



THE AFTER MARKET SHEET



VOL. 58A, No.4A WWW.SVSM.ORG APRIL/MAY 2024

A Publication of the SVSM Chapter of International Plastic Modeler's Society, USA

GOING WHERE NO MODELER HAS GONE BEFORE ...



Let's see on page 3...

AT LEAST QUITE LIKE THIS in MEETING 120 DAY CHALLENGE!

“ ALL IN ALL , GREAT PIVOT AFTER A LONG TIME AWAY MAKES EDITOR'S DAY ”

Beginning the merry manic month of May with this third issue in less than ten days, thanks to valuable surprise items put in Editor's hopper shortly after the April SVSM meeting. Now very caught up and sharing this bonus time piece ! -*fini mickb*

BREAKING NEWS YOU CAN USE – Thanks Muchly to Free Hornet/SVSMer AARON RHETTA for this !

COMING SOON in MAY '24, NOTE LOCALE & DATE



FIRST YEAR

ANNIVERSARY

Event

COME ONE COME ALL enjoy Food, Model Contest & Raffle !**

WHEN: SATURDAY MAY 11 2024 begins 1 PM

WHERE: GIFTS, TOYS & COLLECTIBLES (G.T.C.)

18 S. 8th Street San Jose CA

QUESTIONS? CONTACT Mr Aaron Rhetta at aarhetta@gmail.com

**** The Model Contest is themed as “Kit Bash”; roughly speaking, any entry using at least 2 kits qualifies**

PLEASE NOTE THIS IS AN UNOFFICIAL FLYER courtesy of MIRANDCO and all information is deemed reliable but not necessarily complete



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THE ARDUOUS MATCH IS DONE!

MODEL TREK EPISODE TITLE: “ CHALLENGE ” EPISODE WRITER : K.M. McClure



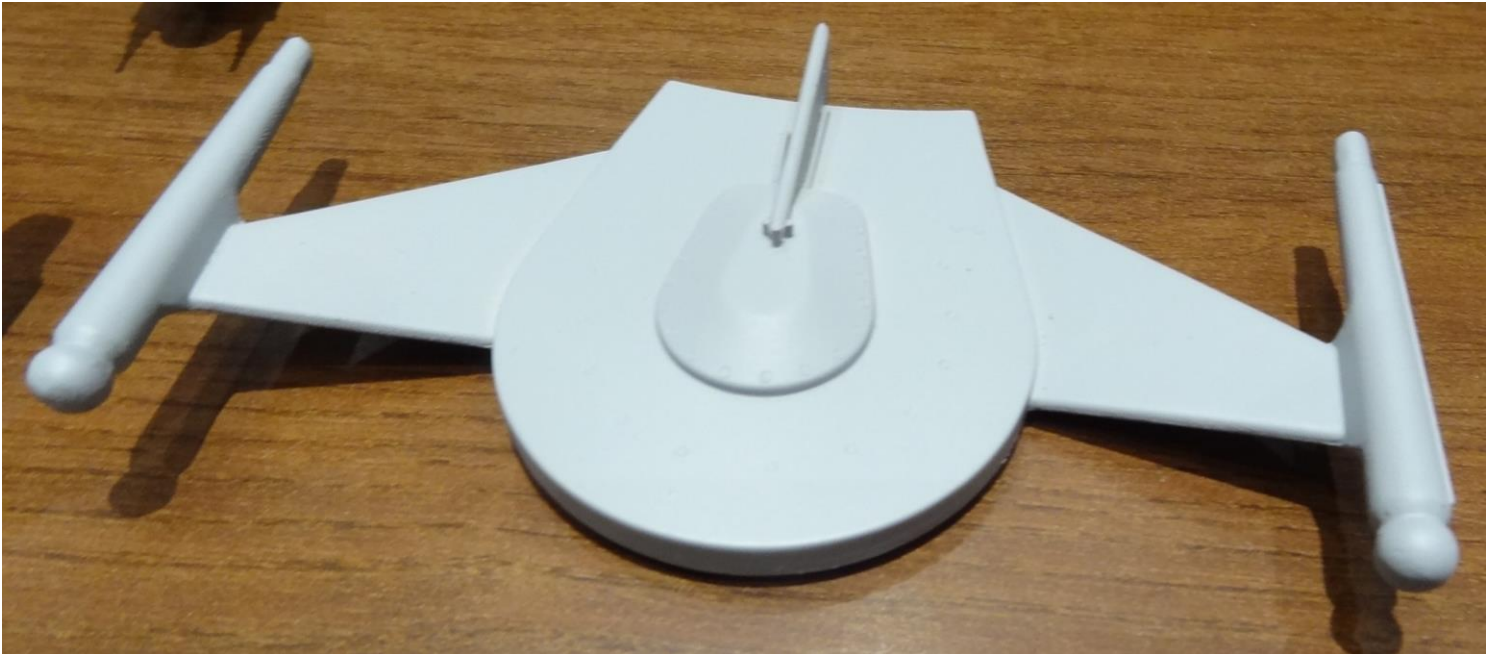
Photos: Mick Burton Models and Text : Kent M. McClure

When all of the smoke and fire cleared out from the annual gift exchange, I was, at first, a little disappointed with one of the kits that I received.

It was the AMT/AMT-ERTL Star Trek Spaceship Set in 1:1600 scale. This is a Snap-tite, “easy build” type of kit. **But then I got thinking, “ of all the years that I have been doing this, I finally got a kit that I could build as a “120-day wonder”. And actually, finish it! ”.**

So off I went.

Let's start with the basics – first impressions. Not good. My first impression was that AMT/AMT-ERTL took an existing kit and did the bare minimum to turn it into a snap-tite kit. If I hadn't grown up in the dark ages of modeling, I would have quit and taken up gardening as my preferred hobby. There was flash, parts were misaligned, and the “snap-tite” nature of the kit left gaps. It was enough to turn me against “Star Trek” franchise. It made me wonder if anybody at AMT/AMT-ERTL had even tried to put together the kit that they had created. But being a Scot Swede meant that I had a stubborn streak in me (and not too bright enough to say “enough!”). So, I dove into it, starting with what I guessed would be the least troublesome of the kits – the Romulan Bird of Prey.



Basically, the Romulan ship consisted of only 3 parts – an upper hull, a lower hull, and a tail unit.

From the beginning, the kit was problematic.

The two hull halves did not completely line up. And then holes that the alignment pegs fit into were not the right size. The holes were too small and slightly offset.

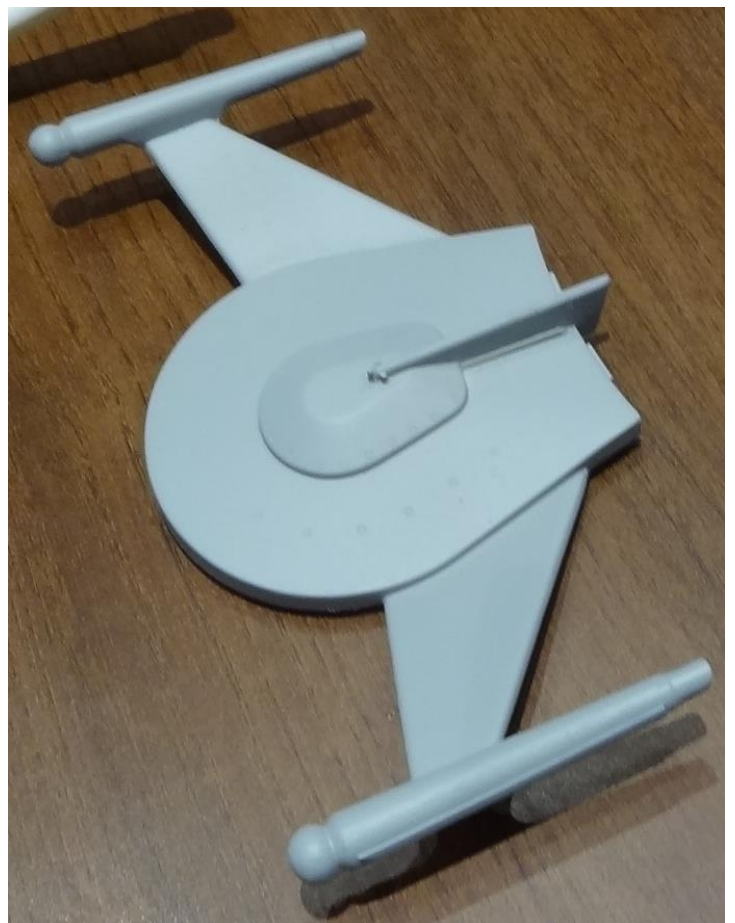
I drilled the holes out a little bigger, but they never made a really clean match. There were still gaps and misalignments.

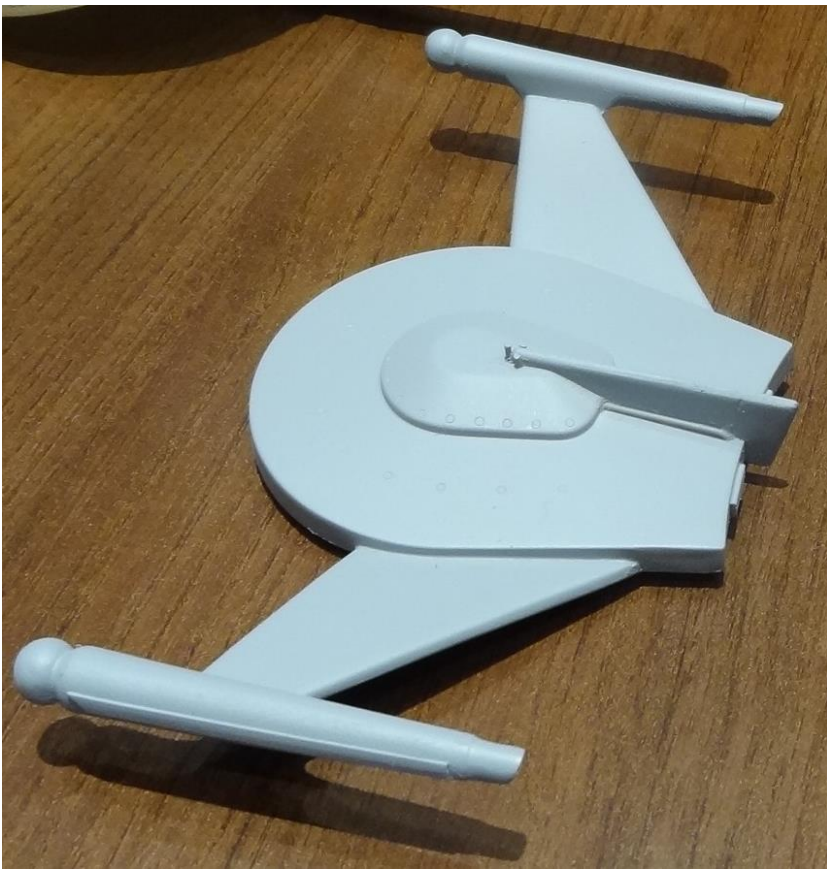
Out came the putty and the sanding sticks. So, I let my mind aimlessly wander while I sanded.

Which is a dangerous thing.

I decided to modify the Romulan scout vessel to make something a bit different.

I added 3 conduits that ran from the “bridge area” back to the ship’s aft, paralleling the tail. Then I added two





sets of “grill works” on either side of the tail at the end of the ship’s hull.

Finally, I added 3 pieces of 1/16” brass rod horizontally right at the beginning of the tail section.

I now had an experimental Romulan scout vessel.

Needless to say, I had to come up with some sort of storyline* to back it up (*and why I planned to paint it up in **Ferengi** markings*).

**(Editor’s note – check page 18 for possible clue)*

Now on to the Klingon D-7.

This kit had 10 parts. It also had the same problems of flash, mismatched parts, and poor alignment pegs.



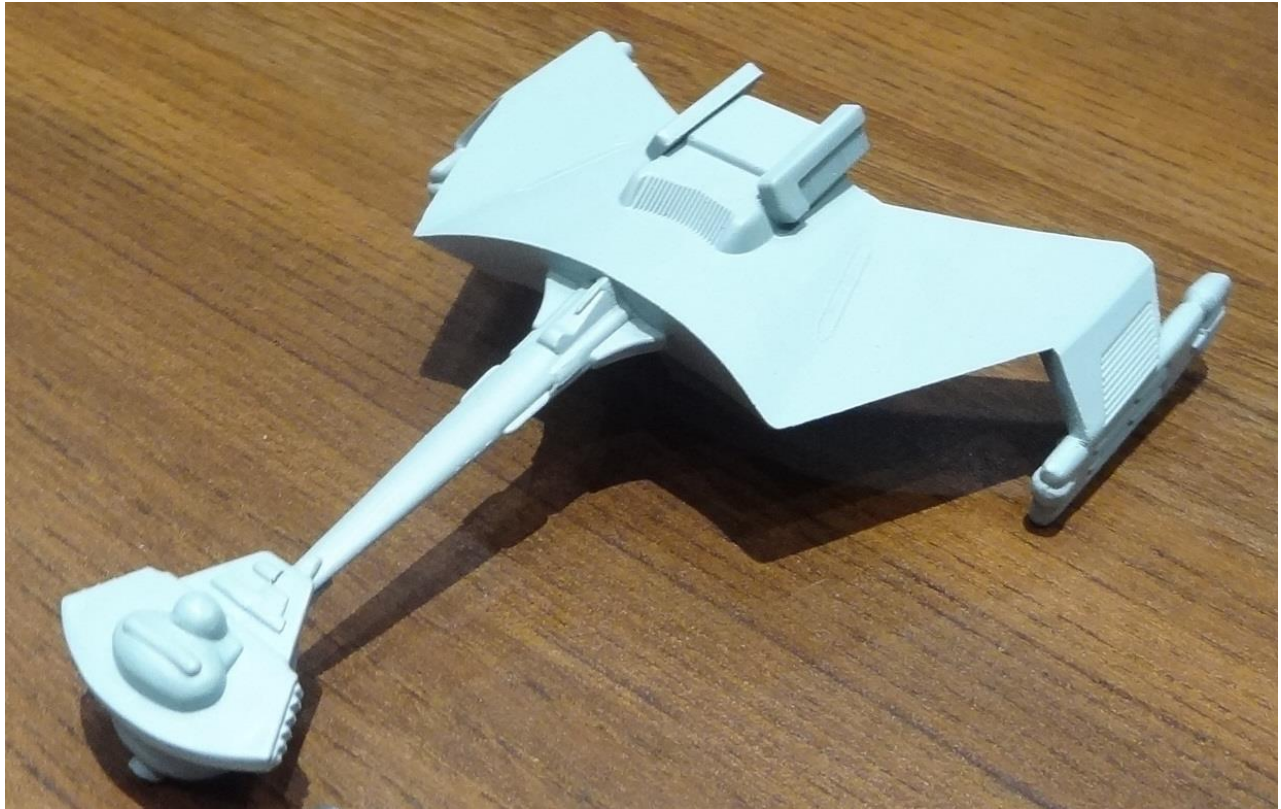
This one was worst in that the bridge and boom area was split into a left and a right side, with a resulting loong mismatch.

The hull comprised of an upper and lower half.

Of course, the designers couldn’t be satisfied with having the mismatch on one part of the hull.

It wandered on both the top and bottom.

And then there were the engine pods – left and right side. Again, misalignment and gapping. Not to mention, the prominent “step” where the engine pods met up with the hull. More sanding.



Finally done, it looks like a D-7. But I’m not going to be satisfied with just a Klingon D-7.

No, that wouldn’t be any fun.

I think that I’m going to paint it up in Romulan colors (i.e., an overall light blue grey color). There are some areas of white and RLM Grey pieces on the D-7 that was also painted.

Funny bit of trivia. The ship first appeared as a Romulan in episode #57 “ The Enterprise Incident ”.

It wasn’t supposed to be a D-7. It was supposed to have been a standard 2260s Bird of Prey.

But when shooting was supposed to have started, the studio could not find the prop model. Here’s where it gets interesting. Different stories exist as to what happened to the prop model.

One story had it destroyed in a fire at NBC’s warehouse facility.

Another story has the model destroyed by its creator when the prop union found out that he created it (He being Wah Chang, the model’s creator. Seems like Chang was not a member of the propmaker union when he made the model and wasn’t allowed to join after the fact. To prevent any legal ramifications, Chang supposedly destroyed the model in his backyard with a sledgehammer.).

Two down and one to go. This is going to take the most work.

I am going to convert the Enterprise into one of the “saucer and single engine” spacecraft from the Star Trek universe – either a Destroyer or a Scout.

The ship's layout is simple – the saucer shape main hull with a single engine pod either above or below the saucer. Options could include a sensor dish hanging below the center of the saucer and a probe sticking out from the center of the engine bussard a la the Enterprise from the pilot film “The Menagerie”.

In the running for a destroyer variant are the USS Leonidas (with the engine above the saucer), the USS Apollo (with the engine below the saucer), and the Ningbo (with its engine below the saucer, but also has a sensor dish and the front bussard has a probe on it).

As far as scouts go, there was the Hermes (variant 1 and 2 with the engine below the saucer and a sensor dish) and the proposed Hermes versions (proposal 1 has both a sensor dish and bussard probe, while proposal 2 has neither). Non destroyer ships with engines above the saucer include the Frigate Carlson (with a sensor dish).

I decided to do the “proposed No 2 version” of the Hermes. That way I can minimize the wear and tear on the ship. Make it look like it just came out of the spacedock and is headed out for its shakedown cruise. Besides, doing one of the ships that has the engine below the saucer lets me use the Enterprise's saucer/hull pylon alignment pins.

I glued the lower hull halves together, then used my CMK fine saw to remove the lower hull from the pylon. While I was at it, I cleaned up the engine pod and removed the engine pylon. I marked out where the hull pylon was to attach to the engine pod but didn't glue the pieces together yet. Having had bad luck with snapping off previously glued pieces, I figured it would be wiser to putty in and clean up the area where the old engine pylon was first.

Why tempt fate? Did I mention yet how much I hate sanding?

Sawing off the engine pylon resulted in a ¼ “ by .030” gap in the engine pod. I figured that just trying to putty that in would be asking for problems. I could see finishing up all the clean-up work only to knock the putty plug into the pod. So, the best solution would be to glue a scrap piece of .030” stock into the gap and sand that down.

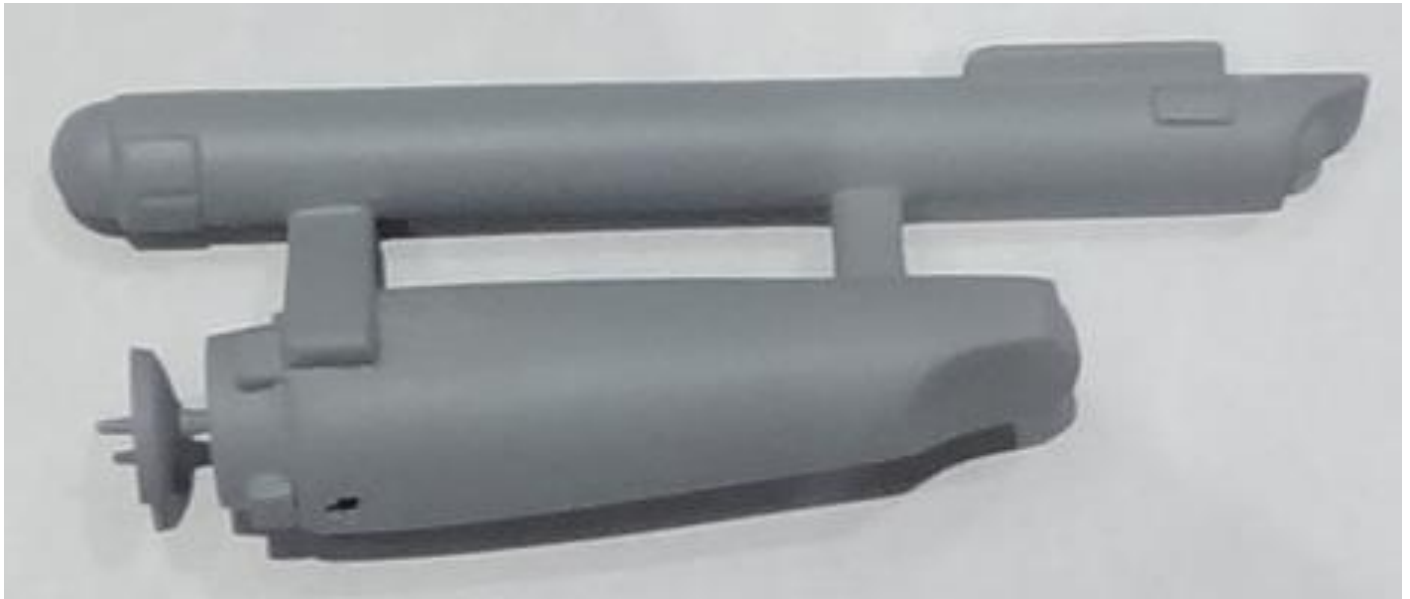
I finally got all of the sanding done to my satisfaction, so I was ready to attach the engine pod to the saucer. I marked off the centerline of the engine pod and where I thought the pylon should start and end. But I had misgivings about using a butt joint as the primary gluing surface. I easily imagined snapping the 2 pieces apart multiple times. So, as a safety measure, I drilled two holes in both the pylon and the engine pod and inserted pieces of brass rod.





Having extra pieces of a starship staring back at me from my workbench just didn't sit right with me.

So, I got the old imagination cranked up and created a survey ship from the remnants. Can't just leave things well enough alone. The design looked weird, but I justified it with a quick little storyline*. The hull halves went together rather nicely and I used scrap pieces of sprue to fill in the holes. The engine mounts were another story. I measured off two 3/4" pieces from the engine pod pylons and glue them into a sort of V shape. I used this V-shaped piece to straddle the hull, then cut off the overhanging parts.



I lined up the “overhanging “ parts and reglued the parts that I cut off to form a sort of arrowhead surrounding the hull. Green Stuff 2-part epoxy putty was used to fill in the gaps. When dried this was all sanded to form a solid engine mount. Three pieces of 30 thou scrap plastic was glued together to form the rear engine mount.

It really did look like something that was cobbled up.*

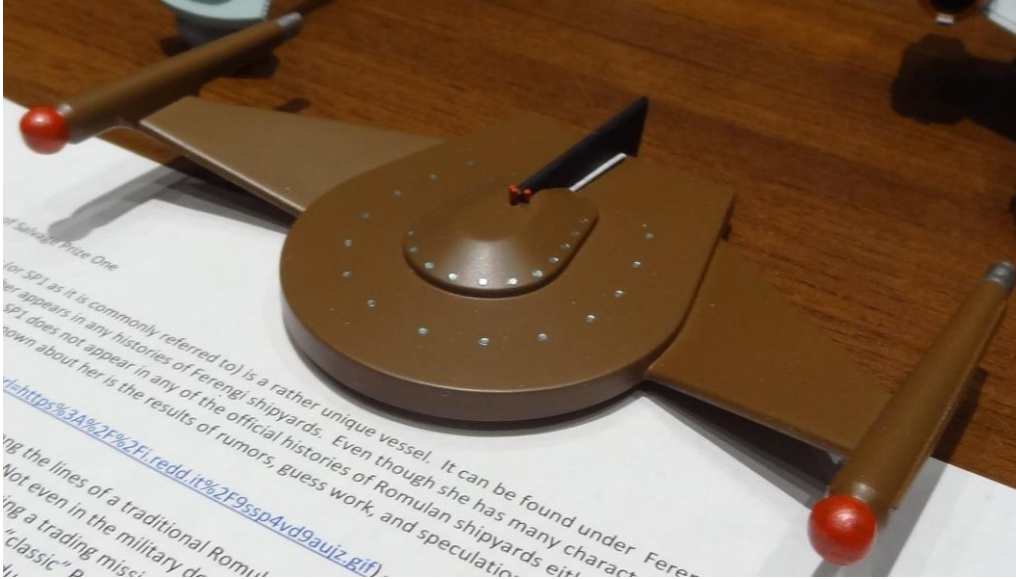
**(Editor's note – check page 17 for possible additional information queue)*



When all of the construction was done, out came the can of Tamiya primer. Everything was given a quick coat and inspected when dry.

The D-7 was hand painted with Vallejo pale grey blue (70.907).

Tamiya red brown, white and Camel yellow from rattle cans provided the color for the other vessels. (The Ferengi was red brown, the Federation scout was flat white and the survey ship was yellow).



Unfortunately, I did not have any of the fine white Tamiya primer so I had to use the light grey form. At least it did its job and revealed the construction flaws.

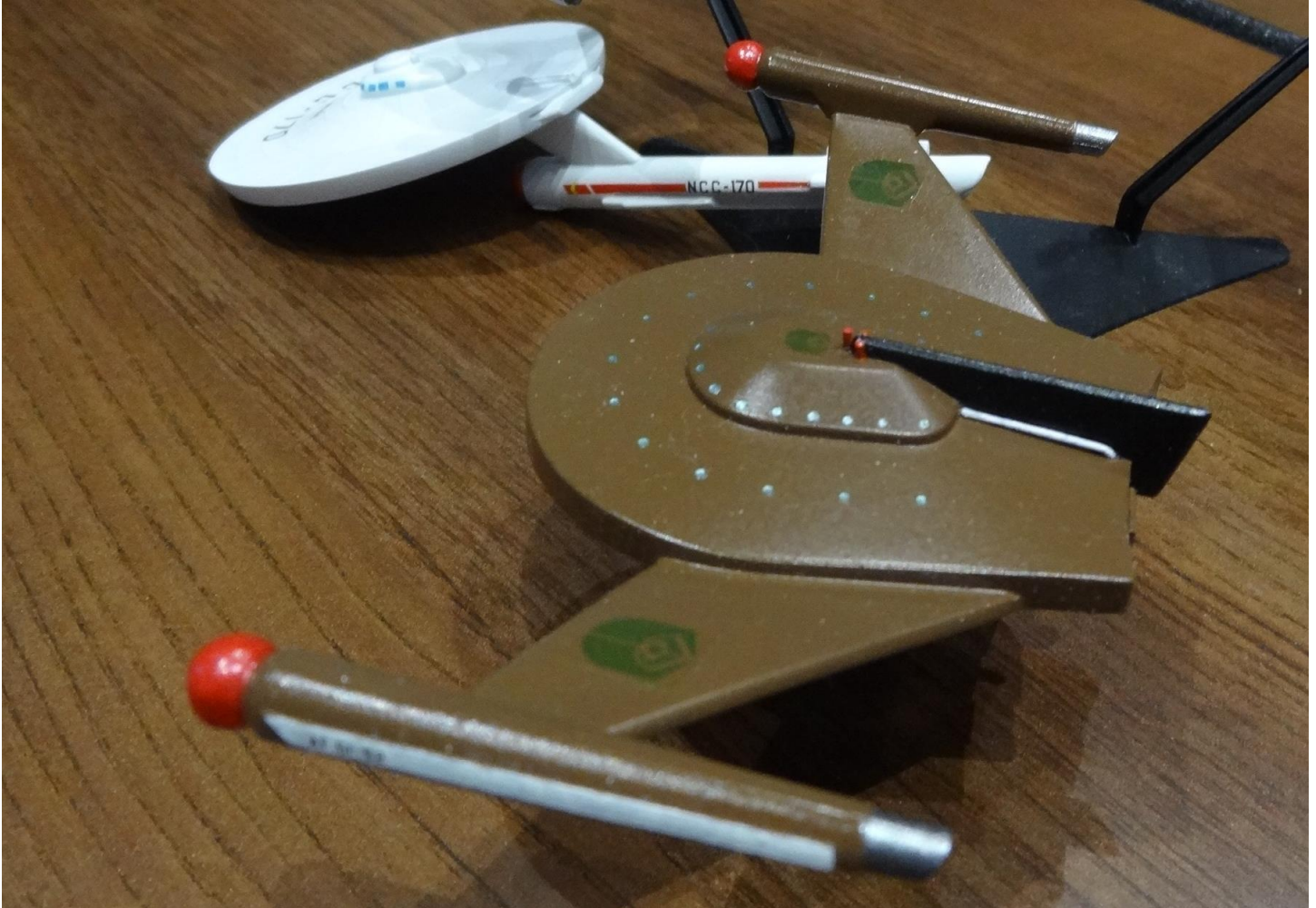


Out came the sanding sticks. It seems that all of the “hulls” had some sort of flaw that need either Mr. Surfacer or Vallejo putty and water to remove.

And some dust strands ended up on the painted ships. Did I mention how much I hate sanding?



Now, I bought a sheet of small insignias produced by PNT Decals. This sheet had markings for most of the races that had starships that appear in Star Trek Universe. Luckily, Federation Models carry an extensive range of PNT Decals. That provided the main emblems. The names, hull numbers, etc., came from various decal sheets that have been occupying my “accessories” drawer, mainly model railroad decals. The PNT decals were a little more translucent than I would have preferred but considering that these are for the Ferengis I could live with it.









Last, but not least, was the stand. I used the kit stand for the 3 non-Federation ships since those had the openings in their hulls for the stand. I left the Federation scout standless for the time being. Maybe I'll think of something for that. **And so, I finally completed a "120-day wonder" project after how many years being with the club?**



UPCOMING EVENTS CALENDAR AS OF 05-01-24

Friday, May 10 2024

IPMS/ Fremont Hornets host their meeting at HOBBIES UNLIMITED in San Leandro (**CONFIRMED PLAN**)

Saturday, May 11 2024

G.T.C. Hobby Shop host their 1st Year Anniversary Event at store, starts 1 Pm at 18 So. 8th Street, San Jose

Friday , May 17 2024

IPMS/ Silicon Valley Scale Modelers meet at MPD Community Room

Saturday, May 18 2024

IPMS/ Las Vegas host their BEST of the WEST Contest and Show at Orleans Hotel & Casino, Las Vegas NV

Saturday, May 18 2024

IPMS/ Silver Wings host Silvercon 2024 at Town and Country Lutheran Church & School 4049 Marconi Ave, Sacto

Saturday, June 01 2024

IPMS/ San Diego host their CONTEST & Swap Meet at San Diego Air Museum Annex, Gillespie Field, San Diego

Saturday , June 15 2024

IPMS/ Silicon Valley Scale Modelers host SV Classic # 8 “Hit The Beach” in Fremont

Friday , June 21 2024

IPMS/ Silicon Valley Scale Modelers meet at MPD Community Room

Saturday, June 22 2024

IPMS/ One-Oh-Wonders (Ventura County) host their CONTEST at Murphy Auto Museum, Oxnard CA

Friday, July 19 2024

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. (“ 24 ” **Member’s club contest**)

Friday, August 09 2024

IPMS/ Fremont Hornets host their meeting at a LOCALE TO BE DETERMINED

Friday, August 16 2024

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. (**A is for Atlantis club contest**)

Friday, September 20 2024

IPMS/ Silicon Valley Scale Modelers host their meeting at MPD Community Room

Saturday, September 21 2024

IPMS/ Reno High Rollers host their contest & model show at The Reno Elks Lodge # 597, 597 Kumle, Reno NV.

Saturday, October 12 2024

IPMS/ Santa Rosa hold their **Fall 2024 contest/show “ EVOLUTION of MODELLING” Rohnert Park CA**

Saturday, October 26 2024

IPMS/ Antelope Valley Group host their CONTEST & Show at Desert Christian High School, Lancaster CA

UP AND RUNNING AS PROMISED !

TWO “ TREK BACK STORIES ”

from Modeler/Writer K.M. McClure

.... excerpt from Titusian Science Journal on the “Survey Ship XXL-002”

The hull was taken from an old Constitution class heavy cruiser. Discovered in a Star Fleet spaceyard near Starbase 74 in the Beta Quadrant, the hull was part of the Federation’s Year XIX Expansion program. Made redundant by the Iyaaran-Federation Treaty, the hull was designated to be scrapped and had been languishing in the spaceyard while a scrap buyer was being sought. At that time none could be found. In the meantime, a delegation from Chalnoth had been commissioned to investigate the unexplored region between Chalnoth territories and Caldonian holdings in the Beta Quadrant, and they were in the market for a ship. A savvy Iyaaranian ship broker caught wind of the Chalnoth’s predicament and sensed that he could make a fair profit by brokering the deal for the old hull. One meeting led to another and, within a month’s time, the old hull and enough other salvaged scrap had been acquired, and construction of the exploration vessel XXL-002 (as she was known in the Chalnoth records) had commenced. Months passed before the XXL-002 was completed and outfitted. She was powered by a Dystrom DF-XXI Junior – a combined impulse and warp capable engine (maximum rated speed was Warp 4). As designed, the ship had a single engine pod mounted above the hull proper with a massive sensor array in the nose. The hull retained the shuttle bay which was configured to hold one Federation class shuttlecraft while the remaining space was designated as a cargo hold. The survey equipment came from the Titusian Institute of Xenomorphic Studies (Titusian IXS), who was brought on board to assist with the Chalnoth expedition. Being outfitted as an exploration vessel, the XXL-002 carried no offensive weapons what-so-ever but was outfitted with defensive shields. The completed vessel would not win any awards for beauty. Early in earth year 2366, she was commissioned with hull number BC 5-79 and sent out on her trials. Later that year, she was formally launched (the rough Stardate was 43186) and entered into the data banks of the United Federation of Planets (i.e., Star Fleet).

The XXL-002 (as she was known) served three Terran years with the joint Chalnoth/Titusian IXS pairing. She explored the Chalnoth region adequately. No blemishes were to be found on her record, but no outstanding discoveries either. Sometime around Stardate 46189 she was lost with all hands near Panora. No trace of the ship was ever found, and all surviving logs, up to the point of disappearance, indicated nothing out of the ordinary. The ship’s recorder was never found. Per Star Fleet’s orders, no formal follow up investigation as to the ship’s loss was ever conducted. A memorial to the XXL-002 and her crew was erected on Chalna Prime. But with the passage of time, the voyages of the ship became part of some dusty old library where even the academicians no longer visited.



(only photos currently known to exist are of a scale model...)



The Story of Salvage Prize One

Salvage Prize One (or SP1 as it is commonly referred to) is a rather unique vessel. It can be found under Ferengi registration, but very little about her appears in any histories of Ferengi shipyards.

Even though she has many characteristics of Romulan spacecraft construction, SP1 does not appear in any of the official histories of Romulan shipyards either. In other words, the ship is a mystery. What is known about her is the results of rumors, guess work, and speculations.



(luckily, a photo of a scale model of this mystery ship has been located to illustrate)

<https://www.reddit.com/media?url=https%3A%2F%2Fi.redd.it%2F9ssp4vd9aujz.gif> – Star Trek universe map

The basic footprint of SP1 is very much along the lines of a traditional Romulan scout vessel. But there are no records of her construction in any of the dockyard records. Not even in the military dockyards. Observers first noticed her existence sometime around 2270 A.D. (Earth calendar) during a trading mission to the planets around Ferros, in the heartlands of the Romulan Star Empire. The ship was noted to have “classic” Romulan design features for a scout vessel, but with some odd differences. For one thing, there were a series of long ducting that ran down the ship’s upper hull. Also, at the rear of the hull were two “engine blocks”. These blocks were determined to be the exhaust ports of the sub light propulsion units. But the strangest features were three short, cylindrical towers near the beginning of the tailfin.

The ship disappeared from the Ferros area, only to appear a few months later near Korala, close to the Lurian Kingdom in the Alpha Quadrant. The ship appeared as if it was adrift. A Ferengi salvage vessel approached it, noting heavy scarring on the hull. After repeated attempts to establish contact, a salvage crew went aboard. What they discovered was that the ship had been abandoned; the ship’s memory banks and log were wiped clean. But there were no signs that any crew had ever been aboard. As soon as the Ferengis were satisfied that the vessel fulfilled the definition of “abandoned” under Ferengi law, they claimed salvage rights and “escorted” the ship to Khofla II in the Ferengi Alliance. There they registered the ship as a salvage prize and named it Salvage Prize One (SP1 for short) and entered it into the Ferengi registry as AF 52.51 (A note on Ferengi registry numbering: salvage ships are listed as AF $xy - zz$ where x represents the Ferengi major house, y the Ferengi minor house and zz the number of this specific salvage prize in the owner’s fleet. In this case, the ship is registered as AF 52.51 which is read as the 51st salvage prize of the 2nd minor house of the 5th major Ferengi house.). Realizing that the ship was possibly of Romulan origin, the new owners, as a courtesy, notified the Romulan authorities. Imagine the Ferengis’ surprise when the Romulans disavowed any knowledge of the ship.

Three months after taking possession of SP1, her new owners were informed that the ship had been sighted drifting in the Alpha Quadrant near Vlagta V. Not wanting to lose her, SP1’s owners sent out a crew to investigate. What they discovered was SP1 totally deserted and adrift. There were no signs of any foul play or the crew. The ship was towed home to Khofla II, re-outfitted and sent back to the Alpha Quadrant. Four months later, SP1 turned up in similar circumstances, but this time she was floating near Baduvia and the Breen homeland. Again, her owners went to investigate, finding the ship totally deserted, looking as if she never had a crew on board.

Suspecting possible insurance fraud, the powers that be on Ferenginar sent out their best investigators, who contacted the Klingon Empire for help. The Klingons came out, looked at the ship, and promptly washed their hands of the entire affair. The Ferengis then contacted the Romulans, who not-so-politely told them to go away. They even turned to the Federation, who didn’t even bother to reply. It seemed that, wherever the Ferengi turned in their investigations, they would hit a dead end. Almost a year later, a tribune from Caladonia in the Beta quadrant was able to shed a little light on the mystery of SP1. The tribune’s information wasn’t “official”, but it posed the most logical explanation of events.

According to the Caladonian official, the Romulans were back to experimenting with “cloaking devices”, but this time with the intent to enable their ships to fire when cloaked. SP1 was originally one such prototype, yet things went terribly wrong. The equivalent of three full ship’s crew had vanished without a trace. From what the Caladonians figured out, the cloaking device shifted organic matter to a different dimension with no way of returning said organic matter. Or, at least, not returning the organic matter in the same form that it had left. Needless to say, the Romulans wanted to keep the results of their experiment quiet. They boarded the ship and purged all of the computer systems. Then, they towed the ship (while cloaked) near Korala with the intent to destroy it, but something interrupted them – with the Romulans beating a hasty retreat back to their territory. Before the Romulans could return to finish their mission, a Ferengi vessel had already laid claim on SP1 as a salvage prize.

The local Romulan field commander apparently made the decision to cut his loses at this point and sent a coded message back to the Romulan home world. All files concerning the experiment came under the jurisdiction of the Tal Shiar and “disappeared”. All records of those involved with the experiment also “disappeared”. So did some personnel. The Tal Shiar are very *efficient*.

FEEL AS IF YOU'RE MISSING THE FUN OF MODEL SHOWS ?

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MAY 3-5, 2024



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Friday 12-8pm or Saturday 10am-8pm

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Hosted by City Style Model Car Club

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for :**

BEST OF THE WEST



Saturday May 18th, 2024

Orleans Hotel Casino Las Vegas, Nevada

Show Brought to you by IPMS Las Vegas, Red Flag Scale Modelers, Las Vegas Model Car Club,

Vegas Armor Modelers Preservation Society, and Gunpla Builders United

Lots of Vendor Tables, Over 40 Contest Categories, IPMS Judging Criteria

Special Judging rules: No Touching Models, No Flashlights, No optical devices and or Mirrors, No Sweeps.

Contest & Show Admission (CASH ONLY)

Doors open 9:00 am, Judging noon, awards 3:30 pm, close 5:00 pm

Adult Model Entry \$25 for first 3 models, \$3 for each additional model Juniors (under 17) FREE (unlimited entries)

Special Awards to be announced at a later date.

General Show Admission

(Non-contest attendees) \$5 each Adult & Family Children under 12, Active Military & First Responders are FREE

FOR MORE INFORMATION

Www.ipmslv.org for contest forms. Or email ipmslv@aol.com Orleans # 702-365-7111

Room Reservations go to <https://book.passkey.com/e/50725340>

Vendors Contact and Show Coordinator Jay Bergeon 702-861-9050 ipmslvraffle@yahoo.com

OR GO NORTH FOR

IPMS SILVERWINGS

PRESENTS:

SILVERCON 2024

MODEL SHOW & CONTEST

SATURDAY MAY 18, 2024

CONTEST

THEME:



1944



**TOWN & COUNTRY LUTHERAN
CHURCH**

**4049 MARCONI, AVE.
SACRAMENTO, CA.**



CONTEST REGISTRATION - 9:00am to 12:00pm

Adults (18+) \$8 first 2 models & \$2 each additional entry

Junior (7-17) \$4 first 2 models & \$1 for each additional entry

Children 6 & under entries free

8 ft Vendor tables \$40, 2 or more \$35 each

Vendor Coordinator: Jerald Clements 916-346-2419 bigjer009@gmail.com

Updates and additional information will be posted on our Facebook page: <https://www.facebook.com/groups/IPMSSACRAMENTO/> and website: <https://www.sacramento-model-club.org/>

FOLLOWED BY IN JUNE: (3 weekends now if you dare!)

IPMS San Diego & San Diego Model Car Club Invite You to
THE 2024 SAN DIEGO MODEL EXPO



CONTEST & SWAP MEET

SATURDAY, June 1, 2024

San Diego Air & Space Museum Annex
 Gillespie Field, 335 Kenney Street, El Cajon, CA 92020



Supported by
**The San Diego
 Air & Space Museum**



Scan for complete details, including
 schedule of events, entry fees, contest
 categories and awards, or visit
www.ipmssd.org

Special Awards

- Best Aircraft
- Best Military Vehicle
- Best Diorama
- Best Ship
- Best Real Space, Sci Fi & Fiction
- Best Figure
- Best Automotive
- Best Tamiya Model
- Judges Grand Prize - Best of Show

Special Themes

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110 Years of Dodge



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CATEGORY NUMBER(S) _____ x \$25.00 = \$ _____ TOTAL ENCLOSED \$ _____

For category sponsorship, indicate the category number(s) you wish to sponsor and multiply by \$25.00

SIGNATURE _____ DATE _____

Additional information and updates: • www.ipmssd.org • Bob Ekstrom • SDIPMSExpo@gmail.com

See Reverse Side for Swap Meet Information & Table Application Updated February 14, 2024



Silicon Valley Scale Modelers Present

Silicon Valley Classic 2024

Scale model contest and expo

Saturday

June 15, 2024

At the Fremont Elks Lodge 2121

38991 Farwell, Drive, Fremont, California

This year's theme:

Hit the Beach!

Special Awards for

Best Pacific War Subject • Best D-Day Subject • Stars and Stripes Award

Best Lockheed Subject • Best Mustang (Car or Plane)

Best World War I or Golden-Age Aircraft • Best Beach Subject

Over 50 regular categories • Huge raffle • Vendors

For more information visit www.svsm.org or call (510) 599-1526

Categories:

- J1. Junior Aircraft, all scales and types
- J2. Junior Military Vehicles, all scales and types
- J3. Junior Automotive, all scales and types
- J4. Junior Sci-Fi and Fantasy, all scales and types
- J5. Junior Miscellaneous, all scales and types
- SJ1. Sub-junior Aircraft, all scales and types
- SJ2. Sub-junior Military Vehicles, all scales and types
- SJ3. Sub-junior Automotive, all scales and types
- SJ4. Sub-junior Sci-Fi and Fantasy, all scales and types
- SJ5. Sub-junior Miscellaneous, all scales and types
- S1. Prop or Turboprop Aircraft, 1:144
- S2. Jet Aircraft, 1:144
- S3. Single-engine Prop or Turboprop, 1:72 – Allied
- S4. Single-engine Prop or Turboprop, 1:72 – Axis
- S5. Multi-engine Prop or Turboprop, 1:72
- S6. Single-engine Jet or Rocket Aircraft, 1:72
- S7. Multi-engine Jet or Rocket Aircraft, 1:72
- S8. Single-engine Prop or Turboprop, 1:48 – Allied
- S9. Single-engine Prop or Turboprop, 1:48 – Axis
- S10. Multi-engine jet Aircraft, 1:48
- S11. Prop and Turboprop Aircraft, 1:32
- S12. Jet Aircraft, 1:32
- S13. Biplanes/Fabric and Rigging, all scales and types
- S14. Rotary Wing Aircraft, all scales and types
- S15. Civil, Sport And Racing Aircraft, all scales and types
- S16. 1:35 Softskin, Half-Tracks and Support Vehicles
- S17. 1:35 Armored Fighting Vehicles, Wheeled
- S18. 1:35 Armored Fighting Vehicles, Tracked, to WWII
- S19. 1:35 Armored Fighting Vehicles, Tracked, Post-WWII
- S20. 1:35 Self-propelled Artillery and Assault Guns
- S21. 1:35 Artillery and Ancillary Vehicles
- S22. 1:48 Softskins and Artillery
- S23. 1:48 Armored Fighting Vehicles
- S24. 1:72 Softskins and Artillery
- S25. 1:72 Armored Fighting Vehicles
- S26. Armor – 1:34 and Larger

- S27. Automobiles, Competition – Open Wheel
 - S28. Automobiles, Competition – Closed Wheel
 - S29. Automobiles, Stock
 - S30. Automotive, Custom
 - S31. Automotive, Low-Riders
 - S32. Automotive, Commercial Vehicles
 - S33. Motorcycles
 - S34. Ships – 1:350 and Larger
 - S35. Ships – 1:351 and Smaller
 - S36. Submarines, all scales
 - S37. Dioramas – large (any one side larger than 12 inches)
 - S38. Dioramas – small (no sides larger than 12 inches)
 - S39. Real Space and Missiles
 - S40. Sci-Fi and Fantasy Space Vehicles
 - S41. Gundam – 1:144 and Smaller
 - S42. Gundam – 1:143 and Larger
 - S43. Figures – Military or Historic
 - S44. Figures – Fantasy or Sci-Fi
 - S45. Hypothetical Subjects, all scales and types
 - S46. Miscellaneous
 - S47. Collections (5 or more models connected by a theme)
- Special Awards*
- Stars and Stripes Award – Best Subject featuring Stars or Stripes (not in insignia)
 - Best Beach Subject
 - Best Pacific War Subject
 - Best D-Day Subject
 - Bob Diehl Award – Best Lockheed Subject
 - Angelo Deogracias Award – Best Competition Car
 - Lee Family Award – Best WWI or Golden-Age Aircraft
 - Best Aircraft
 - Best Military Vehicle
 - Best Automobile
 - Best Ship
 - Best Figure
 - Best Space, Sci-Fi or Fantasy
 - Bill Magnie Award – Best Junior or Sub-junior
 - Ted Kauffman Award – Best In Show

Rules:

- 1. The contest will be judged using IPMS/USA criteria.**
- 2. All work must be done by the entrant.**
- 3. As per IPMS/USA Region 9 rules, models should be in their first year of competition (i.e., models should have made their contest debuts no later than June 15 2023).**
- 4. All questions about placement of models will be determined by the head judge. Rulings are final.**
- 5. Sub-junior categories are for modelers up to age 13; junior categories are from ages 14-18.**
- 6. All spectators should have fun - otherwise, they're doing it wrong!**

Schedule (subject to change)

Doors open: 9:30 a.m.

First Raffle: 11 a.m.

Judges' meeting: 12:15 p.m.

Second Raffle: 1:45

Awards: 3:15

For more information,

vendor reservations or questions,

call event chairman Chris Bucholtz

at (510) 599-1526 or email him at

bucholtzc@aol.com,

or visit the SVSM website at

www.SVSM.org



**IPMS Region 8
Ventura County
One-Oh Wonders
Presents:**

Wonder-Con 2024

Model Contest & Swap Meet

Sponsored by:



1930 Eastman Ave.

Oxnard, CA 93030

www.murphyautomuseum.org



Vietnam War 1964-1974



American Muscle 1964-1974

Join us at the Murphy Auto Museum

June 22, 2024 9a.m. to 4p.m.

\$10 Admission for Museum & Wonder-Con

Free parking at the Museum & across the street

Multi-Category Model Contest with trophies

Special Award for Best Vietnam War subject

Special Award for Best Muscle Car 1964-1972

Special Award for People's Choice

Swap Meet – limited 6' vendor tables available @\$60/ea

Vintage & Antique cars on display Taco & Hot Dog Vendors

Contest entry fee: \$5/1st model, \$3/ea additional, 2/class maximum

Vendor Contact: Lou Franco c130jlou@yahoo.com 805-832-3614

Contest Contact: Scott Eyler sjeyler4@verizon.net On Facebook: Ventura County IPMS

AND IN THE FALL (3 more to go!)

SEPTEMBER 21st , RENO HIGH ROLLERS (Flyer is coming)

FOLLOWED BY IN OCTOBER (2 weeks apart so go to both!)

IPMS SANTA ROSA MODEL SHOW 2024 EVOLUTION OF MODELING

**ROHNERT PARK COMMUNITY CENTER
Multi Use Room
5401 Snyder Lane
Rohnert Park, CA 94928**

**October 12, 2024
9am to 4pm**

**FREE ADMISSION
Doors open at 9am
Registration from 9am to noon
25+ vendor tables**

**OPEN JUDGING
Awarding Gold, Silver and Bronze
Awarding Best of Category and Best of Show**



**MODEL ENTRY FEES
\$12 for first 3 entries for Adults
\$3 additional Adult entries and \$2 for all Juniors 17 and Under**

**For more info, visit us at ipmssantarosa.org
For vendor table info, contact showcoordinator@ipmssantarosa.org**

Desert Classic XXVI

IPMS Region 8

Saturday October 26th 2024

Presented by
The
Antelope Valley Group
IPMS AVG



Event Location:
Desert Christian High School
2340 W. Ave J-8, Lancaster CA
-In the Gymnasium

This Year's Theme:
"80th Anniversary"
"D-Day"

Categories

Provisions for Splits provided as required

1. Rotary Wing, All Scales & Types
2. Aircraft: Biplanes, All Scales & Types
3. Aircraft 1/73 & Smaller
4. Aircraft 1/72 Prop
5. Aircraft 1/72 Multi Engine Prop
6. Aircraft 1/72 Jet
7. Aircraft 1/48 Prop
8. Aircraft 1/48 Multi Engine Prop
9. Aircraft 1/48 Jet
10. Aircraft 1/32 & Larger
11. Ships: All Scales & Types
12. Submarines: All Scales & Types
13. Military Vehicles Small Scale 1/36 & Smaller All Types
14. Tanks/Assault Guns Closed Top -1945 & Earlier (1/35 & Larger)
15. Tanks/Assault Guns Closed Top 1946 & Later (1/35 & Larger)
16. Artillery & Open Top Self Propelled Guns (1/35 & larger)
17. Military Vehicles Tracked (1/35 & Larger)
18. Military Vehicles Wheeled (1/35 & Larger)
19. Auto Factory & Replica Stock
20. Auto Street Machine & Hot Rods
21. Auto Cruisers, Customs, Low Riders
22. Auto Competition Straight & Oval Track
23. Auto: Motorcycles & Miscellaneous
24. Commercial & Construction Vehicles
25. Figures: Historical
26. Figures: Fantasy/Sci-fi/Wargame 53mm & smaller
27. Figures: Fantasy / Sci-fi Biologic Types
28. Dioramas: All Compositions
29. Vignettes
30. Gundam / Mechs / Robots / Sci-Fi Spacecraft
31. Humor in Modeling (All type and scales)
32. Miscellaneous
33. Jurassic Plastic (OOB Rules) Instructions Required
34. Tom Daniel Creations
35. Juniors: 17 & Under

Special Awards

Theme Award: "80th Anniversary - D-Day"
Best of Show
Presidents Award
David Newman X-Plane Award
Best Auto Finish
Trophy Hound Award
Best Sci-Fi/Fantasy Subject
Silk Purse Award
F-16 50th Anniversary

Schedule:

Registration 9:00 AM to Noon
Judging 12:30 PM to 3:30 PM
Awards Presentation 3:30 PM to 5:00 PM

Fees:

Adult: \$12.00 up to 3 entries.
\$1.00 ea. per additional entry..
Juniors: FREE
Spectators: FREE
Vendors: \$45.00 Per table (reserved), \$50.00 at the door.

Vendor Contacts:

Vendor Contact
<http://www.avg-imps.org>

Curtis Stidham (661) 267-0089 cbstidham@sbcglobal.net

REMINDER FOR JULY 2024 MEETING – NEWS YOU CAN USE

“ 24 ”

HERE YOU HAVE IT and PRESIDENT THANKS 3rd VP Greg Plummer for sponsoring this

Just a note about the idea for a July club contest sponsored by me - the "24" contest for 2024.

Scales permitted will be ones divisible by 24, that is 1/24th, 1/48th, 1/72nd, 1/144th, 1/600 and 1/1200 ships, 1/96th ships if you dare, and 1/12 will be allowed, just 'cuz...

All common scales - sorry, no 1/32 or 1/35th, HO, 1/100, or any other non 24 related numbers.

The subject also has to have the numbers 2 and 4 involved, and/or multiples of 24.

For example, cars can have 24" wheels, 2 four barrel carbs, or be a 240Z, an Olds 442, or a '48 Ford, etc.

24 hrs of Le Mans is all good. Easy, no?

Armor will be tricky, especially in only 1/48 or 1/72 scale, but did you know Patton tanks have 24 road wheels?

Imagination is key here..

Aircraft can be in the 24th squadron, or fighter group, or the 48th or 72nd for that matter.

2 cannons and 4 machine guns work, and Mosquitos, P-38s, and BF-110s all have 24 cylinders (2 V-12s) 24 kill markings on the nose qualifies, and any one building a B-24, Ki-48 Lily, or a PZL P.24 is welcome.

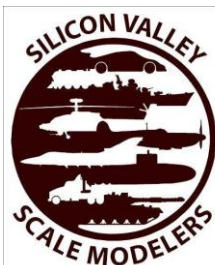
Again, imagination is key - the more creative the story the better.

Big cash Prizes!!! They will be in \$24 increments...

PLEASE SHARE THE JOY OF OUR HOBBY AND FRIENDS

Because it seems sometimes more than a few forget this :

THE ONE TRUE RULE OF MODELLING (if ever there is).



EDITOR
SILICON VALLEY SCALE MODELERS
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MILPITAS CA 95036
Email : dens25403@mypacks.net

*If you're having fun,
Then you're doing it right.*

