



# MADDOG MONTHLY

The Official Publication Of The IPMS Boise Maddog Modelers  
IPMS Boise December, 2005

On behalf of all the Maddog officers I'd like to wish all of you a safe and memorable holiday season. I hope you find some nice plastic under your tree.

Merry Christmas,  
Brian



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## Executive Board

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## November 2005 Meeting Minutes

- Brian Geiger opened the meeting at 1800, 23 members were present. The Christmas Show will begin at 1500 (3pm) on the 2<sup>nd</sup> Saturday of december , the 10<sup>th</sup>. It will be followed by the regular meeting at 1800 (6pm).
- The members voted for return of the Model of the Year contest. Any members who had first, second, and third places in any of the contest during the year is eligible to participate. Those contests include the model of the month, theme contest, and the Curt Vandervoort contest. The following members are eligible; Rob Aveson, Don Vandervoort, John Thirion, Ian Robertson, Tom Gloeckle, Ray Sweet, Herb Arnold, Howard Carpenter, David Richardson, Jim Burton, Bill Miller, Terry Falk, Tom Vogt, David Stansel, Dan Shepard, Brian Geiger, Gary Maslonska. The first 3 places of the December model of the month contest will be added to the list. The Model of the Year contest will be held in March.

### Model of the month



1. Dan Shepard. Panther A “late’, a 1/35 kit by Dragon with a few scratch details, engine screen, tool clamps, ect... and home made zimmerit.
2. Tom Gloeckle. A Czek Master kit of a Fokker S 14 trainer in 1/72 scale. Few detail but beautiful paint scheme.
3. Tom Gloeckle. A Special Hobbies 1/72 Hawker Sea Fury.
4. Ray Sweet. Gourdeau-Leasure A-O the second prototype build. A 1/32 scale of a heavily modified Revell kit. Finnish air force decals.
5. Herb Arnold. The Mokoyan Gurevich I-270 rocket plane.
6. Tom Vogt. The AMT 1/25 “Too Much” dragster with removable body.



1. Tom Vogt. 1955 Chevy in street/drag version from the Revell/Monogram k1/25 kit.
2. Tom Vogt. The 1978 Dodge Lil Red Express truck from AMT/ERTL in 1/25.
3. Tom Vogt. The 1/24 Monogram kit of a '29 Ford Roaster Pickup of the Early Iron series,..

**1st place** Dan Shepard and the Panther.

**2<sup>nd</sup> place** Herb Arnold and his rocked plane.

**3<sup>rd</sup> place** Tom Gloeckle with the Fokker trainer.



## Theme Contest; Heavy Haulers



1. Tom Vogt. A jet tractor puller, Tom used the jet engines from the Star War pod racer.
2. Brian Geiger. A 1/144 Revell B-52H Stratofortress.
3. Terry Falk. Jolly Green Giant, a 1/72 MPC kit.
4. Don Vandevoot. 1/144 Revell space shuttle.
5. Don Vandevoot. 1/72 Monogram B-36 Peacemaker.
6. Tom Gloeckle. A Hasegawa Virgin Atlantic 747-400 in 1/200.
7. Dan Shepard. The Tamiya kit as base for a M4A3E2 assault tank jumbo. A hadfull of aftermarket and scratchbuild parts were used.
8. John Thirion. X-1 British submarine. 1/350 Combat Sub kit.
9. John Thirion. Surcouf, 1/350 French submarine also a Combat Sub kit.



- 1<sup>st</sup> place** Don Vandevoot and the B-36.  
**2<sup>nd</sup> place** Terry Falk and the Jolly Green Giant  
**3<sup>rd</sup> place** Dan Shepard and the "jumbo"





# David Brenchley's principles of Power Modeling

by Brian Geiger

How many models did you build this year? Quantity isn't everything but is your unbuilt kit stash growing faster than your finished collection? This seems to be a recurring theme with me. It's something that I've struggled with for years. There are modelers out there who consistently turn out fine builds in a reasonable time frame. Freaks you say? I think they've found the right combination of organizing their time and building strategy.

Ian suggests breaking down the task into subassemblies and then working consistently. You can cover a lot of ground in many short modeling sessions rather than sluffing it off in search of a big block of free time.



Pocatello modeler David Brenchley took upon himself the goal of building twenty two Corsairs spanning the the different design variants and paint schemes. Building twenty two 1/48 scale kits in one year would send me quivering in the fetal position. Then take into account that some variants, such as the first prototype and the 28 cylinder corncob engine F2G Super Corsair required major scratch conversions. Dave made use of RTV casting and squash molding to create needed custom parts and canopies. His deadline was "Shocon" and he found himself just starting painting all the blue schemes with only two months till the contest. With a massive push to finish line he made it in time. The sheer number of planes lined up wing to wing was impressive. However, closer inspection revealed a rich design history of features unique to each plane. It's hard to wrap a

camera lens around so many planes so the pictures don't really do justice.



A few years ago David coined the expression "Power Modeling", as an approach to consistently building more kits. He gave a presentation expounding on the following ten principles.

## Principles of Power Modeling



- There are no rules.
- Don't do anything you don't want to do.
- Take the time.
- Take an inventory of skills.
- Make goals.
- Get organized.
- Never compare progress with others.
- Share what you learn.
- Don't take it too seriously.
- Have fun!



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get a hobby

# By Your Command: Humanities children are returning home

The Cylons were created by man... They were created to make life easier on the Twelve Colonies... And then the day came when the Cylons decided to kill their masters... After a long and bloody struggle, an armistice was declared... The Cylons left for another world to call their own... A remote space station was built... where Cylon and Human could meet and maintain diplomatic relations... Every year the Colonials send an officer... The Cylon send no one... No one has seen or heard from the Cylons in over forty years.

## The Cylon Raider

So starts the re-imagined TV show *Battlestar Galactica*. For the Colonial fleet, evil has returned in a completely new form. The new Cylon Raider bears little resemblance to the original manta ray form of the 70's Raider. Since there is no cockpit, it no longer needs three Centurions to operate it. Now, the sinister craft is a biomechanical hybrid that operates under its own intelligence. Is it an android or robot that thinks for its self, or a life form that happens to have the appearance and function of a fighter ship? Or could it be just a space ship that has a brain instead of a computer? Well, it needs oxygen to breathe and it craps out of the rocket exhaust: although I don't know what it would eat. It calculates the complex mathematics to make independent faster-than-light jumps. It can identify multiple targets and take independent action against known threats, i.e. humans.

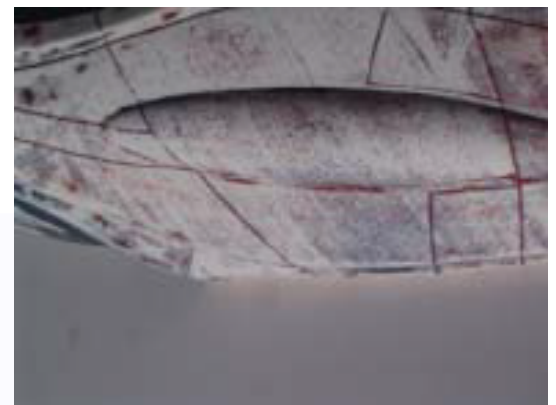


The resin kit is from Howling Wolf Productions, who has produced other sci-fi kits, namely from *Space: Above and Beyond*, and *Babylon 5*. The kit consists of 33 resin parts and numerous brass rods to make the cannons. Kip Hart, a.k.a. Wolvster, did a remarkable job with the master, but with most hand-crafted models like this, there are bound to be slight problems. The alignment tabs for the right and left engine are not even so a little care is needed to make sure one engine doesn't extend out farther than the other. So, the right wing is a bit shorter than the left, and some areas of the wings are not symmetrical. BUT, this is such a beautiful kit those things are *barely* noticeable at all. At 1/24 studio scale, 15 x 9.5 inches, I doubt a manufacturer will make a beauty at this scale. As far as I can tell, all the panel lines, dimensions, proportions, and shapes are captured pretty well. Six missiles arm the kit, but I didn't want to detail the launch bay or take the time to fiddle with them. If they are used, the nuclear missiles convey how deadly the craft is. The real (well, the TV version) Raider has a complement of ten missiles, quite a punch for a small ship.

Basic assembly only took 2-3 hours. Super glue is needed to bond all the parts, along with an occasional finger. The wings and fuselage require a brass rod to interconnect everything, without one, the joints won't be strong enough to support the weight of the wings. I am not sure how the engine intakes are supposed to look; the kit has them open and you can see all the way through. I am still trying to figure out how I want them. Then engine masters are creative, actually, the intake bullet is a curved drill bit and the exhaust nozzles are some type of screw on cap. The fine ridges make a convincing feature. On the CGI version, the exhaust look like a regular exhaust that you would find on an F-16. That's one of the great things about modeling: You wouldn't know the difference if I didn't tell you would you?

Back to the kit. The instructions are easy to follow, drawn well, and also have some web images to use as a painting guide. One negative feature about this kit that is inherent in many resin projects is BUBBLES. A gazillion of them. (Yes, spell check says that it is a real word.) I have not had a problem with a couple of Wolvster's kits in the past. So hopefully, this is a one-time occurrence. When I primed the model, I could not believe the amount of them. Even after I filled them with Nitro-Stan, they were still there. After many layers of primer and putty, the surface eventually smoothed out, but I buried some panel lines. It was pretty easy to re-scribe them.

Unfortunately for modelers, the Raider only exists in the computer and not as filming miniature. However, Zoic, the company that created the CGI graphics has posted several angles of the Raider on the web. I looked at the texture of the CGI model and thought it resembled vinyl. The dashboard of my car looks similar. So I made a latex mold to see if I could replicate the Raider's texture. The results are so-so. Painting is fairly straightforward— various shades of metallic grays. Oh, and the traditional red eye. There are two decals provided for the pentagon insignia, one new looking and one battle scarred. A nice touch. All and all, a very nice, easy kit to build.



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**IPMS/USA NEW MEMBER APPLICATION**

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