

# "STICKY FINGERS"

## IPMS HORNCHURCH - NEWSLETTER



We told you not to park there!

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# "STICKY FINGERS"

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### What's On Next Month?

To be decided tonight.

### Peter's "Prattlings"

#### ***End of an Era?***

Well, it's the end of an era for me, my last Sticky Fingers as editor. Up until the last year or so the job of editor for me has been reasonable unobtrusive on my time and a fairly happy burden to shoulder, apart from trying to prise articles out of the club members, but that's another story. However due to changing circumstances at work, i.e. do more work with less staff, I've had a lot less time to devote to the production of the newsletter, so have had to give up the role. I'm sure Danny will be a more than able successor and hopefully you will support his editorship with lots of new articles.

I'd like to thank all the contributors along the way, especially Alan Wright for his mammoth efforts in producing unit histories on the Luftwaffe and Fleet Air Arm etc, you have all made Sticky Fingers the success I hope it seen as by the club membership.

#### ***Hannants Sale***

Saturday, May 29 we will be holding our annual Open Day at our Lowestoft Warehouse. Lots of special offers for one day only, it will be worth a visit.

#### **Peter**

#### **"Norfolk Nerd"**

Well here I am again its been a hectic three months in this Prager household we moved in here in February then off to Brisbane Australia for my sons wedding (we actually worked out we spent longer out there than in our new home) then back again to decorating and cutting down 30ft leylandi trees. So there's been no time for any sort of modeling even if I could find my modeling gear, in a box, somewhere in a loft packed out with boxes but I'm getting there.

We are in the middle of converting our smallest bedroom into a hobby room foe 'er indoors and myself. I've built bench around two walls (of course half each) and now I'm trying to workout how I can get a quart into a pint pot so to speak. Back in Hornchurch I had my own small room (about 8ftby 3ft) and didn't realize until now how lucky I was. Then the thought came to me I wonder how others of you get on. Do you have a room of your own and what do you have in it? Or are you a kitchen table modeler, if so where do you keep your modeling equipment. Come on let us know it only takes a few moments and a few lines.

I've just been browsing through the latest SAMI magazine, have you noticed how many resin kits are now coming onto the market? There's Ardpol, Choroszy, etc does this mean that in 5to 10 years time IPMS will be renamed IRMS?

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I saw this on an Australian club website, now I know its pretty basic and that you all may know the majority of what's written here. But the idea is for you to say "ah yes but do you know you can do this with sprue / toothpicks etc. Or there might be a tool you have that isn't down here. So come on then lets hear about it and get the new "Sticky Fingers" off the ground.

Robin has supplied me with some useful hints for articles particular to Norfolk. So as summers coming on I'll be getting out a bit more so watch this space.

Isn't technology fantastic? Whilst in Australia one of my sons friends actually connected his digital camera to his TV and hey presto his pictures appeared on the TV screen. A new way of boring your friends with your holiday snaps. Secondly we visited a friend of 'er indoors last time we were down south and a friend of hers was also visiting. Talking to her about the digital camera episode she says that she does the same but downloads her photographs onto a videocassette by pausing the video for 5-10 seconds. Now have you heard of that?

### Modelling toolkit

#### The Basic Toolkit:

A list of modelling tools that are essential - some of course can be seen as optional but these still have a wide use!

**Modelling Glue:** Revell Contacta Professional is a liquid glue with a long needle applicator. You will need a thin piece of fuse wire, to help unclog blocks in the applicator.

**#11 blade hobby knife** (X-acto, Excel): cutting and trimming, very sharp

**Tweezers:** small and handy and invest in curved and straight tweezers to ease specific jobs

**Thinner/Brush Cleaner:** Used to clean brushes after painting. White spirits like Turpentine works the best, but wears out brushes.

**Paint:** Choose the brand that suits you, but Humbrol is one of the easiest brands to cross reference to others.

**Paintbrushes:** You need a fairly good range of brushes ranging from finest to larger brush types.

**Toothpicks:** See everyday usages below - as an applicator, mixing paint and so forth.

**Leftover sprues:** Break up the bits of leftover sprue from the frame of a kit and keep these aside. They are great for mixing paint, using as "stretched sprue" and so forth.

**Superglue:** To attach metal and resin parts, use a fast setting and strong bonding type.

**End-nippers:** Used to cleanly detach parts from the sprue, you can use both blunt nose and needle nose, it is probably a good idea to have one of each. If you can only have one, use the blunt nose ones on a much larger scale.

**Masking Tape:** Special low-tack type specifically for modelling like Tamiya - 6mm recommended.

**Putty:** Using a toothpick lightly fill gaps and holes on model aircraft, there are several choices you can have.

**Sandpaper:** Wet'n'dry (so dust is not so prominent) types to smooth out join lines etc - Grits between 300 & 600.

**Flat File:** a couple in different 'roughage' to enable one to file down rough features.

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**Panel line Scriber (optional):** Rescribe panel lines and control surfaces to correct kit errors, or engrave raised lines.

**Mask-solution (optional):** a special solution to mask off canopies like Gunze's Mr Maskol, Humbrol Maskol etc.

**Clear Part adhesive (optional):** Hobby glue and super glue fogs up clear parts when you attach them to plastic, unless you are very careful. PVA, White glue and those sorts are good alternatives for fixing clear parts, and Humbrol sell a product call "Clearfix" for this reason too.

**Decal Setting Solutions (optional):** There are several setting solutions on the market to help with the adhesion of decals. Decals generally go onto a gloss surface without any real need for setting solutions, but sometimes they are necessary they do aid in the adhesion, and preventing "silvering" and other effects. There are heaps of options available from the two application Micro Set and Micro Sol solutions, to Humbrol Decalfix, which you apply under and on top of the decal.

**Varnishes (optional):** These are necessary nowadays to protect the finish of your model as well as other things like decals, and to get the right sheen on your model.

### Usages For Every Day Items

**Clear Parts:** Use white glue to attach canopies and windows to aircraft - this will not fog or ruin the plastic. You run the (big) risk of fogging, scratching or even melting your canopies if you use super glue, or even normal modelling glue, rendering it worthless and unable to see through. Super glue can be applied to clear parts after it has been coated with Future Floor Wax to prevent it from being ruined. Naturally, check this first on some scrap plastic before using on a 'live' project. Cleaning them (both injection and vacuform) can be achieved by using an alcohol based window cleaning liquid, applied with a Q-tip or cotton-bud.

*(The fogging is caused by vapours emitted by the glue but overcoming this problem is actually simple and easy. You find the "tacky time" of your glue. tacky time is the period when the glue will not run but is still able to glue. Simply take two pieces of scrap plastic, put the glue onto one piece and then count off say, five seconds and put the second piece onto the first. If the two pieces hold together firmly then that is your "tacky time". (A good idea is to extend the seconds until they don't hold together). If they don't hold then reduce the number of seconds until you find the right tacky time. On your model put the glue where you want it holding the part so the vapour will escape into the air. When tacky time arrives you put the clear part in place and hold the model so any vapour will escape away from the clear part.)*

**Sprue Leftovers:** Leftover bits of the sprue that you would normally throw in the bin can be cut into pieces. Larger long pieces can be used to form stretched sprue, which can be used for a number of tasks. In short, you simply hold the sprue over a flame and as it melts you can stretch it to form a shape (to replace a missing part), rinse it in cold water to cool and harden it. This takes a bit of practice to work but it's most common uses are as exhaust stacks, ducts and aerials. Other sprue leftover bits can also be cut and used to mix and/or stir paint - especially good for enamels (and not prone to snapping like toothpicks) because after they have been used they simply get chucked into the bin. You can also use them to dip in paint and allow drops to drip as measurements onto a paint mixer plate or lid.

**Toothpicks:** Toothpicks are one of the handiest everyday items to have on the workbench. They can be used as applicators for glue, stir enamel paint and apply putty and filler to your models. You

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can also glue them to small fiddly parts to act as a handle while you paint the part, then unattach it afterwards.

**Cheeseboard:** Small cheeseboards, wooden or chopping boards are essential if you do not wish to damage your desk or benchtop. They are generally used to place small parts on when cutting off leftover chunks after detaching from the sprue and ensuring the hobby knife cuts into the small board, rather than the desk/bench top.

**Handles:** As mentioned above you can glue toothpicks to small parts, you can also wrap some rubber bands around an old toothbrush and then place this in a suitable spot (e.g.: up the tailpipe) to hold the model while you paint around it.

**Drills:** Small drills from #50 (about 1.75-1.8 mm in diameter) down to #80 (.33mm diameter) as well as metric drill increments of 1/10 mm are very handy for a number of uses on exterior areas of aircraft - putting in locating holes for pylons, etc. Small metric and Imperial drills can be obtained from engineering supplies, for those in Australia "Lloyds Models" (possibly in QLD) carry a number of tools for the modeller.

**Pin Vices:** Very useful devices to hold small parts for filing, shaping and even drilling and these can come in a variety of sizes sold under the "Eclipse" brand.

**Razor-Saw:** A small instrument about 5" long x 1" depth that contains very fine teeth that is essential for surgical like cutting - for instance separating canopy frames or organising a folding wing on a Navy aeroplane.

**Stanley Knives:** An accessory good to use in conjunction with the sharp #11 blades. I have utilised the retractable blade kind whereas Ian Childs suggests getting a fixed blade so it does not 'move around' too much.

**Superglue:** Adding Baking Soda will speed up the setting time and make it a stronger (but uglier) bond. It can get a bit messy so its recommended to use a lot of care and practice on scrap bits first and not to overdo the Baking Soda, you can use a stiff brush to get rid of any excess, loose particles.

**Film Canisters:** A few people have suggested keeping leftover 35mm camera film canisters as these can be used as containers for many things e.g.: parts, water when using wet 'n dry sandpaper, paint thinner, etc - as well as a variety of other uses too numerous to mention here, including mixing paint (or making your own colours!).

**Paint-Tin Lids:** If you are a keen user of Humbrol paints like I am, every now and then you finish a paint tin or it dries out to be rendered no longer useable and needs to be thrown away. From these you can keep the tin lids, turn them over so the outside of the lid is facing up and use the bowl-like area to add drops of different paint for mixing.

**Permanent Marker Pens:** These are useful to colour small bits on the model, such as red & green navigation lights that are hard to paint with a brush. Black can be used on aerial tips, missile fin tips and so forth and other colours can be used to draw panel lines.

**Playing Cards (Old):** Having an old, unwanted, deck of playing cards can sometimes come in very handy, particularly when trying to position a wing at exactly the right angle while it dries. If you have your model plane sitting on it's belly and want the wings to stay just at the right angle you can carefully pile up playing cards to jack-it-up at the right position. If the wing is higher than a deck of playing cards use two or three evenly sized Humbrol paint tins as the base and carefully place the cards on top of this. Get a cheap deck of cards as they'll get paint etc on them.

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**Screw Tidy Drawers:** A useful item that is intended to keep your screws, nails etc, can also be employed to keep a range of spare parts, sorted into an easy to find reference rather than sifting through boxes.

**Unused Parts/Decals Etc:** You should not chuck away anything that is unused that could possibly be called upon later. Unused decals can be used on other modelling projects or when one like it deteriorates on another model, or comes off while parts can go into the spares box (or screw tidy) to replace omitted items in other kits.

### What To Use For

**Clamps:** Use wooden pegs (plastic pegs could risk being affixed) as clamps on flat surfaces like wings and fins or small round objects like some fuselages, missiles etc. Rubber bands (doubled over) are good as clamps around the fuselage.

**Nose Weights:** Just about every model kit needs a nose weight in wheels-down configuration to prevent the aircraft from being a tailsitter. Bolts, nuts, sinkers and any other small bits of metal are ideal to use depending on the available space. I sometimes use Blu-tak to bed the weights in so they stay in place, or even as the weight itself where only a small weight is needed. Small ball bearings can also be used as nose weights providing they will not move around in the model too much - seal them off in a nose compartment or whatever.

**Wires:** Aerial wires and ribbing struts can be reproduced using very thin wire (takes a bit of skill), thin strands of cotton or perhaps the best example - fishing line, since this comes in a variety of diameters and colours. Painting the 'wire' dark can give an optical illusion of it being thinner, while lighter paints can make it look thicker. Transparent 0.11mm lines are the most commonly used.

**Yellowed/Aged Decals:** After a while unused decal sheets can become yellowed with age. To restore them back to their original colour and get rid of the yellowing is actually quite simple. Put them in a plastic bag and tape the bag against a window facing direct sunlight. In a few days the decal sheet should be restored.

### ***Ya Gotta Laugh***

An elderly Jewish gentleman marries a much younger woman. No matter what he does sexually, the wife never achieves orgasm. Since a Jewish wife is entitled to sexual pleasure, they decide to ask the rabbi.

The rabbi listens to their story, strokes his beard, and made the following suggestion: "Hire a strapping young man. While the two of you are making love, have the young man wave a towel over you. That will help the wife fantasize and should bring on an orgasm."

They go home and follow the rabbi's advice. They hire a handsome young man and he waves a towel over them as they make love. It doesn't help and she is still unsatisfied.

Perplexed, they go back to the rabbi. "Okay," he says to the husband, "let's try it reversed. Have the young man make love to your wife and you wave the towel over them."

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Once again, they follow the rabbi's advice. The young man gets into bed with the wife and the husband waves the towel. The young man gets to work with great enthusiasm and the wife soon has an enormous, room-shaking, earsplitting screaming orgasm.

The husband smiles, looks at the young man and says to him triumphantly:

"You see, you young schmuck? THAT'S how you wave a towel!

**Ricky**

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### IPMS Hornchurch Annual Competition

#### *April Miscellaneous Voting Results*

##### Military Vehicles

Position	Entrant	Entry	Votes
1 <sup>st</sup>	Kevin Smith	Styr Kommanduerwagen	63
2 <sup>nd</sup>	Dave Ryan	Leopold	61
3 <sup>rd</sup>	Danny Alvisse	Stuart Light Tank	55
4 <sup>th</sup>	Danny Alvisse	M1A1 Abrams	38

##### Miscellaneous

Position	Entrant	Entry	Votes
1 <sup>st</sup>	Jon Lowe	Cherokee Jeep	64
2 <sup>nd</sup>	Brian Lay	Alien	63
3 <sup>rd</sup>	Brian Lay	Tie Fighter	49
4 <sup>th</sup>	Danny Alvisse	56 Delray	46

#### ***IPMS Hornchurch Trophy (Miscellaneous) – Final Positions***

Danny Alvisse	186
Brian Lay	97
Jon Lowe	69
Kevin Smith	65
Malcolm Robinson	65
Kevin Curley	50
Nick Pedley	45
Bob Sinfield	44
John Hone	25
Dave Ryan	23
Robert Smith	21
John Huston	17

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### Military Vehicles



### Miscellaneous



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### Events Schedule 2004

Items **highlighted** are where IPMS Hornchurch has space booked.

16 <sup>th</sup> May 2004 (Sunday)	<b>IPMS Hornchurch Model Show</b> , Parsloes School, Dagenham
29 <sup>th</sup> May 2004 (Saturday)	<b>IPMS Torbay and South Devon Show</b> . Torbay Town Hall, <b>Torquay</b> . For more information contact: Les Wells, 17 Helford Drive, Broadsands, Paignton, South Devon TQ4 7NL, E-mail: Les Wells (wellzy_2002@yahoo.com)
5 <sup>th</sup> June 2004 (Saturday)	<b>IPMS Salisbury</b> presents The Eve of D-Day, 1944 model show at Wyvern College, Laverstock, <b>Salisbury</b> . Doors open 10.00 to 17.00. For further information, contact Peter James on 01980 862403
12 <sup>th</sup> June 2004 (Saturday)	<b>IPMS East Neuk</b> hosts its annual show in the YM/YWCA, <b>Cupar, Fife</b> . Open 10.00 to 17.00. For further info contact Brian on 01334 655131 or Dave on 01334 652439
4 <sup>th</sup> July 2004 (Sunday)	<b>Fort Full of Models, Newhaven Fort</b> , Sussex. Tel 01444 457382
12 <sup>th</sup> & 13 <sup>th</sup> July 2004 (Saturday & Sunday)	<b>IPMS Durham</b> Annual Show, <b>Hartlepool</b> Borough Hall.
8 <sup>th</sup> August 2004 (Sunday)	<b>MAFVA UK National Championships</b> , Imperial War Museum, <b>Duxford</b> , Cambridgeshire
5 <sup>th</sup> September 2004 (Sunday)	<b>IPMS Leicestershire</b> Friendly Model Show <b>Lutterworth</b> , Wycliff Rooms, Leicestershire. For more information, contact Martin Connolly on 01455 284600 <b>Brampton Model Show</b> , The Priory Centre, <b>St Neots</b> <b>Medway Model Club</b> , Royal Engineers Museum, <b>Gillingham</b> , Kent
19 <sup>th</sup> September 2004 (Sunday)	<b>IPMS Fenland and Spalding Model Club</b> at the Grammar School, <b>Spalding</b> , Lincolnshire.
20 <sup>th</sup> & 21 <sup>st</sup> November 2004 (Saturday and Sunday)	<b>IPMS(UK) Scale ModelWord</b> (aka "The Nationals"), Telford

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### IPMS Hornchurch AGM 2004 Agenda

1. Committee Reports
  - i) Secretary's report – Dave Ryan
  - ii) Assistant Secretary's report – Peter Bagshaw
  - iii) Treasurer's report – Bob Plumridge
  - iv) Competition Secretary's report – Bob Ryan
  - v) Display Co-ordinator's report – Mick Pitts
2. Election of Officers
  - i) Secretary
  - ii) Assistant Secretary
  - iii) Treasurer
  - iv) Competition Secretary
  - v) Display Co-ordinator
  - vi) Editor of club newsletter
3. Sticky Fingers
4. Club Competitions
  - a) Announcement of winners for 2004/2004 competitions
  - b) Competition rules
5. Formulation of outstanding monthly dates for 2004/2005
6. Proposed Code of Conduct for Shows
  - Do not spill any food or drinks on the tablecloths; if possible avoid eating or drinking behind the stand.
  - Keep the language clean. Swear words may well put off families with children from approaching the club.
  - Always keep the stand manned - with 1 person in front if possible. If you are the only person there and need to leave the stand find someone else from the club and request they take over.
  - Be polite to the punters.
  - If you see someone has been manning the stand for a long period of time - offer them a break.
  - Be careful with the models - report any damage and arrange for repair if possible. Unless absolutely necessary let the owner of the model move it.
  - When setting up - make sure that the club name placard is on show, that flyers are available and that themes are clearly identified.
  - Try not to bring along the same models time after time. Refresh your display models as often as possible.

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### Current Club Competition Rules

- The competitions are split into 2, the Wally Arrowsmith Trophy for Aircraft subjects and the IPMS Hornchurch Trophy for Miscellaneous subjects.
- Each competition will be run over 4 rounds.
- The schedule and any "Themes" for the competitions are decided at the AGM in May.
- All models must have been completed after 1<sup>st</sup> May for that competition year.
- Each competition has been split into 2 categories.

	Category 1	Category 2
Aircraft	1/72 <sup>nd</sup> scale or less	Greater than 1/72 <sup>nd</sup> scale
Miscellaneous	Military vehicles any scale	Anything else, i.e. not an aircraft or military vehicle subject.

- Registration of models must be made before 20:15 to allow voting to start at this time.
- Members vote for the winning models in order of preference from 1<sup>st</sup> to 5<sup>th</sup> places in each category and competition.
- For each competition round a maximum of 2 models per category may be entered, i.e. 2 models in Category 1 and 2 models in Category 2 are the maximum allowed per round.
- Modellers may enter either or both competitions and categories, Aircraft and Miscellaneous.
- A model may only be entered into any competition once.
- Dioramas count as 1 model.
- Two models on one base, but not a diorama, count as 2 models.
- Modellers are **not** expected to vote for their own entries.
- The person with the highest overall number of points in each competition (Aircraft or Miscellaneous) after the 4<sup>th</sup> round will be the club champion.
- In the event of a tie on points the number of 1<sup>st</sup> and 2<sup>nd</sup> places etc. will be the deciding factor.
- **In the event of a dispute the Competition Secretary's' decision is final.**

### Scoring

Every model entered in each competition scores 5 points.

The following points will be awarded for the 1<sup>st</sup> five places in each competition category.

1 <sup>st</sup> place	20 points
2 <sup>nd</sup> place	18 points
3 <sup>rd</sup> place	16 points
4 <sup>th</sup> place	14 points
5 <sup>th</sup> place	12 points

i.e. a person entering 1 model who comes 3<sup>rd</sup> will score 5 points for entry plus 16 points for 3<sup>rd</sup> place, giving a total of 21 points.

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### Hornchurch IPMS Balance Sheet 03/04

Balance brought forward from 02/03 663.63

	Income	Expenditure			Total
		Hall	Refreshments	Miscellaneous	
May 03	50.50	20.50			20.50
June 04	56.00	20.50	2.74	0.50	23.74
July 03	50.00	20.50	4.61	15.00	40.11
Aug 03	58.00	20.50	4.49	42.09	67.08
Sep 03	40.00	20.50	3.14		23.64
Oct 03	48.00	20.50	4.89		25.39
Nov 03	50.00	20.50			20.50
Dec 03		20.50			20.50
Jan 04	54.00	20.50	4.20	67.20	91.90
Feb 04	44.00	20.50	4.28	7.74	32.52
Mar 03	43.00	20.50	3.50		24.00
Apr 04	46.00	20.50	5.00	37.24	62.74
		246.00	36.77	169.77	452.54
Total	539.50				
Balance from 02/03	663.63				
	<u>1203.12</u>				
Less outgoings	<u>452.54</u>				
<b>Balance as of April 04</b>	<b><u>£750.59</u></b>				

#### Notes

December club night free.

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### 2004/2005 Schedule Template

Based on last years events – please note that the AGM today may change this.

June 21 <sup>st</sup>	
July 19 <sup>th</sup>	Competition: Aircraft
August 16 <sup>th</sup>	Competition: Miscellaneous
September 20 <sup>th</sup>	
October 18 <sup>th</sup>	Competition: Aircraft
November 15 <sup>th</sup>	Competition: Miscellaneous
December 20 <sup>th</sup>	Quiz and nibbles
January 17 <sup>th</sup>	Competition: Aircraft
February 21 <sup>st</sup>	Competition: Miscellaneous
March 21 <sup>st</sup>	Competition: Aircraft
April 18 <sup>th</sup>	Competition: Miscellaneous
May 16 <sup>th</sup>	AGM