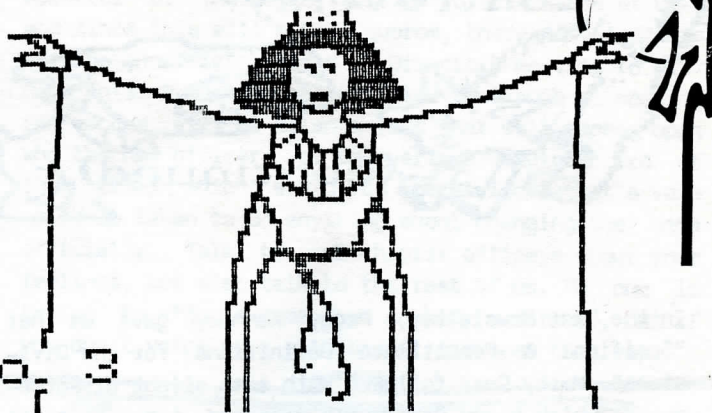


# GCFCG Newsletter

Dec. 1985

Vol. II

No. 3



Don't Pay  
the Ransom  
... We've  
Escaped !

By Marty Gear



Normally, Bobby and I prefer to keep our private life just that; but considering the delay in publishing this edition of the Newsletter, we feel that some explanation is due you. As those of you who helped with the stuffing before CC-3 or made it to the "Dead Dog" at our house afterward may have noticed, with our son, Danny, his girlfriend, Kathy, and their baby living with us things were...a bit difficult. Work on the basement apartment seemed to go in fits and starts until, by the end of November it was a toss-up as to whether we would finish the basement or all go crazy first! As a consequence, immediately after Darkover, we "gafiated to the basement" in an all out effort to get the kids down there by Christmas! We missed Phil-con waiting for cabinets, carpet, and furniture which arrived in reverse order a week later, but at 5:00 AM on December 24th, we moved them in. Since that time, we have been in the process of trying to find and organize the rest of our house.

We have now have an honest to Ghod guest room, and have completed "Phase 1" of the Sewing Room and my office. If there is any room left in this newsletter we will include pictures. In a nutshell, that is the story, and we thank all of you for your patience. There will be eight issues of the newsletter published in 1986, and this is not one of them. In that way, we hope to make it up to all of you.

It's nice to be human beings again, able to attend cons, publish newsletters, and enjoy life. Wheww !

## A TOTALLY IMMODEST PROPOSAL

One of the criticisms voiced by critics of the Masquerade is that we are not "literary" and somehow we thus do not belong at an S-F convention. (They conveniently forget that wearing costumes to a con date from the very first "Worldcon".) Anyway, if they want "literary" let's give them literary. Therefore, I propose that all members of the Guild who are registered for ConFederation nominate "The G.C.F.G.C. Newsletter" for the fanzine Hugo. This is the fourth issue of the Newsletter and since we do not accept paid advertising and since nobody is making a dime from it, we qualify as a fanzine for the purposes of the Hugo, and we probably have enough members to at least get it on the ballot. According to S-F Chronicle "File 770" which won last year, got the number one slot with only 28 nominations and 69 first place votes.

Now admittedly, this was an out of the U.S. Worldcon, but given the nature of fanzines, it doesn't take a hell of a lot of nominating votes to make the ballot. I suspect that if we could pull this off, even just making the Hugo ballot, would also serve to send a message to concons that we are a force to be reckoned with, and that and that we have some "literary merit". Besides, on the off chance that we did win, we could go up and collect it In COSTUME!

Kelly Turner, "The Guild Gadfly of the West" really doesn't feel that we deserve to win the fanzine Hugo, and I'm not certain that I don't agree with him, but for "political reasons", I urge you to nominate us, even if you can't in good conscience vote for us.

Those of you who are registered for ConFederation should have gotten the Hugo Nominating Ballot sometime in January or February, so please keep this proposal in mind if you have not already sent your ballot in. If we really want to "stack the deck" then write in the "Newsletter" as your first choice and leave all other choices for Fanzine Hugo blank. "This year the Hugo... next year the WORLD!" (Oops, sorry Kelly) Now, on to Guild Business.





In the last Newsletter, Peggy Kennedy gave us her "Semifinal & Penultimate Definitions for the Divisions". Marty Gear followed with some slight disagreements, which Peggy graciously accepted i.e. that it take three wins to move up from Journeyman (either Regional or Worldcon); and that these wins must be for three different costumes.

To-date, nobody seems to have any other disagreements with Peggy's definitions, but where there is disagreement is over whether or not Costume Con wins should count for "Master Status", and what to call the level above "Journeyman" at Regionals? (Marty Gear came up with the term "Craftsman" for Balticon & CC-3, while Drew Sanders prefers "Artisan" for CC-4. Both are willing to abide by your vote for future masquerades that they run.) In order to resolve this controversy once and for all (at least for the time being), we propose the following:

If you have any opinions on either of the above points concerning the Divisions, send them to the Newsletter  
GCFCG

PO Box 683

Columbia, MD 21044

and we will print them in the next issue. In the following issue, we will send out a ballot, for you, the Guild members to vote on the issue(s). Whatever the majority decides, will become "Official Guild Policy" binding on no one, but used by all Guild chapters at all masquerade competitions that they run.

For those of you new to the Guild since the last issue (and there are a number of you), the following are Peggy's Definitions in digest form:

## REGIONAL

A costumer who has taken an award.

A costumer who has taken at least one award.

N/A or...

A Worldcon Master

## WORLDCON

## NOVICE

A costumer who has never taken a Worldcon award.

## JOURNEYMAN

A costumer who has taken at least one Worldcon award.

## MASTER

A costumer who has taken at least three Worldcon awards for at least three different costumes or at least one award in the Worldcon Master Div.

A costumer who has taken three or more awards for 3 or more costumes at Regional Masquerades above Novice Level or at least 1 award in this Div.

To kick off the comments, we are happy to print the following:

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WHAT'S A WORLD CLASS WIN

AN OPINION BY:

THAT BIG MOUTH

RICKY DICK

The following noise should not be considered to be the opinions of the N.J. Guild, my friends, or anybody but me.

I feel that a world class win (a win that counts in point standing for classification) should include World Cons, Costume Cons, and possibly NASFIC. All three are premiere, national, once a year events and bring out the most influential [S-F -ed] costumers in the nation.

The talents needed to win at Worldcons are not the same as Costume Con because of stage, audience, and arena size but are all part of the skills that I feel a Master Costumer needs. As kind of a trade-off, I think it would be wrong to only have one kind of win to get your Masters. You should have to have at least one win from both a Worldcon and a Costume Con. I personally have two entries planned for CC-4 and along with the win at CC-3 would make me a Master [if CC wins are included -ed] before I've even attended a Worldcon, and I don't think that that's right either.

Many people in the COSTUMAPA have voiced agreement with this and I feel it should be put to a vote before all members of the Guild. Around here it seems it would be about 70% for this change, but if we decide either way, I will happily go along with the decision and get back to the sewing machine where I belong instead of the typewriter stomping my feet at people who are my friends.

Thank-you, Ricky

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In the lead-in to her definitions, Peggy supported the idea of counting Costume Con wins with the following:

"The size of the competition may be smaller, but the level is very high. Winning costumes at Costume Con, because of the smaller size of the convention are often on a less grandiose physical scale, but they are also more minutely examined during the judging. Skill in detail is a perfectly acceptable criterion for advancing in status."



Peggy also suggested that in order to reduce the size of the Worldcon Masquerade, one of the entrance requirements should be that the costumer has received an award, any award, at any Masquerade before being admitted to the Worldcon Competition. Peggy also offered an escape clause: "if the unqualified (by this rule) costumer can convince the Masquerade Director that he/she would not, 'bore the audience', then that costumer would be allowed to compete in the Worldcon Masquerade."

Let's see your comments on this suggestion also, and we'll add it to the ballot.

#### OUR NAME

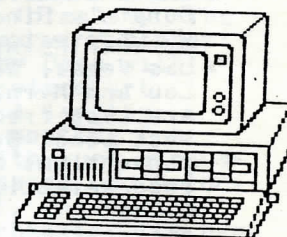
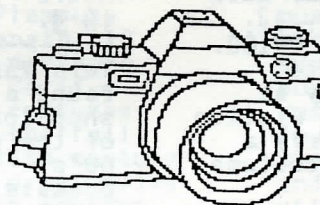
Thus far, there has been no consensus on the part of the Guild chapters as to what our "Official Name" should be. The local chapters are free to call themselves whatever they choose, but "The Greater Columbia Fantasy Costumers Guild" is a recognised corporation, and any name change must involve a resolution on the part of the Board of Directors, and an amendment to both the Articles of Incorporation and the By-Laws filed with the appropriate government agencies.

Having spent far too much time over the last fourteen months trying to straighten out the hassles that ensued with the Federal Government over a corporate name change by one of my clients, my gut reaction is to leave the name of the "parent" organization just as it is and let the locals call themselves anything they want. I realize that some members do not feel this way and want a "national" name that sounds less parochial. When I first discussed this subject with Bjo Trimble at CC-2, I pointed out that the name came about as follows:

When we first began putting together a group to sponsor CC-3 we held the organizational meeting at our house in Columbia, Maryland, and somebody suggested that we call ourselves "The Columbia Costumers Coalition" (CCC). It was rapidly pointed out by those present that only three of us lived in Columbia, Bobby and I and Sue Who. Someone else then suggested "The Greater Columbia Costumers Guild" (GCCG) on the grounds that "Greater Columbia" could take in a lot of territory, and indeed, "Columbia" was one of the names first proposed for this country. (Columbia the Gem of the Ocean, District of Columbia etc.) Finally, someone else suggested that we insert "Fantasy" as a "tip of the hat" to the organization (Fantasy Costumers' Guild) that put on CC-1 and CC-2 in San Diego. (At that time, none of us knew that FCG was strictly a paper organization to give CC-1 "the look of legitimacy".)

Anyway, that's how the name came about, and the fact that we now have about 250 members spread out across the country, has caused some of them to request a name change. If you feel strongly about this one way or the other, please write to us about this SOON! Three of the four chapter Presidents as well as the "Managing

Director" of "The Guild" will be in attendance at CC-4 and since this will make a quorum, there will undoubtedly be an Official Board of Directors meeting to discuss this. Probably the next time that such a meeting can occur will be Atlanta (and that will depend upon who the new officers of the various chapters are at that time) which would be the earliest that a vote could be taken to do anything about changing the name officially. Talk to your chapter officers about your feelings, but also talk to the rest of us. No one is trying to "jam a name down anybody's throat", but if you don't voice your opinions it may seem that way.



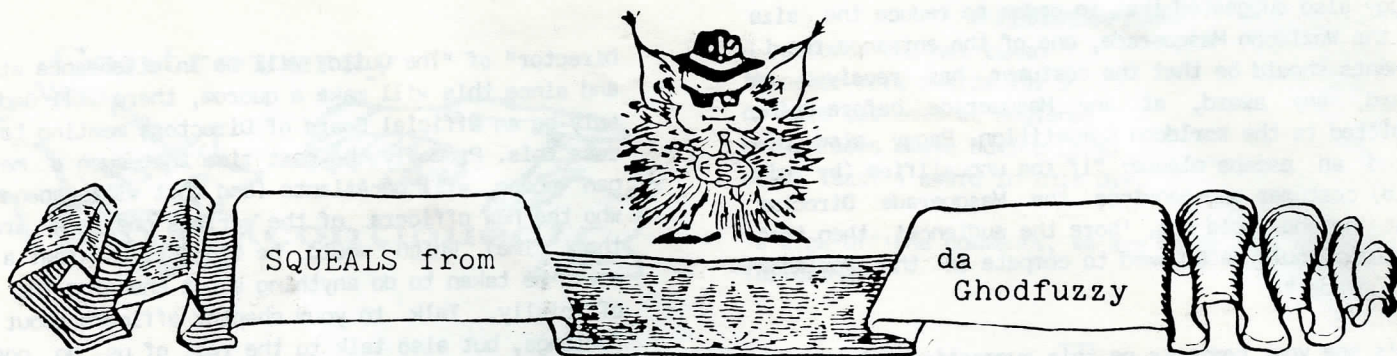
## Technical Stuff

A word on your input. The closer to being "camera ready" that you can send it, the easier it will be on us, and the quicker we can get it into the Newsletter. This means that the preferred form is typed with a dark ribbon, in column form (either two columns per page i.e. each line 3 1/2" wide or three columns per page i.e. each line 2" wide.) and if you can do it, both right and left justified. For those of you with computers, this is relatively easy, but we are not going to be hard nosed about this. If you have something to say, write us, and we'll include it somehow.

Speaking of computers, having finally decided that they may be around for a while, your editor has jumped in with both feet. In addition to the Facit and the Commodore (which, along with "The Newsroom" software produced the front page of this edition) we also own an Ericsson PC (IBM PC compatible), a modem and a CompuServe membership. Our ID# is 76566, 2723 on CompuServe, and if you want to send us your articles, letters etc. via CompuServe E-Mail, we will worry about reformatting them and printing them out.

If you want to do your own pages, laid out, complete with graphics, we will be glad to receive them and use them. Please do them on white 8 1/2 x 11" paper, put them in a 9x12" brown envelope with cardboard on both sides, and write all over the outside "PHOTOS - DO NOT BEND" (clip, staple, spindle, fold or mutilate ?) and send them to the Guild PO Box. Some time in the next month, I will be moving my office, (I think) and at that time I will publish the new address and you can send them there, and not have to worry about the USPS stuffing them into either the guild box or our cluster box.





Notes from the West Coast Chapter of the G.C.F.C.G.

Guild members can receive a 10% discount by showing their membership cards at Donato's Fine Books, 2202 W. Charleston Blvd. #2. Las Vegas, Nevada, 89102. Lou and Myrna Donato are also frequently at West Coast Science Fiction conventions and carry a good selection of costume books.

If you move, don't forget to tell your Guild. Send change of addresses to Janet Wilson, 7218 Clarendon St., San Jose, Calif. 95129. You can also get copies of the West Coast roster (SASE with 39 cents postage please), and extra membership applications at the same address.

Congratulations to Guild member Karen Willson (and hubby Chris Weber) on finally getting on air with their animated TV scripts for Jayce and the Wheeled Warriors, He-Man and the Masters of the Universe, She-Ra, Princess of Power, M.A.S.K., The Challenge of the Gobots, and Young Astronauts.

Those wanting copies of the Fantasy Faire Masquerade video tape may get one for \$20.00 plus \$2.50 postage from Dennis Clair, 1519 San Bernardino, Pomona, Calif. 91767, (714) 624-2323.

Da Ghodfuzzy congratulates (sends condolences) to Marty Gear on becoming the International Director of the Executive Council of the Guild. And happily welcomes the Tidewater and the New Jersey chapters to the Guild community.

Eric Gerds recommends The House of Canes, 1636 Westwood Blvd. Los Angeles, Calif. 90024, (213) 474-2577 as

having a good selection of various walking sticks.  
Hours: M-F 10-6, Sat 10-3.

Tera Vashtillyia has found a great little shop for vintage clothing of the 40's, 50's and 60's - The Classy Chassis, 726 Villa, Mountain View, Calif. Open M-S 12-5, Thurs til 8. Tell Sylvia Tera sent you!

Robin Berry reports that Harran's, 25th at Mission in San Francisco has tons of cheap lace in lots of colors and widths. The store specializes in bolt ends, so buy it when you see it; it may not be there when you come back.

A big Ghodfuzzy thank you to Bjo Trimble and the Equicon committee for offering discount memberships to Equicon for those who became Guild members at Fantasy Faire. Our membership drive was hugely successful!

Arlin Robins, noted West Coast jewelry designer and artist, is offering her fellow Guild members a 5% discount on purchases. Just show her your Guild membership card.

FANTASY FAIRE

With FGOH's Victoria Ridenour and Adrian Butterfield, this fairly small convention had a very strong costume orientation. There was a high percentage of hall costumes, and judging by the active and interested participation in the two panels V & A hosted, a lively level of interested costumers.

This reporter couldn't begin to copy down all the good hints and sources shared in the panels, but here is a taste:

-You can clean antique bullion on old military uniforms with a dilute solution of Tarnex, carefully applied with a Q-tip and avoiding the threads that sew it on. Rinse thoroughly with distilled water to avoid unwanted chemical reactions.

-Per Victoria, the costume flick The Duelist is great on Regency costuming accuracy.

-If you want to age clothes, be sure to do it where natural wear would occur. You can use red metal primer for permanent dirt and pancake make-up for temporary dirt.

-A good source of cheap leather is Amber Leather, Harbor and Segerstrom in Orange. They make leather furniture and their scrap bins in the back have good buys.

-You can dye suede and leather with Rit dye. Put fabric softener in the final rinse in the washing machine and block the piece as you would a sweater.

-A good source of military accessories, patches, trims etc. is the Western Gun show at the Pomona Fairgrounds twice a year.

-Kelson reminded us all that you can't sew through hot glue with a sewing machine. So sew first, then glue.



-A quicky substitute for round beading is Puff Paint. Check Victoria's Bene Gesserit next time you see her for the effect.

This is just a sampling of two hour's worth!. And many thanks to V & A for all the plugs for the Guild.

There was also a Villain's panel, with such costumed figures as Feyd Ruatha, Magneto, the Countess Bathry, Lydia from "V" and the villan from "The Great Race". Many of the audience also portrayed their favorite villains and with moderator Ron Wilson, cross--examined the panelists on their lives and actions.

Sunday there was a CCosMaf meeting and again, ideas and sources were shared.

The Masquerade was also held on Sunday and was fairly typical of a small local convention. The judges were Victoria and Adrian, Janet Wilson, John Crawford and Jay Smith. Ron Wilson M.C'd.

#### Fantasy Faire Masquerade Winners

Best in Show - Frieda  
Flip - Beauregard

Best Media - Paula Crist  
- Lydia, Bridesmaid to  
Diana

Best Presentation -  
Nancy Besse, Paul Rado,  
Erin Rado - Wedding  
on Kafrey

Most Humorous - Theresa  
Babbitt, Alice Baltes,  
Karen Sewell - Gold  
and Silver Unicorns and  
Cassiopeia

Most Original - Dave  
Weston - The Green  
Lantern Corps from  
the Visitor's Home  
World

Judges' Choice - Debi  
Casey - 1880's Ballgown

Honored for Excellence  
in Costuming Creativity  
-Nancy Floyd, Linda  
Whitten - Night Watchers

Honored for Excellence  
in Originality - Mark  
Castillo - a Masqued  
Italian Twelfth Night

#### ----- RENAISSANCE FAIRE

On Sept. 17, the CCosMaf descended on the local Renaissance Pleasure Faire in strength. 18 members from northern and southern Calif. showed up in costumes representing the full spectrum of 16th century society. The originality award (not to mention most comfortable) undoubtedly has to go to Dana and Bruce MacDermott, for their scurvy beggars in burlap and body make-up. Those tightly laced in corsets and draped in heavy fabrics, quickly envied them! We met outside the gates and processed in together. Wearing bright gold pilgrim's badges showing the Ghodfuzzy in his Tudors, we were widely noticed by Faire-goers and participants. A short business meeting under the trees, the consumption of much ale, and the purchase of fairings were highlights of the day. The Guild was even represented in the Court procession by Steve Jacobson as a Landsknecht. A lovely day for all!  
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#### HALLOWEEN PARTY

October 26 saw the gathering of ladies and gentlemen of several periods, beasts, vampires, aliens, brigands, Starship crew, gods and goddesses, singers, mongols and assorted indescribables at the 1914 Berkely home of Dana and Bruce MacDermott. And a big Ghodfuzzy thank - you to the MacDermotts for providing the perfect party

house for the festivities. And for providing the perfect butler - Da Ghodfuzzy in ghost costume was the official greeter!  
An abundance of munchies was contributed by all, with the hit being a spider cake in black chocolate made by Alys Hay. The Merry Widow and Walter, her canine conquest, cut the cake with due formality. The pumpkin-carving contest was won by Dana with a superbly-wierd art pumpkin. A lengthy business meeting followed, with much discussion of names, both local and Int'l. The CCosMaf will be changing its name with the final vote at the meeting at Loscon. Sarah Goodman volunteered to be Public Relations Chairman. David Clark announced his fan roster for the Bay area and invited Guild members to be included. Following the meeting, the party continued with singing, conversation and a procession to the local 7-11 to renew the drinkables. Even hardened Berkely-ites seemed a little surprised at the march.  
A good time for all!  
(and a Ghodfuzzy thank--you to those who came early to help set up and stayed to clean-up)  
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#### LOSCON

Loscon is a medium-size local convention held in the Los Angeles area over Thanksgiving weekend. This year the Guild was a very noticeable part of the convention, starting with the Terran Imperium Reception on Friday night. Chairman Dawn Jacobson had marshalled all the locals and we had a lavish spread of goodies. Members volunteered to share their expertise by wearing "ASK ME - I'M A \_\_\_\_\_ EXPERT" buttons at the party. The California Costumer's Mafia now has a new legitimate front name: Costumer's Guild West.



Da Ghodfuzzy however, remains the mascot and the Mafia ruled the Halls of the convention as about forty Guild folks ran around on Saturday as Mad Maxes and Road Warriors. - Seldom has any hotel seen such an assembly of leather, chains, studs and motorcycle gear! As people noticed us, several went up stairs and changed into their versions of Maxes and the thing snowballed. - Since "real" weapons were not permitted, folks wore things like leather punches, vise grips and even salad tongs to capture the appropriate vicious flavor. Loscon also asked the Guild to provide Hall Costume judges for the event and about forty excellent costumes were so honored. - Unfortunately part of the list has vanished, so we can't publish all the names here.

Loscon also tried something different instead of a Masquerade. They had a costume ball, with invitational presentations of either past award winners, or new work not constrained by competition restraints. Six presentations were given, and everyone had at least one Guild member in it.

#### Loscon Presentations:

Mikusan and Kikusan -  
Robin Schindler  
Alison Dayne Frankel  
Mimi Mathies  
Helen Povalski  
Marie McKnight

The Phoenix -  
Drew and Kathy  
Sanders

The Moon-Colored Dress -  
Jennifer Tiff

Renaissance Court Dance -  
John and Mary Jane Hertz

A Salute to B Movies - the  
Mummy -  
Aimee and Jay Hartlove

Dune - the Beginning -  
Dianne Dorley-Dawe  
Randy Neff  
Karen Turner  
Kelly Turner  
John Youden  
Victoria Ridenour  
Alys Hay  
Julie Neff  
Janet Wilson  
Adrian Butterfield  
Gary Anderson

Hall Costume judges Adrienne Martine-Barnes and Marjii Ellers were active in the ballroom giving recognition to many excellent costumes at the party itself. All in all, a successful con for the Guild and its members!

#### ----- THE GOLD AND SILVER BALL

The Guild's glittery holiday bash was held between Christmas and New Year's at the home of members John Youden and Alys Hay. Attendees were greeted with a fifteen-foot Christmas tree and lots of suitably glittery decorations. Costumes ranged from gold and silver Raggedy Ann and Andy, to elegant period dress. Undoubtedly the most unusual were a pair of Road Warriors in leathers and Mohawk hairdos, each sporting a lame' bow tie - one in silver and one in gold! Rusty Dawe had managed to borrow the new Atari arcade game Gauntlet - a four-person Dungeons and Dragons-type game. It was never without a full crew playing it. Since Alys and John have a large-screen projection TV, we got to see tapes of old masquerades that many had never seen. Silly comments, groans of horror (Did I really look that bad?), and applause were heard till the wee hours. A GHodfuzzy thank-you to all who helped decorate and stayed to clean up at 4:30 AM!

#### TACKYCON PARTY AND NATIVE GUIDE TOUR

January 25th was a great day for costumers. It started with 17 intrepid souls clutching their wallets desperately as they were led through the seductive haunts of the L.A. garment district by Victoria Ridenour and Adrian Butterfield. Glitz lovers succumbed early when exposed to the dazzling wares of Bohemian Glass and Crystal - a new source of rhinestones and jewels, both loose and in jewelry, on the corner of Eighth and Maple. Then on to DDS, with velveteens at \$2.99 a yard. Michael Levine's brocades proved to be the downfall of the historical costumers, not to mention providing several with suitably tasteless fabric in day-glo colors for the evening's Tackyparty. - Lunch at Gorky's gave us a breather, then it was off to see what form opulence can take - the expensive but gorgeous fabrics upstairs at International Silks and Woolens. A quicky peek at the Bead Box and a wallow in the lovely silks at Oriental Silk left us a dazed, poorer but blissfully happy group.

Then on to the Tackycon Party held at the rec center at Tao Will's. The fine traditions begun by the APA Tackycon were upheld and if anything, further degraded. The hostesses for the evening were members of our sister chapter the Soviet Costumers KGB, who were attired in grey shapeless dresses and babushkas, with of course, their own Ghodfuzzy buttons. The Masquerade had 19 entries and once again, more Master costumers than the Austin NasFic. Technical support was provided by ghettoblaster and flashlight; the dressing room was in the sauna; and "pipe and drape" was a folded up ping-pong table tastefully draped



in a dreadful tie and sick crepepaper. The MC spoke with a thick Russian accent, but it didn't matter since no one expects an MC to pronounce things correctly anyway. - Audience participation was overwhelming, especially to the poor microphones of the video camera. Since everyone won the appropriate award WORST IN SHOW we list all the winners below. Since the entry forms were, for the most part illegible, we give you only the costume titles and they may be wrong too.

#### WORST IN SHOW:

The Old Time Religion  
 Jose Rodriguez Slimeball  
 Garcia III, the Czar of Florida  
 I Don't Know  
 The Ultimate Dance Hall Hostess  
 Indiana Jew & the Temple of Dune  
 The Herbal-Tec Businessman  
 Red Sonya (Soviet style)  
 The Chic Sheik from the Complete Freak Boutique  
 Avakening of de Firebeard  
 Visitor Sleepwalker  
 Unikorn, Totally Imaginary  
 Product of Capitalistic Society  
 Frank-N-Furter's Cousin  
 Buttons Gallore  
 Crazy Bag Lady  
 3 Mile Island Secretary  
 The Unknown Roman  
 Square Dancers from Hell, Y'all  
 A Costume Superhero  
 The Four Siberian Seasons

There were also some terribly tacky tourists who strolled through looking for the Lion's club social. A thoroughly silly evening but one which was widely enjoyed by all. Blackmail video tapes and photos will keep us all in line for years to come!

#### UPCOMING EVENTS

Feb. 14 - BGE 4-star event, Monte Verde Inn - Rosemary Bonner - (916) 332-2066

Feb. 22 - Romance of the Rose Ball and Seminars -

Oakland Hyatt Airport -  
 Adrienne Martine-Barnes  
 (415) 428-1074

March 14-16 - Annual Assembly of the Friends of the English Regency - Elayne Pelz 15931 Kalisher St., Granada Hills, Ca. 91344.

March 20-23 Norwescon - Seattle - Hall Costume Judging - Adrian Butterfield (714) 846-9523

March 28 - 30 Equicon - Pasadena Hilton - Guild-sponsored Masquerade - volunteers needed to help backstage. Contact Janet Wilson to help (408) 255-8109 and Bjo Trimble for membership info - P.O. Box 36789, Los Angeles, Calif. 90036-0789.

April 19 - Corsetry workshop - Bay Area - Carolyn Kayta Martz (415) 968-7245

May 9-11 - Capricon - La Mirada, Ca. - CCosMaf meeting and costume contest/ball - Judy Hayes (213) 516-0668 to help.

#### COSTUME CON 4

May 23-26, 1986  
 Pasadena Hilton  
 Drew and Kathy Sanders,  
 Chairs

The event for costumers!  
 SF Masquerade, Historical Masquerade, Future Fashion Design Competition and Show, Make-up demos, professional costumer seminars, dealers room, panels and exhibits.

\$25 thru May 15, 1985  
 Checks to Sci-Fi,  
 13657 Rayen St.  
 Arleta, Calif. 91331

For info and to help with the Future Fashion show, send SASE to Fran Evans 11030 Moorpark, #28 No. Hollywood, Calif. 91602

#### WESTERCON 39

July 3 - 6, 1986  
 Town & Country Hotel  
 San Diego, Calif

Karen Turner, FGOH  
 Masquerade, Hall Costume Awards, Panels

Kelly Turner Masquerade Director - Volunteers needed to help backstage.

Contact Kelly at 1950 Avenida de Las Rosas, Santa Clara, Calif. - 95054.

Memberships \$30 till 2/28/86  
 \$35 till 5/31.  
 Send to: Westercon  
 39 Box 81285, San Diego, Calif. 92138

#### WORLDCON 1986

Atlanta, Ga.  
 August 28 - Sept. 1, 1986

Worldcon Masquerade, Hall Costume Awards, panels, exhibits, more...  
 The annual competition for SF/Fantasy costumers!

Membership \$55 to 2/15/86  
 Confederation, Suite 1986  
 3277 Roswell Rd.  
 Atlanta, Ga. 30305

Note: This is a new address for the con.

#### FLASH! FLASH!

Marjii Ellers, Master Costumer, long-time favorite fan and Guild member from the early days, has been given long-overdue recognition:

She's been selected the FGOH for Nasfic in Phoenix in 1987.  
 Hurray for you, Marjii!!

This makes the fifth FGOH named from the ranks of the Guild-West since its formation! Congrats to: Victoria Ridenour/Adrian Butterfield-Fantasy Faire, Drew Sanders-Conquistador, and Karen Turner-Westercon as well as Marjii.



The following information is accurate as of **MARCH 17th, 1986**

- 1.- The Masquerade will be held at on SUNDAY, August 31st, beginning at 8:00 PM.
- 2.- The Masquerade will be held in the Marquis Ballroom of the Marriott.
- 3.- The stage will be 18' deep by 32' wide and 32" high. There will be a maximum of 13'6" clearance above the stage. (The overhead clearance may be reduced in order to hang draping.)
- 4.- There will be a 10' runway 6' wide off the center of the stage. The runway will be a multiple level affair (see diagram), so your "playing area" will be limited to the stage itself.
- 5.- All entrances are supposed to be from upstage left. Special arrangements may be made with Sue and Maurine for entrances from up-stage right. No entrances from the runway will be permitted.
- 6.- All doors leading into and out of the hall are 6'8" high. You will have to leave the hall to get to the photo area. The maximum door opening is 6' wide from the hall and the preferred door into the photo area is 3' wide, but there is one 6' wide access to this area.
- 7.- The effective size of the Marquis Ballroom is 72' wide by 250' long! (Actually, the back of the stage will be out approximately 22' from the back wall, and the end of the runway will be 50' from the back wall so the audience area will be roughly 72'x200'. (Currently, TV monitors are planned for the back of the hall, and "IMAGE MAG" screens for the sides of the stage.)
- 8.- The back of the stage will be a rear-projection screen altho during the masquerade, a multi color light wash will be used in order to provide a wide range of background colors without affecting the light falling on the costumes. If you would like more information on what will be available and how to attempt to specify what you want, you must first have registered to compete in the masquerade, then WRITE to:  

Rick Albertson  
Technical Director  
Con-Federation
- 9.- There will be a backstage "dressing room"/assembly area similar to the one at ConStellation. Amenities (water, chairs, emergency repair facilities, munchies etc.) are planned for this area.

at the address below with your questions.





- 10.- Stage lighting similar to the set-up used at Connie will be provided; i.e. a full spectrum front wash for true color balance on the video. While we will attempt to make available some special lighting effects, since about half the audience will be watching this on video (see below), providing sufficient and proper light for the cameras will be of prime importance. **WARNING** if your presentation involves and **FLASH** effects you must notify the Technical Staff well in advance with specifics! If you burn out a video camera, you are going to pay for it!
- 11.- The entire masquerade will be video taped by J.J. Johnson of Knoxville TN. He will be using three cameras and a mixed video feed will be sent to an overflow video room, The Embassy Ballroom, on the same floor of the Marquis. It is planned that an edited version of the Masquerade will be offered for sale.
- 12.- We will NOT be able to send the video signal anywhere else but in the Embassy & Marquis Ballrooms ("main tent " & overflow room). This is firm and final!
- 13.- There will be four (4) panels of judges; one each for Novice, Journeyman, Master, and Re-Creation Divisions. All four panels will vote on Best-in-Show and any other general awards such as the CostumApa Award.
- 14.- All entered costumes WILL BE eligible for Best-in-Show regardless of Division entered !
- 15.- It is NOT too late to register for the Masquerade. All enbtries have NOT been filled! In order to get an entry form and rules write to:

Sue Phillips

2095 Burton Plaza Lane # A-1 or

Atlanta GA 30319

Maurine Dorris

410 North 16th Street

Nashville, TN 37206

It would be nice if you included a self addressed, stamped, business sized envelope for the forms.

The ConFederation Office Phone # is: (404) 438-3943 [GET DXIE]

Additional information regarding the con:

The con hotels are:the Atlanta Hilton & Towers and the Marriott Marquis. Rates at the Marriott are a flat \$ 76.00 + tax/ night regardless of whether you have single double, triple or quad occupancy. The Hilton is charging \$ 59.00/ night for a single, \$ 69.00 double, \$ 79.00 triple, \$89.00 quad + tax. Suites in the Marriott start at \$ 275/ night and go to \$ 550; while in the Hilton they start at \$175 and go to \$ 375/ night. PR3 has the rates and the hotel forms.

The major Functions: Open & Closing Ceremonies, GoH Speeches, Hugo Ceremonies, and Masquerade will be in the Marriott Marquis as well as Art Show, Art Auctions, and Standing Exhibits. Programming, Films, & Dealers in the Hilton.

The following pages are Rick Albertson's "elevations" of the stage. We have not confirmed where I will M/C from (my preference is Bermuda, followed by a platform offstage down left, followed by downstage left), but in any event, there will be a podium.

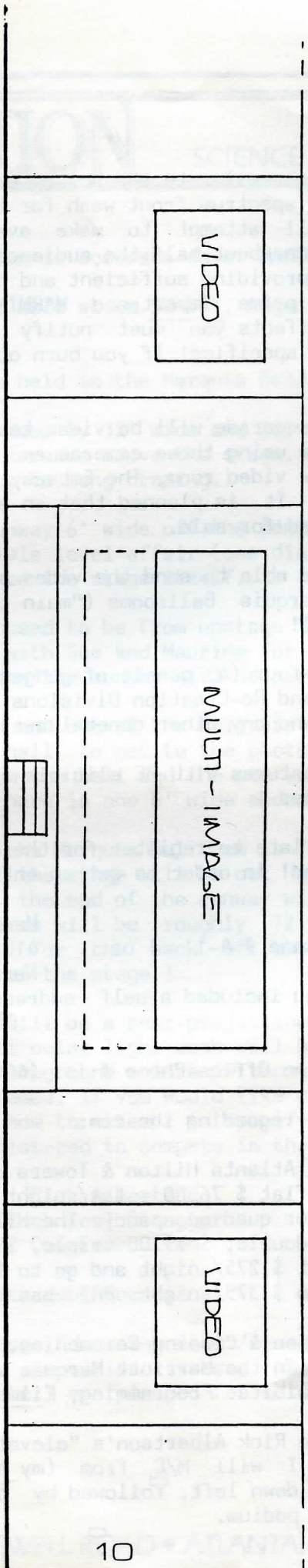


• STD. BANJO-CLOTHING PIPE & RAG - 16' STANDARD HEIGHT (USE 18' IF AVAILABLE)

BLACK DRAPING TO WALLS

PEARL GREY DRAPING (IF AVAILABLE)

BLACK DRAPING TO WALLS



• 6' x 27' MULT-IMAGE SCREEN OPENS TO 10' x 27' FOR COLORED LIGHTING EFFECTS DURING MASQUERADE

- MARBLES BALLROOM - SALON 4
- REAR - PROJECTION IMAGE MAG - & A-V
- REAR STRIPLIGHTS FOR LIGHTING CFX
- LIGHTING TRUSSES OVER STAGE FOR GENERIC VID-LIGHTING WASH

CONFEDEERATION

MAIN TENT ELEVATION  
 SCALE: 1/8" = 1'-0"  
 TR. ALBERTSON 2-86



18' HEIGHT

EXIT

SALON 4

SPKR  
A

VID  
A

EXIT

CONFEDERATION  
MAIN TENT  
SCALE: 1/16" = 1'-0"

18' x 32' STAGE

LIGHTING 2

PROTECTION

EXIT

VID  
B

SPKR  
B

DRESSING  
ROOMS

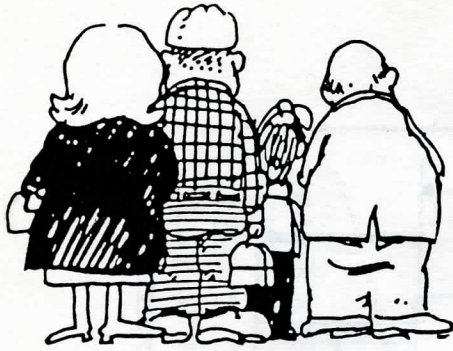
- DRAPES AT SIDES OF STAGE OPENED FOR CONTESTANT ACCESS
- LIGHTSAFE DRAPING AROUND DRESSING RMS.
- LARGE REAR SCREEN WITH STRIPLIGHTS & A.V

EXIT

FREIGHT ELEVATORS

R. ALBERSON  
Z-86





# End Notes

If you are happier with our "new look" (almost all the pages run the same way), then credit Karen and Kelly Turner for their gentle nagging, and some relatively inexpensive software called "The Newsroom" by Springboard which is available for IBM, Apple, and Commodore 64.

You will also notice that we have changed the masthead. No, we haven't retired the Lawa, it is just that with four chapters, we couldn't figure out how to put all of their mascots on the masthead, and thus the mascots will go with the news from the individual chapters.

If you missed information from

the Foundling Chapter, it is because they graciously gave up their pages so that we could give you the latest news from Atlanta. They will be back next issue (copy Deadline is April 19 with a target mailing date of May 1. We've got some catching up to do!), along with photos from Balticon XX and (hopefully) news from the Tidewater and NY/NJ Chapters.

## HELP

If we are going to meet our goal of eight issues per year, we need articles of general interest to costumers. If they are "how to's" that are not dated, so much the better, so that we can save them and run them as space allows.

In the works is a photo article

on how to make a customized tailoring dummy with duct tape, big green garbage bags, and fibre fill!

Naturally, we welcome your letters and comments too. This is your newsletter, and it needs your input.

Since I wrote the article on page 3, I received final word on my office move. After April 2nd, please send your "flat" artwork to:

Marty Gear  
C/O A.M. Gear & Associates  
5020 Sunnyside Ave-Suite 200  
Beltsville, MD 20705

I'll talk with you next issue.

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Greater Columbia Fantasy Costumers' Guild  
P.O. Box 683  
Columbia, MD 21045