

**Frequently mentioned topics about how the Guild costume approval works,
by Lt. Thorne, 10/31/02**

A lot of you have asked Greg and the Guild Council members questions about costume, rank, and other issues. Here's my modest attempt to clear up some of these issues. Some of this seems complex, but in reality it is simple.

THE SHORT VERSION:

In the Guild we can dress up to our approved rank, not higher (pikemen shouldn't dress nicer than the Captain!). Rank is earned, but we have a system to carry over rank from the Booth for another year. Costumes are reviewed at events and parties, and approvals are sent to Greg for final approval. We have minimum standards posted on the website, and many of us will need to meet them to attend events next year.

THE LONG VERSION:

Guild Rank Approval & Promotions -

Just like the Booth, Guild members can be promoted based on work days -- but improved costume is also required. What this means is simple -- "DRESS YOUR RANK", and if you'd like to either upgrade your rank carried over from the Booth or earned at Guild events, "DRESS UP TO YOUR DESIRED RANK". If you'd like to be a Pikeman but are currently unranked, you'll need the basic costume elements for Pikemen as described on the website.

Rank # vs Rank name -

Every member has a Guild rank number, many of them "0" for unranked. Your official rank name or role would be "militiaman" or "campfollower" (not just for women). Those with Booth transfer ranks can improve their costume up to the level of the Booth rank # (ask the CRB folks), then apply for that higher rank. Those working their way up in the Guild ranks should ask Greg or the CRB for

their rank #, then find out what costume elements they need to match that rank #.

Separate from rank #, rank names are a description of your acting role in the Guild. You can be a waggoneer, cook, seamstress, pikeman, doctor, provost, etc -- so do some research and pick one that appeals to you. Some names wouldn't be appropriate for a Welsh border militia company and Baggage Trayne, others will fit in just fine. These can be limited in the higher ranks, first-come = first-served.

Often you may be asked to take the role of a Guild position higher or lower than your actual rank name. We are an acting Guild and need to focus on our presentation and look at events. This doesn't mean that you've been approved for that higher/lower rank, just that the GM or whomever needs you to take that role for a day or event.

Rose Booth Rank Transfer -

Everyone who has worked for the Booth has some sort of rank number, which Greg calculates by days worked, overall effort (the infamous "dots"!), time-in-grade, and bribes. People with Booth rank #'s have until November 2003 to try to transfer this Booth rank # to a Guild rank #. After that time, everyone starts at the "unranked" level in the Guild.

Grandfathering vs New Purchase -

To avoid excessive expense, the CRB (Costume Review Board, aka "Table of DOOM") will often "grandfather" garments/weapons/etc THAT ARE CURRENTLY OWNED -- but this doesn't mean that they are OK to purchase new! So just because someone sitting next to you has a sword/doublet/skirt that is "approved", doesn't mean you can rush and buy the same thing. Check the Guild Costume guidelines below for APPROVED NEW COSTUME ELEMENTS.

For example, if you buy new leather items, get 'em in brown or natural colours rather than the ubiquitous black. But that doesn't mean you have to toss your current black leather items, just that when you buy new ones please try

to get 'em in brown.

Guild members can buy anything they want -- but you can't wear your new Klingon Commander costume to Guild events! So please don't waste your money on non-approved new items, as we won't OK them to be worn in the Guild area or in Guild processions.

Costume Guidelines -

Guild costume information and approved garments/weapons/other stuff are posted on the Guild website at - <http://www.cardiffrose.com/crew1.html> For costume requirements go to either Men's or Women's pages, and for specific weapons/armour go to that 'arms' page (like Pikemen).

NOTE - The Guild does NOT approve every wierd fantasy weapon/garment by the various merchants, just specific ones and often in specific colours. See "wasting money" above...

CRB or Costume Review Board process -

Here's how it works. You'll need to WEAR your costume at an event where the "Table of Doom" is set up. For either first-timers or rank upgrades, let the CRB people know your desired rank (or go for "unranked"). They will review all major costume elements, rating the major garments as more important to upgrade than a pouch design or sock colour.

If the CRB "provisionally" approves your costume, they'll let Greg know for the final approval process. If he decides that the requested rank name/role is not OK for the Guild (like "ballerina"), he'll send you back to the CRB. If he approves your rank # and rank name/role, he'll let the you and the CRB know about it.

If the CRB finds that your costume elements don't match your desired rank/role, they will let you know which elements don't fit, and should send you an email listing what needs to be fixed for that rank's requirements. We are

also trying to hand out these forms at events.

Minimum Costume required after one season -

After one season with the Guild (late-joiners are exempt) all members need to meet minimum guidelines. These are generally described on the website, but are specific to each member's existing costume elements (see Grandfathering above) and the rank/role they wish to portray.

So those of you that got the CRB forms at Folsom now know what needs to be fixed (F) and what is approved (G). Those of you without forms, or who have made changes in your costumes should visit the CRB table at an event soon, so you'll know what needs to be fixed over the winter. We are also working on website access to the Guild database that Carl has worked up, so that you can get your own report emailed to you.

What are the minimum costume guidelines? In general, we need to look like members of an acting Guild, not like customers! We all know how hard it is to find good period costume, and many of us have "customer/turkey" looking stuff lurking in our closets -- I've got a lovely Pendragon "doublet" in there somewhere...but just because we've got the old stuff doesn't mean that we have to wear it at Guild events. That's why we've listed approved garments by all the major online businesses on the webpages.

Our Goals -

We have a lot of plans to become one of the best Guilds in the small Ren Faire circuit, and Greg wants us to do more duty at Court -- this all means that we need to improve our kit from the old, "Who cares? We're just boothies" levels. Being a third-class Guild doesn't appeal to the Captain, the Guild Council, nor to most of the members.

Moving from being one of the largest Northern Faire booths to an Acting Guild at small Faires isn't easy! But it's our chosen goal, and one that we've come a long way already towards winning. Every event seems to go a bit smoother, we make a better impression on the organizers and other actors, and everyone seems to have even more fun. Let's keep it up!

