

ANTENNA!

A Publication of the Regina Scale Modellers



Jim Sinclair and his Ford Quad tractor, limber and 24 pdr. gun presentation gift, flanked by RSM member Neil Hill (l.) and President Curfew James (r.)

(Al Magnus photo)

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RSM Club Executive

(Sep.2005-Aug.2006)

President	Curfew James	(306) 789-2396
Vice-President	Kevin Krienke	(306) 757-6231
Secretary / Treasurer	Leith James	(306) 546-3169
“Antenna” Editor	Al Magnus	(306) 789-9017

General Club Info:

Curfew James
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Finances / Memberships:

Leith James
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Newsletter (Article Submissions & Exchange newsletters):

Al Magnus
2926 Reves Pl., Regina, SK S4V 2C4

Executive Members-at-Large

Facilities:	Frank Turgeon & Kevin Kreinke
Archives:	Al Magnus
Webmaster:	Al Magnus
SIGs:	Dave Porter (Sci-Fi) Michael Evans (Armour) Larry Draper (Automotive) Neil Hill (Aircraft)

Meetings

Time: 7:30 PM

Date: First Friday of each month.

(Meeting held on second Friday of the month if first Friday falls on a holiday long weekend. No meeting in July.)

Place: South Leisure Center, 170 Sunset Drive
(Albert Park), Regina, SK

Memberships

Regular	\$24.00/year
Junior (under 16)	\$8.00/year
**Subscription	\$14.00/year

The RSM modelling year runs from September 1 to August 31. All membership renewals are due on or before the start of the modelling year. Any new members joining after the year has started will have the first year's fees pro-rated.

** The Subscription rate is available to those living outside the City of Regina, and wishing to be a club member, but unable to attend regular meetings

Websites

RSM Website:

<http://angelfire.com/sk2/scalemodeling/>

RSM e-mail:

regina_scale_modelers@yahoo.com

RSM Bulletin Board/Trading Post:

<http://www.quicktopic.com/4/H/Z8cOpNBqCNY3A7wCNd/>

“FULL METAL JACKET” Modern Armour and Armour Model Photographs

www.kithobbyist.com/AFVinteriors/fullmetaljacket/fullmet.html

“Uniforms of the German Army” Series Website

www.angelfire.com/sk2/germanuniforms/index.html

WANTED!

Material for the Antenna

Kit Reviews, Articles, Modelling Hints and Tips, and other newsworthy modelling items for publication in the Antenna. Contact Al via email at magnusfamily@cableregina.com or via phone at 789-9017 evenings and weekends.

Publication of the Antenna is usually the week of scheduled general meetings. If you have time sensitive information to pass on, please try to get it to the editor at least one week before the next general meeting. Copies are emailed once the Antenna is complete. Postal mailing will be done following the general meeting.

Raffle Prizes

Kits, decals, books, etc. donated by you for the club raffle. Raffles happen at every regular meeting (dependant upon donations). Raffle tickets are \$1.00 each. Bring your donations with you. Thank you.



Glue Crazy

I trust you all had a wonderful Christmas and a reasonably sane New Year. Now its back to the doldrums of winter. Oh well this period of time is great building weather.

I am sure a lot of you got plastic for Christmas (not the charge card kind) and are anxious to get at it. With this in mind I would urge you (nay beg you) to start your projects for Expo 2006. Many of you have bench projects that are just begging for completion and I would urge you to finish these and bring them to Expo, either as contest entries or as display.

For the "Car Guys". The Majestics venue is usually in April, but we haven' t heard yet what the plan is. As soon as we have some idea what is happening we will keep you informed.

We are going to need Corporate sponsorship for the contests this year, so now is not a bad time to start lining up sponsors which are vital to the club as prizes do not come cheap. Bare in mind that these "donations" are our major funding for our competition events. In the past experience has shown that it is always the same members out pounding the pavement and getting sponsors. These functions are for all club members so each member' s input makes the load a lot easier. Try it - it really isn' t that hard and you will find a certain amount of pride when you tell somebody " That' s the sponsor I found". Do your best.

It always seems that I am always bugging you guys to get cracking with your builds and to be honest I have not brought out a lot of new stuff. Last meeting Gene gave me a model of a Thomas Flyabout 1/16 car and he made a comment about wanting to see it complete by next meeting. Well Gene, I started the kit and I am going to bring it to every meeting as I progress with the build. This is an awesome kit with over 300 parts and some really nice detail. So I challenge all of you to do something new for

each meeting even if its not quite done, but at least we will see progress.

Thanks for a Super Great 2005 and lets see if we can' t make 2006 even more memorable.

Curfew James.

RSM Club Calendar

2006

January 6

Bare Metal Finishes
Armour named after Generals (Lee, Grant, etc.)
Chevy's

February 3

Century Series A/C
Mid-East Armour
Nascar

March 4

"For the Birds" (Anything with a bird name ..
F-15 Eagle, Ford Thunderbird, etc)
My Favorite Model

April 7

M&M' s (e.g. Mustangs & Messerschmitts)
Wheeled Military Vehicles & ½ Tracks,
Commercial Transport/Public Service Vehicles

May 5

Club Contest
Modeller of the Year Award

June 2

Club Elections
Da Boot (Anything Italian)
Das Boot (Submarines or ASW craft)

August 11

Dioramas and Display Bases
Open Wheel Competition Auto

September 8

Rotary Wing & Weed Whackers (Ground Attack A/C)
Artillery & AA incl. Missiles & Rockets
Sportscars



Display Case at Red Line Hobbies

It has been brought to my attention that there are some items in the display case at Redline Hobbies that have been there for quite a while. There are a couple of trucks that may possibly belong to Dave Kapp and a diorama that may be Dave Porter's, among others.

The next change over will be January 7, so if you have something in the display case that has been there for a few months, would you please show up and remove it, or you can go to Red Line any day that is convenient and remove your models. Apparently there is not much change around space to work with for those that are coming out to put their stuff in the case.

December 2, 2005 General Meeting

For the December GM we finally made a return to our usual venue at the South Leisure Centre. It sure was nice to be back! The past few months of nomadism was just a pain in the neck. Rental fees for the leisure centre, though they have doubled over the last few months, still remain reasonable, and the lighting is terrific.

Attendance was down but I suspect that this was mostly due the start of the Christmas party season. Theme for the night was Tora, Tora, Tora (ie. anything Japanese). In attendance for the December meeting were Dougie & Keith Barr, Patrick Elkington, Gerald Gadd, Neil Hill, Curfew James, Kevin Krienke, James Lory, Al Magnus, Chris Martin, Ted McPherson, Dave Schmidt, Len Schmidt, Gene Stacyszyn and Kyle Stevens. Raffle items for the night were supplied by Al Lindemann and Len Schmidt.

We did have some fresh blood turn out for the evening. Dougie Barr and his grandfather Keith Barr, along with Gerald Gadd, decided to brave the cold weather and see what we're all about. Dougie likes to model infantry figures while Keith is a model railroader. Gerald is a car guy, and brought out his Ford Galaxy kit that he plans to build, given that he has a real 1:1 version sitting in his garage.

We did have the good fortune in having Jim Sinclair come to this month's meeting and give us a very interesting talk about his experiences with the 17th Field Artillery Regiment during World War Two. I managed to jot down some notes, which I have expanded and can be found on page 7.

Afterward Jim was presented a 1/35 scale model of a British Quad Tractor with 25-Pounder Gun and limber mounted on a base, all built by Michael Evans. There was a plaque with the following inscription:

Presented to Jim Sinclair
Formerly 17 Field Regiment
Royal Canadian Artillery
Guest Speaker 2 December 2005
Regina Scale Modellers

On the tables:

<u>Patrick Elkington:</u>	1/25 scale Revell/Monogram 2006 Mustang with Boss-Pony package (see review starting on page 5)
<u>Gerald Gadd:</u>	AMT '66 Ford Galaxie (primer table)
<u>Neill Hill:</u>	a selection of 1/48 scale Japanese aircraft including a Ki-27, A6M "Zeke", F2M "Pete", Ki-51 "Sonya", A6M-N "Rufe"
<u>Kevin Krienke:</u>	1/35 scale Dragon Sherman with turret mounted aerial rockets
<u>Al Magnus:</u>	1/72 scale cruise missile collection consisting of a Frog V-1 in test shot colours, and one in production colours, 12 Squared Tomahawk, Monogram AGM-86B ALCM (converted to have the wings deployed), and an Amodel Kh-55 and Kh-55M
<u>Ted McPherson:</u>	1/72 scale Airfix Fw-189A and Fairey Battle
<u>Dave Schmidt:</u>	1/48 scale Tamiya Zero Type 21 and Zero Type 32
<u>Gene Stacyszyn:</u>	Heller 1/72 scale Concorde (primer table)
<u>Kyle Stevens:</u>	Star Wars AT-AT (primer table), Zaku II and Mobile Ginn



Kevin Krienke' s 1/35 scale Sherman with rockets
(Al Magnus photo)



Neil Hill' s 1/48 scale Zero 52
(Al Magnus photo)



Kyle Stevens' Zaku II
(Al Magnus photo)



Dave Schmidt' s 1/48 scale Zero 32
(Al Magnus photo)

Kit Review

2006 Mustang GT, Revell/Monogram, 1/25 scale, kit. no. 85-2839

The 2006 Ford Mustang GT is, without any doubt, an attempt by the Ford Motor Company to recapture the spirit of those muscle car days of the late 1960's and early 1970's using today's technology cloaked in a retrospective skin. They have used styling cues from the Mustangs of 1965 through to 1970. The plan appears to be working, as the dealers have had great success moving them off their lots and onto the streets. I can personally vouch for that.

Revell/Monogram has produced their version of the 2006 Mustang GT in 1/25 scale. It is a well engineered kit that captures the true essence of this soon to be, if not already, classic design.

The kit is moulded in three colours; body and interior parts are white, engine parts are grey and the suspension parts are black. There are two sprues of clear parts, as well; the tail-lights are clear and must be painted with clear-red. Likewise, the front turn-signal lenses must be painted clear-amber. And, there are four steel pins supplied to attach the wheels to the chassis.

The fit and finish of this kit make building it a very pleasurable experience for most model-builders.

The interior comes together extremely well and this sub-assembly fits perfectly onto the lower body-pan and into the body. The engine pieces are no exception; they, also, produce an accurate 4.6 litre power plant that fits snugly into place, with the hoses reaching from the engine to the radiator perfectly. The exhaust pipes, though exquisitely shaped to fit around the rear suspension, are about 3/16 of an inch too short at the points where the two pipes should meet the exhaust manifolds. This may be remedied by splicing in a couple of pieces of stretched sprue to shore up the gap. When all sub-assemblies are put together, the final mating of the body to the rest of the car requires some patience and ingenuity, as the fit is very tight. However, once this process is accomplished and final lining-up and adjusting has been completed to ensure that the body is square with the chassis, you will have a very handsome looking modern muscle car.

I found that there were a couple of errors in the instructions. First, the outer headlight lenses are labelled incorrectly; the left one is shown to go on the right side of the vehicle and vice versa. Second, you are instructed to assemble the chassis before adding the tires and wheels to the model. I found this to be very difficult, as the front sub-frame and Macpherson struts are somewhat flimsy and may break unless you are very careful. I used a pair of large tweezers to press-fit the front wheels in place. Likewise, the rear suspension parts may come unglued as a result of the amount of pressure required to push the wheels onto the rear axle. I would recommend attaching the wheels to the rear axle and front sub-frame before installing the rear axle and front sub-frame onto the lower body-pan. There will still be plenty of room to install the remaining suspension parts.



<< **Patrick's 2006 Boss Mustang** (Al Magnus photo)

All in all, this kit was a joy to build and will be a welcome addition to many automotive model-builders' workbenches.

Also, it should be considered as a basis for the vast possibilities for customizing and personalizing, as is the case by owners of the real cars.

I built my kit to represent my 2005 Mustang to which I had added the Pony Package grille and fog-lamps. In order to accomplish this, I used narrow strips of thin card-stock to fill in the large openings for the GT fog-lamps, and I shaped two pieces of clear sprue to form the fog-lamp lenses. Then, I used stretched sprue to make the light-bar and corral for the grille. As well, the underside of the front bumper fascia had to have the centre section filled with card-stock and Squadron white putty, and the lower grille needed to be narrowed using Squadron white putty. The most difficult adaptation was to convert the 4.6 litre V8 to a 4.0 litre V6. This was accomplished by removing the front two cylinders from the engine block, while maintaining the front portion of the block – gluing it in place once the front two cylinders had been cut away. Likewise, the oil-pan had to be sectioned, and the intake manifold and fuel-injection system needed to have their rear dimensions shortened accordingly (as the front portion of this



assembly was needed to match the breather hose and air-box). I used one of the fuel-injection tubes to fabricate an electronic distributor, and added the spark-plug wires. Since the kit comes with a manual transmission, I had to remove the shifter boot, that is molded onto the top of the console, and discarded the manual shifter. I used the other left over fuel-injection tube to fabricate an automatic transmission shifter, and scribed the automatic shifter plate on the top of the console where I had removed the manual shifter boot, as my car was equipped with an automatic transmission. Finally, I applied the "hockey stick" side stripes from a set of Keith Marks 1970 Boss 302 Mustang decals. The conversion to the V6 Mustang was a very enjoyable project, and not as difficult as I had initially anticipated.

I expect that we will be seeing many more model-builders building all sorts of modified Mustang models as well as stock Mustang GT's with these 2006 Mustang GT kits. However you choose to build your Mustang GT kit, I'm sure you will have as much fun doing it as I had.

HAPPY MODELLING!

Patrick Elkington

Notes from Jim Sinclair's Talk

by Allan Magnus

In 1940 Jim was 18 years old. He and some friends journeyed to Winnipeg to join the Air Force, but upon arrival discovered that the Air Force was not looking for recruits at the time. While returning home, they noticed a sign at the side of the road indicating that the 37th Field Battery was looking for recruits. They decided to enlist with the Army in the artillery.

His first assignment was at Shiloh in 1940. Jim then moved to Petawawa in late 1940, early 1941. Here they trained with World War One guns, these being 18 pounders. They did have some good Ford and GMC trucks at their disposal.

1941 saw Jim ship overseas to the UK. They left Halifax for a nine day trip to Liverpool. Upon their arrival they then went to Aldershot where they spent the winter in cold barracks with poor heating and cold water. They spent 2 years in the UK and trained on 25 pounder guns. Their unit had 24 guns, each pulled by a Field Artillery Tractor (FAT). Jim remembers that almost all of their vehicles were equipped with four wheel drive. He was amused by the fact that his and other Allied units were totally mechanized, while much of the German Army still used horses.

In 1943 Jim' s unit then transferred to Italy, and in early 1944 moved to Naples. Here they assumed the old equipment of the 7th Armoured Division. The guns they inherited were in poor shape and had to be recalibrated. The guns also possessed no muzzle breaks. Jim' s unit was most disappointed by this, since the weapons they left behind in the UK were all in excellent condition and top of the line.

At the time of their arrival in Italy Jim was a Sergeant. He was in charge of the survey party which was tasked with ensuring the guns all fired in the correct direction. The survey party had at their disposal three Jeeps, a 3/4 ton Dodge truck and a motorcycle.

In early 1945, Jim' s unit transferred to Southern France near Marseilles, but by this time Jim had already left Italy.

Jim did pass along a couple of memorable moments. At one time he recalls seeing one of the Allied observation planes, an Auster that was flying at about 100 feet above them, being completely demolished as one of their artillery shells, bound for enemy lines, and the unfortunate plane happened to occupy the same space at the same time.

He also recalled experiencing a near miss when one of the enemy shells landed within a dozen or so yards from him, but he survived the close brush with death because the shell had landed in soft soil which reduced the blast.

Expo 2006 Report, part 1 (Categories)

On the following page are the revised Expo categories that will be in effect for the 2006 competition. If you have any questions or concerns, please feel free to contact any of the executive.

**AIRCRAFT**

1. Military Biplane (and others that are predominately fabric, strut, and rigging)
 - a) 1/72 and smaller
 - b) larger than 1/72
 2. Military Single Engine Prop
 - a) 1/72 and smaller
 - b) 1/48
 3. Military Multi-engine Prop
 - a) 1/72 and smaller
 - b) 1/48
 4. Large Scale, 1/35 and larger
 5. Military Single Engine Jet or Rocket
 - a) 1/72 and smaller
 - b) 1/48
 6. Military Multi-engine Jet or Rocket
 - a) 1/72 and smaller
 - b) 1/48
 7. Airliners and Civilian Cargo
 - a) Less than 1/72
 - b) 1/72 to 1/36 inclusive
 8. Civil - sport, stunt, gliding, experimental and racing less than 1/35
 9. Rotary wing, less than 1/35
-

MILITARY VEHICLES

10. AFV's (through 1945), including tanks, open top AFV's, assault guns and self-propelled guns (1/48 and larger)
 11. AFV's (post 1945), including tanks, open top AFV's, assault guns and self-propelled guns (1/48 and larger)
 12. Half-tracks and armoured cars (all eras) 1/48 and larger
 13. All other military vehicles (all eras, including jeeps, trucks, motorcycles, etc.) 1/48 and larger
 14. Artillery, all eras, towed (includes missiles, rockets, and railroad guns (all scales)
 15. Military vehicles, missiles, rockets, etc. (all eras) 1/49 and smaller (except railroad guns - see Cat. #14)
-

CIVILIAN AUTOMOTIVE

16. Replica stock (unmodified body, chassis, factory wheels and drive train, includes conversions)
 - 1/20 and smaller
 17. Street Modified & Pro Street (1/20 and smaller)
 18. Competition, open wheel (1/20 and smaller)
 - a) Road or Oval
 - b) Drag
 19. Competition, closed wheel (1/20 and smaller)
 - a) Straight Line (Drag & Bonneville)
 - b) Road Race
 - c) Stock Car
 20. Custom and Show cars (1/20 and smaller)
 21. Street Rods (1/20 and smaller)
 22. Public Service Vehicles (e.g. taxis, police, fire, utility, tow trucks, etc.) (1/20 and smaller)
 23. Light trucks (1/20 and smaller)
 24. Heavy trucks (1/20 and smaller)
 25. Motorcycles, all scales
 26. Large scales (1/19 and larger)
-

SPACE & SCI-FI

27. Real spacecraft and vehicles (kits and scratchbuilts)
 28. Film and TV spacecraft and vehicles (kits and scratchbuilts)
 29. Fiction/Fantasy spacecraft and vehicles (kits and scratchbuilts)
-

SHIPS

30. Sail powered all scales
 31. Powered (surface)
 - a) 1/401 and smaller
 - b) 1/400 and larger
 32. Submarines
 - a) 1/401 and smaller
 - b) 1/400 and larger
-

FIGURES

33. Military, all scales
 34. Non-military, all scales
 35. Sci-Fi/Fantasy, all scales
 36. Gaming pieces
 37. Dinosaurs
-

DIORAMAS

38. Aircraft
 - a) Small composition (single aircraft - all scales)
 - b) Large composition (2 or more aircraft - all scales)
 39. Military vehicles
 - a) Small composition (single vehicle) 1/48 and larger
 - b) Large composition (2 or more vehicles) 1/48 and larger
 - c) All military vehicles 1/49 and smaller
 40. Civilian Automotive
 41. Figures
 - a) Vignette (5 or fewer figures)
 - b) Diorama (more than 5 figures)
 42. Science fiction, all scales
 43. Miscellaneous dioramas
-

MISCELLANEOUS

44. Collections (5 or more), all scales
45. Miscellaneous: Anything that does not fit in any other category
46. Team / Family Entries (all types)