

The Navigator

The Newsletter of Alamo Squadron

*The San Antonio chapter of the International Plastic Modelers' Society
A registered 501c-7*



IPMS/USA Chapter of the Year:
1998-1999 & 2004-2005

June 2017

Stripping Paint

By Lee Forbes



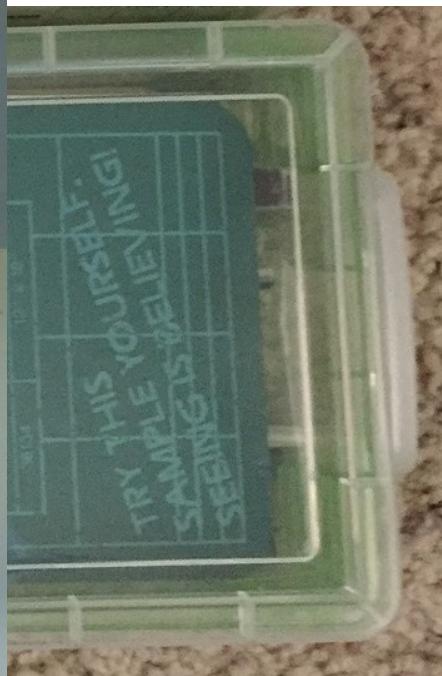
A Real Space Build
by Dick Montgomery

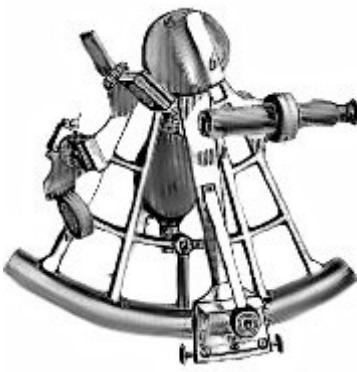
Also:

Part II of Vince Barrele's
Model Production Studio



Vacation Modeling with Chris Lenahan





President's Column

By Len Pilhofer

IPMS #49932



President's Message – June 2017

Greetings Alamo Squadron and welcome to June... yes, almost halfway through the year. It has been a very productive 1st half of 2017 and I well expect it to be just as productive in the coming months. Let me take this month's president's space in our newsletter to talk about judging. The context of this discussion is in relation to our own monthly contests. I fully recognize that our monthly contests are not conducted in the same fashion as true IPMS contests; we don't have categories nor dedicated teams of judges, but nonetheless there are some simple guidelines that we can all follow that mirror the spirit of IPMS judging guidelines.

The first of these is checking to make sure all parts on the model are properly aligned. On an aircraft, this is pretty easy to check as it has wings, vertical stabilizers, and an undercarriage that are all very visible to the observer. Other models' might not have wings but armor models have tracks that need alignment and auto models have wheels that skilled modelers always check. A quick spot of **these** parts will help you narrow down the best built model on the table.

The second item one should look for are obvious glue marks on the model. Look for these around the seams where two parts come together. A common type of glue mark is one left by cyanoacrylate (CA) glue... otherwise known as superglue. When CA glue dries it leaves a very shiny residue and is easy to see. Just like good alignments mentioned above an experienced modeler knows how to avoid glue marks, and in the very least, how to properly hide them with a flat coat.

Thirdly, a good judge looks for problems with the paint and finish. These might include a gritty surface or paint streaking down a model due to the overspray of paint. It might mean an "orange peel" surface where the paint did not lay down smoothly. It DOES NOT mean a model is the wrong color in a certain judge's opinion. Pink for a P-51 may not be the best

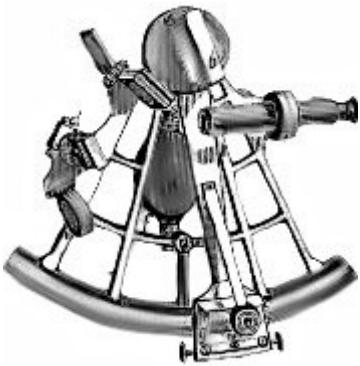
choice artistically or even historically, but if the paint job itself is superior, then this should carry it over models whose paint jobs are less-than-stellar.

A fourth point that judges should focus on are the decals: are they straight, aligned properly, and has silvering (the pockets of air trapped behind a decal) been eliminated? Decals can be challenging, especially when you are working with a less-than-glossy surface but there are techniques to deal with this challenge... has the modeler executed these techniques effectively?

The fifth and final thing a judge should look at are seams. More specifically, have they been eliminated (unless the real-life prototype had seams in the same areas the model does)? This is probably the least favorite are of model building for a lot of people, me included. It is not popular because it takes a lot of effort and it can get messy. Modeling was supposed to be fun, right? However, we should be rewarding the individual that takes this path down the "un-fun road" and puts two halves of a model together and makes it look like one. Then, we should make that person teach us how he/she did it!

The point of this reminder is not to classify the "good" modeler from the "bad". It is intended to help all of our club members learn to be better modelers. With the feedback you learn from our internal contests you will hopefully take this knowledge, apply it to your own modeling and be more competitive outside our club at the many shows in which our club participates.

~Model On



Club Announcements

Bachelor Build Nights

The focus of these gatherings is to build models as well as comradery with a secondary goal of watching, discussing, and learning different techniques. There will be no official club business at these meetings; only modelers sitting with their kit, building it, and talking about any topic you desire. Each build night



will run from 5-9 PM.

All dates fall on a Thursday night. If you wish to host a BBN please let Len or Craig know and we can add to the dates listed here. Build night dates for the rest of 2017 are as follows:

8 Jun - Craig's	22 Jun - Len's
13 July @ Craig's	27 July @ Len's
10 Aug @ Craig's	24 Aug @ Len's
14 Sep @ Craig's	28 Sep @ Len's
12 Oct @ Craig's	26 Oct @ Len's
9 Nov @ Craig's	30 Nov @ Len's
14 Dec @ Craig's	28 Dec @ Len's

Monthly Contest Schedule

The internal club contest schedule for the rest of the Alamo Squadron year (up through the next elections)

are as follows:

June 2017	Open
July 2017	Open
August 2017	Open
September 2017	Things That Float
October 2017	Open
November 2017	That 70s Model
December 2017	Christmas Party
January 2018	Model of the Year

Web Page Bios

This is a way for members to learn a little bit of modeling-related information of their club mates in order to facilitate the sharing of knowledge and techniques in modeling genres and areas. In no way is this mandatory and only if you wish to share your info with other club members should you participate. Be aware that whatever we post on the webpage is public to the world...there are no security controls on our website. Here is a link to the bios already on the site: <http://alamosquadron.com/members.html>.

If you wish to have your bio published please reach out to Len at president@alamosquadron.com

 **Members**
Dick Montgomery IPMS# 14003

Home History Meetings Build Class Newsletters ModelFiesta Members Gallery Constitution Contact Us Links Calendar

Profession/Job: Retired Public School Teacher

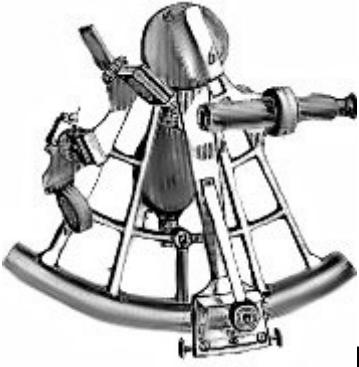
Association with Other Modeling Clubs: IPMS SWAMP in Sigepur, LA
IPMS Tex Hill Chapter/Texas Hill Country Scale Modelers, Kerrville, Tx
San Antonio Armor Brigade

Modeling Areas of Interest: I build a little of everything with a focus on WWII 1/48th scale Aircraft and Sci-Fi Spacecraft

Modeling Skills: Mediocre modeling skills but I do have a nice model inventory database and reference system in Excel

Accolades: IPMS Regional Coordinator of the Year, 2003-2004
Alamo Squadron Founder's Award (Recognition as a plank-owner, a founding member of Alamo Squadron)
Premier Award winner at various IPMS National Conventions
Silver Medal (Austin) IPMS Event
Numerous 1st, 2nd, and 3rd over a number of years at events in Oklahoma, Arkansas, Louisiana, and Texas
Served IPMS/USA as: Regional Coordinator for Region 6
Served IPMS/USA as: IPMS/USA Director of Local Chapters
Elected as IPMS/USA Secretary
Elected as IPMS/USA President

[Back to Members page...](#)



Club Announcements

May Club Contest Results Red, White, and Blue

First Place: Rob Booth
1/48 F-16C

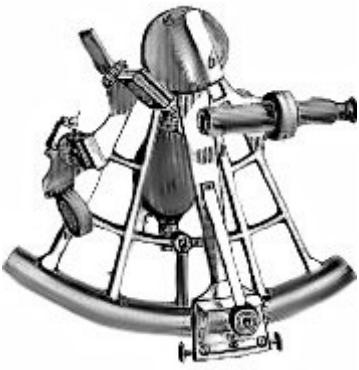


Second Place: Dave Herron
1/48 F-86



Third Place: Lee Forbes
1/72 Fokker D.VII





Feature Story

Mercury Redstone in 1/72nd Scale

Story and photos by Dick Montgomery

IPMS #14003

July 21, 1961.

As with most projects, I diverged from the order of assembly suggested by the instructions. In fact, “diverged” is not a strong-enough term. Let’s say that my progress through a typical “build” is much like the path taken by a golf ball smacked into a room with cement walls. In the final analysis, there are only three basic “steps” in the assembly process described here. Those steps are:

1. Build and paint the booster
2. Build and paint the Escape Tower and Capsule.
3. Add decals.

In the end this kit produces a beautiful model which is very enjoyable to build and at a reasonable price. If you are a Real Space fan then this one is a “must have”. So, to borrow a phrase from a famous movie, “Let’s light this candle.”

Before beginning construction, determine which of the six Mercury-Redstone missions you wish to model. This is an important first step. The choice of “mission to be modeled” will determine, to some extent, which Capsule parts will be used, and certainly, which decal options will be used. I chose to model Alan Sheppard’s MR-3 mission.

Having made that decision, I went through the instructions and marked out those portions of the instructions that specifically did not relate to MR-3. Those “mark-outs” were:

- Step 5, the bottom “illustration box” on that page which is related only to MR-4.
- Step 7, which refers only to the MR-BD boilerplate mission.
- Step 9, only the illustrated rocket, 2nd from the right labeled as MR-3 was useful



Mercury Redstone in 1/72nd Scale

Horizon Model #2004

Horizon Models, a company based in Australia has recently released another in a series of U.S. spacecraft, this one being the Mercury Redstone, item # 2004. Horizon has covered the Mercury series well with this new release, along with the earlier releases of the Mercury Capsule and the Mercury Atlas kits. And with this kit, Horizon Models announces that their coverage of the Mercury Program has been completed. Future releases will cover other launch vehicles and other programs.

Having built the Horizon Mercury Atlas kit I knew that Horizon produced first rate kits, I was anxious to build the Mercury Redstone kit and was not disappointed.

This kit allows the builder to model one of six Mercury Redstone missions. There are decals and some parts that are specific to each mission and you will find that the kit instructions provide information to help the modeler apply the parts and decals to the Redstone and Mercury Capsule. Those six mission options are:

- MR-1 Unmanned, aborted launch Nov 20, 1960
- MR-1A Unmanned, relaunch of aborted MR-1 flight launched Dec 19, 1960
- MR-2 Flight of Ham the Chimp launched Jan 31, 1961
- MR-BD Unmanned flight with boilerplate Capsule launched Mar 24, 1961
- MR-3 Alan Sheppard’s flight launched May 5, 1961
- MR-4 Gus Grissom’s flight launched

Feature Story

Mercury Redstone in 1/72nd Scale

for my project, the other three illustrated rockets were marked out.

- Last page of the instruction booklet, there are 5 parts that are not used for the Mercury Redstone model. Cut them off the sprue and let them become “one with the universe”

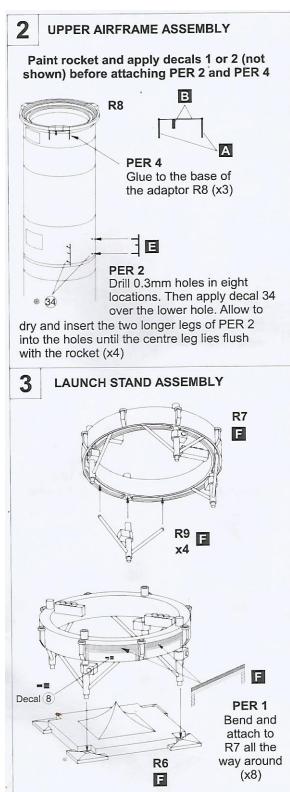
You will find a number of decals that won’t be used but I didn’t bother removing them from the decal sheet. It’s easier just to work around them during the decaling phase.

Thinking through the build process I realized that I would need a way to support the rocket, rather than just laying it down on the workbench, or even laying it on top of a piece of foam or paper towel. The easiest way to support the model while it is “in progress” is to dry-fit it onto the Launch Stand Assembly.

Let's begin with Step 3

Assemble the Launch Stand. Note that there are 8 PE parts that are attached to the Launch Stand. Their fit is precise, which is a good thing, but in order to make the attachment process easier I found a wooden rod with a slightly smaller diameter than the Launch Stand

ring, Part R7. I press-formed the PE parts, Parts PER1 to conform to the rod. When attaching the PE parts to the ring, simply start by anchoring either end of the PE part into the molded detail on the ring, and then press the center point of the PE part until it contacts the ring. You’ll note that the “free” end of the PE part has slid outward to anchor into the molded detail on the ring. The fit is so good that the PE parts will almost “snap-fit” into place. A little super glue will hold the PE parts in place. Attach the flame deflector, Part R6 to the ring and paint the assembly.



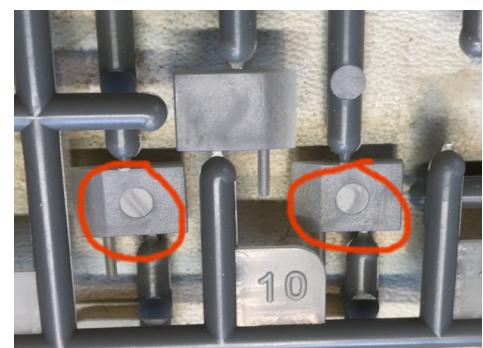
On to Step 1

Before starting the assembly process on the booster, it will be necessary for the modeler to arbitrarily select one Part R1 to be the “front” of the rocket and the other Part R1 to be the “back” of the rocket. As both R1’s are identical, it makes no difference which is selected for the “honor” of being the “front”. The instructions direct the modeler to identify the two “vent” details molded on Part R1 and to “fill” those two holes with putty on the “back” R1 only. Go ahead and apply the filler to the “back” R1 and while it is setting up proceed with the sub-assembly as illustrated in Step 1.

Assemble the upper Booster Assembly, Parts R2 (x2) but do not attach the Adaptor Ring, Part R8 at this time. In fact, this would be a good time to let the glue set up on the work done to this point and to pull out the airbrush. Using the illustrations in the instructions, and the artwork on the reverse side of the box, paint the Adaptor Ring, Part R8, red and black. While you are painting the red portions of the Adaptor Ring, go ahead and paint the four Parts, R13 red as well. Just a note here, there are two Parts R8 in the box. You will use only one of them. I prepped and painted both and then chose the “better” one to attached to the Booster Assembly at a later time in the construction process.

Back to construction, insert Part R11 as instructed, and insert Part R5 as shown and glue the Main Airframe, Parts R1 (x2) together. Assemble the two tail fins which consist of three parts each, Parts R3, R4, and R10. Do not attach Parts R13 at this time.

The only sink marks I found on any part in this otherwise exceptionally manufactured kit, were on the four Parts R10. It took only a few minutes to sand and polish those sink marks away.



Before adding Part R10 to the tailfin, enlarge the locating hole in the tail fin that receives Part R10. The goal is to achieve a tight fit but to avoid breaking off

Feature Story

Mercury Redstone in 1/72nd Scale

the locating pin by trying to force it into the locating hole. Please note that Horizon molded these parts with a very close tolerance and they will, indeed fit properly without reaming out the locating hole, but I tend to get ham-handed and my preference is to make the “fit” process easier by reaming out the attachment points. Be sure to attach two Part R12’s at this time as illustrated in Step 2.

On to Step 4

Assemble the Rocket Airframe as shown in the instructions. Attach the recently assembled tail fins (minus the Parts R13) to the rocket airframe. One can improve the “fit” of the tail fins by shaving the locating wafers on the tail fins and enlarging the receiving hole in the Rocket Airframe. Test fit until a tight fit with minimal or no seam is achieved. I used glue-soaked sprue to fill those very tiny gaps that I found on my project and sanded them smooth. While the glue is setting up, enlarge the four locating holes on the Launch Ring Stand so that the locating pins on the bottom of the four tail fins fit, again avoiding a fit that is too loose or too tight.

On to Step 2

There are 4 sets of locating holes in the Upper Airframe halves, Parts R2. Drill out those holes, as indicated in the instructions with a 0.3mm bit or even smaller. The drilling points are easily identifiable as there are some small pits molded into the Upper Airframe where the holes are to be drilled. One can use one of the PE Parts, PER 2, in order to test fit the diameter of the holes and also to make sure the holes are spaced properly to receive PER 2 when the time comes. Do not attach these PE parts at this time.

Attach the upper

booster assembly to the lower booster assembly. I found only a few little areas along the seam lines in the Booster assembly that needed work. Again, I used glue-soaked sprue to fill those small problem areas.

Now is a good time to get the airframe and booster assembly sanded and painted. The overall fit of the parts is quite good so any filling and sanding will be easy to accomplish. Prep and prime the Booster and the PE Frets with a light gray, the better to cover with a coat of Gloss White. Once painted and dry, I never touched the rocket with bare hands again. I wore those blue “hospital” gloves one can find at CVS or Walgreen’s. At this point the booster can be dry-mounted on the Launch Stand and the paint allowed to set up for 12 to 24 hours.

Having given the white paint time to dry, it is time to apply some masking to the tail fins in order to paint the black “checkerboard” pattern among the tail fins. Use the illustrations in Step 8 to mask the correct areas. Do not use the illustrations in Step 9 for this process. Remember that the “front” of the rocket assembly is the Zero (0) degree face and the “back” side is the 180 degree face. There are also surfaces near the bottom of the tail fins that need to be painted silver.

While the tail fin paint job dries, the Adaptor Ring, Part R8 can be attached to the top of the Booster Assembly. Use the illustration in Step 4 to align the Adaptor Ring properly.

The Booster is now ready for decals. Let’s now turn our attention to the Escape Tower and the Capsule.

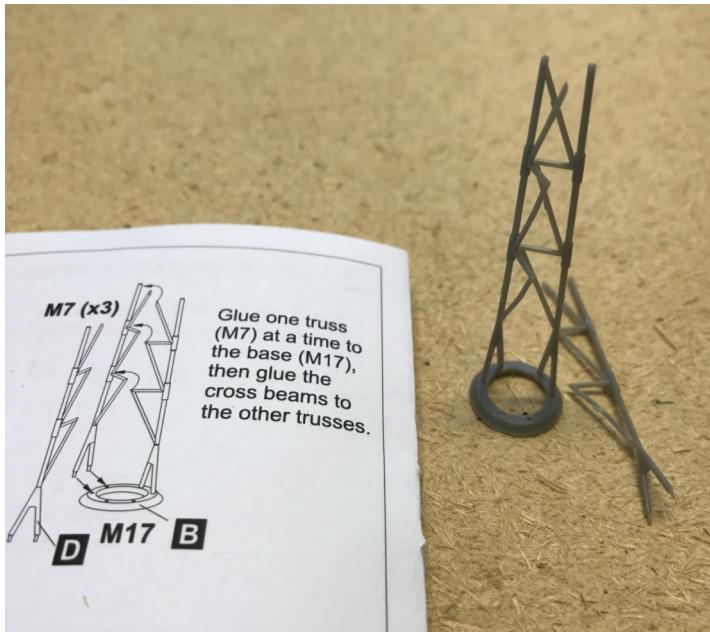
On to Step 5

The Mercury Capsule and the Escape Tower are rather simple and straightforward. Assemble the Capsule before working on the Escape Tower. Once the Capsule has been assembled it is wise to test-fit the Escape Tower Base, Part M17. Part 17 should fit over the Capsule “Nose Cone”, Part M18, but without being too loose. A tight fit will help to align the Escape Tower so that it is “vertical” and not leaning one way or the other. I used a round file to widen the “doughnut hole” in Part M17 and once a tight fit with Part M18 was achieved I then reamed out the six locating holes on Part M17 into which the Escape Tower



Feature Story

Mercury Redstone in 1/72nd Scale



Trusses, Part M7, fit. A tight fit will allow the three truss parts, Part M17, to be put into proper alignment and then glued together with liquid cement. During the period of time in which the glue is setting up on the Parts M17, be sure to inspect those attachment points where one truss “meets” the other two. Upon close inspection, you will notice that the end points of some of the rods are beveled. That is a guide as to how the parts should fit together, and proper fit is critical to proper vertical alignment.

Assemble the Escape Rocket Body, Parts M8, M12, and M5, but do not glue the Exhaust Nozzles, Parts M19, in place yet. Also, do not attach the two PE Parts, PEM2 at this time.

Attaching the Rocket Nozzles, Parts M19 requires that the Rocket Nozzles are “set” at a particular angle so that they clear the truss rods that are to be glued into the locating holes in the Escape Rocket Base, Part M5.

If you have not widened the locating holes in Part M5, do it now. Once the Exhaust Nozzle locating pins fit tightly into the locating hole on Part M5 use a slow acting tube glue and attach the Exhaust Nozzles, and immediately attach the Escape Rocket Assembly on the top of the Truss Rods. It may be necessary adjust the Exhaust Nozzles outward just a bit to allow the Escape Rocket to sit on top of the Truss Assembly in correct alignment. Continue working on proper align-

ment until it is achieved and then allow the glue to set up.

Do not attach the Escape Tower and Truss assembly to the Capsule at this time. It is easier to apply the decals with these assemblies not yet mated up.

In the bottom two frames of Step 5 instructions are given for the placement of PE parts that are unique to the mission being modeled. Attach those PE parts at this time and paint the Capsule. The box art on the back of the product box will show that there is some color, other than black, that is to be applied to the “Nose Cone” of the Capsule. Paint that area as well.

Also note that the Attachment Ring, Part M17 is black, and not red as one might think. It is a good time to paint that ring before the Escape Tower is permanently joined to the Capsule.

On to Step 6

For all missions except the Boiler Plate mission, attach Part M20. The Capsule is now ready for paint. Do not spend any extra time on the heat shield as it will not be visible on the finished model.

On to Step 9

At this point, the paint has been applied to the Escape Tower, to the Capsule, and to the Booster, and, you are ready to apply the decals. Use the illustration in Steps 9, 8, and 5 to apply the decals specific to the mission you are modeling, as well as the markings and stencils that are applicable to all missions.

If you are modeling the MR-1



Feature Story

Mercury Redstone in 1/72nd Scale

mission then be aware that Horizon has included a small, second decal sheet with some “United States” decals that are the correct font and style for that mission. The smaller “United States” decals included on the large decal sheet are not correct and should not be used. This applies only to decals numbered “11”.

Finishing touches

Earlier in the project it was recommended to paint Parts R13(x4) along with the Escape Tower parts. Glue the Parts R13 in place now.

Locate PE Parts PEM2 (x2) and paint them black. When dry, go to Step 5 and follow the placement instructions for these two parts and glue them into place.

Locate PE Part PEM13. Paint it black and attach it as shown in Step 6

Earlier, it was recommended to shoot a coat of white paint on all of the PE parts. That advice having been followed, it is now time to attach PE Parts PER4 (x3) and PER2 (4). You should have already drilled out the holes where the PER2 PE parts fit. Just pop a hole through the decal which covers those holes and glue in the PER2 Parts as illustrated in Step 2

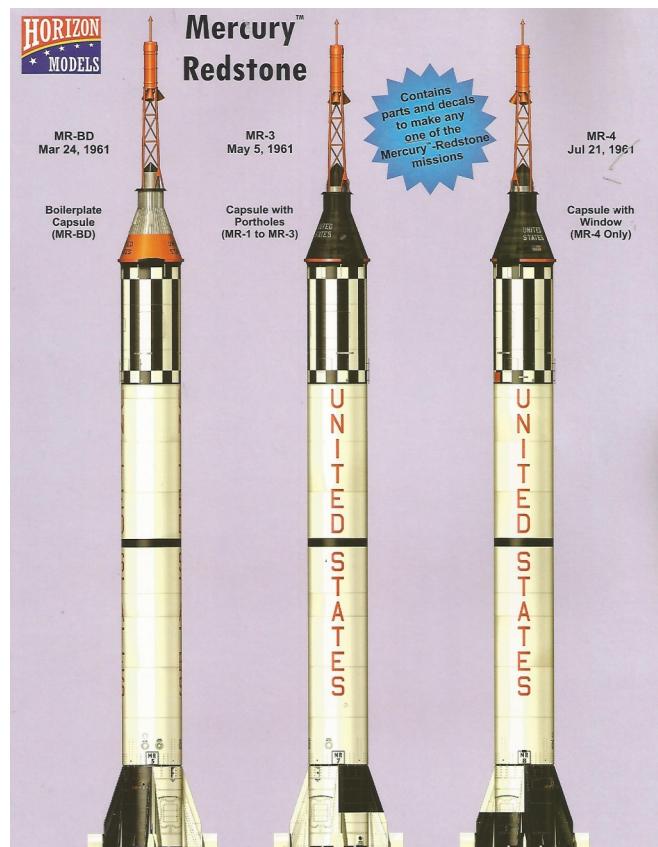
Just a few reminders:

1. Ream out the locating holes on those parts that have PE parts or plastic locator pins that will fit within the hole. Ream out the Part M17 so that the Escape Tower fits snuggly over the Capsule Nose Cone, Part M18.

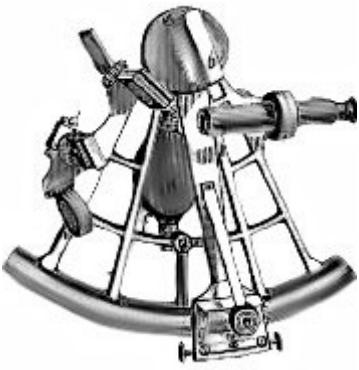
2. Be aware that there is a “front” and “back” to the vehicle, the front being identified as 0 Degrees and the back being identified as 180 Degrees in the instructions. The Adaptor Ring, Part R8, the exhaust nozzle, Part R5 are to be positioned keeping in mind the front/base orientation. This orientation also affects the positioning of some decals, especially the large checkerboard decal, # 1. Even the position of the Capsule Hatch, and thusly, the Capsule’s positioning on the Adaptor Ring must be oriented to the front/back orientation of the vehicle.

rections within the instructions, you will be able to produce an eye-popping and excellent model.

Horizon made every effort to make the model authentic, and to provide significant guidance to the modeler. Take advantage of Horizon’s work and study the instructions thoroughly before starting the project.



In the end, with sufficient attention paid to such details, and with the help provided by the excellent di-



Cover Story

Model Production Studios Part II

Story and photos by Vince Barrale

IPMS Houston

Organization

The most important thing to remember is organization. If you are someone who wants to produce more, completed models, making the best use of your time and workspace is critical. When in full production, I can have as many as 5 models in various work places in various levels of completion.

1. Where possible, work in rotation on several projects. This will reduce the feeling of getting bored with the single project. It also relieves any stress when running into a stumbling block, or realizing you don't have the correct color paint or accessories to complete. Don't force your work. Set it aside and move onto the next item on the list.
2. If you have so many things you want to build and can't decide, make a schedule. Maybe you are looking ahead at the contest categories of Themes that you want to build toward. Put your kits in order, possibly even set up on a shelf in sequence.
3. Many of us have a set routine of sequence in working a project. It helps to write it down. (Use Excel if you have a computer) Describe each step in as much detail as you need to remind yourself what to do on each project. As you progress, mark that step off the list or delete the line in the spread sheet. You will be surprised at how much more you will get done and look forward to crossing the step off your list.
4. As the above items become more routine and you have 5 or more projects in rotation, you may increase your level of management skills by developing a % completion and tracking your progress.
5. You will find that in the rotation,

one or more of your models will become near complete. You will naturally gravitate toward rushing it at the end. DON'T DO THAT. That last 5% is where you have the greatest opportunity to screw something up.

6. If you think you have completed it, you are probably actually at 98 or 99%. Time to take some good photos in the booth. Download onto your big screen computer, edit and study. You will find several OOOOPPPssses and incompletions.
7. After you have color glazed the viewing scopes, added rust to your tow cables or chains and added that forgotten antenna, then you can re-take the photos, log it off your list as completed and put it into the display case.

Below is an excerpt from my running 3 year production schedule. Note that the first item on the list is "Complete Assembly". This usually occurs at between 80 & 90% complete. Remember that you have already been working this project in rotation, long before you reach your schedule for the finishing stages. The list is all about the finishing stages. When working more complicated models, some of these will need to be re-sequenced. Some may require an additional level of

%	Project	Primary Tasks	Parallel Tasks	Expected Completion
45%	German A-7V	Complete Assembly		5/1/2017
45%	German A-7V	Select Aftermarket Details		5/2/2017
45%	German A-7V	Add Details		5/3/2017
45%	German A-7V	Primer Coat		5/4/2017
45%	German A-7V	Base Coat		5/4/2017
45%	German A-7V	Mask / Tape / Putty		5/5/2017
45%	German A-7V	Alternate Colors		5/6/2017
45%	German A-7V	Remove Masking		5/6/2017
45%	German A-7V	Detail Paint		5/8/2017
45%	German A-7V	Glosscoat	Select Base	5/9/2017
45%	German A-7V	Add Decals	Sand Base	5/10/2017
45%	German A-7V	Glosscoat	Drill Base	5/11/2017

Cover Story

Model Production Studios

% Comp	Program	Project Name	Expectations	Category	Applicable Categories
Summary			2017		
96%	Axis Wheeled	SdKfz 222	2017	Armor	WWII, Wheeled Armor car
80%	Axis, Hypothetical	Micro Ratte	2017	Armor	Axis, Hypothetical, Closed Top
70%	Russian, Prototype	1K17 Szhatie	2017	Armor	Russian, Prototype, Closed Top
70%	Sci-Fi - Ground	Gundam	2017	Armor	Armor Suit, Ground
45%	WWI	A7V	2017	Armor	WWI, Axis, Open Top
92%	Israeli	Merkava III	2017	Armor	Modern, Closed Top
86%	Sci-Fi - Space	Virago	2017	SciFi	Space
99%	Sci-Fi Ground	38 TX	2017	SciFi	Ground

detail description. As you can see, I usually spread final stages out over a one month period. This is where rotation and gradual completion come into play. By doing this, I can put in the museum an average of 2 projects per month.

Building for Contests

Now that you have a well-established pattern of work and have completed several models this month and started a few more to put into your schedule, are you keeping track of what you complete? Creating a photo log and completion table will help you know what you finished, when and what contests you have entered and won what awards. This can keep you from the embarrassment of bringing in the same model to a contest that you won with last year.



To keep my schedules in order and contests in line, I follow a simple rule to build the year in advance. Whatever I complete in the year prior to

Christmas, can be entered into the subsequent year contest schedules.

This multi tab report gets updated after each show I enter and hopefully win some awards to post. It also tracks what projects I have completed and have available for the following year's shows.

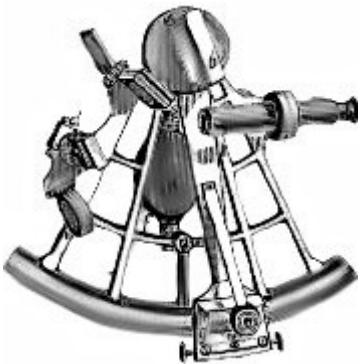
Yes, being over organized is a lot of work.

Model Entry Name	Power & Source	Relative Scale	Category Heading	Year Completed	Competition	Year	Awards Received	Item Description
Desert Hound		1/48	Sci-Fi	2015	IPMS HAMS	2016	2nd	Scratch built onto the Bronco kit. Added more details and scaled down. Painted with enamels and weathered with oils.
Rhino	5v	1/72	Sci-Fi	2016				
Dragon Slayer		1/72	Sci-Fi	2016				Ban Dai Gundam kit. Painted with enamel, weathered with oils. Drybrushed.
TIE Drone	3v, bat	1/48	Sci-Fi	2016				MPC / ERTL Snap Star Wars TIE Interceptor, modified and lighted.
Atomic Iron	5v	1/72	sci-fi	2016				Completely scratch built from evergreen and various kit leftovers.
Chrome Magnum		1/72	sci-fi	2016				Ban Dai Gundam kit. Painted with enamel, weathered with oils. Drybrushed.
Borg Cube	5v	?????	Sci-Fi	2017				Totally scratchbuilt from sprues and junk parts. Added lighting effects.

Cover Story

Vacation Modeling

Story and photos by Chris Lenahan



Well it's family vacation time again! Have to put modeling on hold for a bit, or do you? I've learned over the years that you do not need to stop modeling just because you are heading out of town. I have worked for many years in a job that had me leave home on Monday and return home on Friday. In that case I had room in my vehicle for a Rubbermaid container that would store everything I needed for the project I was working on including an airbrush and canned air. A vacation trip is different though and space can be a limiting factor. My solution to modeling on vacation is to take along a small short run kit and a small container with tools.

Short run kits are manufactured using a low pressure injection molding process that requires thicker model parts, larger sprue attachment points, more pronounced ejector pin marks and a lot of flash. The kits are usually made by smaller companies in Europe, Australia and the United States. These include Meikraft, Merlin, Pegasus, Blue Max, MPM, Special Hobby, Mach 2, LTD, Vee Jay, Czech Model, Classic Airframes, High Planes and Jay's Models among others. A lot of these are out of production but can be found in the consignment section of your local hobby shop, on-line and at shows.



Most people's first impressions of these kits is that they are horrible but if you closer most have fine recessed panel lines and many have resin, white metal

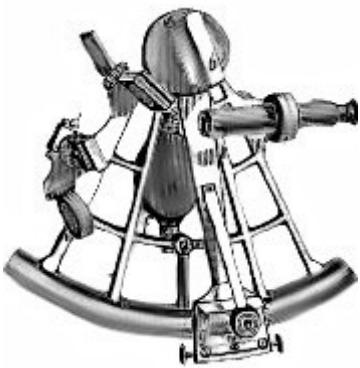
and photo-etched parts. The problem is there is a lot of cleanup work to be done on the parts prior to building the model. While normally considered a problem, this required extra work is perfect for working on away from home.



My tools of choice in this case will be a set of swiss files, a hobby knife and extra blades, sprue cutters, tweezers and sanding sticks. Your chose of tools may be a little different, this is just what works for me.

I like to use the small plastic containers as shown in the pictures to hold my tools and I usually place the kit parts in one for the trip also. I suggest taking several small plastic zip lock bags to place parts in once they are cut from the sprues to prevent losing them.

As you can see all you need to do a little modeling while on the road fits into a very small package. Everything easily fits into a Gallon zip lock bag and can be carried in a suitcase or backpack. A word of caution though, if you are traveling by air the TSA takes a dim view of anything pointed or sharp so you will need to leave these items in your checked bag.



Club Members How To:

Stripping Paint Using Brake Fluid

Story and photos by Lee Forbes

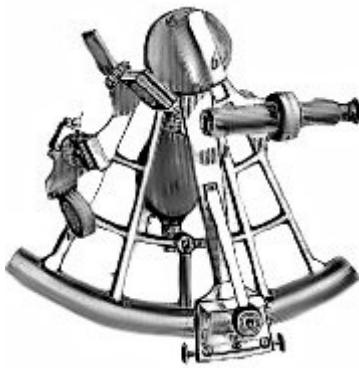
IPMS #2297

I'm sure if you're like me you have completed a model that when finished just didn't meet your personal standards for whatever reason and you retired it to the back of your display cabinet or put it somewhere out of sight. Sound familiar? Well there are ways of "starting over" and giving the model a new life by stripping the paint and decals off and rebuilding the model to your satisfaction. If you've checked the internet lately there are a number of ways to strip paint. And like other aspects of our hobby, some are downright hazardous to your health and require special handling. Some techniques suggest using bleach, 99% alcohol, spray-on oven cleaners, etc. My favorite is using generic brake fluid. I don't even recall where I learned about this technique, but it has always worked to my satisfaction, and is less hazardous to use than other available products. And unlike other methods if does not soften the plastic or damage the clear parts. I have several models in my collection that were completely rebuilt after stripping the paint and decals off of them using this method.

You will need several things to get started. Naturally you'll need at least a gallon of brake fluid, a plastic container and lid (approximately the size of the model you wish to strip the paint and decals off), used tooth brushes, Q-tips, and pointed wooden toothpicks to aid in the paint removal process, light weight rubber gloves to handle the model, and plenty of soap and water to clean and rinse the model when the paint is removed. While you can air dry the model, I use a hair dryer on medium heat to aid in the drying process. Also, you might want to use some lead fishing weights to keep the model submerged, because they might float with air trapped in the fuselage and inside the wings. I always let the brake fluid cover the model overnight before attempting to remove the paint. When the paint is removed I used a bathroom sink to wash and rinse the model. BTW, my wife didn't know I did this, so it's a good idea to "don't ask and don't tell" at this stage of the process!



Those of you who attended our May 4 meeting may recall that I spoke about a 1/72 scale FROG Model of a Fiat G-55 "Centauro" that I built nearly 30 years ago and planned to do a demonstration to strip the paint and decals off of it at our June 1 meeting. I need to warn you in advance that the process is very messy! Phil Pilhofer took a picture of the model "Before" which is shown in this article, and hopefully he'll be able to take another one "After" for comparison. I must admit, the models I had successfully stripped in the past were only a few years old when I removed the paint and decals and rebuilt them. So this may be a big "flop"...we'll just have to see. The model incidentally is painted with enamel paints and contains a primer coat, two color coats, with a final coat of Future. Hope to see you at the June meeting. If nothing else we may just learn that the technique doesn't work on a model painted nearly three decades ago, but I'm optimistic that it will work!



Upcoming Events

IPMS Region 6

Next Meeting: Thursday, May 4th, 2017 at 7:00PM

Location: Northside Ford of San Antonio

June 3, 2017

ScaleFest 2017

Grapevine Convention Center

1209 South Main St

Grapevine, TX 76051

<http://www.ipmsnct.net/>



June 10, 2017

SoonerCon 2017

Council Road Baptist Church

7930th NW 30th

Bethany, OK 73008

<http://www.ipmsmetrookc.com/soonercon-2017.html>



August 12, 2017

HAMS Eleventh Annual Model Car Show & Contest

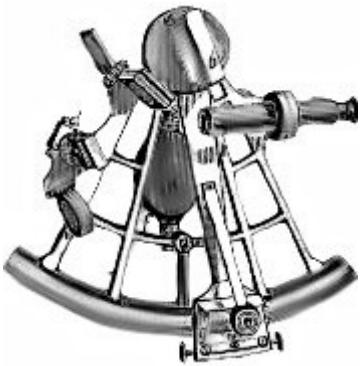
Cypress Creek Christian Community Center

6823 Cypresswood Drive

Spring, TX 77379

<https://www.ipms-hams.org/annual-contest/>





About Alamo Squadron

Executive Board 2017-2018



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Treasurer:

Dana Mathes
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IPMS/USA Alamo Squadron was founded on November 17th, 1977 in San Antonio, Texas, for the enjoyment of building scale models and the camaraderie of the members. It is a hobby-centered social organization which, at its core, is focused on scale modeling of all kinds. It is an excellent source of information for those who wish to enhance their modeling skills and improve their modeling techniques, and is open and inviting to visitors and guests. Dues are \$24.00 a year, due to the treasurer on September 1st of each year.

Alamo Squadron has been hosting ModelFiesta since 1981. Locations have included the Wonderland Mall, a Holiday Inn, the Seven Oaks Motel & Convention Center, the Live Oak Civic Center and the new location for 2013, the San Antonio Event Center.



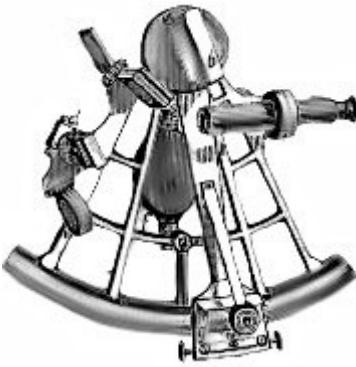
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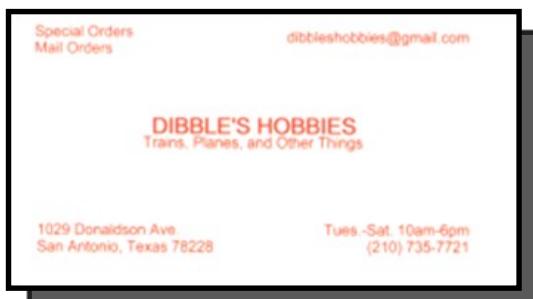
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Alamo Squadron's newsletter, "The Navigator", is published monthly by IPMS/USA Alamo Squadron of San Antonio, for the enjoyment of the members of Alamo Squadron and its friends around the world. Articles, reviews, news items, and other hobby-related contributions are very welcome. Send text file, photos, and web sites as well as feedback to our editor, Craig Gregory:
craig.jonathan.gregory@gmail.com

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