



Rocky Mountain Model Club

February

2002: Now what's to do?

April 20th 2002

8th Annual RMMC Contest

Mark your Calendar !!!

In this issue

Another Apache...
Accurate Miniatures A-36

Contest Info Package

The Editor Says:

By Scott McTavish
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Welcome to the First Edition of the Email / Downloadable RMMC Newsletter. This issue is partly a test of some programs, and also to see what our memberships interest and thoughts are towards some "future" changes to the Newsletter / Webpage.

Obviously if you are reading this, you have supplied us with your email address. Of our current 40 members, only 7 do not have an email listed with us. Considerations have been made for those, and a paper copy will be made. Simple math calc's prove that running a newsletter costs the club a good chunk of change. An average of \$20 per month is the printing cost of the newsletter. Add on another \$6-7 for mailing it out to our sister clubs. That's one persons membership eaten up right there! So 12 members cover the cost of the newsletter, no biggie right? Mmmn No. Another 2.5 members are required to pay for the hall rental each month. Our webpage hosting runs about \$30 per month, so we have another 1.5 members required.

What does that give us for total required membership to keep things running? $1+2.5+1.5=5$ members per month $\times 12 = 60$ members. Certainly I'm not the only one that sees the red ink. (even though it was highlighted!) So what is being proposed? Do we email the newsletter out instead of making paper copies? I want to know what your opinion is. To me, it is a simple no-brainer! We shift all the newsletter costs over towards our web presence. Although I assume that you would ALL be in favour of such a change, I'm prepared for the negative side of things... those that wish to maintain the status quo. The time has come to make some changes, and your executive committee feels that we simply can not afford to have things remain the same.

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Building Accurate Miniatures A-36

By Yuri Hul

Accurate Miniatures has done a very nice job on the A-36 considering that that was one of their earlier kits. I started the model simply by painting the cockpit, which was painted with Tamiya Yellow Green. After it has dried I sprayed instrument panel with Flat Black and other small details like switches. After that has dried I dry brushed the whole cockpit with some Silver then I added some color to the cockpit by making few buttons yellow, red, white. After that was done I took some gloss coat and filled dials with it to represent glass.

After that the fuselage parts and wing parts have been glued, I let it set for the night. Next day when the glue had dried, I had some seams to fill out so I filled them and gave another night for putty to dry. After all has dried the fuselage parts and wing section were glued together which was quite a bit of the challenge, because the fuselage and the wings wouldn't fit properly. After a bit of sanding and dry fitting I finally got parts to fit properly, unfortunately the wing joints still required some putty. Then the whole model was sanded and inspected for seams.

When the model was ready to paint I masked the canopy, cockpit, and landing gear bay. First I painted the underside with Tamiya Neutral Grey, and then I masked the underside and sprayed the model with Gunze Olive Drab. After the model had dried it was time to decal. I used kits decals and they were very easy to work with, with just a little bit of Mr. Mark Softener. Then all the small parts were painted and attached to the plane (landing gears, propeller, small antennas, and aerial) I wanted to have my cockpit open but Accurate Miniatures only supplied closed canopy. So I decided to replace the kits canopy with a Tamiya P-51B canopy I had which fits right in place. I really enjoyed the kit! I am looking forward to building other Accurate Miniatures kits.





JUDGING GUIDELINES AIRCRAFT

BASIC CONSTRUCTION AND FINISHING

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics.

MOLD LINES AND SEAMS

Look for glue marks and finger prints. Check the mold lines and ejector pin marks to see if they are properly cleaned. Check to see if panel lines are restored and observe if mold lines have been removed from the small parts. Make sure everything is in proper alignment.

PAINTING

Check for brush marks, runs, over-spray, finger prints, etc... Only gross errors of paint colors will be penalized.

DECALS

Look for signs of silvering, misapplication, etc... Only gross errors of size or colors and shades should be penalized.

CLEAR PARTS

Check for glue or paint and especially fingerprints. Check to see if the clear part is properly glued onto the aircraft. Also make sure that the paint lines are well done without too much over run. Can you see through to the canopy frame? Is the interior color visible.

FINISHING

Does the model look close to a scaled down real thing? Is the weathering done without going overboard? Make sure that fading is not too overstated.

ADVANCED FINISHING

Are the aftermarket items well incorporated into the model. Are the aftermarket items correctly finished and to scale? The same applies to scratch built items. Does the cockpit look well done and authentic? Is the engine well done and correctly weathered. Check for the same guidelines for the wheel wells, under carriage, flaps, slats and other moving parts.

**IF IN DOUBT CONSULT THE OTHER
JUDGES FOR THEIR OPINIONS.**

JUDGING GUIDELINES ARMOUR

BASIC CONSTRUCTION AND FINISHING

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics.

MOLD LINES AND SEAMS

Look for glue marks and finger prints. Check the mold lines and ejector pin marks to see if they are properly removed. Remember that on armour the mold lines may be correct. Check to see if mold lines are removed from the small parts. Wheels and tracks are the main culprit for mold lines. Check them out.

ALIGNMENT

Make sure that all wheels touch the ground. Tracks should look natural, there may be a slight droop between road wheels.

PAINTING

Brush marks are not critical on armour as some times paint was applied with a broom. But the basics should be observed. No finger prints and only gross errors of paint colors will be penalized. Check for differences in clean vs. dirty on the model.

DECALS

Look for signs of silvering, misapplication, and they should look painted on.

FINISHING

Does the model look close to a scaled down real thing? Remember that weathering should not be over done but that armour vehicles do not look like something that just came off the showroom floor. Use more common sense than awe.

ADVANCED FINISHING

Are the aftermarket items well incorporated into the model. Are the aftermarket items correctly finished and to scale? The same applies to scratch built items. Are the extra items authentic?

**WHEN IN DOUBT, CHECK WITH ANOTHER
JUDGE.**



JUDGING GUIDELINES AUTOS

BASIC CONSTRUCTION

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics. Mold lines should be removed. This also means small parts and wheels. The chassis should be even and all wheels should be touching the ground. Clear parts should be free of any glue smears or fingerprints. Paint should be free from fingerprints and runs. Orange peel is a No-no. Overspray is only acceptable if the car is a rendition from a high school paint shop. Window frames and moldings should be straight. Decals should be straight and without silvering.

FINISHING

Does the model look close to a scaled down real thing?
Is the weathering done without going overboard?

ENGINES

If the engine is wired it should be in the right sequence. Plumbing should go to the correct locations. Engine exhaust should be correctly attached to the motor. Correct thickness of the wires and plumbing should be observed.

INTERIORS

Are they a correct replication of the original? Do the colors correspond. Seat belts? It's the Law.

TIRES

Are they round? Don't laugh! Is the lettering done correctly and seam removed.

Overall

Judging automobiles is usually the toughest. When in doubt check for proper information regarding the car. Don't be afraid to consult with the other judges.

**GOOD LUCK, AND REMEMBER
THAT WE PROVIDE SECURITY FOR THE
JUDGES.**

2002 Contest Categories:

AIRCRAFT

- | | |
|-----------|---|
| 1 | MILITARY - OUT OF THE BOX
(DECAL AND SEATBELT ADDITIONS ALLOWED) |
| A | 1/32 & UP PROPS AND JETS |
| B | 1/48TH SINGLE PROP |
| C | 1/48TH MULTI PROP |
| D | 1/48TH SINGLE JET |
| E | 1/48TH MULTI JET |
| F | 1/72ND SINGLE PROP |
| G | 1/72ND MULTI PROP |
| H | 1/72ND SINGLE JET |
| J | 1/72ND MULTI JET |
| 2 | MILITARY - MODERATE DETAIL
(MINOR CORRECTIVE DETAILING ALLOWED) |
| A | 1/32 & UP PROPS AND JETS |
| B | 1/48TH SINGLE PROP |
| C | 1/48TH MULTI PROP |
| D | 1/48TH SINGLE JET |
| E | 1/48TH MULTI JET |
| F | 1/72ND SINGLE PROP |
| G | 1/72ND MULTI PROP |
| H | 1/72ND SINGLE JET |
| J | 1/72ND MULTI JET |
| 3 | MILITARY - SUPER DETAIL
(LOTS OF TIME OR MONEY WENT INTO THIS KIT!!!) |
| A | 1/32 & UP PROPS AND JETS |
| B | 1/48TH SINGLE PROP |
| C | 1/48TH MULTI PROP |
| D | 1/48TH SINGLE JET |
| E | 1/48TH MULTI JET |
| F | 1/72ND SINGLE PROP |
| G | 1/72ND MULTI PROP |
| H | 1/72ND SINGLE JET |
| J | 1/72ND MULTI JET |
| 4 | VACUFORM AND SCRATCHBUILT |
| 5 | MULTIPLE WINGS AND/OR WIREBRACED |
| 6 | VINTAGE AND LIMITED PRODUCTION KITS |
| 7 | ROTARY AND TILT WINGS |
| A | OUT OF THE BOX |
| B | DETAILED |
| 8 | MILITARY - 1:100 AND SMALLER |
| 9 | CIVILIAN |
| A | GENERAL AVIATION |
| B | 1/144&UP AIRLINERS |
| C | 1/200&LESS AIRLINERS |
| 10 | AIRCRAFT DIORAMAS |



AUTOMOBILES

- 11A ROAD CARS - OUT OF THE BOX
- B ROAD CARS - MODERATE DETAIL
- C ROAD CARS - DETAILED
- D CONCEPT AND ONE OF A KINDS
- E HOT ROD & CUSTOM
- F COMPETITION DRAG RACERS
- G COMPETITION OPEN WHEEL
- H COMPETITION CLOSED WHEEL
- J LIGHT COMMERCIAL / SERVICE (UP TO 8 WHEELS)
- K HEAVY COMMERCIAL (8 WHEELS ON UP)
- L MOTOR CYCLES
- M DIORAMAS
- N 1/43 SCALE
- O 1/20 AND UP

MILITARY VEHICLES

- 12A MAIN BATTLE TANK WW1 - WW2
- B MAIN BATTLE TANK MODERN
- C SELF POWERED ARMOUR, HALF TRACKS AND HEAVY SUPPORT VEHICLES
- D SOFT SKINS, LIGHT SUPPORT AND SMALL CRAFT
- E ARTILLERY PIECES
- F DIORAMA - SINGLE VEHICLE
- G DIORAMA - MULTIPLE VEHICLES
- H 1/72ND SCALE
- J 1/48TH SCALE
- K 1/20 AND LARGER

MILITARY FIGURES

- 13A SMALL
- B LARGE
- C VIGNETTE
- D DIORAMA

NON MILITARY FIGURES

- 14A CIVILIAN
- B JAPANIMATION / ANIME
- C FANTASY / GAMING PIECES

SPACE TRAVEL AND SCIENCE FICTION

- 15A HUMAN FIGURES
- B CREATURES AND ALIEN FORMS
- C NON FICTION SPACECRAFT AND VEHICLES
- D SCI-FI AND MOVIE SPACECRAFT AND VEHICLES
- E ROBOTS AND FIGHTING SUITS
- F DIORAMAS

SHIPS

- 16A SAILS AND FULLY RIGGED
- B POWERED FULL HULL FIGHTING SHIPS
- C POWERED FULL HULL CIVILIAN
- D WATERLINES
- E DIORAMAS

COLLECTIONS

- 17A THREE OR MORE MODELS OF A COMMON THEME

Membership Guy Says:

By Jon Baniak
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Just a little reminder from the Membership guy on the 2002 renewals. Remember that March is the renewal month. **Membership is still a bargain at \$20**

Since the Club is one that promotes the building of kits, and is not one of just expert opinions and discussions, the lapsed Loonie Rule will be coming back into effect next month (March). This gives a grace period for everyone. Remember to bring a kit and work on it. Let's keep in mind that this is a hobby, and keep it fun for everyone. Keep Building,

Taken in New Port Ritchie, FL last weekend Megaflicks is a video store but their sign is advertising something far better than videos.

