



Just Glue It

Official Newsletter of Model Creations Unlimited, IPMS



Volume 8

August 2018

Issue 8

Featured Model



This model represents the 76/77 Larry Fullerton Mustang Chi-Town Hustler. Yes gang, the legendary Chi-Town team famous for their Dodge Chargers also ran a Ford. I was lucky enough to see my favorite team at Indy Nationals but seeing a Ford was quite a shock. They were a bit down on their luck and the car did not qualify, but that was soon to change.

The kit is the reissued AMT Larry Fullerton Trojan Horse Mustang that came out recently upgraded with rubber tires and good decals. The original kit was a terrible mess. I painted the body red and black and used aftermarket decals for the yellow stripes and graphics. But the yellow color was very transparent. According to the seller his printer doesn't do yellow very well. No kidding.

Fullerton was from Jacksonville and ran a series of Trojan Horse Funny cars. He had a shop on Atlantic somewhere but ran his racing operation in California.

I have been trying to complete the entire series of Chi-Town Hustler cars and am now one step closer.

David Sheppard

Club Contacts

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V.P. & Newsletter: Duane Hayes
Treasurer: Dave Henk
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Click on the person's
name to send an Email

Model Creations Unlimited

Meets every first and third Wednesday - 6:00 to 8:30 PM

Model Creations Unlimited, IPMS (MCU) is a non-profit organization dedicated to having fun and serving the modeling community in Jacksonville, FL. MCU is a chartered chapter of the International Plastic Modelers Society (IPMS) and as an affiliate we enjoy an association with modelers throughout the country and the world. We are dedicated to exposing the modeling hobby to potential new members so that they can develop an interest in the hobby. The club is open to anyone with an interest in modeling, regardless of age, gender, subject matter or materials. If you're looking for a family friendly experience; parents and children, adolescents, and couples are encouraged to become part of our family of modelers. If you do decide to join, membership dues are \$25.00 for new members (This includes a club T-shirt), and then \$20.00 a year thereafter. We also have a family membership at \$25.00. We encourage you to visit us on the web or on Facebook, attend a couple of our meetings and check us out. We hope you eventually decide to become a member of our group.



Website

Facebook



Legal Stuff

The views and opinions expressed in "Just Glue It" are those of the individual authors, and do not constitute the official position of Model Creations Unlimited or IPMS-USA. No matter your level of writing experience or computer expertise, you are encouraged to submit any subject or article you think might be of interest to your fellow modelers. The editor will gladly work with you and see that your material is properly edited and prepared to be included in the newsletter. Articles can be submitted via e-mail. The newsletter is currently being edited using a PC with Windows and MS Word and the other usual suspects loaded. This means I can handle almost anything you want to send, but for the sake of my limited sanity, PLEASE don't make me break out the universal translator to decode your esoteric files. Send your story/article as a text file in eMail or a Word document. Do not, under any circumstances, submit articles with pictures embedded in a Word file. Send your pictures separately as JPGs, PNGs or GIFs (JPG is my preferred format). Failure to comply means I will simply shred the article while drawing cartoon mustaches on all your pictures. Deadline for submission of articles is the 25th of the month - earlier would be appreciated! Please contact the editor if you have any questions.

The use or reprint of the material contained in this newsletter, must give attribution both to the author and the source document. Our newsletter is prepared with one thing in mind; information for our members, and all fellow modelers, and is prepared and published in order to expand the skills and knowledge of those fellow modelers. If you ever feel that this publication is biased or exceeds good taste or decorum, I want to hear about it. You can discuss it with me at the next meeting or you can contact me by phone at (904) 743-6677 or by E-Mail. [Duane Hayes](#)

Duane Hayes, Newsletter Editor



I would like to open by thanking all the members who reached out to me while I was dealing with medical and health issues during the past two months. I also encourage all the members to keep our former president, Kent Pruitt, in their hearts, minds, and prayers. Here's wishing him a speedy recovery from his recent foot surgery. As my predecessor, Kent lead the club as president for many years. He needs to know of our support and that we are all in his corner during his time of need. We are all rooting for his successful recovery so he can return to the work bench and resume his passion of armor modeling.

Bob Collado, President

Humor



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Club Theme Builds

The rules are very simple:

- 1) Build any model that fits the theme category.
- 2) As with all theme builds this is not a judged event and models are built for fun.
- 3) Members may show more than one model, but at least one of the models shown as a theme build entry must be a NEW model built specifically for this theme to be eligible for the raffle drawing. A previously built kit from your collection does not qualify.
- 4) Each member presenting a qualifying model will receive one ticket for the two \$10.00 raffle prizes. Only one raffle ticket will be issued per qualifying member.

September Quarterly Theme Build - "Anything That Floats" Any subject that operates on or under the water. You can build it any way you want. All members who build a new model will be eligible for the two \$10.00 awards at the September 5, 2018 meeting.

December Quarterly Theme Build - "Cold War: 1960-1990" Any subject that was used during the Cold War Years. You can build it any way you want. All members who build a new model will be eligible for the two \$10.00 awards at the December 5, 2018 meeting.

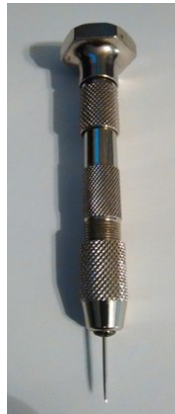
Using Pin Vises by Dave Henk

Pin Vises are extremely useful tools for model building. You can bore open gun barrels, open port holes on ships, or making a starting point for cutting larger openings.

When you use a pin vise only have the drill bit protruding as far as needed. This prevents breaking the bit. You can use a needle in the Pin Vise to make a centering hole before you use a drill bit. This way the cutting bit won't "walk" off center when you start drilling.



Zona Pin Vise and
Package of Needles



Needle inserted
into Pin Vise



Needle makes a tiny
indent to guide drill



Drill bit inserted to
depth of hole being
made.

Drill bits
from 1/8"
down to #80
will fit in the
Zona Vise.



Small piece of sprue
drilled in a cannon or
gun barrel.

If you have a modeling tip that you would like to share with fellow modelers just e-mail them to the editor with a short description and at least one picture of the product or procedure.

Upcoming Events



August 1, 2018 - Club Meeting - 6:00 - 8:30 PM - Regency Square Library.

August 1-4, 2018 - IPMS Nationals - Phoenix Convention Center, Phoenix, AZ - Sponsored by IPMS Phoenix, Craig Hewitt Chapter - Info: [IPMS Nationals](#)

September 5, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library. Wrap-Up of the "Anything That Floats" Theme Build.

September 8, 2018 - 2:00 PM - Orange Park Library - First Coast IPMS hosts Speaker Chris Mayer and his presentation on "The Battle of Britain".

Sept 14-16, 2018 - Modelpalooza Contest & Show - 9:00AM Sat&Sun - Avanti Resort, 6515 International Drive, Orlando, Florida - Sponsored by IPMS Orlando - Info: [Modelpalooza](#)

September 19, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library.

October 3, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library.

October 17, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library.

November 7, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library. This may have to be changed because of Election Voting.

November 21, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library.

December 5, 2018 - Club Meeting - 6:00 - 8:30 PM - University Park Library. Wrap-Up of the "Cold War" Theme Build.

December 19, 2018 - Club Christmas Party - 6:00 - 9:00 - Location to be determined.

Member of the Year —Top Six

The Member of the Year is a program where points are awarded to members who participate in club events based on the schedule shown below. Points will accrue and the updated totals will be available at the monthly meetings. At the December Holiday Party the member with the most points will receive a printed certificate and their club dues for the next year will be provided gratis.

Category	Description	Points
1	Doing a Demo Presentation Program	5
2	Supporting a MCU outside event or presentation	4
3	Participating in a MCU Theme Build, Display or Contest	3
4	Contributing a Newsletter build or kit review article	3
5	Contributing a Newsletter model tip or referral	2
6	Entering a model in JAXCON	2
7	Referring a person to become a new MCU member	2
8	Referring a person to become a new IPMS member	1
9	Attending a Club Meeting	1
10	Presenting a Show & Tell Item	1
11	Paying your MCU dues on time	1

Member Name	Cat 1	Cat 2	Cat 3	Cat 4	Cat 5	Cat 6	Cat 7	Cat 8	Cat 9	Cat 10	Cat 11	Total
Dave Henk	5	16	9	24	10	2			12	12	1	91
Bob Collado		16	6	12	22	2			7	6	1	72
Steve Betts	5	12	6	21	2				11	11	1	69
Duane Hayes		20	9	3	14	2			11	6	1	66
Jim Stratton		20	9	9		2			11	11	1	63
Alan Zawacki		16	9		6				10	10	1	52

This Month In History by Duane Hayes

The events described in this article are taken from the web based site TheHistoryPlace.com which publishes monthly categorical events for general information and education. The purpose of the events presented is solely to offer suggestions to modelers for options to select a new subject to model based on the timeline reference. No attempt or intent has been made to confirm, qualify or correct events presented by the History Place site. Any questions, concerns or historical data challenges should be directed to the History Place web site utilizing the editor feedback link. Thank you.

August 2, 1776 - In Philadelphia, most of the 55 members of the Continental Congress signed the parchment copy of the Declaration of Independence.

August 5, 1861 - President Abraham Lincoln signed into law the first Federal income tax, a 3 percent tax on incomes over \$800, as an emergency wartime measure during the Civil War. However, the tax was never actually put into effect.

August 6, 1945 - The first Atomic Bomb was dropped over the center of Hiroshima at 8:15 a.m., by the American B-29 bomber Enola Gay. The bomb detonated about 1,800 ft. above ground, killing over 105,000 persons and destroying the city. Another estimated 100,000 persons later died as a result of radiation effects.

August 7, 1964 - Following an attack on two U.S. destroyers in the Gulf of Tonkin off North Vietnam, the U.S. Congress passed the Gulf of Tonkin Resolution, granting President Lyndon B. Johnson authority "to take all necessary measures to repel any armed attack against the forces of the United States and to prevent further aggression."

August 9, 1974 - Effective at noon, Richard M. Nixon resigned the presidency as a result of the Watergate scandal. Nixon had appeared on TV the night before and announced his decision to the American people. Facing possible impeachment by Congress, he became the only U.S. President ever to resign.

August 14, 1935 - President Roosevelt signed the Social Security Act establishing the system which guarantees pensions to those who retire at age 65. Social Security also aids states in providing financial aid to dependent children, the blind, as well as administering a system of unemployment insurance.

August 14, 1945 - Following the two Atomic Bomb drops and believing that continuation of the war would result in further loss of Japanese lives, delegates of Emperor Hirohito accepted Allied surrender terms originally issued at Potsdam on July 26, 1945, with the one exception that the Japanese Emperor's sovereignty would be maintained. Japan's Emperor Hirohito, who had never spoken on radio, then recorded an announcement admitting Japan's surrender, without actually using the word. The announcement was broadcast via radio to the Japanese people at noon the next day.

August 15, 1969 - Woodstock began in a field near Yasgur's Farm at Bethel, New York. The three-day concert featured 24 rock bands and drew a crowd of more than 300,000 young people. The event came to symbolize the counter-culture movement of the 1960's.

August 18, 1920 - The 19th Amendment to the U.S. Constitution was ratified, granting women the right to vote.

August 19, 1934 - In Germany, a plebiscite was held in which 89.9 percent of German voters approved granting Chancellor Adolf Hitler additional powers, including the office of president.

August 21, 1959 - President Dwight Eisenhower signed a proclamation admitting Hawaii to the Union as the 50th state.

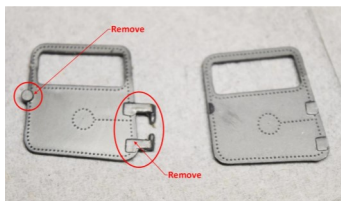
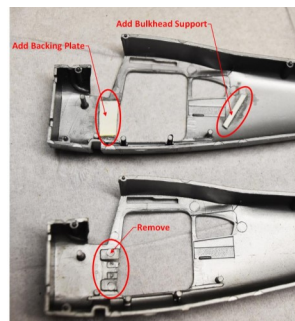
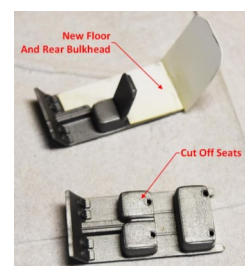
August 29, 1991 - Following the unsuccessful coup of August 19-21, the Soviet Communist Party was suspended, thus ending the institution that ruled Soviet Russia for nearly 75 years.

Cessna 180 Jump Plane Build By Jim Stratton



The club theme builds can be a lot of fun especially when it can be applied to something in your past. The June theme build was titled "Second Attempt". For this build we had to build an old kit that we built once before. "A kit that was built before and attempt to build it better". For my "Second Attempt" I chose to build the old 1/48th scale Monogram Cessna 180. 40 years ago I built a model of the jump plane I used to skydive out of. My first build of the jump plane was very basic. Back then sheet plastic was not as common as it is today. I used file cards to modify the floor and rear bulkhead as well as the jump step. The seams were not sanded or filled. I did use Letraset dry transfers to make the registration numbers and club name painted on the sides of the plane. I had no way of printing the club logo on the vertical stabilizer so I ignored it. I have been thinking about rebuilding this model using modern standards. I had pieces of my original build sitting in my stash. So when the club decided on this theme I knew right away what I was going to build.

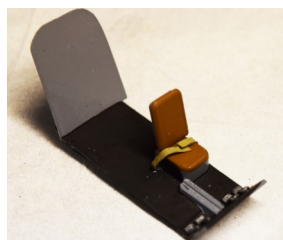
The build required modifications to the kit to make it a true replica of the club jump plane. The build starts by modifying the interior. The kit had the front and rear seats molded in place so I started by cutting off the right and rear seat cushions, leaving only the left pilot's seat. The right control wheel was removed and I used .0015 plastic card to make a new floor and a rear bulkhead.



The interior was put aside to begin work on the fuselage sides. I cleaned up the punch out marks and glued the pilot's door shut. The right door in the jump plane was modified to open upwards so the molded hinge boxes on the right fuselage were removed and the opening filled with plastic stock. I removed the hinges from the right door as well. A long step was added to the plane. The step was used by the jumper to allow him to get out of the door and prepare for the jump. The jumper would exit out the door onto the step

and grip the wing strut, facing forward and then the jumper would just have to let go and fall off the step. These modifications allowed the 180 to carry four jumpers who sat on the floor as the plane climbed to the jump altitude of 2500 feet and approached the drop zone.

Next I turned to the instrument panel. The right control wheel was not added and the hole was still in the instrument panel after the wheel was removed on the original. I painted the instrument panel flat black and added a set of instrument decals from my stash.



I painted the interior floor assembly and door interior with a dark gray. The floor was painted flat black like the rubber floor mat in the jump plane. The pilot's seat was painted brown and lap belts made from lead foil were added.

I glued the windows to the fuselage sides. I added the instrument panel and the floor assembly to the right fuselage and glued the left fuselage to it. The wings were glued together and the glue seams were cleaned up, followed by the horizontal stabilizers and wing struts. I then built the motor, painted it, and added it to the front of the fuselage. Then I added the cowlings and landing gear struts. After cleaning up all the seams and masking all the glass, it was ready for the paint shop.

Cessna 180 Jump Plane Build By Jim Stratton

The jump plane was white and green so I started with Tamiya Flat white overall and then masked off the white and painted the green using Tamiya Deep Green.

The front of the engine cowl and landing gear struts were Vallejo Steel. The jump plane did not have wheel pants so those were not used. I made hub caps from a disc of sheet plastic and painted those steel as well. The rubber of the wheels was Vallejo Black-Grey. Once painting was completed I coated with a clear gloss in preparation for the decals.



I printed the registration number on clear decal paper. The jump plane had the club logo painted on the vertical stabilizer. I still have a jacket patch with the club logo on it, so I scanned that and I was able to print it on clear decal paper as well.



The "Frontier Skydivers" name painted on the green portion of the fuselage posed a different problem. I used Woodland Scenics USA Gothic white press type letters. I tried using them directly on the clear decal film but it was impossible to see the white letters on the white background of the decal film. So I cut a strip of the decal film and then sprayed it with the Tamiya Deep Green. After the paint dried I was able to press the letters on the green background. I sprayed the strip with a clear gloss to protect the lettering when it was immersed in water. Then I applied it to the model like any other decal. It worked great. The shark's mouth decal was from an old 1/48th scale Micro Scale decal sheet for F-4E Phantoms. Now the club logo needed to be added to the vertical stabilizer. Unfortunately, the printing was so transparent the logo couldn't be seen on the dark green tail. So I sprayed a small "cloud" of white on the stabilizer and then added the logo decal.

I made a base for the jump plane from a pre-cut base I got at Michaels. The ground work was Durham's wood putty. When dry it was painted with Tamiya Dark Earth. I then added grass using Noch Streugras to simulate the grass strip we flew from. The Cessna 180 was then glued to the base and my "Second Attempt" was completed.



I had a lot of fun doing this group build and remembering the days of my youth when I was foolish enough to "jump out of a perfectly good airplane".



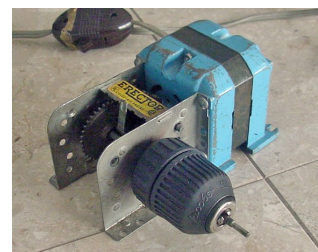
M1A1 Abrams Build By Steve Betts



The M1 Abrams is an American third-generation main battle tank named for General Creighton Abrams. Highly mobile and designed for modern armored ground warfare, it is well armed and heavily armored. Its features include the use of a powerful multi-fuel turbine engine, a sophisticated composite armor, and separate ammo storage in a blow-out compartment for crew safety. At nearly 68 tons, it's one of the heaviest main battle tanks in service. The turbine is very quiet when compared to diesel engines of similar power, reducing the audible sound distance, earning the Abrams the nickname "whispering death".

The Tamiya kit is well packaged and includes decals for Desert Storm and NATO versions. The instruction manual is ten pages long and is of the usual Tamiya high quality. There are numerous illustrations that are very easy to follow. It comes with molded rubber band tracks that will roll after assembly. There are two figures to put in the turret hatches. There are also some transparent parts to use for the periscope lenses. The original release of the kit was as a motorized toy so there are holes in the bottom of the hull for the power switch. The top of the hull is captured by a couple of poly caps so it is easily removable.

I don't have any modern armor with the NATO three color camouflage so I decided to model that version. Assembly starts with the hull and suspension and does not take very long to complete. I have an old erector set motor with gear box and a keyless chuck that I use to slowly spin the wheels so that I can paint the rubber part of the tires. There are fourteen double tire sets to paint. I painted and weathered the hull before I built the turret so that I could line up the camouflage pattern. The gun barrel is molded in two pieces and is moveable. The seam disappeared with just some light sanding. You have to use cellophane tape to hold the turret top to the bottom while the glue dries. The commander and loader's hatch can be glued either open or closed. There are also platforms for the included figures to stand on but no interior detail. The rear equipment rack uses plastic mesh that needs to be cut to shape before it is glued to the bottom. You do not want to be dropping supplies all over the battlefield.



There are six ammo cans, two storage cases and a spare wheel that can be mounted on the turret. The instruction sheet shows where they should be glued. It takes a lot of work to paint the figure's fatigues regardless of which version you build. I started with the color that covered most of the fatigues and then progressed to the colors with less coverage until I was satisfied with the overall look. For the people that really like details you would probably need to find some decals that could exactly replicate the fatigue's camouflage patterns. The instruction sheet has a sample square that show how the different colors should be applied.

I started by painting the entire tank Tamiya XF-58 olive green. Then I used a pencil to draw the NATO camouflage pattern before hand painting the XF-64 red brown and XF-1 flat black areas. It actually took longer to paint the tank than it did to build it. I added the decals and then sprayed the model with Testors dull coat. I started the weathering process by using a black ink wash for the panel lines and the engine intake and exhaust meshes. Next I dry brushed some silver to highlight handles and other wear areas. I added a light rust wash to the areas where water might collect.

Then I sprayed a light over-coat of XF-52 flat earth concentrating heavier amounts on the lower areas of the hull.



I really enjoyed building this model and did not have any problems with the assembly. It all fit perfectly and did not require any filler. The NATO camouflage scheme really changes the look of the Abrams compared to the dessert tan version. I guess it would even qualify as a cold war theme build subject.

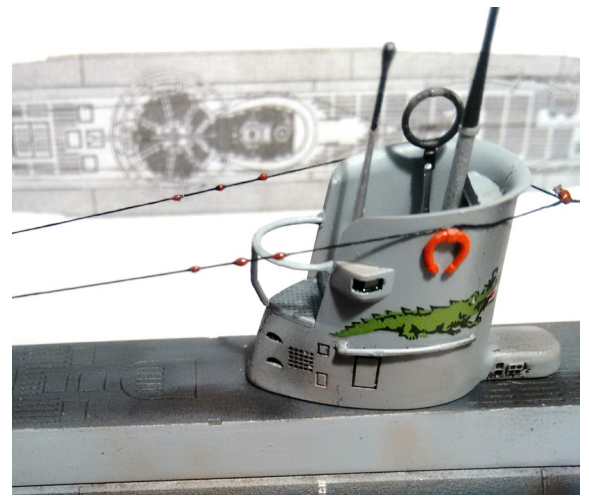
German Type IIb U-boat Build by Dave Henk



The German Type IIb U-boat came about as part of a clandestine design and build program the Germans used to circumvent the limitations set by the Treaty of Versailles after WW1. A dummy corporation was set up in Holland to do the design work and the submarines were built in Finland. It's small size made it very suitable as a coastal submarine. Its primary role was found to be in the training schools, preparing new German naval officers for command. Overall, 20 of this version

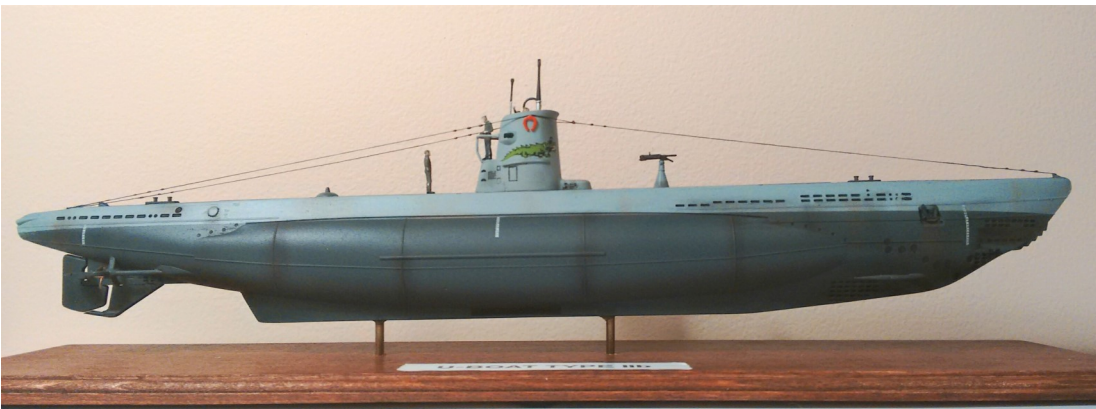
were built before and during the war. The sole surviving example is in Finland at a Museum. This one was purchased before the outbreak of WW2 and used against the Soviets during the "Winter War". One soviet ship was sunk. Finland was barred after the war from having any submarines and it was placed in storage. Later it was pulled from storage and became a museum piece.

The kit used was the Revell of Germany 1/144 kit. It has alternate parts to allow early or later versions to be built. I opted for the 1939 version with the single 20 mm gun on deck and smaller conning tower. The kit built fairly easily with a lot of extremely small parts. Some I opted not to use as they'd never be seen once the kit was completed. Kit has 3 main pieces that need to be carefully aligned to ensure a smooth fit; left and right hull sides and then the deck. I built the conning tower as a separate assembly so it would be easier to handle. Tamiya and Model Master cements were used depending on what part was being attached.



Finishing was done using Testors Model Master Enamels applied with an airbrush. Anthracite Gray was used below the waterline and for the decks. Light gray was used on the vertical sides above the waterline. Details were brush painted. The various drain holes and such were highlighted by using a heavy wash of water colors applied over a gloss finish. The excess was wiped off with a very damp paper towels and cotton swabs. Now satisfied, I applied a flat coat of Testors airbrushed over the entire model. Some very light pastel weathering was done as I wanted a fairly pristine finish.

Lastly, I added some flexible line to make the antenna wires. These were attached with ACC. I used a toothpick to pick up some clear acrylic to make the insulators. Once these dried I painted them.



A quick stand was made and the model mounted on two brass rods.

Overall it was a decent model for my collection.

Building the Aurora WWI Fokker D-VII by Bob Collado



June was the culmination of our Second Time around Club Theme Build. It was our fun build of the year, giving members an opportunity to reach back to their childhood. Remember what your first or early modeling attempt was, and re-do it today with your current skill level. The parameters were a straight out of the box build with no add-on resin or photo-etch parts.

Paint and decal options were allowed, and customizing with kit parts swapping was permitted.

For my selection the choice was easy as I had an Aurora 1/48 Fokker D-VII collecting dust in my stash. The Fokker was my very first build and I had this replacement kit for more than 20 years wondering what I was going to do with it?

Finding the kit box brought back memories of my childhood excitement peering through the Dime Candy Store glass case trying to pick my first model kit for my dad to buy me. It also stirred memories of that volatile glue we all used back in the day that got everywhere and stuck our fingers to everything. We all used way too much glue on every part, leaving the model to dry perhaps in a distorted form!



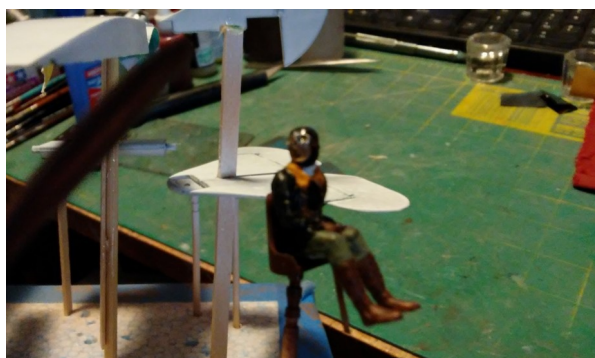
The Aurora kit molded every part on every sprue in hard dark green plastic it looked hideous today and something like an orphan child only a mother could love. Worse than the color was the raised locating lines where decals were to be placed. I had my work ahead to make this look better. I started by sanding down all of the raised decal locating outlines. Once the lines were sanded away, I puttied the locations and began contouring the surfaces smooth. Next I started cleaning flash off the parts, and yes, even with this original factory kit there was flash to deal with. It also had miss-registered parts which would need re-shaping and putty touch up to look good on the finished product.



Next I addressed the Interior and pilot. Trying to stay within the parameters of the Theme Build I suppressed the constant urges to sneak a

little detail in here or there that Aurora had left out on this basic \$0.79 model kit. I simply moved forward with clean-up, sanding, and minor putty reconstruction of the disfigured pilot body face, and helmet. Once completed and painted I was happy with the results of my Fokker redo to this point. Next month, Part Two will cover the finish painting of the aircraft, period lozenge decaling and marking, and base construction.

Never overlook the potential off an older kit, it's not ugly, it's not trash, it's not cannon fodder. If you choose to put your heart into making it look better with your best efforts, it can become your proud presentation of your skill level and enjoyment.



July Gallery



F-102
By
Danny Bray



S'Cool Bus
by
Alan Zawacki



Rat Fink
by
Dave Henk



1932 Chevy Hi-Boy
by
Dave Henk



F-104 Starfighter
WIP By
Jim Stratton



Honda CB1100R
by
Steve Betts



Sopwith 1 1/2 Strutter
by
Don Alexander



HMS Hood Antenna
WIP by
Roger Page



BF-109G
by
Don Alexander



Harrier
by
Don Alexander



Hurricane
WIP by
Jim Stratton



Fokker Eindecker IV
by
Don Alexander

IPMS Information



IPMS/USA is an organization dedicated to the fun of Scale Modeling. Yearly membership includes the IPMS Journal six times a year, which is full of stories of interest on modeling subjects such as aircraft, armor, automotive, ships and figures. There are full listings of IPMS contests and swap meets, hints and tips, and reviews. Being a member also allows members to participate in IPMS/USA sanctioned Regional Contests, and the world-famous National Convention, held every summer. You'll also have access to the online Member's Forum where a wide variety of society and modeling topics are discussed. In addition, many hobby shops offer discounts to IPMS/USA members.

To join IPMS/USA, simply mail in the form below or go to www.ipmsusa.org and click on the Join IPMS/USA button on the right side of the menu banner.

IPMS/USA MEMBERSHIP FORM

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