



# O.H.M.S.

*Oklahoma Historical Modelers' Society*  
**NEWSLETTER**



**Volume 48, Issue 6**

**June 2018**

## Coming Events

June 1--OHMS Meeting. MOM contest. Budget Build contest.  
June 1-2--Tulsa Figure Show and contest at the Wyndam Hotel in Tulsa  
June 2--Scalefest—IPMS/NCT— Grapevine Convention Center, 1209 S Main St. [Map](#) IPMS-North Central Texas  
June 9--IPMS Metro OKC will host Soonercon at Council Road Baptist Church, 2900 North Council Road, Bethany, Oklahoma. Contact [Richard R. Fisher](#) 918-724-8929  
June 15-- OHMS Meeting. Program Night. Pictures from recent model contests.  
July 6-- OHMS Meeting. MOM contest.  
July 20--OHMS Meeting.--Program night. Build Night.  
July 21-- HAMS 12th Annual Model Car Show and Contest. Cypress Creek Christian Community Center Annex Building Gym, 6823 Cypresswood Drive, Spring TX. IPMS Houston Automotive Modelers Society (HAMS)

## Meeting Reports

### **Business Meeting—May 4**

The next two open program nights were set up. In June we will have an accumulation of pictures from model contests held in the first half of 2018. August will be a program on the history of the DC-3 by James Staley

This was the first night where we raffled off a free IPMS membership to OHMS members not already IPMS members. There will be two more, one each on the first meeting of the next two months. Others may follow later in the year.

### **Model of the Month— May 4**

What looked like a slow night quickly filled up with things to look at and talk about.



*IJN Tsuta*

*Rick Jackson*



*Type VIIC/L41*

*Butch Maurey*





*Stormtrooper*

*Dave Kimbrell*

And the following WIP



The next installment in the destroyer collection by Rick Jackson was the night's winner in a close ballot.

### **Program Night—May 18**

The program covered various aspects of painting figures with a focus on faces. It was presented by our resident 'experts': Dave Kimbrell, Steven Foster and Rick Jackson.



*Cima Garahau*

*James Staley*





Even though it was a common topic, each discussed different styles, paints, techniques and factors that would come into play depending on the figure you were doing. There was even some discussion on the choice of manufacturer and material how it would impact your approach.



While some of the program was simply a repeat of the advice given by real experts (like Shep Paine and Mike Davidson) we also heard some practical advice on what happens when you actually try to apply that advice.





## A few thoughts from the Head Chicken...

### Context

This guy I was talking to said that IPMS judges were judging the color of paint on models. I challenged this remark.

As the conversation progressed, he stated he had judged at a national convention....he had....and overheard another judge saying he didn't like the color of a particular model. Further questioning revealed it was not a member of his team, but just an overheard remark. So, it became apparent he was not sure how the remark went down with the other team, or if the statement was merely a casual, personal remark, and in no way effected the judging. But here he was using the event as evidence IPMS judges were not following the rules.

This is how bad rumors and misunderstandings get started. I have been an on and off member of IPMS for over forty years. I've been to a lot of contests and have had issues with some judging. Yet, I have never been able to recall an unequivocal case of a model being bumped as a winner, merely because of the color paint or shade of color. Given all the variables, judging shade of color is probably the silliest way to judge a model.

I have heard people....myself included....discuss and even argue over the colors. This is quite natural given what we do. Much information is based on black and white photos and lighting can have a big effect on the image. The same

applies for color photos. But these remarks and discussions are just that, discussions. They are not judging. Because a lot of contests are judged with the contest area open or at least visible to the public, people often hear remarks. I have no doubt many take the remarks out of context and spread rumors about what they heard.

The important thing is context. Was the remark in a private conversation? Was it made in jest? Were the people making the remark really judging? Was the person repeating the story the type to complain about not winning? One should really consider all this before making wide ranging pronouncements about how groups do their judging. If you believe there is real bias, or improper judging, then bring it to the attention of the head judge, don't just whisper it and start unfounded rumors.

Dave Kimbrell

## The Dark Side

**Come to the Dark Side.....Keep your eyes on the stars and not your feet.**

### Basics 101

For several decades, I have preached put your model on a base and glue it down. I realize this is not possible for all models, but for a high percentage it is and, in today's world, it is fairly easy and cheap to do so. A finely worked wood base can be time consuming and even a little on the pricey side, but you don't need that to achieve a vast improvement on the presentation of your finished model. The materials shown here total up to about \$15, which is about the minimum price of a premade one.

In a competitive situation, the base should not be judged, but it certainly does not hurt to present your model in an attractive way. And putting it on the base makes it easier for the judges to look at it, or move it around without risk of damage. And keep in mind every time you pick up your model, you wear the finish and leave finger prints and body oil.

First, which of these do you think better presented?



Even a simple base improves the look, don't you think? In real estate, this is known as curb appeal.

Here is a simple, quick and effective way to go. First, buy an unfinished wood plaque at Hobby Lobby or other similar retailer. At a hardware store, purchase some foam backed sanding blocks, a tack cloth and some stain. Now, sand the wood plaque with the foam block. With pressure, it will naturally conform to the contoured edge.



The sanding blocks come in a variety of sizes, styles and grit. For a simple base, there is no need to spend bucks. One **fine** and one **coarse** grit will do you for a long time.

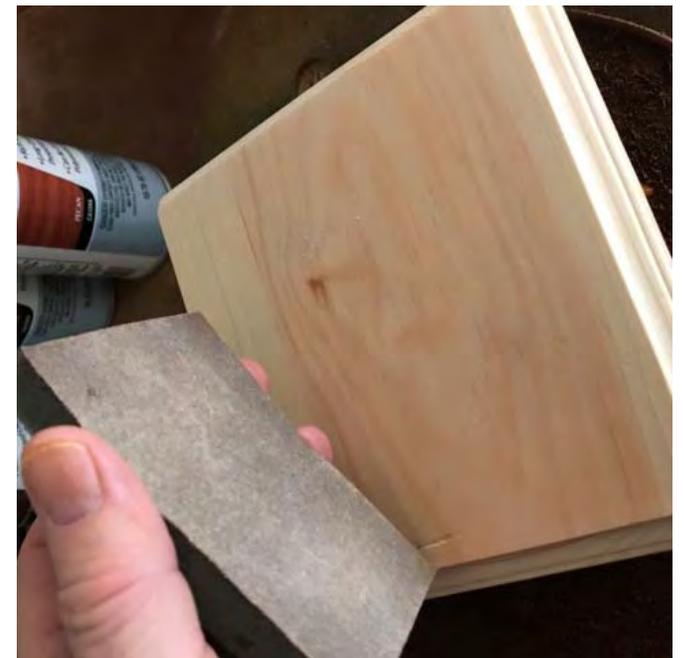
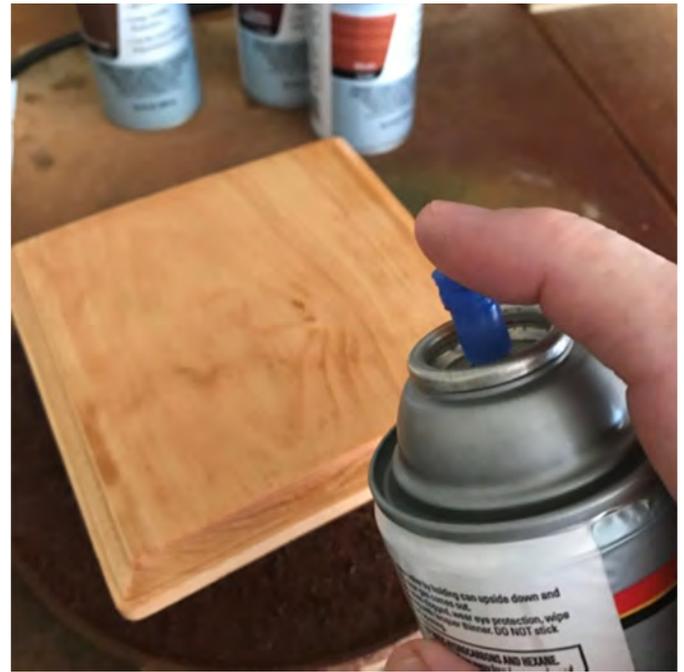
The stain can be done two ways. You can buy a quart can of water based acrylic and a can of clear gloss or you can get the stain and gloss in one rattle can. These **Minwax** stains are what I am currently using. If you can paint a model with a rattle can, you can use these stains. If you go with the stain only in a quart can, you need to brush it on, so use the cheap foam brush. A rattle can of clear gloss from **Rustoleum** or **Krylon** give a very good and durable finish.



Next, after sanding the base, go over it with a tack cloth to remove dust. Keep it in a zip lock bag and it will last ages. As with model paint, you can go for a matt, satin, or glossy finish, it all depends what you want.



Next, turn the base upside down and stain the bottom. Many don't do this. The unfinished bottom makes the work look cheap and allows moisture to get in causing the wood to warp over time.



It doesn't take more than one coat to make it look better and provide the protection you want. Nothing's wrong with more coats, but that is your choice. Allow it to dry as per directions. Then start on the top side.

With the stain and gloss in one can, it is just a matter of applying it until the desired shade is achieved. However, use multiple coats and sand lightly between coats. This is counter intuitive, but this light sanding will result in a much smoother finish.

Although not a requirement, a **lazy susan** helps turn the base for lacquering. At the very least, you will wish to put something the base to elevate it so it does not become stuck to the work surface.



When the base is completed to your satisfaction, put some peel and stick bumpers on the bottom; one in each corner. They will go a long way towards keeping the whole thing from sliding and will create a small space where you can hook your fingers when picking it up. They come in a wide variety of sizes and shapes.



Making a nice looking base is not all that complicated or expensive. It will give your model a much finer look and help protect it. How nice it looks is all dependent on how much effort you put into the finish. I hope this helps.

**General Knowledge and Private Information**

**Donald Pleasence 1919-1995**



Pleasence registered as a conscientious objector at the start of WWII, but in autumn of 1940 he changed his stance and volunteered for the RAF. He served as a radio operator with **No. 166 Squadron** of Bomber Command and flew sixty missions over occupied Europe. On August 31, 1944, he was a crewman in **Lancaster NE112** when it was shot down over Agenville. Captured, he was sent to Stalag Luft I where he ended the war.

He began acting after the war moving to film in 1954. Although a character actor, he was never typecast and played a wide variety of roles from Oracle, the hard drinking frontiersman in the *Hallelujah Trail*,



to Ernst Stavro Blofeld in *You Only Live Twice* (Mike Meyers' Dr. Evil is based on his performance.),



United Artists

to a really good Heinrich Himmler in *The Eagle Has Landed*.



And don't forget the *Halloween* series.



But the role he was born to play was Flt. Lt. Colin Blythe in *The Great Escape*. Several others in that movie had also been POWs, including one of the Germans.

Dave Kimbrell



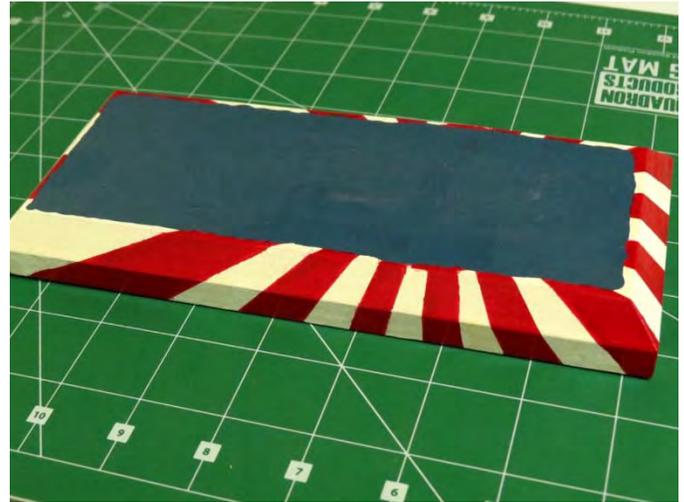
## BATHTUB ADMIRALS

### My Contribution to the Base Discussion

Dave has been sending me his articles well in advance for some time but I usually don't start reading them until I slot them into the appropriate newsletter. This month's installment has inspired me to discuss a quick way to produce water for 1/700 scale ships. Some of you have heard some of this in the program this year on building techniques.

This is the method I'm using on the Japanese destroyers collection I'm building and it allows for consistent results—a plus for presenting a collection. Now, quick is a relative term in this case, as it consists of several steps that are spread out over several days. It's just that each step doesn't take very long.

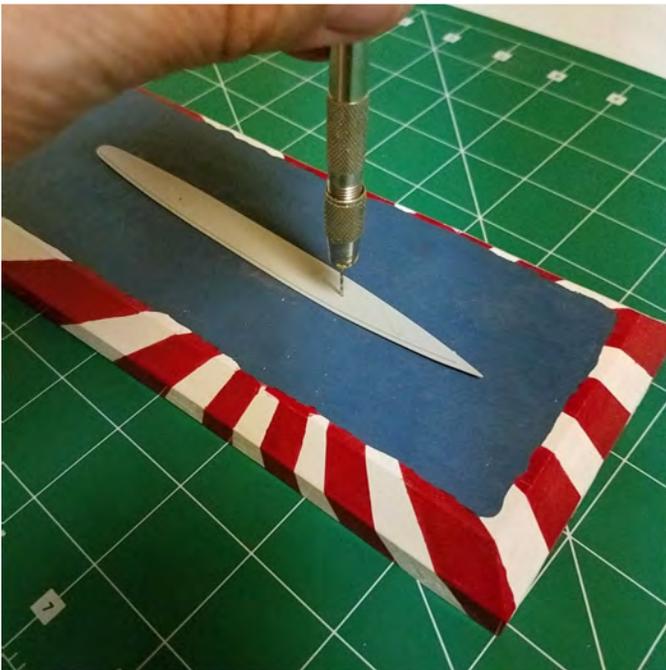
First, the base needs to be finished however you want—stained or painted. In this case we're talking about the Japanese battle flag image but that is irrelevant to the water *per se*. The base is 2 X 8 inches, making it just slightly larger than the model. This means there isn't a lot of surface area occupied by the water.



Select the color you want for a base shade. Depending on the effect and region you want to depict, a broad spectrum of blue, grey and green shades are your starting point for deep-water models. For rivers, greens and browns would be a starting point. Brand and type is also unimportant. Enamel, acrylic or oil paint can be used. Here I have chosen ModelMaster FS Blue for a blue-grey shade.

Apply the paint directly to the base and let it dry. In most cases, this step will take about a hour for an application and drying of 1-2 coats unless you use an oil paint. Well-sealed wood that doesn't let the oil absorb into it may require 2-3 days for it to completely dry.

In the meantime, prepare to attach the model to the base. I like to do this after painting the hull and main structures but before adding all of the small, fiddly parts. Being attached to the base gives you something to hold onto that isn't the model when doing the detail work. For 1/700<sup>th</sup> scale, this almost always means painting the base plate the lower hull color and attaching it to the base where you want it.



I like running brass pins through the plate and into the base. If you use pins, it is easiest to drill holes in the plate first and then use those as pilot holes to drill into the base. This eliminates alignment issues. Directly gluing the plate to the base with a strong glue works as well. Once the plate is attached, glue the hull to the base plate. Any seam issues can be camouflaged with the wake.

I would recommend finishing the model at this point. Handling the base while adding the rest of the parts risks marring things in the following steps. After you've done this a few times, you may change your mind.

The next step is to add the wake. This water technique represents a fairly calm surface to the water, so the wake will also be understated and straight. Get a tube of zinc white or titanium white oil paint from the craft store. Here, oil paint is better as it retains more volume/texture when dry when compared to acrylic paint. This helps convey the churned up appearance of the wake.



With a fine brush, apply a tight outline of the white to the base next to the hull. Bring some of it up along the side of the hull, but not very much. Take your time as you need a steady hand to avoid hitting the hull in the wrong place. You can always add a little more paint later to taste. Unless you are representing a turn, extend the wake straight out behind the ship.

You can leave a few spots of the base color uncovered for 'character' as well as extending the wake further away from the hull but this is also a matter of taste. This is the most time consuming (in terms of real time) part of the process. Painting the wake will take about 15-20 minutes but the oil

paint will take up to a week to dry. You can cut this time by adding Japan Dryer to the paint, but it also thins the consistency and reduces the texture. If that's acceptable to you, you might as well use acrylic paint for the wake from the beginning and save a lot of drying time.

After the wake has dried, you will now apply the water. I used heavy clear acrylic artist gel. You can get it in gloss or matt finish. Either could be used, but matt makes you work harder to get the high gloss later. A small jar will last for several models, especially small ones like these destroyers.



Use a disposable paint brush, toothpick or small piece of wood or sprue that will gather a small glob of the gel and apply it to the base. You will need a fairly fine tip to avoid hitting the sides of the model as you work close to the hull, especially under the flair of the bow.

I prefer not to take the gel over the wake as I have seen it yellow after many years. This isn't a huge problem over a blue or green but can make the wake look bad. Applying the gel for this kit took about fifteen minutes.



Try to smooth it out and minimize the peaks (remember the scale here) and keep the peaks and troughs running in basically the same direction. A wet brush works best here as it prevents the gel from sticking to the brush and pulling up as you move it around. A patch of open ocean will have a consistent direction caused by the wind passing over it. The gel will take about a day to dry, so applying it as the last step before going to bed works well.

Now apply the translucent color. Tamiya Transparent Blue or Transparent Green (or a blend) works here. Again, this is

a matter of taste and effect you are going for. For this collection I am using blue straight out of the bottle. You can thin it a little if you want, but make it a fairly heavy application.



You want the clear to puddle in the depressions to add color variation to the appearance of the water. The thinner the paint, the less it will tint the high points of the gel. This is another step that takes about ten minutes and will be dry overnight.



The final step is to seal the water and bring up the gloss even further. Apply a coat of Future/Pledge straight from

the bottle to the water. You can take this all the way over the wake to seal it as well. This is optional as the frothy water should appear a little duller than the blue areas. If you have chosen to finish the model after applying the gel and/or clear blue, this is a must as handling the base during final construction will have dulled the water where you have touched it.



So, if you take these steps straight though, you'll spend about a week's time (depending on when you finish the building of the model) and about an hour of construction time creating a water base. Nothing here is complicated, especially after you've done it a couple of times, and the results is very predictable and consistent.

Rick Jackson

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# OHMS EVENT CALENDAR

2018

June

- 1 OHMS Meeting. MOM contest. Budget Build contest.
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- 2 Scalefest—IPMS/NCT— Grapevine Convention Center, 1209 S Main St. [Map](#)  
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- 15 OHMS Meeting. Program Night. Pictures from recent model contests.

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- 6 OHMS Meeting. MOM contest.
- 20 OHMS Meeting.—Program night. Build Night.
- 21 HAMS 12th Annual Model Car Show and Contest. Cypress Creek Christian Community Center Annex Building Gym, 6823 Cypresswood Drive, Spring TX. IPMS Houston Automotive Modelers Society (HAMS)

August

- 1-4 **2018 IPMS/USA National Convention & Contest Phoenix Convention Center, 100 N. 3rd St, Phoenix, AZ** <http://www.ipmsusanationals2018.com/>
- 3 OHMS Meeting. MOM contest.
- 17 OHMS Meeting. Program night. DC-3 History.

September

- 3 Cajun Modelfest XXXI at LSU MiniFarm 4-H Building BLDG 338, Baton Rouge Scale Modelers
- 7 OHMS Meeting. MOM contest. Budget Build contest. **OFFICER ELECTIONS.**
- 8 **SuperCon 2018**, Bob Duncan Community Center - Vandergriff Park, 2800 S. Center Street, Arlington TX, IPMS - Fort Worth Scale Modelers, Dave Hibscher [hurricaneyankee52@yahoo.com](mailto:hurricaneyankee52@yahoo.com)
- 21 OHMS Meeting. Program Night.

October

- 6 OHMS Meeting. MOM contest.
- 16 Austin Scale Modelers Society hosts the ASMS Capitol Classic at the Travis County Expo Center, 7311 Decker Lane, Austin, TX. Ian Latham - [graphicsdog@gmail.com](mailto:graphicsdog@gmail.com)
- 20 OHMS Meeting. – Program night. Build Night.

November

- 2 OHMS Meeting. MOM contest
- 16 OHMS Meeting. Annual Club Auction

December

- 1 OHMS Meeting. MOM contest. Budget Build contest.
- 15 OHMS Meeting. Christmas Party