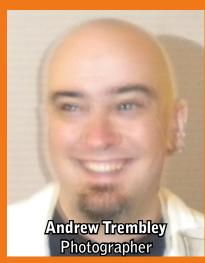




STAFF & CONTRIBUTOR









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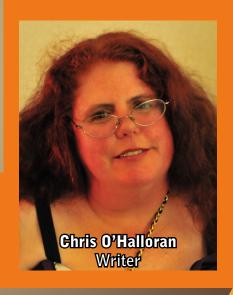
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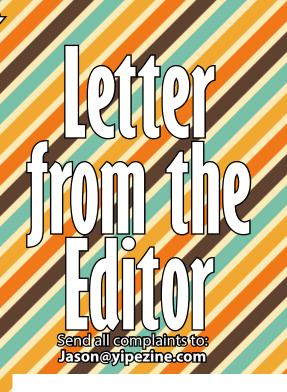








Photograph credits:
Andrew Trembley p4,8,23-25, 38-39
Jason Schachat cover
John O'Halloran p5-7,39-40
p32-36 from the collection of Kevin Roche



Drinking to excess isn't the only thing we do. We also take pictures.

So, when the cops come knocking at the doors of the *Yipe!* offices, we're confident our readers will know anything used against us in a court of law was done strictly for the benefit of mankind/entertainment.

And please do ignore the pictures of a pony handcuffed to a bed if they should ever turn up. That was consensual, and we all went out for pastrami sandwiches the next day.

And, despite the tangent of the last three paragraphs, that's what this issue is about: What do we think about after our crimes have come to light and we sheepishly look into the disappointed eyes of a loved one and swear we have no idea where those handcuffs came from?

Longtime friend and first time writer Chris O'Halloran starts us off with some musings on the many regrets of masquerade stage

crews. Then we look back to the last trans-

crews. Then we look back to the last transmission from Anti-Kevin, translate it into English, and completely fail to orient the lettering to the dimensions of our... dimension.

España retorts against herself by judging a masquerade for the first time, then I clog up the page count with messages scrawled when I lost my voice at BayCon in "Diary of a Mute Fan."

Finally, Kevin steps out of the Wayback Machine with old partner in crime Jennifer Tifft in tow because Mette's too busy trotting around the globe to be bothered with 10 Questions for a Costumer.

Yes, folks, these are the "Dregs." What you find at the bottom of a cup of something you

liked drinking less and less as you worked your way down. But let's see if we can't find a glimmer of the future in these soggy tea leaves as we read through them...

Hmm... yes... I foresee... a cosplay issue before the year is out. And... what is this? But we already had a Xero issue... How could there be another? What does *Rag* mean? Bear is driving car? How can that be?

Yes, dear readers, with ComiCon, World-Con, and half a summer's worth of fannish events looming before us, it's only a matter of time before we go for refills and let our cups runneth over again.

For now, peruse the remains of yesterday with us. Pace yourself. Another cup's on the way.

-Jason Schachat





edge, the Catcher should

first call out "edge" and

The Art of Getting People on the Masquerade Stage and Keeping Them from Falling Off

Written by Chris O'Halloran (with input from John O'Halloran)

The Art of Getting People on the Masquerade Stage and Keeping Them from Falling Off

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The masquerade stage crew has two different jobs: getting masquerade contestants on and off the stage safely (commonly called Stage Ninjas or Pushers) and keeping them from falling off the stage while they present their costume (commonly

known as Catchers).

Catching along the front and sides of the stage is usually more physically challenging. Generally, this job is given to the young and strong who have the physical strength to break the fall of a contestant and who are able to remain kneeling throughout the masquerade.

The Catcher does need to be able to judge when to use the three steps of catching. If the contestant comes too close to the

hold up a hand. Secondly, the Catcher rises slightly and then puts out his or her hand to physically touch the contestant while saying stop. If all else fails and the contestant starts to go off the stage, actual catching commences. John says there are three types of catching: Level one - for children and fairly lightweight costumers or costumes, you hold out your arms and actually catch them, saying "I got you!", Level Two: For heavier costumes or costumers – grab them to guide their fall and/ or use your body to pad their fall or finally, Level Three – "Bye, Bye!" for extremely heavy or pointy costumes that could do bodily harm to the Catcher. A Catcher should never put themselves in physical danger trying to

Buried with a donkey.

catch a falling costumer. A good stage manager will always brief the costumers as well as the Catchers on three steps and three levels of catching so that everyone knows what to

expect. The fun part of catching is having the closest possible seat to view the masquerade and not knowing what might be landing in your lap!



Getting people on and off the stage is actually the more challenging job. It's what John and I usually do at masquerades. We enjoy working this position because it requires interaction with the contestants as well as the basic physical ability to help people up stairs. You must be able to be encouraging to nervous novices, calm frightened children and be tactful and patient with divas and stage moms. Done well, this job requires a lot of pre-masquerade work, watching all the tech rehearsals, looking for

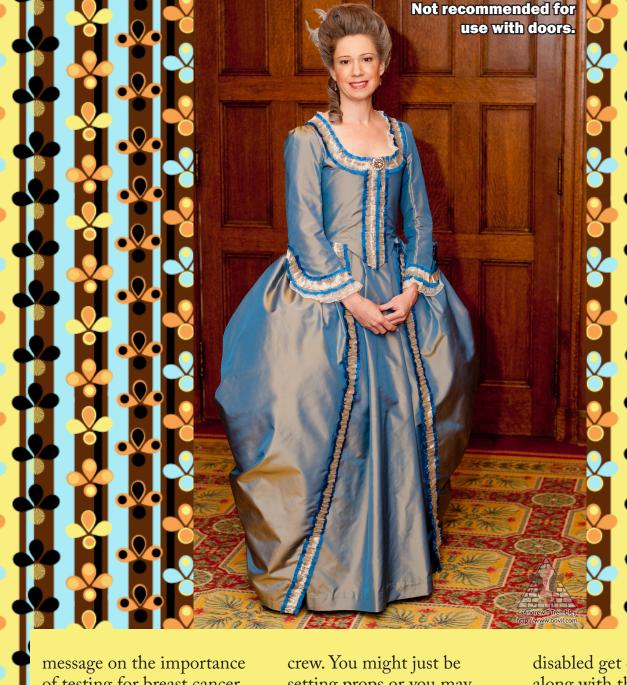
with the tech crew and offering suggestions to novices (and journeymen and masters on occasion) on how they can improve their presentation.

There are a few wonderful presentations that might not have gone on without the help of the backstage crew. Most notable was the presentation by the Amazon Elder at the San Jose World Con that combined a beautiful presentation with a message on the importance of testing for breast cancer. The contestant was very nervous and might not

have gone on without encouraging words from John. She went on to win Honorable Mention for Bravery and People's Choice.

You never know what you might be called on to do when you are working as part of the backstage crew. You might just be setting props or you may need to catch a lounge lizard on a scooter or toss a stuffed cow on stage. Or you may need to hold up a contestant who has just fainted or help someone up stairs who is wearing stilts, giant feet or a gigantic





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crew. You might just be setting props or you may need to catch a lounge lizard on a scooter or toss a stuffed cow on stage. Or you may need to hold up a contestant who has just fainted or help someone up stairs who is wearing stilts, giant feet or a gigantic costume. You might find yourself working with a horde of costumers wearing a giant dragon. Most rewarding is helping someone who is physically

disabled get on the stage, along with their motorized mobility scooter, so that they can put on their dream presentation.

It's the interaction with costumers and the variety of things you do to make the presentation work that keeps John and I volunteering to work the masquerade stage crew.



No?

Nazgul, (winner, Best Recreation Maskerade)

7. Page 10 (redlipped mannequin): MMillicent M, Winner, DatCon IV RHPC Credits lookalike completion

- 9. Page 12 (two Fire and Ice, (winner, least Original design in the DatCon IV Maskerade)
 - Page 13

Bene Gesserit (winner, Special Award for Costume Distressing)

mannequins): in the DatCon IV

- 8. Page 11 (mannequins on roof): Hall costumes on the parkour route between the post-Maskerade room parties
- female mannequin):

Backmasking

So, you want to know what Anti-Kevin Too bad, cuz here it is! So get out your mirrors, kids, because even though Kevin wrote about in his mirror universe's crossdimensional Yipe! issue? was kind enough to translate the transmission from the original Espressanto, the evil inside him left it flipped around backwards.

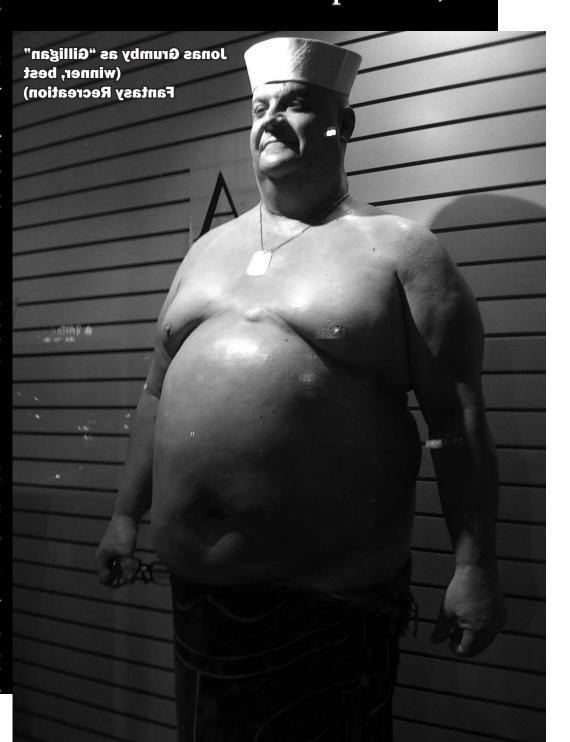
(mannequins on and

around bench):

You can get anything you want (exceptin' Alice). (winner, historical recreation)

11. Pages 14-15 (center fold): Barbarella and Pygar

12. Page 16 (over red mannequin shoulder): At the Red Queen's Court (winner, best execution, **DatCon IV** Maskerade)





slot in the Least Original Design contest during the Maskerade half-time.

DatCon IV was a feast for the eyes of costume afficianado worlds-wide. It's hard to imagine how future Worldconfs might top it, but I'm sure there are mad scientists working to make that possibility a reality even now.

Captions for issue 2.3a photos:

- 1. Seated Mannequin page 5: Both your captions (All signs point to the Fanzine Ultralounge, and First Rule of making your CGI creatures look real: make your real actors look fake) both look like they would work just fine.
 - 2. Three mannequins Page

6: A Flurry of Snow Queens on stage at the DatCon IV Maskerade.

- 3.Page 7 (semireclining mannequin): Martin Short in a recreation of Mari Martin's "Peter Pan"
 - 4.Page 8 (8 female

- mannequins): Bimbos of Star Trak: James Tiberius' ex-girlfriends
 - 5.Page 8 (bagged, seated, mannequin): Contestants wait to see the workmanship judge in the green room
 - 6.Page 9 (headless



of the Nazgul, and a thirty-member ensemble entry entitled At the Red Queen's Court. When their deliberations were finished, the Nazgul were acclaimed the Best Recreation in the show, while the Red Queen's Court was recognized as the Best Execution.

Not all the entries were inspired by speculative fiction; some were beautiful recreations of historical garments. Yet another rendition of local folkheroes Pygar & Barbarella was well-received, and a chilling interrogation presentation entitled You

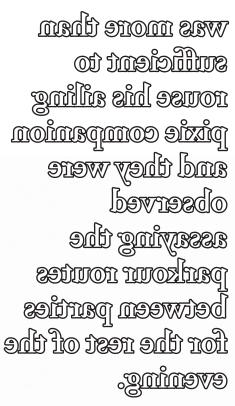
You can get anything you want (exceptin' Alice). (winner, historical recreation)

can get anything you want (exceptin' Alice) brought back the Sordid Sixties with a terrifying yet slightly whimsical tone.

Not all entries featured a cast of thousands. Chrislet N's Bene Gesserit received special recognition for her fabric distressing techniques. Jonas Grumby received a standing ovation for his stirring recreation of naval hero Gilligan.

It should be noted that not all the costume awards were presented in the Maskerade. Chanteuse Mmillicent M beat out a field of 30 contestants in the Friday evening RHPC Credits Lookalike Competion, and MIDI-goth-schlager duo Fire and Ice happily accepted the trophy and Eurovision Song Contest finalist





When life gives you lemons,

Tralk brought malze lemonade, down the house and won independently the audience decided to come as one of James Tiberius exgirlfriends did when they met in

which is what the 8 ladies who the Green Room. Their hastily consolidated "Bimbos of Star

Fire and Ice, (winner, least Original design in the DatCon IV Maskerade)

> appreciation award. Admiral Kirk was seen beating a hasty retreat to The bar as they accepted their trophy.

Workmanship judging was not compulsory this vear, but the judges still

Hall costumes on the parkour

route between the post-Mas-

kerade room parties

managed to review almost all the entries waiting off stage in the Green Room. They certainly had their work cut out for them, with several large groups including the Bimbos, a mindblowingly rendition

of the Intransigent
Costume Geezers and
experimented with a new
rule: 6. Noh Costume is
No Costume. We're not
sure what all the fuss was
about, but even with the
additional restrictions the
designs displayed for the
audience were a fantastic

demonstration of their creators and viewers alike. To set the mood, the venue was dressed in a eerily accurate rendition of Late FWW Retail Storage & Display, which set off the sumptuousness of the contestant's work to marvelous effect.

In a simple and elegant way to deal with rule VI: There must be multiple costumes of "The Snow Queen" entered in the Maskerade, all four of the qualifying entries were ushered on to the stage and handed salamanders. The first to evaporate, quite rightly, was immediately awarded

Most Evanescent and the other ladies graciously accepted contracts with the LA Kings hockey team.

A surprise celebrity entry, Martin Short charmed the young and old alike as he flew across the stage in a perfect recreation of Mari Martini's "Peter Pan".

The thunderous applause





and space of 3.14159

Conference lived up to their pledge to make DatCon IV a brighter, less brutal event suitable for fans and foes alike.

From the hyperelegance of the Fanzine Ultralounge to the integrated parkour route between the party suites at the LAX Herriott Resort, the setting of

DatCon IV encouraged
costumers of all skill levels
to really strut their stuff.
The result was an AntiCostume Year in Review,
compressed into the time

days at a hotel. Those presented on stage at the DatCon IV Maskerade were the cream of the crop.

This year, for the first time, the Maskerade Dictator acceded to the demands



Bimbos of Star Trak: James Ti-

berius' ex-girlfriends



ANTI-COSTUME YEAR IN REVIEW:

MMIX LOST ANGLES WORLDCON MASKERADE

By Anti-Kevin ehcoR, Conference Center, Espressonto by Evil Kevin. the costuming world

DatCon IV, held over Labor Day weekend (September 4-7, MMIX) at the recently remodeled Lost Angles Megalopolitan

translated from the offered a microcosm of unparalleled in any dimension. After the predictably dismal turn of events at DisCon III in Chikagho in MMVIII, the concom of the 67th World Psyenz Friction

> Westercon is a small convention, and its Masquerade this year was equivalently small. When I checked in on Friday, there were only three entries registered (although Sandy Manning told me she had scouts out trying to recruit more).

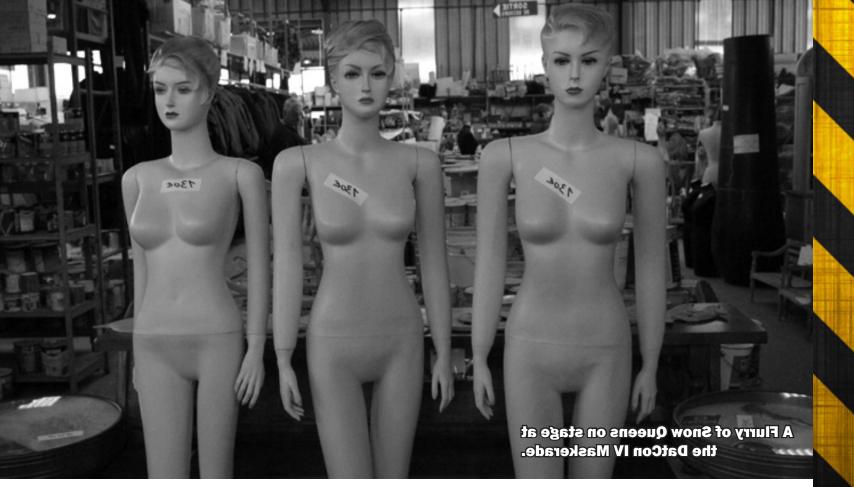
By Masquerade time, there were twelve entries. Three of them exhibition only. I wasn't sure what to expect and some miscommunications led

to me running from one spot to another trying to figure out exactly where I was supposed to be to meet up with the other judges. Unsurprisingly, that place turned out to be the Masquerade ballroom, and I got there with time to spare.

There were two other presentation judges as well as Janet Wilson doing Anderson workmanship. Besides me, the others were Ioni Dashoff and Kevin

Roche who had been called in to replace John Hertz (who was not able to attend the convention at the last minute).

I missed having John there but was grateful the replacement was someone I knew and trusted. Joni Dashoff turned out to be very nice as well, and someone I had corresponded with about Anticipation business.





Soon we were standing backstage, waiting to be introduced, which renewed my nervousness-I had not realized I would have to go on stage. I was dressed up enough, but I'm not really a stage person and from what I heard later it sort of showed. Ah, well.

Done with that, we took our seats in the front row and things got started. One or two of the entries were pretty obviously last-minute favors the staff had begged into participating, but even those had wit and energy. A few were damned good and almost all were short, sweet, and amusing.

I was nearest the left of the stage and so two entries managed to get by me without me seeing anything but the back of the costume, since they walked through too quickly and without turning around. Luckily, the other judges got a better view, and so this didn't count against them too badly.

We were given a stack of numbered sheets, one per entry-minus exhibition only ones-with a large space to take notes. I found this very useful since it all seemed to go quite fast, perhaps because of my inexperience, and writing things down focused my attention wonderfully. Once the costume presentations were done, the Bonhoffs came onstage to do what I am told was a wonderful halftime set (one advantage to having a Filk convention sharing the weekend) but which I had to miss because of my judgely duties.

We were ushered to a small programming room and joined by the workmanship judgethere only to clarify questions we might have about what costume parts were made and which not-and the judge's clerk, there to collect our opinions at the end, verify their correctness, and vanish into the night to turn those into awards.

This was the most interesting part for me, since it was a new experience. The other judges were both patient and very aware of not pushing their opinions onto each other or me. We came to some conclusions almost immediately, but discussed others back and forth.

I was pleased to see some of the notes I took matched theirs to the letter. I guess I'd been afraid there would be some technical



phraseology and esoteric knowledge that would make my one word notes ("Shiny!" "Cute!") look amateurish, but mostly it was common sense stuff.

Which is not to say you couldn't tell who the pros were. Aside from their confidence in rendering opinions, there was definitely a level of expertise in spotting

both flaws and things deserving reward.

I suspect the process would have been a lot quicker without my presence, but, as with so many things I try my hand at, my basic goal of not embarrassing myself and those who have put their trust in me was, I hope, achieved. I also felt like we went through

things pretty quickly (one of my own complaints) although someone did ask me later what took us so long.

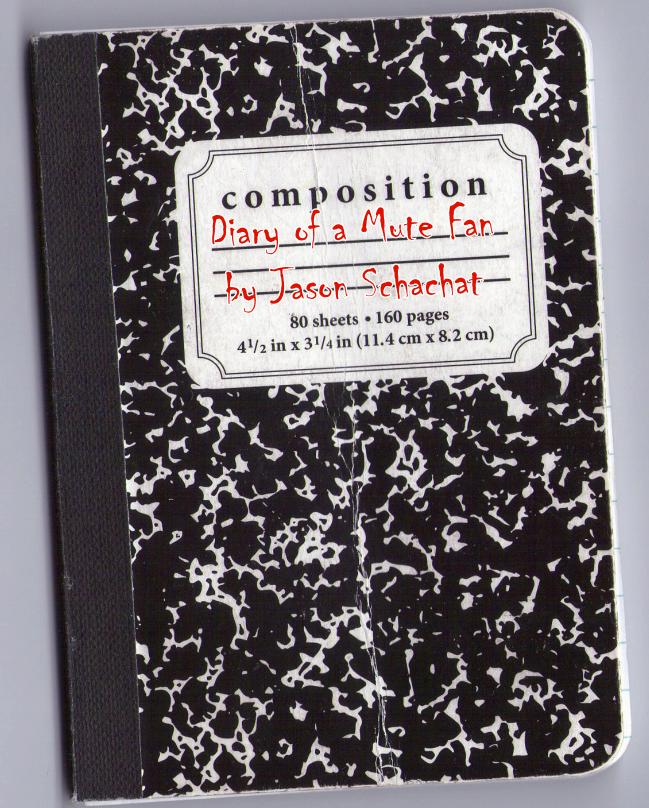
We turned over our opinions to the clerk, who reviewed them for accuracy, and then headed back to the ballroom. We lingered outside for a bit, as the concert was still going, and had a chance to see one lovely costume I wish had made it onstage, a young witch with a handmade leather hat.

After ten or fifteen minutes we were led backstage again, this time clutching rosettes to award the winners, and this time we all went onstage together, which made it much more comfortable for me. The winners came on one by one and collected their awards, which is a very fun job, I must say, and that was that!

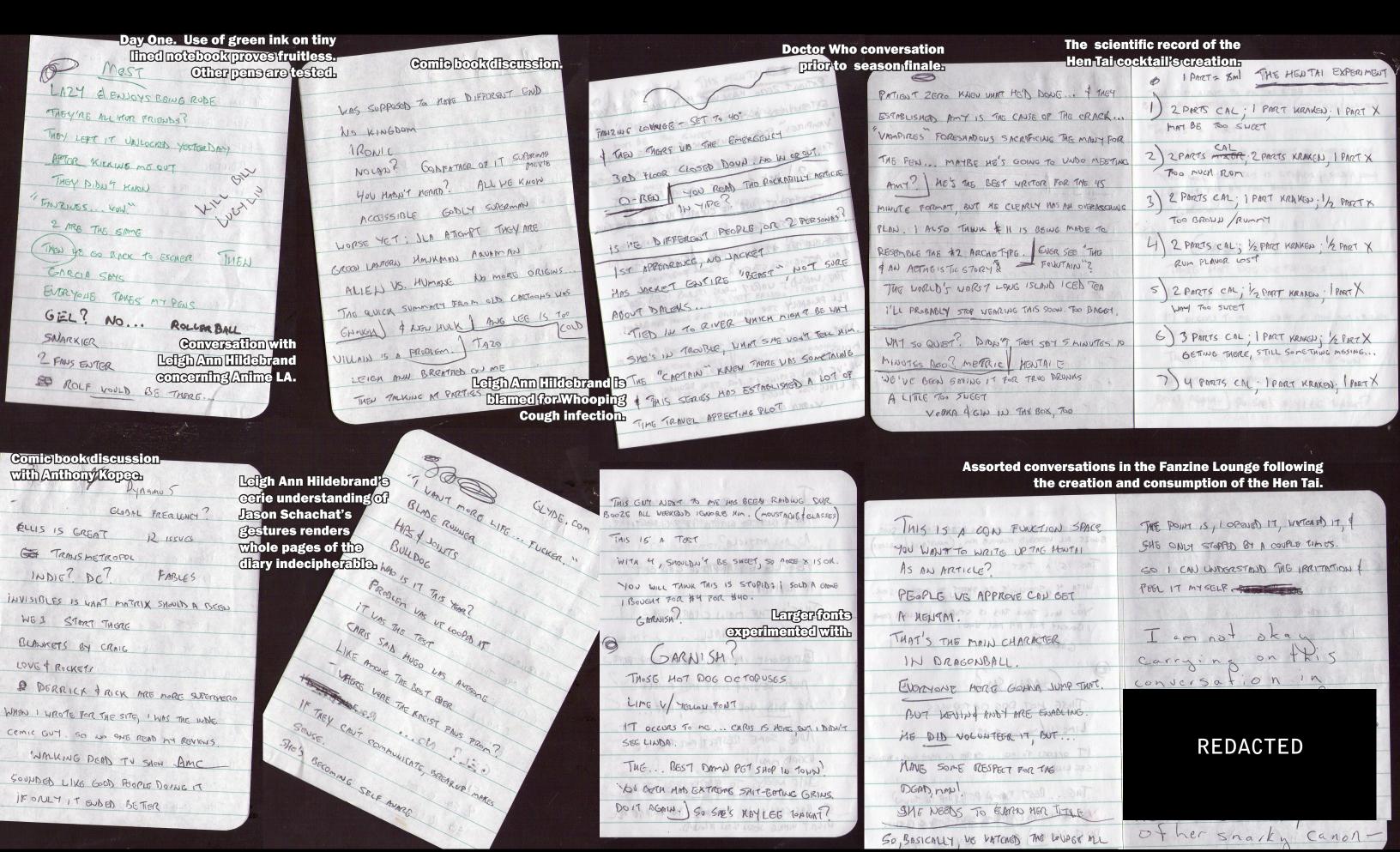
All in all it was an interesting experience which I would gladly do again, although probably only at a small convention like Westercon.

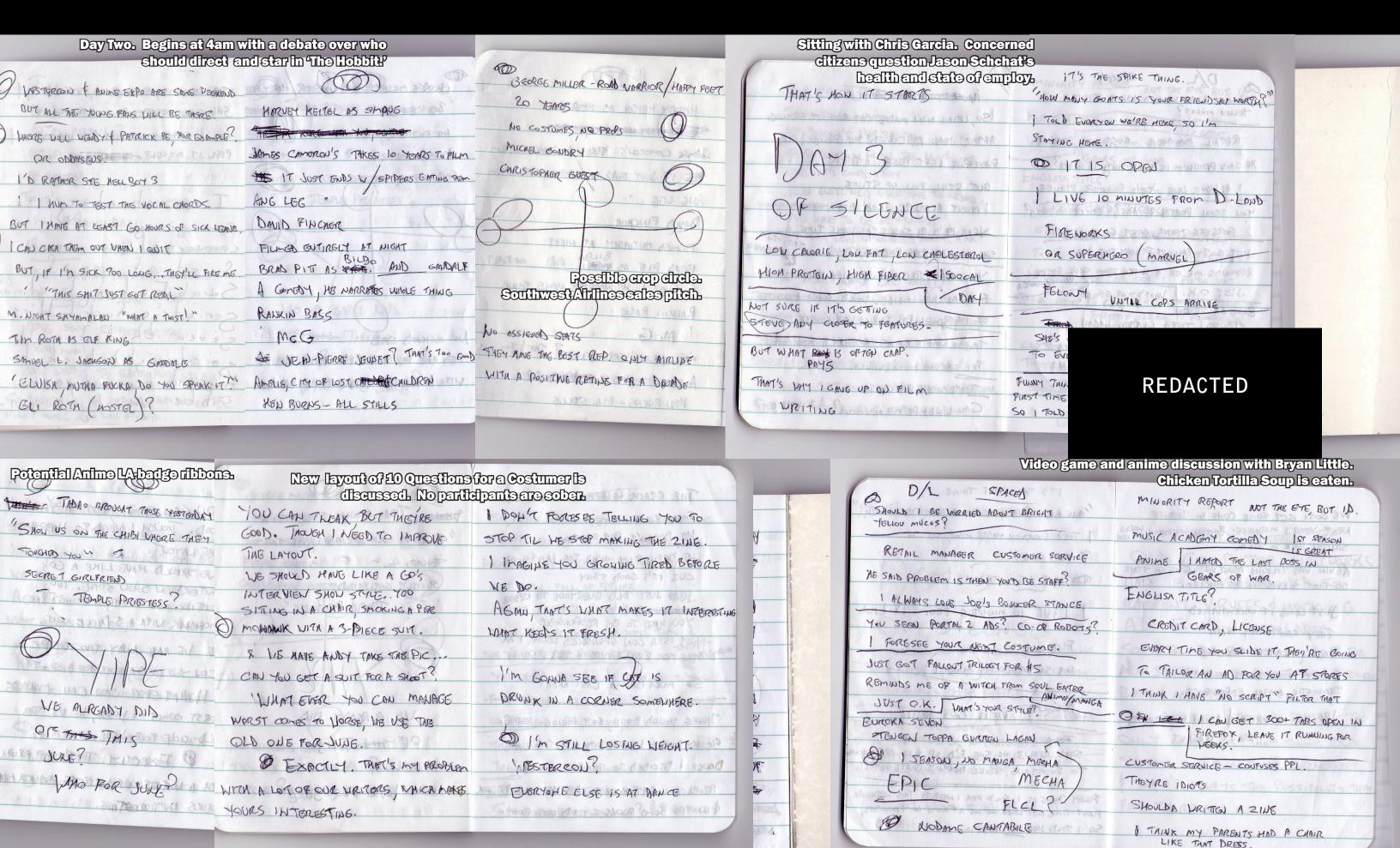


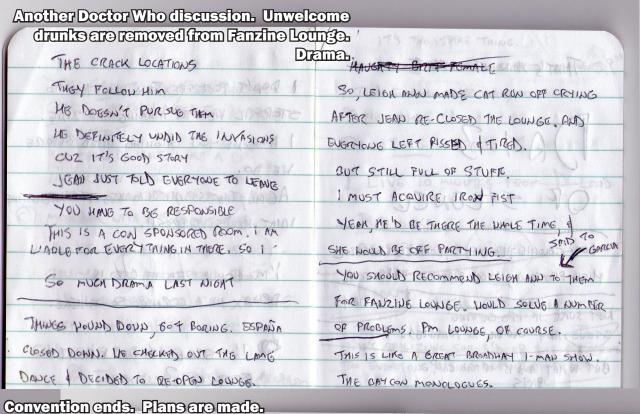
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On the 28th of May in the year of our Lord 2010, Yipe! Editor and noted alcoholic Jason Schachat attended the 28th annual Bay Area Science Fiction Convention or 'BayCon' and contracted what may or may not have been an acute case of Whooping Cough. The next day, he lost his voice. What follows are the contents of the pocket notebook he used to communicate for the next 3 days of the convention.



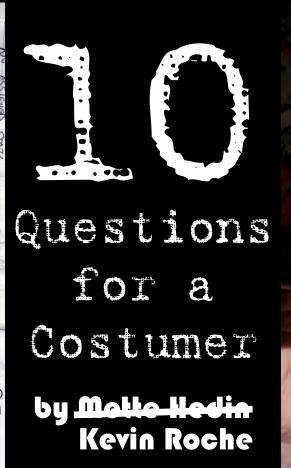




Larryngitis discussion leads to raceballing WE GOTA GET SOME CONS IN BEFORE NEST YEAR'S MADNESS: BAYCON VESTERION WORLD WORLD VHERE THE SILLCON BACK TO BACK OLD COMPUTER NETWORKS KEVIN WAS TALKING ABOUT GETTING ME ON STAPF HAD TO BE ABANDONED TO SO THAT SOLVES THE BIG PROBLEM. ROMPANT VIRUSES & MACKING JUST LEAVE IT UNCONFIRMED AIS. ECONOMIC COLLAPSE, THEY CAN'T TRY AGAIN SOCIETM DE-EVOLUTION, BUT THE WAIT .- CARCIA HAD ONE. MGN SYSTOMS ARE BUILT ON A STRONGE EVERY SHOWER HAS BEEN A TRAUMATIC WASAL EXPERIENCE. BASIS & ARE DESIGNED STO BG IROUIC - VAITESS ASIAN CONSIDERED INCOMPATIBLE WITH OLD SYSTEMS THE MOST RACIST ONLY WORRY IS THAT SOME OLD SYSTEMS COULD NOT BE TURNED OFF THORE'S ALWAYS THE POSSIBILITY THEY FIND THEIR WAY IN. Possible story idea penned under heavy medication.

Jason Schachat and Yipe! staffers attending BayCon are witnessed leaving the scene of the convention. Reports concerning spread of Whooping Cough vary. Journal ends.

KS,



POSITIVE RETINS FOR A DEEDLE



#4 - Jennifer Tifft

Full disclosure: Jennifer Tifft is one of my dearest friends; we met on the UC Berkeley campus while I was working in the student union bookstore. We've danced together, sung together, committed drama and poetry together and perpetrated numerous costume conspiracies both on stage and in public, and she officiated the commitment ceremony between Andy Trembley and me.

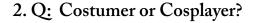
Among her artistic achievements, she's an accomplished graphic artist, musician, poet

and writer in addition to her truly spectacular costume work. Jennifer is the fan who introduced me to the Gallifrey One Doctor Who conventions and the cadre of writers who frequent it, an act for which I haven't thanked her nearly enough.

Jennifer relocated from the SF Bay Area to Tucson some years ago and our paths do not cross nearly often these days; readers who are newer to the costume community scene may not have had the opportunity to meet her or enjoy her work. It's a pleasure to share a bit of her outlook with our audience!

1. Q: What was your first costume?

A: Gandalf. I was, I think, 5, and the dress-up box at my mother's house had just gotten a pair of net drapery panels added to the stash. I swathed them around me, tying here and there with ribbons to make the various bits stay where I wanted them, and swooped about the house with a curtain-rod for a wand/staff, and only felt the lack of a hat to complete the outfit. Looking back on it now, an order of magnitude of years later, I suspect I looked more than a little ridiculous, but there was no mocking, and I recall being very happy with myself and my draperies.



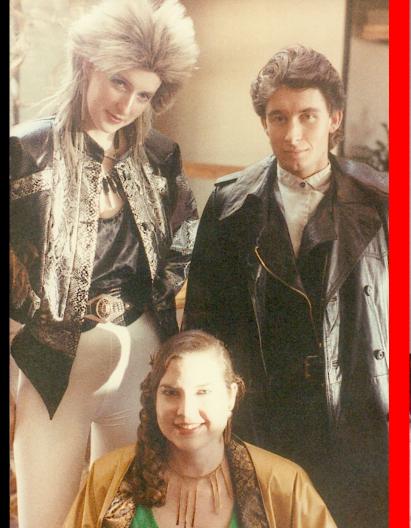
A: Costumer.

3. Q: Do you work on things for a deadline or year round?

A: Yes? Deadlines mean things get actually finished, but there is always stuff in process.









4. Q: Recreation or Original?

A: Yes:-) I do and have done both. I tend more toward the original, though, even in my historical and media-based.

5. Q: What is your favorite material right now?

A: Before I have a favorite, can I have an un-favorite? Polyester 'sari' fabric, that my brother fell in love with the patterns & colors of & commissioned me to make a whole bunch of war/camp pants & shirts out of. Nasty slithery fray-ey stuff.

Favorite, in that context is linen. Real, flax/linen-linen, none of this poly-rayon stuff.

6. Q: Loner or Collaborator?

A: Loner, especially now that I am far, far away from my usual cohorts in costume mayhem. I have done collaborations, though, and would certainly do them again.



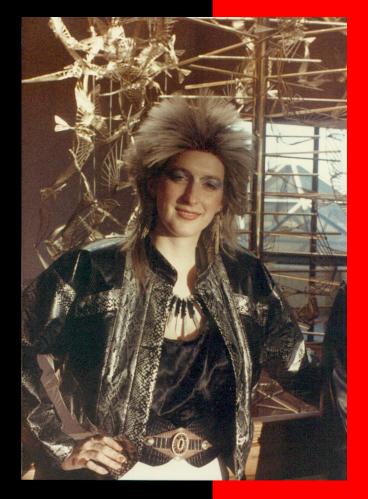


7. Q: Has a costume ever brought you to tears?

A: Oh yes. More than once. I think The Three Sisters (aka The Gods of Gallifrey) was the most fraught. Discovering that there was equipment on the (smaller than I had been given to expect) stage that would hide hem-detailing that I had spent many hours on getting Just Right was not my finest moment. It all came out alright in the end, though.

8. Q: Make or Buy?

A: Both? Does it count as buying when you commission an artisan-friend to make the thing they can make perfectly & you don't have the tools/skillset/whatever? Finding the right thing can be as much of a challenge as making it might be.



9. Q: What costume are you the proudest of?

A: The Gods of Gallifrey, for scale, sheer effort, and going way outside of my usual comfort zone -- I made 4 costumes without knowing who I would get to wear 3 of them, and managed to pull off a piece that ended up winning both Best in Show and Audience Choice, with a serious and somewhat complex presentation.

10. Q: Historical or Science Fiction/Fantasy?

A: Yes. Both. Sometimes simultaneously.



Luce was a busy busy month, and

June was a busy busy month, and July is already shaping up that way. No sooner had we recovered from Baycon than Andy and I were on the road again. We travelled to Sacramento for the Sierra Stampede Gay Rodeo (we support our local chapter of the Golden State Gay Rodeo Association and sponsor some of the prize buckles in their Best Buck in the Bay rodeo), which is always great fun. You might think this has nothing to do with costuming, but you would be wrong. Besides the whole cowboy chic (which is its own kind of costume -- where else could I wear a rhinestone bandanna to a barn dance under the stars in downtown Sacramento?), there is always the rodeo royalty, including drag queen and occasionally drag king titleholders. They are always good for some spectacular wardrobe. There are the Git -*R*-*Done! Girlz*, one of the funnest (not to mention hairiest) cheerleader squads

you'll find anywhere. And then there is the Wild Drag Race, a rough stock event where the team comprises a Cowgirl, a Cowboy and a (costumed) Drag who must mount and ride a none-too-happy steer after the Cowgirl and Cowboy have wrangled it across a marker line in the arena. It's not uncommon for the entire team to costume in theme together. I'm actively encouraging some of those rodeo costumers to consider writing for **Yipe!**, so keep an eye out for that in a future issue.

We've just returned from Westercon 63 in Pasadena, where **Yipe!** was well represented. The fanzine lounge was run by my coeditor Jason and our regular contributors Leigh Ann Hildebrande and España Sheriff and was one of the happenin' places to be, especially the "After Dark" lounge on

the party floor. Jason, España and I were the speakers on a panel about *The Modern Fanzine*, with a small but engaged audience of fanzine fans, including Milt Stevens, Marc Schirmeister, John D. Berry, Andy Trembley, and Mike Glyer (of File 770). Mike had some very kind things to say about us in the File 770 blog!

This month I got to stand in for our interviewer Mette Hedin for our Ten Questions feature and showcase my long-time friend and occasional collaborator Jennfier Tifft. Besides her own formidable body of work, Jennifer and I have perpetrated several memorable stage and hall costumes, and I'm pleased to share some of her art with you. We also have a feature from Chris O'Halloran sharing the viewpoint of the folks who help you look good and stay safe when crossing a stage.

I'm finishing this sitting in the premeeting bustle for the monthly meeting and workshop of PenWAG, the Peninsula Wearable Arts Guild, which meets at the Campbell community center on the second Saturday of most months. This is a group with astonishing energy and an enormous variety of talents; Andy and I are always learning new things to try. If you can get to even some of their meetings, I recommend the experience highly.

As always, we're on the lookout for new contributors for **Yipe!** Articles, photos, art and poetry will all be considered; drop us a line at <u>editors@yipezine.com</u>. I'm especially interested in your thoughts on myths and legends of costuming.

It's all my fault

Kevin Roche

kudos and brickbats to <u>kevin@yipezine.</u>
kevin@yipezine.





Due to a certain Canadian letter hack's busy schedule, there will be no LoCs this month. Enjoy the booze.

-The Management





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