

THE AFTER MARKET SHEET



VOL. 57A, No.7A WWW.SVSM.ORG OCTOBER/NOVEMBER 2023

A Publication of the SVSM Chapter of International Plastic Modeler's Society, USA

"OKAY Are You Ready (to read about) Freddy?"



Another Life Member Provides Appreciated New Content To Editor

Photos: Mick Burton Build & Text: Kent McClure

Perhaps shocking to some what these two model miscreants are hawking, fear not, other news for gawking...

(shameless plug: <u>www.mickbmodeler.com</u>) "WE HAVE HAD QUITE A SIXTIETH YEAR SO FAR and HOME STRETCH SHOWS GOOD TIDINGS for 61"

Here for your amusement or amazement (hey! How did I get elected to a post, you might be saying!) is October surprise:

1st VP/CD: Chris Bucholtz 2nd VP: John Carr 3rd VP: Greg Plummer 2023/24 E Board: Pres: Mick Burton Sec'y Chris Bucholtz Treas: Bill Ferrante **Editor**: Mick Burton

Right now, we are about to have our last meeting with Model Talk for our 60th anniversary year as a Model Club and in last month's whirlwind election, we secured in place a new 1st VP/Contest Director, who has hit ground running for 2024 Thank you on behalf of all of us as a club, Chris, and doubly so for getting SV Classic # 8 on way for our 60th anniversary As A Chapter of the International Plastic Modeler's Society, USA Branch, quite a run. Highway 61 Revisited, indeed.

I am very sure CD Chris will have a lot to share at the imminent November SVSM Meet at Milpitas PD Comm'y Room, But for now, I'll just say you all get ready in Summer '2024 to.... HIT THE BEACH

FIRST REMINDER The DECEMBER GIFT EXCHANGE is the sole business Agenda item for meeting! NO MODEL TALK

Locale: Our Standard Meeting Place, Milpitas PD Community Room, from 8-1015pm. OFFICIAL RULES BELOW:

- "RULES OF ENGAGEMENT": GIFT "THEFT" EXCHANGE SVSM DECEMBER 2023 MEET
- 1. YOU MUST BE PRESENT TO WIN. So show up on time to register AT FRONT DESK
- 2. MAXIMUM THREE Gifts put in play by any ONE player present (Need not be a member to play this year)
- 3. MINIMUM RETAIL VALUE EACH GIFT must be 25 US dollars. LABELYOUR NAME ON GIFT
- 4. GIFTS IN ORDER TO PLAY must be reasonably pre wrapped, not outrageously "disguised" or otherwise camouflaged, so as to not take a person all night (that we don't have) to unwrap and continue our game.
- 5. GIFT TO BE OFFERED IN PLAY should be model oriented, likely to be generally perceived of as an item some several of those present WOULD WANT TO STEAL. Bring item you're mad for, others likely will be.
- 6. ONCE UNWRAPPED, ALL GIFTS CONSIDERED "IN PLAY" UNTIL "DEAD". NO TRADES !! ARE ALLOWED IF IN PLAY ITEMS INVOLVED. Feel free to manage what you like with yours and others "dead"
- 7. UNWRAPPED GIFT IS "IN PLAY" UNTIL STOLEN THREE TIMES THEN IT IS DECLARED "DEAD" Any & all disputes for this declaration are resolved by Club Secretary or his designee, are final and binding. Just ask Chris B. or his designee.
- 8. PLAY ENDS when time to leave comes or all items are stolen to the deadpoint or the last one is unwrapped to its eventual fate.
- 9. AT LEAST ONE UNBUILT MODEL CAR, SCI FI, SNAP TITE or SHIP KIT must be present in the GIFT PILE. Or you're all in trouble.
- THIS MAY NOT BE COMPLETE RULES. LISTEN AT THE MEETING FOR ANY ADDENDA.

TABLE OF CONTENTS OCTOBER/NOVEMBE 2023 AFTERMARKET

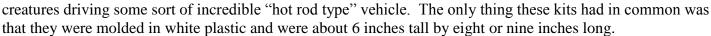
- 1) FREDDY'S NOT DEAD, HE'S JUST A BIT FLAMED OUT, YA SEE, LET KENT SHOW YA NOW... (resumes @ 3)
- FULL REVIEW Of A WEIRD OH from WAY BACK WHEN, and also a model build article (runs to 11)
- 12) HAPPY HALLOWEEN for Editor due having entrants for the Orange and Black October Club Contest (runs to 16)
- 17) AND THE WINNERS ARE (ORANGE and BLACK) SVSM Club Contest Winners Gallery
- 19) CALENDAR OF EVENTS
- 20) OFFICIAL TRI CITY 15 FLYER for "Dr Strangelove" for closing Region 9 season
- 21) FLYER for SVSM SUPER AUCTION
- 22) UNOFFICIAL FLYER for FRESNO "POST SUPER BOWL BASH"
- 22) UNOFFICIAL FLYER for SVSM SV CLASSIC EIGHT "HIT THE BEACH"
- 23) ENDPIECE reminder FLYER for NNL WEST Show in JANUARY 2024



"Freddie Flameout"

A Model Tale by Kent M. McClure

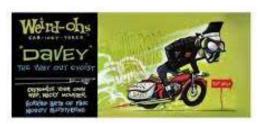
Freddie Flameout is one of the "Weird-Ohs" series originally produced by Hawk way back in 1963. The "Weird-Ohs" line were "car-icky-tures" of human-looking



The concept came from Bill Campbell, an artist who was responsible for much of the box art on the Hawk kits. He wanted something different for the builder who he thought was becoming weary of having just another car or plane model. They were the hit of the 1963 Chicago Hobby Show where they debuted. The convention folks overwhelmed the Hawk salespeople and the orders had reached the "hundreds of thousands" mark. The Hawk factory had to go into overtime to meet the demand. Freddie Flameout came in the second batch of "Weird-Ohs" that was released. Hawk first re-released the "Weird-ohs" line back in 1993 under the Testors label, and then released again in 2006.

My introduction to the "Weird-Ohs" was way back when I started building models as a kid in the 60s. My first "Weird-oh" was "Davey", the strange looking motorcyclist.

I remembered having the basketball player "Francis" also, but whether he was part of my collection or my brother's I don't really remember.



Then came a really long dry spell for me when it came to making strange kits. I don't remember when I picked up my next "Weird-Ohs" kit, but I don't think it was one of the 1993 release. That kit was "Digger", the dragster driver. I had fun with that one.

Then, I got my hands on "Freddy". He was definitely the 2006 release. I confirmed this by looking at both the



instructions and the kit's box itself. Both had the 2006 copyright prominently displayed. (Speaking about instructions, these also were a product of their times. They had actual words on them calling out what should be cemented to what. No guesswork as what a piece should be. However in the case of a painting guide, this series left it up to the modeler's imagination.)

I think that I started building him around the early 2022 timeframe. However, that being said, it wasn't until this year that I came up with the idea as to how I was going to paint/decal/display this guy.

Now, remember that this kit comes from 1963 era molds. That means that you had better expect flash, not the most accurate of fitting, ejection pin marks, etc. In other words, expect to

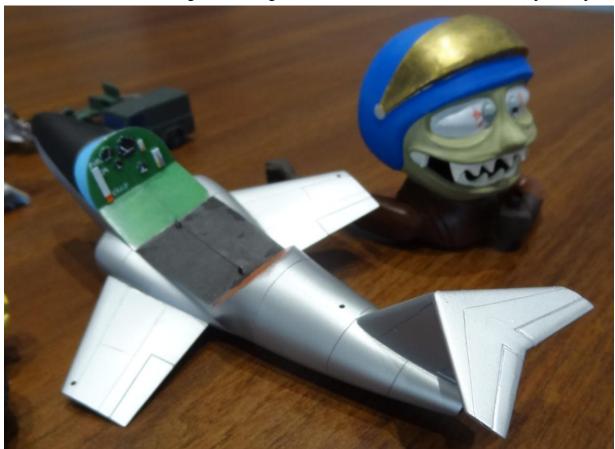
exercise your modeling skills. And exercised I did.

Freddy's body had a distinct step to it. Especially, around the helmet area. Out came the sanding sticks, especially the 100-grit stuff. Many a lunch break was occupied sanding styrene. Finally, it was acceptable. And, since I had the sanding sticks out, I decided to rescribe the entire kit and remove all of the raised decal markings while I was at it.





The airplane itself needed some filling and sanding. Once I had done all that I tested fitted pilot to plane.





The fit wasn't bad but something just didn't look right to me. Then, it struck me. You had all that blank area behind the windscreen just crying out for attention.

So, with some pieces of scrap rod and styrene, I cobbled up an "instrument panel" that would be appropriate for the light-hearted nature of the kit.

For the fuel gauge I chose to model it as a simple ball float in a glass tube affair.

I added the words "YAY" and "CRAP" to indicate the "Full" and "Empty" settings.





It was now time to paint the beast. I decided early that the best way to paint the model would be to do so with the pilot and plane separated. That gave me the chance to do a little "customization" to Freddy.

First would be the choice of skin color. I wanted something non-flesh color. I wanted him to look not too healthy – a little green around the gills. So, I choose a pale greenish color. Actually, it is a pale celery color. Deco Arts Americana Celery Green to be exact.

Next, I wanted him to appear sort of weary. So, I gave him bloodshot and crossed eyes. Since he has plenty of teeth showing, metallic grey paint was used to represent filled cavities.

That left two major areas of "canvas" to use – the jacket and the helmet.

The helmet was easy. Since pilots have markings painted on their helmets, I looked through my extra decals to see if I had something useable. I found a kangaroo silhouette from an old ESCI M13/40 kit and a funny looking cartoon mouse that FDS uses as its mascot that would work. I also came across an AVG jumping tiger from a larger P-40 kit. That would fit perfectly on the back of Freddy's flight jacket. As a touch of nostalgia, I added a BIC decal to his blowtorch. (Anyone out there remember the old "Flick my BIC" commercials?)





Now, back to his airplane.

Since his plane looked like something from the early 60s, that solved the color scheme – natural metal.

Or in this case, time to grab the old rattlecan of Tamiya Chrome silver.

I kept the drop tanks off the kit until the aircraft was painted.



I decided to break up the monotone scheme by doing the drop tanks in OD to give the impression of using second-hand goods. To further that impression, I wrote "SURPLUS" on the tanks in white then crossed it out and added a warning in red. I added some rust around the horizontal belt on the fuel tanks, then used MIG Ammo products "Fuel Stain Effects" around the Tanks filler caps and the lower side of the same horizontal belts to further that impression. I used superglue to attach the drop tanks to the wings. Unfortunately, as I did so, I heard the distinct sound of the wing joint go click.



Yup, a little too much pressure and I broke the glue joint. I waited for the glue on the drop tanks to dry before I attempt repairs. I carefully flowed some Tamiya extra thin glue along the wing/fuselage join and hoped that enough of the capillary would affect the repair. A couple of days later, I went back to the kit to do a little weathering. I lightly streaked some of Ammo's "fuel stains" around the central wing panel to get that "leaking" appearance. And I heard that distinct "click" sound again. Yup, broke the wing/fuselage glue joint again.

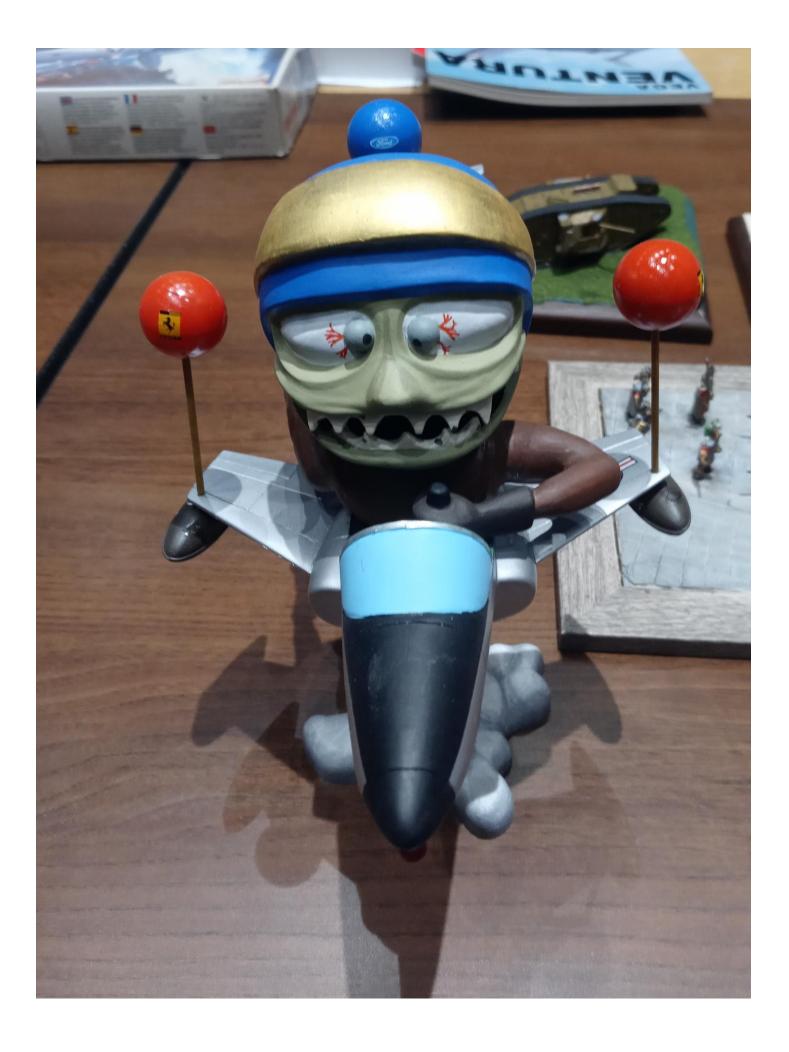


I wonder if the type of styrene the kit uses isn't that effective with Tamiya glue. Well, I used the same repair method as before. To "hide" the repair I streaked a little more of the "fuel Stains" to suggest another leakage spot.

Unfortunately, while doing so, I knocked off one of the drop tanks. Out came the superglue and Vallejo water-based putty to affect the repairs.

At this point, I decided to declare the model done before anything else happens.







An OCTOBER Staple at times, ORANGE & BLACK Event Anew!

Editor manages to give away his prize money after all, glad to say!

First: Quick review of the stated rules here for:

Yes it was announced rather mutedly for an SVSM Club Contest, but we have had this sort of Theme in the past and the word did get out

Sponsor (the Editor) was trying to see if he could prompt some of our more game membership to "work the rules" with clear (to him) wide open liberal use portal for entries in the "Black" portion, alas no takers. Just so you know, ANY scheme of U-2 would have fit, along with ANY Blackbird family (A-12, F-12, D-21, SR-71) as a member of the "Black (program) Project" membership, along with a goodly host of others if you did the research. I know of some car, ship and armor subjects that would have fit in the same fashion.

That's okay, it's just funny recalling how a "CATS" club contest garnered some of those aircraft due entrant convincingly making case "Skunk Works" connection qualified, as "Pole Cat" = Skunk.



Anyone care to hazard a guess what this contest will



Another quick surprise Club Contest with Editor championing idea that hey why not, it's just too easy to compete here!
Did you get the connect for the U-2 below? It's got vibrant orange on it, yes but it's also a "Black (Program) Project Aircaft"











Faithful friend and fellow Life Member William Ferrante came through with two entries which was a definite good start

This "black" entry is a $1/72^{nd}$ scale Night Fighter mission fitted Dehavilland Mosquito, whose source kit I am afraid I did not note myself. However, as you likely see, no matter the start, Bill finished this twin engine nocturnal menace very well.

Bill's "orange" entry is a $1/72^{nd}$ scale F6F-5K Hellcat "pilotless aircraft". Modeled after a real 1/1 that got away from its radio handler and in the ensuing chase, set off the legend of "The Battle of Point Mugu". Again, lovely model here.







I am no stranger to the Black Widow and a fan of the many kits as well the real life iterations of it. Most appreciated for me here with Frank's second entry in the Club Contest was that I never knew that Ford made a "deux" version of one favorite Mercury. Yes, this is a Ford Capri II, and Monogram kitted it, Frank built it and brought it along. Thank you for getting me caught up on part of my own world history with this then oddly familiar to me but can't place it, car entry.







2022/23 SVSM President Greg Plummer left that office in great shape as usual and also contributed to incoming President's October Club Contest here.

Not without a tussle, though, as he clearly wasn't bringing it to the meeting to enter he made clear, as it wasn't finished

Respecting that fact and position, Club Contest Sponsor politely pointed out he had not strictly required that entries be Finished or even new/recent builds, only that they have Orange, Black or both in a reasonable fashion as a connection to the theme,

As there were only currently 4 entries and two entrants, Sponsor felt it was sporting to have Greg's fine WIP work in both colors be an entry as clearly qualified on those points

Happily he assented and this new AMT 1/25 scale Ford Bronco Work In Process model was now a part of the October '23 contest.

So the field was complete and three were vying for wallet breaking 10 dollars each Cash prizes from the Editor/Prez here.

Did he win against others? Read on and see





"ORANGE & BLACK October SVSM Club Contest"

FIRST PLACE

" Point Mugu Hellcat"

BILL FERRANTE



" ORANGE & BLACK October SVSM Club Contest"

SECOND PLACE

Ford Capri II

FRANK BELTRAN



" ORANGE & BLACK October SVSM Club Contest"

THIRD PLACE

Ford Bronco

GREG PLUMMER

UPCOMING EVENTS CALENDAR AS OF 11-15-23

Friday, November 17 2023

IPMS/ Silicon Valley Scale Modelers meet at MPD Community Room

Saturday, November 25 2023

IPMS/ Fremont Hornets host their TriCity Classic 15 "**Dr. Strangelove**" theme Model Contest and Show.

Friday, December 08 2023

IPMS/ Fremont Hornets host their meeting at HOBBIES UNLIMITED in San Leandro, CA. (Holiday Meeting)

Friday, December 15 2023

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room (PIRATE's PLEASURE event)

Friday, January 12 2024

IPMS/ Fremont Hornets host their meeting at HOBBIES UNLIMITED in San Leandro, CA.

Friday, January 19 2024

IPMS/ Silicon Valley Scale Modelers meet at MPD (SUPER AUCTION NIGHT)

Saturday, January 20 2024

NNL/ West host their NNL WEST 2024 Car Model Display show & West Coast Model Mart at the Santa Clara Convention Center, Hall "A". 9am-4pm, admission is \$20 well worth it. Theme is "Anything but 4 wheels"

Monday, January 29 2024

IPMS/ Silicon Valley Scale Modelers meeting at GAME KASTLE in Santa Clara

Friday, February 09 2024

IPMS/ Fremont Hornets host their meeting at HOBBIES UNLIMITED in San Leandro

Friday, February 16 2024

IPMS/ Silicon Valley Scale Modelers meet at MPD Community Room (COMIX & Comics Club Contest)

Saturday, February 17 2024

IPMS/ Fresno Scale Modelers host their contest & model show "**POST SUPER BOWL BASH**" at The Main Cafeteria, Fresno City College, 1101 E University Avenue, Fresno CA. Theme is "NFL Teams"

Friday, March 08 2024

IPMS/ Fremont Hornets host their meeting at HOBBIES UNLIMITED in San Leandro, CA.

Friday, March 15 2024

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room.

Saturday, June 15 2024 NOTE A NEW LOCALE for THIS SHOW

IPMS/ Silicon Valley Scale Modelers host their 8th SV Classic, themed "Hit The Beach" and now will be held at the Main Dining Room, Fremont Elks Lodge, 38991 Farwell Dr, Fremont CA. Con Director C Bucholtz, bucholtzc@aol.com



TRI-CITY CLASSIC 15

Scale Model Contest and Exhibition



Saturday, November 25 2023

at the Fremont Elks Lodge, 38991 Farwell Drive, Fremont, California 9am - 5pm

60 Categories of Competition in Aircraft, Autos, Figures, Ships, Military Vehicles, Space & Fictional, and Paper Kits

This Year's Theme " **Dr. Strangelove** " (any USA/UK/USSR Cold War related item)

NEW Special Awards in addition to traditional First/Second/Third place are:

"The Right Stuff" Award for Best Entry befitting the Contest Theme

"The MAD Triad" (three awards for Best Strategic Aero, Missile, Maritime subject of USA/UK/USSR btwn 1948-1991)

"The Dead Hand" Award for Best Post 1991 USA/UK/USSR subject (Real or Not)

ALSO "Mulieres Volante" for Women In Aerospace Entry & "Know A Hornet's Mighty Sting" for Best American Fighter Aircraft

Plus these: "Best Twin Engine Lightning", "IT FIGURES" (Up to 3 Awards for Junior/Youth with prolific entry)

Also: Vendors, a raffle and other fun items announced on day of event! Free Admission to all spectators!

Contestant Entry: \$ 10 for modelers 18 & older w/FIVE model entries/less (\$15 for SIX or more) Any modelers 17/under, FREE with unlimited entry

For Vendor Information, Contact VP David Parks, DAVIDPARKS81@comcast.net. Be advised: VALID CA SALES TAX PERMIT REQUIRED

For All Other Queries: Email Contest Director Mick Burton directly at DAZE61283@mypacks.net with "Tri City 15 Contest" on subject line

The following are planned for 2023 TriCity Classic XV. Entrants should not plan for nor expect splits. SWEEPS ALLOWED in REGULAR CATEGORIES. (Not for Specials)

Cat #	Category Description	Youth = (12 & Under)	Junior = (13-17)	Senior (1	8 and up)	AS = All Scales	AS/AT = All Scales / All Types	
1A Yo	outh Aircraft AS/AT	B Youth Automotive	1C Youth Mil Vel	nicles 2A You	th SF/Fantasy/\	Veh & Figures	2B Youth All Other	
3A Ju	nior Mil Vehicles 3	B Junior Automotive	3C Junior SF/Fant	asy/Veh &Figures	3D Junior Shi	ips/All Other	4 Junior Aircraft AS/AT	
5A	Biplanes/Fabric & Rigging	g, 1/32 & larger	10 1	Multi Engine Jet/Roo	ket Aircraft 1/7	72		
5B	Biplanes/Fabric & Rigging	g, 1/48 & smaller	11 5	Single Engine Prop o	or Turbo Axis 1	/48		
6	Single Engine Prop or Tur	bo 1/72 Axis	12 5	Single Engine Prop o	or Turboprop 1/-	48 Allied/Neutral	l	
7	Single Engine Prop or Tur	bo 1/72 Allied/Neutral	13 1	Multi Engine Prop o	r Turbo Aircraft	t 1/48		
8	Multi Engine Prop or Turb	oo Aircraft 1/72	14 5	Single Engine Jet/Ro	cket Aircraft 1/	/48		
9	Single Engine Jet or Rock	et Aircraft 1/72	15 1	Multi Engine Jet/Roo	ket 1/48			
16	Aircraft 1/87 scale and sm	aller	21 I	Rotary Wing Aircraf	t, AS/AT			
17	Aircraft Prop or Turboprop	p 1/40 and larger	22	Artillery, AS				
18	Aircraft Jet 1/40 and large	r	23 5	Surface Ships 1/401	& Smaller			
19	Air Racers		24 5	Surface Ships 1/400	& Larger			
20	Air Liners/Civilian Air, A	S	25 5	Submarines, AS				
26	Autos Custom & Low Rid	ler, AS	33 1	Military Softskin 1/3	5			
27	Automobiles Competition,	, Open Wheel, AS	34	AFVs & Military So	ftskin 1/48 only	7		
28	Automobiles Competition,	, Closed Wheel, AS	35 1	Missiles, AT/AS				
29	Motorcycle/Autos, Other, (Stock, Utility, Pickups) AS		AS 36	AFVs Military Softskin 1/50 & Smaller				
30	Armored Fighting Vehicles 1/35 Allied		37 1	Real Space, Capsules, Orbiters & Deep Space Vehicles				
31	Armored Fighting Vehicles 1/35 Axis		38 I	Real Space, EARTH Based Launch Vehicles ONLY, AS				
32	Armored Fighting Vehicle	s 1/35 1955 & later	39 I	Real Space, Surface	Exp/Land Craft	t,& Earth bound	test subjects	
40A	8" or less tall Figures Fant	tasy & Sci fi, Horror, Rob	ots 43 I	Figures, Historical, 1	9th Century & t	beyond 46	Collections, AS/AT	
40B	9" & taller Figures Fantas	y & Sci Fi, Horror, Robot	s 44 1	Miscellaneous, AS/A	T	47A	(Less) UNFINISHED Subjects	
40C	GUNDAM Models, ONLY		45A I	Dioramas, 8"/smalle	r base	47B	UNFINISHED (More) Subjects	
41	Sci Fic Vehicles/Spacecra		45B I	Dioramas, 9" & up la	arger	48	PAPER All Types & Scales	
42	Figures, Historical, to 18th	Century				49	AFVs & Military Softskins 1/25	& Larger
								1



Special Awards in addition to traditional First/Second/Third place are: (Please Note: NO SWEEPS in Special Awards)

1. "The Right Stuff" Award for Best Entry befitting the Contest Theme

- 2. " The MAD Triad "Award (3) Best "Strategic Bomber", "Cold War Missilery", "Cold War Maritime " (1948-1991) USA/UK/USSR Subject (Real or Not)
- " Mulieres Volante" Award for Women In Aerospace Subject Entry
- Know A Hornet's Mighty Sting "for Best American Fighter Aircraft, in honor of Sir Bob 1759 OBE.
- "Lightning Strikes Twice": Best English Electric or Lockheed Lightning, Arado Blitz (all are Twin Engine Lightning)
- 7. "Kenneth Jung Memorial Award "Contest Director's Choice
- 8. "Steve Travis Service Award" Recognition for Service to Fremont Hornets or Region Nine

9. Awards Best in Category for: Fig or Robot; Auto; Ship or SpaceShip; Aircraft; Armor; Diorama, Show Senior, Show Junior or Youth

10. "IT FIGURES Lester Tockerman Memorial Award" 3 set Junior/Youth Awards, Given by MIRANDCO in honor of a great man and contributor



INVITE YOU & FRIENDS

TO

OUR

SV CLASSIC FUTURE

FUNDRAISER AUCTION

CURRENTLY SCHEDULED TO BE HELD ON

OUR MEETING NIGHT OF FRIDAY

JANUARY 19 2024

AT OUR MILPITAS MEETING LOCATION

Community Room, Milpitas Police Department, 1275 N Milpitas Blvd, Milpitas CA

Business begins promptly 730 PM & everything must be concluded by 10 PM

ADD TO THE FUN!

BRING AN UNSTARTED MODEL KIT (or two!) THAT YOU WOULD BID MADLY FOR TO GET BACK, AS A DONATION

NOTE: NO FOOD OR DRINK IS ALLOWED

Queries may be directed to our contact - DENS25403@mypacks.net please allow for 2-3 days response time





SATURDAY, FEBRUARY 17 2024

Far West Region IPMS/USA Region 9 At This Locale

MAIN CAFETERIA
FRESNO CITY COLLEGE
1101 E UNIVERSITY
FRESNO CA

YOU ARE ALL INVITED TO OUR

Post-SUPER BOWL BASH

IPMS Fresno Scale Modelers are hosting a Post-Super Bowl contest on the weekend following the big game!

Special Award category for any NFL themed entry; i.e. German (Carolina) Panther, Sepecat (Jacksonville) Jaguar to celebrate

(Entries do not have to carry any special NFL themed livery, the name is enough.)

> Contest Chairperson's Name: John Ballman Phone: 15593946858 E-mail: john ballman@att.net

11-10-23 UNOFFICIAL FLYER COURTESY of MIRANDCO

information deemed reliable, accurate but not necessarily complete



UNOFFICIAL FLYER courtesy of MIRANDCO

- Information deemd reliable but not complete

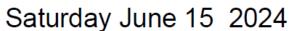


BREAKING NEWS it's Official from Contest Director

SILICON VALLEY CLASSIC #8

Theme: Hit the Beach!

Being held



At Main Dining Room of Fremont Elks Lodge, 38891 Farwell Drive, Fremont CA

10 Junior/ Youth, 46 Senior competition categories currently planned for and several Special Awards which will include besides the Best of Show & Category Standard Issue:

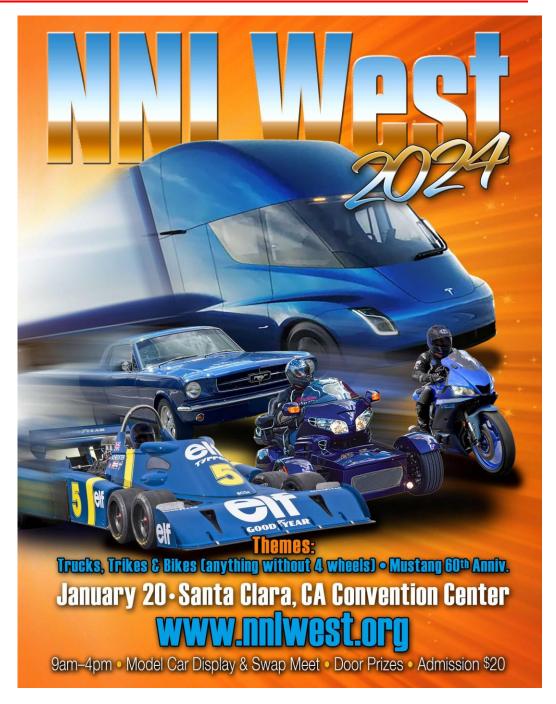
Hit the Beach Award - Best Beach Subject Stars and Stripes Award - Best Subject featuring Stars or Stripes (not in insignia)

MANY MORE DETAILS and OFFICIAL FLYER IS COMING SOON

CONTEST DIRECTOR & CONTACT: CHRIS BUCHOLTZ email bucholtzc@aol.com



AND DON'T MISS THIS OPENING EVENT FOR JANUARY 2024



PLEASE SHARE THE JOY OF OUR HOBBY AND FRIENDS

Because it seems sometimes more than a few forget this:

THE ONE TRUE RULE OF MODELLING (if ever there is).

EDITOR

SILICON VALLEY SCALE MODELERS
P.O. BOX 361644

MILPITAS CA 95036

Email: dens25403@mypacks.net

If you're having fun, Then you're doing it right.

