell school supplies or kid's craft supplies and buy Monster Glue. It is green, but it is the same stuff. This glue comes with a sponge applicator, though. But, WAIT!, you have that roller cap and the Monster Glue's cap is removable and the Pentel cap fits that bottle. By the way, this stuff is expensive—mine cost \$1.98 for a nice size bottle.

Becky spoke briefly about dying leather. She'd bought some buckskin from a leather dealer and mentioned that she intended to dye it. He told her it was impossible to home-dye leather. So, of course, Carol did it to prove him wrong. The gorgeous turquoise dress she was wearing is the one she'd dyed herself. (Insert name) used Rit dye, but did say although you can dye leather at home, you need to fuss with it a bit more than fabric to get the dye to water ratio and the temperature of the water just right. She did buy extra leather to do her experimenting, but the effect was well worth the effort! The blue family of dyes is the best, the black and red flakes are too big to fit into the pores of the leather—they just flake off. The blue dyes have smaller flakes that will embed themselves right into the pores.

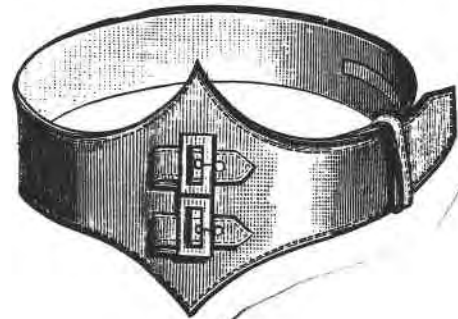
Becky also talked about the care of leather. To clean leather, use the saddle soap that comes in a can, not the Tandy squirt bottle stuff they call "Saddle Soap." This stuff is wetter and doesn't really get into the leather to lift out the dirt like the waxy can stuff. The can soap also adds oils to the leather, helping to condition it. Don't use liquid detergent—it will acid burn leather, although, you could use this on purpose if you want to get a special effect in a controlled manner.

Moldy leather can be resurrected. Wash it with vinegar and let it dry in the sun. The ultraviolet light will kill the mold. Mildew will permanently

stain leather—it eats right into it. But, you can kill the smell by washing it in vinegar.

To clean out sweat stains, wash the leather in mild soap and water, adding a little salt.

As you can see by the length of this article, this panel was well worth the 90 minutes (Yes! All this in only 90 minutes!) I spent there. I got a lot of hints and ideas, and I have a lot of scraps of leather to practice on, courtesy of my countless number of trips to SAS - where I could never pass the leather bin without buying at least one piece of leather.



Greetings, seamsters and seamstresses!

Written : 08/14/96.05:03pm  
by Tom Vincent

In July, I took a week of vacation and went to the Country Dance and Song Society's Early Music week in Pinewoods, Massachusetts (which is why I missed July's meeting). The focus of the week was Shakespeare's Seven Ages of Man from As You Like It. The week consisted of dancing, singing, playing music, and some seminars on the music and culture of the time period. It's hard to describe how delightful it was to be in heavy woods with wooden cabins built in the '30's. Often I would be walking to class and hear the wind through the woods, the birds in the trees, children laughing in the distance, as well as the soft sound of a consort practice and a small chorus doing their warm-ups! Each afternoon had a TEA (The Event of the Afternoon), which was a tea keyed to that day's Age of Man. Each evening, after dinner, we had a performance by the staff or a seminar, except Wednesday night, which was Skit Night. For our skits (I and my two cabinmates did three in total), we did a 4-act, 2-minute reading combining all 18 of Shakespeare's comedies into one; a rap version of Othello; and a 45-second version of Hamlet. Great fun!

Each night was 90 minutes of English country dancing, with a live band, on a solid wood pavilion in the forest, 6 feet off the ground, 60'x40', completely roofed! They had a couple of wonderful callers that knew how to explain a new dance in about 2 minutes. We'd have 100 dancers every night. The last dance was always a waltz. Pure Valhalla for this hooper!

On Friday afternoon, we performed the Ballet of the Ages, a series of dances, poems, and choral pieces. We did a dance of birth for the First Age, as we all tumbled out of the womb, an original choreographed Italian Renaissance dance for the 4th Age, and another original dance, this one a combination of several English country dances, for the 6th Age. I had several starring roles, as the Judge in the 5th Age (which was a short play rather than a dance), and the victim of a confused country dancer in the 6th Age.

At dusk on Friday, a group performed an ancient Druidic dance and then wandered off into the woods, their eery song slowly fading with the setting sun.

Friday evening, during the dancing, a group of Morris dancers showed up in costume and gave an extraordinary performance.

You don't normally see a Viol de Gamba: There were about 10 of them at Pinewoods. Usually, the only recorder you see is a soprano. There were alto, tenor, bass, and contra-bass (about 6 feet tall!) recorders at Pinewoods. There were psalteries, krumhorns, lutes, and shawms. There was a lute, the name of which I've forgotten, that was over 7 feet in length and combined a lute with a harp. There was a collection of Sephardic and Ladino instruments, brought by a University professor that also performed on them, told stories, and spoke of the Jewish Diaspora of the time.

I took classes in singing (Medieval and Renaissance songs) and beginning recorder. A bookstore at the camp had many dance books, music books, CDs, tapes, etc. I gleefully looted it of many wondrous items, including recorder sheet music of the 14th century and a book on the history and techniques of sword-dancing.

I was one of the only people there that brought any sort of costuming and I was the only person in any sort of Medieval or Renaissance recreation group, although several people had heard of the SCA.

The week begged for costumes! I would like to see more collaboration between groups like CDSS and SWCG (or ICG in general) so that both groups may grow and help each other out.

Perhaps this bit of prose, written and performed by Julian Cole, might give you a good feeling for how the week went:

All the world's our stage, and all these men and women, players;

We've had our exits and our entrances;

And each one in our time played many parts,  
the acts were seven ages.

Saturday's infancy of our week saw greetings,  
meetings to learn or relearn the basic elements  
of our life here.

On Sunday, we, not whining, but with satchels and

shining morning faces, crept willingly, even eagerly, quite unlike snails to class.

Our instruments and voices learned to sigh like a lover with ballads either joyful, or with woe, on topics from eyebrows - sometimes raised - to life itself.

We proved ourselves soldiers indeed - warriors - meeting with courage our tasks, although sans oaths and quarrels.

We mix our own wise saws, and instances ancient and modern with true judgments to make our art.

And so we play our part. The sixth age, Friday, shifts

Into the lean and diapered pantaloon, paper plates on head, with treble pipes and whistles in our sounds, we make loving mockery of lives we each might live,

And on the seventh day, the last scene of all that ends this strange eventful history, is second childishness, no mere oblivion: we leave this microcosm, returning whence we came, sans apology, sans regret, sans any bad taste, sans everything that denies the virtue of play in the world.

- Julian Cole

The week ended Saturday morning, but as my flight back home wasn't until Monday evening, I spent all of Sunday at the Museum of Fine Art in Boston. They have an great collection of furniture, paintings, jewelry, pottery, musical instruments, statues, porcelain, and...textiles! Embroidery, quilting, blackwork, pulled thread, and cutwork. If you find yourself in Boston, you owe it to yourself to set aside a day or two to go through this wondrous place. I've never seen such a collection of Nubian, Babylonian, Thracian, Greek, Roman, pre-dynastic Egyptian, early American, Tibetan, Korean, Japanese, Chinese, and Etruscan artifacts. They also have one of the best catalogs of museum replicas and inspired creations. I've gotten several replicas from them that have really helped recreate a particular time period. Highly recommended. Monday, to ease myself back into the 20th century, I spent the afternoon at the Computer Museum.

So, all in all, it was a re-energizing and educational week!

Back to Arizona: I'm down in Tucson during the week on a consulting project, so I'm beginning to fill my evenings with activities down here: The Empire of Chivalry and Steel, sister organization to my own Adrian Empire, is based here and I'm getting the opportunity to learn more about them by attending their Wednesday fighter practices (we may be merging sometime soon). Tucson Friends of Traditional Music hosts Scottish Country Dancing on Thursdays, Celtic and old-time jams on Tuesdays, monthly Contra and square dancing, and monthly traditional Irish music jam sessions at an Irish pub less than a mile from my condo! International Folk Dancing on Wednesdays is available, too. A vibrant SCA barony, by the peculiar name of Tir Ysgithr, has many activities as well. I'll be teaching some classes at Chivalry Sports in October (Adria 101, Medieval Cooking, Beginning Medieval Dance). More on that later.

A healthy recreationist environment, if I do say so! Perhaps I'll see about expanding SWCG to have a Tucson branch!

Happy Needling!

Tom Vincent







SOUTHWEST COSTUMERS' GUILD

VOLUME III, NUMBER 10

OCTOBER 1996

## International Costumers Guild President's Message

Written :09/15/96.04:09pm

Hello, Everyone,

This message is a little later than I'd anticipated, but I needed sufficient time to recover from worldcon and sort some things out. I hope everyone that went to worldcon had a wonderful time. I had a great time. The masquerade was very good, starting close to on-time, with no lags and very very few technical glitches. There were quite a number of hall costumes, and the best were being awarded with snazzy black ribbons. With no main hall though, in the evenings it was hard to find where the various costumers might be, except for those who made it to the costumers suite. The suite was open every night the entire weekend, and had tapes of the masquerade running. It was a great place to catch up with old friends that were nearly impossible to find at a convention the size of LAcon. I think Susan DeGuardiola did a great job organizing this suite.

I have been getting a lot of mail from various people and chapters saying that some of their members had not received all of the past due quarterlies that they should have. Since this seems to be a larger problem than I had hoped it would be, I am asking each chapter to provide a chapter list of those individuals who **HAVE NOT** received their due quarterlies, and which issues each are missing. This will entail the people who think they are missing issues to contact their chapters treasurer (or whomever your chapter has designated to keep records) and the treasurers to go through their files and see if each person is indeed supposed to receive the issue they are missing. After the treasurer has made a master list of the past due missing quarterlies (past due only, please, we do not need a list of future quarterlies due), send it to the ICG address and we will process it and catch those people up.

I have chosen to try this approach because I have no way of knowing if most of the people who have sent me mail are indeed due more quarterlies, without each chapters records. So this will hopefully clear up any confusion earlier on. For individuals who think you are still due some of the missing quarterlies - contact your chapter treasurer and tell them.

Also a reminder that the chapter updates and dues are due to the ICG treasurer again, Gary Anderson, by October 7th.

The third quarter quarterly is still in the works and the fourth quarter quarterly is also in process. The fourth quarter will have

a new editor and a new layout. The new editor is a wonderful woman from the Bay Area of California, Sally Norton. She has some outstanding ideas for the new quarterlies and we are thrilled by her excitement and ability. Please start sending your chapter updates, any activity listings, articles, images, etc. to her from now on. Her email address is: [snorton@us.oracle.com](mailto:snorton@us.oracle.com)

I hope everyone has recovered from worldcon, and please contact me if you have any questions, concerns or suggestions for the ICG. Thank You

Joy Day - Reverse Glass Artist  
President, International Costumers Guild  
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[hotfudge@teleport.com](mailto:hotfudge@teleport.com)

### Halloween Happening

Sunday, October 27, 1996

1 PM - ?

at Tom's (see # page 2)

Come as a creature of the Night!

### Devonshire Ren Faire

Sunday, Sept. 29, 1996

10-4

Bring your chair

Join us in costume at Randall's  
booth for a day of Revelry

International Costumers Guild Active Chapters

## Australian Costumers Guild

PO Box 322  
Bentleigh, 3204  
Victoria, Australia

## Beyond Reality Costumers Guild

PO Box 272  
Dundee OR 97115

## Costumers Guild West

PO Box 94538  
Pasadena CA 91109

## Costumers Guild United Kingdom

4, Ednaston Court, Ednaston  
ASHBOURNE, Derby shire, UK DE6 3Ba

## Greater Bay Area Costumers Guild

5214-F Diamond Heights  
San Francisco CA 94131

## Greater Columbia Fantasy Costumers Guild

PO Box 683  
Columbia MD 21045

## Greater Philadelphia Costumers Guild

c/o Vickie Warren  
1139 Woodmere Rd  
Pottstown PA 19464

## New York/New Jersey Costumers Guild

c/o Carl Mami  
85 West McClellan Avenue  
Livingston NJ 07039

## North Virginia Costumers Guild

c/o Aynne Price Madison  
6313 Davis Ford Rd.  
Manassas VA 22113

## Rocky Mountain Costumers Guild

2982 East Phillips Drive  
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## San Jose Costumers Guild

720 LyreLake Court  
Sunnyvale CA 94089

## Southwest Costumers Guild

PO Box 39504  
Phoenix AZ 85069-9504

## St. Louis Costumers Guild

7835 Milan  
University City MO 63130

## Western Canadian Costumers Guild

c/o Katherine Jepson  
19 Taraglen Court NE  
Calgary, Alberta, Canada T3J2M6

**Deadline for November Issue is October 10**


**Deadline for December is November 10th**

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.....  
  
*The person with the most fabric  
 ...is dead.  
 Where is the estate sale?*

**South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	979-3814
	or KimL@primenet.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

## NOTE :

INFORMATION IN THIS CALENDAR IS PROVIDED AS A SERVICE TO OUR GUILD.  
PLEASE CONTACT THE INDIVIDUAL ORGANIZATIONS FOR VERIFICATION OF INFORMATION.

### Kuykendall Collection til Sept 29

Unique Doll exhibit featured at Southwest Museum Exquisitely costumed figures showcase cultures of the world! The Karen Kuykendall Doll and Figure Collection is currently on exhibit at the Mesa Southwest Museum's Community Gallery, 53 N. Macdonald in downtown Mesa. See article pg. 4

For more information, call 644-2230.

### CASFS Meeting Fri. October 25

8 pm at JB's I-17 & Indian School. CASFS is the Central Arizona Speculative Fiction Society. We sponsor HexaCon and CopperCon. Also promote reading programs.

### Devonshire Ren Faire Sept 28-29

Once again the city of Phoenix is presenting the Devonshire Faire at Los Olivos Park located on 28th Street one block N of Indian School Rd. This is a fun event and opens at 10 in the morning.

We will meet at Randall's booth on Sunday in costume, with folding chair, for a days revelry.

AND again this year, guildsters are invited to set out examples of their work for sale at MoiRandall's table. Suitable items should be of a medieval-renaissance nature and vaguely related to costuming. They need not be new. Please pass any items to me before the Faire, or on Saturday morning at the Faire. A percentage donation to the Guild treasury would be appreciated.

### Costume Society of America Oct 4-6

Region V Symposium in Las Vegas. Highlights include talks by people involved with a number of the big shows (e.g. "Starlight Express", "Jubilee"), backstage tours, and juried papers (program presentations to us). More info as available.

### Halloween at Tom's Oct 27

Will be looking forward to seeing what sort of decorations he comes up with this year! It will be pot luck. Come as a creature of the night!

### Fifth Annual Lace Day: November 9

Mesa, AZ A Celebration of Lace, sponsored by Lacey Ladies of Arizona. Call (602) 396-3132.

(From Kim--As seen in PieceWork Sept/Oct 1996).

### Workshop Nov 10

at Jean Palmer's on paper mache' with Karen Kuykendall, she is a professional artist.

### TusCon Nov 15-17

GOH=Dennis McKiernan. Toastmaster=Ed Bryant. The Executive Inn, 333 W Drachman, Tucson AZ Call (520)791-7551 for hotel reservations. Reserve by 10-22-96 (this is UofA homecoming weekend). Memberships: \$25 until 10/22, \$30 at the door, kids 7-12 half price. EVENTS: Artshow, Dealers room, Gaming, Vampire LARP, Meet the Authors Party, Sat nite dance, Consuite, Video, Panels and *new this year*: Regency Dancing. Also 3 Masquerades, one for children under 14, one regular, one adults only. More info: Call Cristi at (520)881-3709 or Rebecca at (520)293-1455. Write: PO Box 26822, Tucson AZ 85726 or <http://www.azstarnet.com/~basfa>

### Party & Elections Dec 15

Wear Challenge fabric results, Xmas Party, elections (anyone wish to nominate themselves for any position?) At Jean's. Pot Luck!

### CostumeCon 15 May 23-26, 1997

Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White Mane, Columbia MD 21045. CCXV@aol.com

### LoneStarCon Aug 28-Sept 1, 1997

WorldCon in San Antonio, Texas. Info: PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: [Isc2@io.com](mailto:Isc2@io.com)

**CostumeCon 16****April 3-6, 1998**

Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. Expect: Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. The Unexpected: Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Memberships: \$50 'til Halloween October 31, 1996. Write CC16 c/o Nora & Bruce Mai St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. E-mail: bmai@genie.com

**LACon III** (the 1996 Worldcon in Anaheim, CA held August 29- September 2, 1996) had a great display of costumes in the Exhibit Hall. Thanks to Cat Devereaux. e-mail 71053.3651@compuserve.com.

**Quick Tips**

from Frances Burns

**To insert a gore that you want to have always ruffle in or out!**

**To ruffle in:** After the gore has been inserted, pull the gore toward the inside of the garment. Start sewing on the seam about an inch before the point of the gore. Take TWO stitches past the start of the gore, being careful not to catch the fabric of the gore in your seam.

**To ruffle out:** After the gore has been inserted, pull the gore toward the outside of the garment. Start sewing on the seam about an inch before the point of the gore. Take TWO stitches past the start of the gore, being careful to sew just barely into the fabric of the gore. From the outside you should not be able to notice this seam at all.

**More Quick Tips**

from Aunt Alys

\*Sulky has put out a new, improved invisible thread. This thread is almost as fine as regular sewing thread, and comes in clear and smoke.

\*If you need to disassemble any hot glued items, it is easier to do it by warming the glue with a hair dryer set on hot. When the glue has changed appearance, gently pull it apart. Feathers have been removed from a hairpiece using this technique, with very little damage to the feathers.

\*To prevent lace from sticking to the surface below it, use an embroidery hoop to stretch the lace. Apply the glue, sequins, beads, rhinestones, etc. to the lace. The glue dries faster, due to the air circulating all around it.

\*Always keep your needles and wits sharp, and remember, when all else fails, read the directions.

Reprinted with permission from Squeals, the newsletter of Costumers Guild West.

**New Pattern**

from Randall Whitlock

Have just completed my new pattern, **RANDWULF'S GLENGARRY BONNET**. This makes the Scottish-style military cap I have been wearing around guild functions and cons lately.



**A note from one of our newest ICG Guilds.**

Mike Percival - President

CGUK@ireadh.demon.co.uk

Many thanks for the copy of Cactus Needles III, 8 which arrived just before I set off for my holiday two weeks ago! It is most interesting to see what other chapters are up to. I have sent a note to Tom Vincent regarding reciprocating, since CGUK cannot afford to air-mail every chapter with our own newsletter, and I hope that as many as possible can be e-mailed.

I have one question which I would like to ask you. The way we have organised ourselves in the UK is that the ICG chapter (Costume Guild UK, CGUK) is an enabling organisation which encourages and cajoles other activities more than actually organising its own events, etc. One consequence of this is that the UK costumers publication "The Mantle", which is edited by my wife, Maggie, is not officially a CGUK publication, although we encourage our members to subscribe to it, and it very much shares the ideals of CGUK and ICG. So, the question is, if there are any items in Cactus Needles which we want to reprint, but which we feel are more appropriate to The Mantle than to our own newsletter (which is very much a newsletter, and doesn't normally carry articles), does your general permission to reprint apply, or would you prefer us to ask specific permission for each item?

I don't know whether there is anything of specific interest at the moment, but it would be helpful to know for future reference.

Thanks very much.

Subscriptions to Mantle (1 year, four issues) are available from us (Maggie Percival, 4 Ednaston Court, Ednaston, ASHBOURNE, Derbyshire, U.K., DE6 3BA) (at 6.50 GB pounds for Surface mail or 8.00 pounds for airmail), or you can pay in US dollars to Zelda Gilbert (3811 Royal Woods Drive, Sherman Oaks, CA 91403), the rates being 9.75 dollars surface and 12.00 dollars airmail (noting that copies are always despatched from the UK). Checks should be payable to Maggie or Zelda according to who they are sent to.

Mike Percival - President CGUK

**Quick Alteration for Rounded Shoulders**

by Frances Burns

If your shoulder seams fall behind the point of your shoulder on a modern pattern you have rounded shoulders.

If the shoulder seam is less than an inch off, there is a simple correction for this. Measure the distance the seam is behind the point of your shoulder. On your pattern add this amount to the back shoulder seam at the armhole. Draw a line from this point to the original neck line. On the front subtract the amount you added at the shoulder seam, and draw a line from this point to the original neck line. Mark the original shoulder seam on the back at the shoulder. This is still the center of the sleeve.

If you need to adjust more than an inch you also need to adjust the cap of the sleeve, which is a more complicated adjustment.

## The Adrian Empire

by Tom Vincent

Most of you know that I've been heavily involved in the Adrian Empire for nearly 4 years, but you might not know much about it or how it differs from other, similar groups and how it might appeal to members of SWCG.

Adria is a Medieval and Renaissance re-creation group, focusing on European culture from 1150 to 1550. Members study, appreciate, and re-create the combat, clothing, cooking, music, storytelling, and other crafts of the time period.

That much you've probably heard before, describing other clubs. But how is Adria different? In several critical ways:

1) Adria is run by the membership-at-large, structured along the early parliamentary governments of the time, while still having both a monarchy and hierarchical social organization. Simply put, Adria recognizes and rewards leadership skills. A household, with a minimum of 5 members in it, gets a vote on the Estates, which can propose and implement changes to local law. Larger estates (usually at least 35 members) get a vote on the Greater Estates, which can change Imperial law.

Historically, crowns were gained by marriage, birth, or war. Our crowns are determined by wars, with each contender gathering up an army of combatants and artisans to compete against others who seek the throne. In this way, the contenders prove their worth and skill as leaders. Each contender must be a knight, either in combat, ministry (service), or the arts. Notice that I did not specify a gender. A man or woman can take the throne alone as King or Queen, respectively, or with another. The King and Queen can be equal rulers, or one can be considered the senior ruler.

2) Advancement in Adria is by fulfillment of objectives, not by fiat of others. When one has achieved the qualifications of knighthood, one can be knighted. Each knight is expected to learn and uphold the traditions of honor and chivalry upon which the Adrian Empire is built. Those who fall short are occasionally called forth in court to account for their actions. This can be a opportunity for humor, or for humility. With honor comes

responsibility.

3) We in Adria recognize that politicking can be fun, so we've implemented Domains: Structures similar to medieval political parties, if you will. Domains can represent a particular culture, form alliances, work to undermine other domains and even thrones, whatever. Mostly, though, Domains give people a further sense of belonging, a like-minded group of people within a larger organization. My own Domain, for example, is The Blue Rose, whose motto is "It's Only A Game!". We tend to be the most entertaining in court, effective in office, and balanced in perspective (other Domains may dispute these claims, but that's part of the fun of Domains). Some other Domains are the Kilshannig (who are Celts, primarily Irish), the Kildarns (who are Scottish), the Coirmoir (who are Norman), and the Corsairs (who are ...well, let's just say "seafaring folk"). Bringing outside conflicts into the game is highly frowned upon.

4) Artisans and those who assist in running the organization are treated as equals to combatants. We make no distinction in opportunity or respect between one who wields a sword and one who wields a paintbrush, needle, or quill.

And that, I suppose, is the difference most relevant to SWCG. Yes, awards and titles can be given to an artisan, but why are they prohibited from direct leadership roles? Why is a combatant who happens to win one tourney every 6 months qualified as a leader? More so than an artisan with 30 people in their household or Domain?

If you're looking to have your skills as a costumer appreciated and respected, and would like to have opportunities that just don't exist in other re-creation groups, please ask me about Adrian events. We're a smaller group (700 across the country) and younger (10 years old), but we think we offer a better, more balanced, and ultimately fairer environment for sparring, socializing, teaching, and learning.

Tom Vincent, President, SWCG  
Lord Sir Duriel Caliban van Hansard, Imperial  
Steward and Chronicler, Adrian Empire

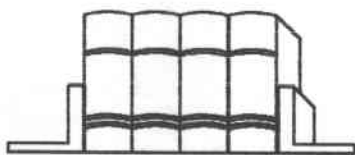
## CopperCon 16 Masquerade

Frances Burns  
Masquerade Director

I am happy to say that this year's masquerade was inside, and we didn't have to go through any kitchens. Cary Riall did his usual great job as the MC. Tom Vincent was our sound man. Randall set up and dismantled the pipe and drape (with lots of "volunteer" help, I don't have all the names).

On the masquerade registration form there were three classes. Junior for children 0-12 years. We had about 10. Adult for everyone over 18. (People between 12-18 may chose if they want to compete in the adult or the junior class.) And a Special class for adults who have not competed in a SF Convention Masquerade, or have not competed in over 10 years, and did not win any major awards. Most of the adults who entered were newbies and did a great job! A list of the entrants and winners will be in the next issue.

## Costumers' Bookshelf & Notions



### Uniforms of the British Army, Navy, and Court

by T. H. Holding

First Published in Great Britain by T. H. Holding, 1894  
Facsimile Edition 1969 by Fredrick Muller, Ltd,  
London.

Reviewed by Randall Whitlock

While doing background research for a hat pattern, I encountered this delightful primary source of information on late Victorian clothing. The book was written by a working tailor for the benefit of other tailors who made uniforms for officers of the British Army, Navy, and official court positions such as Ambassador. The book includes scaled patterns for uniform coats and pants, doublet and kilt patterns for officers of the Highland Regiments, and detailed braiding schemes for military band

uniforms. Scale them up and you are ready to sew.

Not only British uniforms are covered--there are some American ones as well. It is a bit late, but the basic cuts look like they would be easily adapted for Civil War reenactments. One of the gentlemen illustrated is the spitting image of Robert E. Lee.

The book concludes with a very classy, highly Victorian engraved advertisement for Mr. Holdings tailoring company. This is an open invitation for soldiers and sailors to come in and have the author make their dress uniforms.

The book is a 1969 facsimile edition of the 1894 original, apparently published by a descendant of the author. The frontpiece includes a listing of other books by Holding. These include:

- Coat Cutting,
- Cutting for Stout Men
- Ladies Garment Cutting
- Alterations
- Watery Wanderings

I hope that these have been reproduced somewhere as well.

The Phoenix Public Libraris copy is stamped as having been purchased in 1975. I have no idea whether the book is still in print. UNIFORMS OF THE BRITISH ARMY, NAVY, AND COURT can be found on the top floor of the Central Branch (Central Avenue, south of McDowell Road) in the section dedicated to military uniforms and insignia. Heat up the Xerox machine!

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Randall has a suite of digital pictures of hall costumes taken at CopperCon 16. Guildsters in the images include John, Paula, Jean and Pete. If you would like copies, please e-mail me via [randwhit@aol.com](mailto:randwhit@aol.com) He would also like to scan prints of the winners at the Masquerade to post to the guild web page. If you have such pictures, please let me know.

Randall

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## COSTUMING THE INTERNET

Computer-literate costumers now have many opportunities to get information on costume events, organizations and resources.

### **Historic Costume**

Includes information on design, construction, preservation, & wearing of reproduction & vintage costumes from all historic periods. A very active and informative electronic source for costuming information. To subscribe, send message to:

[h-costume-request@andrew.cmu.edu](mailto:h-costume-request@andrew.cmu.edu)

Gretchen M. Beck is now the maintainer of this list. (The list is currently being handled by hand, so no specific message is required.) A digest format is available, as are FAQ's (frequently asked questions) and archives for previous discussions. If you have any interest in historic costuming, this list is well worth checking out. It's a treasure trove of costume supply sources and information on new and pertinent publications.

### **Fantasy Costume**

Concentrates on the design, motivation, and execution of fantasy clothing and costume from all eras: past, present, and future. To subscribe, send this message: subscribe f-costume to:

[majordomo@lunch.asd.sgi.com](mailto:majordomo@lunch.asd.sgi.com)

### **Wearable Arts**

Concentrates on design, motivation and execution of wearable art and designer-type original clothing. To subscribe, send the word: subscribe to:

[wearable-request@lunch.asd.sgi.com](mailto:wearable-request@lunch.asd.sgi.com)  
Digest formats and archival material are available on request for some of these lists.

courtesy GBACG Vol.IV #8

### **Arizona Science Fiction**

To provide local SF fans a way to find out what conventions, clubs, sales, TV show airing changes & events are happening. This is read by a person so no special format is necessary. Afterwards you will receive a post explaining how to leave mail to the other subscribers. It is not affiliated with any club, store, or organization. To subscribe send e-mail to: [az-sf-request@wwwl.com](mailto:az-sf-request@wwwl.com)

**NOTE:** from editor...has anyone checked these sites lately? Are they still functional? Please drop

me a line and let me know, so I can keep this listing updated. Thanks.

Southwest Costumers Guild now has a page on the world wide web. It can be found at:

<http://members.aol.com/souwesgld/guild.html>

So far the new page has the guild business card, an intro paragraph, a bulleted list of upcoming meetings, photos and mail links to the officers who are online.

INPUT!! I need INPUT!!!

I am looking for input for things to include on the page. If any of you have pictures of SWCG projects, know of good sites to link, cons to plug, or whatever, please let me know.

Randall Whitlock  
Corresponding Secretary  
Southwest Costumers Guild

Julie Zetterberg's COSTUME PAGE (<http://users.aol.com/nebula5/costume.html>) has links to lots of museum image galleries and other costume information sources.

THE COSTUME SITE address is:

<http://ddi.digital.net/millieux/costume.html>

This is a very cool site composed of links to a wide variety of other pages of interest to costumers. Categories include supply companies (such as mine!), image galleries, and even how-to articles on basic costume construction.

Definitely worth a visit!

Randall

Check out the Greater Bay Area Costumers' Guild Web Site at: <http://www.toreadors.com/costume/>  
AND the Beyond Reality Costumer's Guild of Dundee, Oregon, Web Site at: <http://helix.net/~lynx/guild.html>

The best source of instructions for costuming with fur, i.e., building a full-face/head animal mask or suit is the FURSUIT mailing list. The web page shows recent work, as well as a bunch of addresses: <http://www.mcs.com/~rcking/html/fursuit.html>

from [lilwoof@astral.magic.ca](mailto:lilwoof@astral.magic.ca) (Ann Orr)



# TUSCON

SPACENGRÜVEN



1996 Hayes

## SCI FI, FANTASY AND HORROR CONVENTION

# 23

**Dates & location:** Nov. 15-17, 1996 at the Executive Inn, 333 W Drachman, Tucson AZ (520) 791-7551. Rates \$37/41 single/double. Reserve by 10/22/96 or ASAP (this is UofA homecoming weekend)

**Events:** Artshow, Dealers, Gaming, Vampire LARP, Meet the Authors Party, Sat nite dance, Consuite, Video, Panels and *new this year:* Regency Dancing. Also 3 Masquerades, one for children under 14, one regular, one adults only.

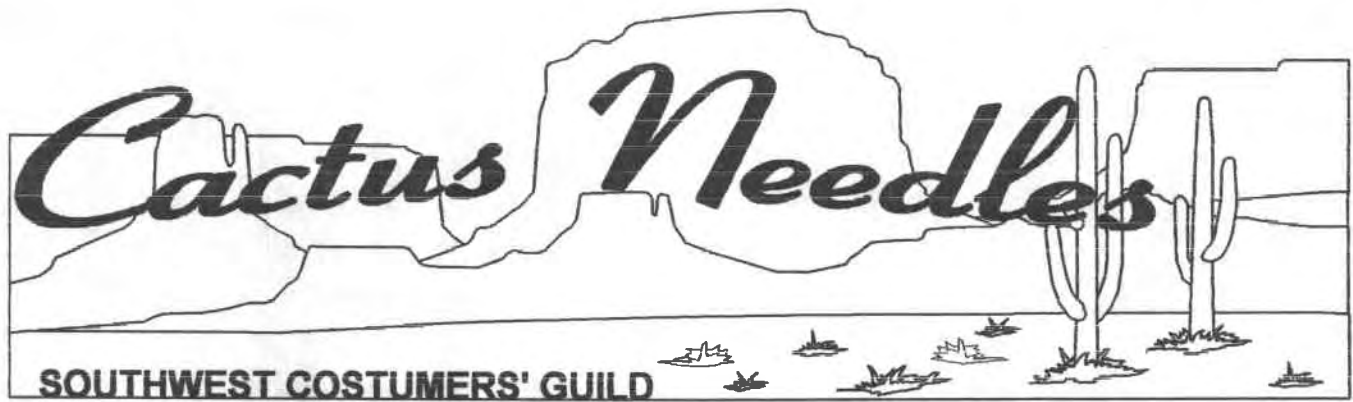
**Guests:** Dennis McKiernan, GOH, author of Tales of Mithgar, etc. Ed Bryant, Toastmaster and Barry Bard, FanGOH

**Special Guest: Buzz Aldrin**

**Memberships:** \$25 until 10/22, \$30 at the door, kids 7-12 half price. Day memberships available at the door.

**More info:** Call Cristi at 881-3709 or Rebecca at 293-1455 or write to PO Box 26822, Tucson AZ 85726 <http://www.azstarnet.com/~basfa>





VOLUME III, NUMBER 11

NOVEMBER 1996

## SW Costumer's Guild to view Paper Mache' Techniques

On Sunday November 10, 1996, artist Karen Kuykendall will demonstrate methods of incorporating paper Mache' into masks and headpieces for costumes. The meeting will be held at Jean Palmer's house. Karen's work has recently been on display at the Mesa Southwest Museum's Community Gallery. She is also a costumer and is known for her cat people, cat warriors and large costume jewelry which shows up well on stage. Karen has won many awards at Science Fiction and Fantasy Masquerades. This will be a hands-on demonstration so bring a coffee can to receive a free sample of a new paper Mache' product.

Info from Frances... Written by Pete Manly

## The Business of Costuming A Sample Contract

by Joy Day

reprinted with permission from Notions, the newsletter of the  
Beyond Reality Costumer's Guild of Dundee Oregon

Cactus Needles printed Part 1 and 2 in the May '96 issue

Part 3 in our August '96 issue, Part 4 in our September '96 issue.

This is a follow-up of the popular "Costumes for Fun & Profit..." and "Some Silly Money Issues..." and "Contracts and Negotiations"

Previously, we discussed making the decision to try to do costuming professionally, and how you must look at your costuming, your art a little differently to be able to sell it as a business.

This month we are including a sample contract. This is only an example - one that I use on occasion. Even I don't use this particular contract every time. There are several that I can choose from, depending on the item I'm creating, or other factors. If you have any questions about this, please call or send a letter to Joy Day. Feel free to copy this contract, and adjust it as needed - especially putting in your own letterhead.

Joy Day (your name)

PO Box 272 (your address & phone #)

### **Contract of Commission**

Agreement dates as of the \_\_\_\_ day of \_\_\_\_, 199\_\_, between Joy day (Artist) and \_\_\_\_\_ (Buyer), whose address is \_\_\_\_\_.

**Description:** (type out your description - for example: McCall's Wedding Dress #4524, size 8, with train and veil, fabrics detailed on estimate sheet #420, and supplied in full by buyer).

**Price:** \$ \_\_\_\_\_

**Date of Delivery:** Artist will deliver dress upon payment in full, and no later than \_\_\_\_\_.

**Payments:** The Artist will accept 50% as a down payment to begin the commission. The Buyer agrees to pay the balance within 90 days. If the full amount has not been received within 90 days, or the Buyer cancels this contract, the Buyer forfeits the down payment. If the Artist must cancel this contract, a full refund will be given the Buyer within 30 days.

**Insurance and Shipping:** The Artist will keep the dress fully insured and safe until delivery to the Buyer. The Artist will transport the dress to the agreed upon transfer point, where the safety and responsibility will transfer to the Buyer.

**Non-Destruction:** The Buyer agrees to not intentionally destroy or damage the dress in any way. If the dress becomes damaged or needs altering, the Artist will be given the opportunity to repair or restore the dress. The Artist may be contacted at any time regarding maintenance.

**Artist:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**Buyer:** \_\_\_\_\_ **Date:** \_\_\_\_\_

## **South West Costumer's Guild**

meets generally on the last Sunday of the month, 1:00 pm 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 Costumers' Guild, and \$8 to receive the International Costumer's Quarterly. \$8 to receive only our chapter newsletter. Send money to Kim Martin, she will notify Editor.

For further information contact:

President	Tom Vincent	582-6990
	or 76444.27@Compuserve.com	
Vice President	Mahala Sweebe	938-9319
Treasurer	Kim Martin	404-3457
	or KimL@primenet.com	
Secretary	Randall Whitlock	995-7514
	or Randwhit@aol.com	
Newsletter Editor	Jean Palmer	876-1848
	or 194@ef.gc.maricopa.edu	

# CALENDAR

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**An Exploration of Embellishment** **Nov 5-11**  
Fiber arts: demos, workshops w/Anita Luvera Mayer. Bisbee, AZ. Contact: B. Loftus, Fiber Artisans' Co-op, PO Box 714, Bisbee, AZ 85603; 520-432-1524. (Threads, Nov'96, #67). Kim.

**Fifth Annual Lace Day:** **November 9**  
Mesa, AZ A Celebration of Lace, sponsored by Lacey Ladies of Arizona. Call (602) 396-3132.  
(From Kim--As seen in PieceWork Sept/Oct 1996).

**Workshop** **Nov 10**  
at Jean Palmer's on paper mache' with Karen Kuykendall, she is a professional artist. See write-up on page 1.

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**CostumeCon 15** **May 23-26, 1997**  
Radisson Plaza Lord Baltimore Hotel, Baltimore, Maryland. Memberships \$45; supporting \$25. Checks to CCXV, c/o Norman Rule, 5400 White

Mane, Columbia MD 21045. CCXV@aol.com

**LoneStarCon** **Aug 28-Sept 1, 1997**  
WorldCon in San Antonio, Texas.  
Info: PO Box 27277, Austin, TX 78755-2277 or (512)435-7446 or e-mail: [Isc2@io.com](mailto:Isc2@io.com)

**CostumeCon 16** **April 3-6, 1998**  
Theme is "Sweet 16 & never been...", at the Holiday Inn Westport. **Expect:** Science Fiction & Fantasy Masquerade, Historical Masquerade, Future Fashion Folio & Show, Doll Costume Contest, exhibits, panels, dealers, workshops. **The Unexpected:** Return of "The \$1.98 Costume Contest, Friday night social theme: Stairway to Heaven, Highway to Hell" (like no Prom you've ever seen)! Furry character costuming programming! Memberships: \$50 'til Halloween October 31, 1996. Write CC16 c/o Nora & Bruce Mai St. Louis Costumer's Guild, 7835 Milan, University City, MO 63130. E-mail: [bmai@genie.com](mailto:bmai@genie.com)

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In Grand Haven, Michigan, no person shall throw an abandoned hoop skirt into any street or on any sidewalk, under penalty of a five-dollar fine for each offense.