



THE AFTER MARKET SHEET



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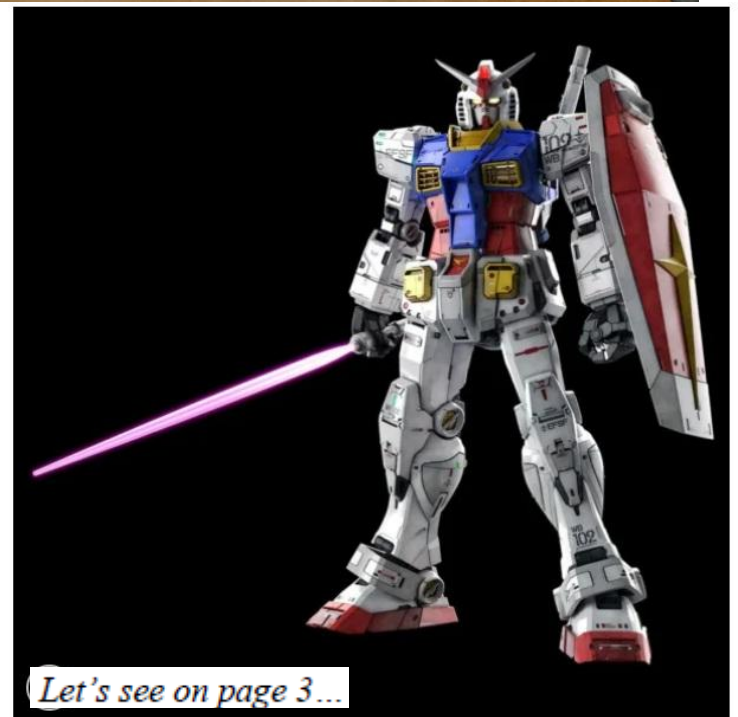
A Publication of the SVSM Chapter of International Plastic Modeler's Society, USA

FOR NOW- JULY WE SEE A PORTION THEREOF



*And with the
inestimable article
assistance of Kent
We will see how these
two pictures
inevitably link*

Plus some updates on events



Editor's MisBehavings – this month's editor, Mick Burton



(shameless plug: www.mickbmodeler.com)

“ EDITOR TRYING TO TUNE TAMS YET MAKE DEADLINE ”

Just minutes left before it's the witching hour, here having gotten 95 percent completed in an Xmas miracle of its own.

HERE YOU GO – These gentle generous and PROLIFIC modelers in our midst deserve a shout out in an issue that may be just about “spot on” as to be on the same “vibe”. Aaron Rhetta, his brother Adam, are two key members of this GTC model club and also contributing members for several years now too with us and the Fremont Hornets clubs. I thank Dad Rhetta for getting them into our community as well. The owner & proprietor of GTC, Emilio, is also part of my thanks in this post, he has been very supportive of our model communities as well, truly all good people. SO THANK YOU !!



Scan here to Join
us on Discord!!!



Scan here to follow
us on Instagram!!!



**Come build with us at GTC (Gifts Toys
Collectables) store at 18 South 8th St San Jose
CA, 95112 on occasional Saturdays at
12:00pm!!!**

MY WISH for BEST DAYS AHEAD FOR ALL OF YOU OUT THERE – MODEL On Live On it's GAME ON !

- fini mickb

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TABLE OF CONTENTS DECEMBER 2025 AFTERMARKET

- 1) COVERAGE : A PREVIEW of the JULY 2025 News Forthcoming And BONUS ARTICLES (resumes @ 3)
- 2) MORE CONFUSED RAMBLE BY EDITOR along with PERHAPS USEFUL TABLE OF CONTENTS
- 3) “ HISTORY of GUNDAM in MODELLING ” A Very Appreciated Article from Kent McClure (runs to 7)
- 8) **GUNDAM Epilogue I**
- 9) **GUNDAM Epilogue II**
- 9) **GUNDAM Epilogue III**
- 10) A Complete Look at JULY 2025 CLUB CONTEST “J is for Just Japanese” (runs to 19)
- 20) WINNERS GALLERY for JULY 2025 CLUB CONTEST
- 25) EVENTS CALENDAR
- 26) SVSM JANUARY 2026 CLUB CONTEST “ **SUPER AUCTION** “ **NOTE NEW DATE is 2 weeks LATER**
- 27) UNOFFICIAL FLYER WINE COUNTRY MODELERS Model Expo 2026 Event in April
- 28) OFFICIAL FLYER TriCity CLASSIC EIGHTEEN “TOP GUN” Fremont Hornets NOVEMBER 2026
- 29) ENDPIECE REMINDER DECEMBER 2025's CLUB CONTEST is “ PIRATE's PLEASURE ”



HISTORY OF GUNDAM IN MODELLING



Text: Kent McClure Photos: Kent McClure, Mick Burton

Okay, don't blame me for this. Blame Mick. He bribed me to do this. To begin with, just what Gundam?

Simply put, it is a Japanese science fiction franchise that deals with giant robots or, as it is more commonly called, MECHA. To get an understanding of just what is Gundam, you need to understand the history of the source material. Gundam began in 1979 – April to be precise

It was created by Hajame Yatate and a revolving group of Sunrise animators in Japan that went under the pseudonym of Yoshiyuki Tomino. The premise behind the series is giant robots called mobile suits in a militaristic setting of some sort. The original series was first called “Freedom Fighter Gunboy” – based after the robot's gun. Its primary target demographic was teen age boys.

The Gundams were usually depicted as prototype or limited run types that had higher capabilities than the mass produced units. They were usually large, bipedal, humanoid vehicles that were usually controlled by a human pilot located in its cockpit (generally located in the head).

The original antagonists in the series were two “empires” – the Earth Federation and the Principality of Zeon.

The franchise has spawned over 50 TV series, films and OVAs (Original Video Animation) plus manga, novels, video games and a whole industry of plastic model kits known as Gunpla. (This specific industry makes up 90% of the Japanese character plastic-model market.)

I never saw the entire original series. I wasn't impressed with the original 1970's style of animation or the use of youthful main character (15 years old).

But got hooked by the 1991 OVA Mobile Suit Gundam 0083: Stardust Memory. I found the characters more realistic and the vehicle designs more to my liking.

Enough of the general background info; now on to the modeling aspect of this article.

Originally, the first Gundam products were produced as toys by Japanese company Clover and like the original show, were not too successful.

Bandai Co. obtained the rights to produce plastic model kits that needed to be assembled.

The first kit produced was a 1/100 scale NG RX-78 in 1980 and featured a removable core fighter that had a folding nose to allow for docking.

(suspiciously similar to this illustration on the right...)



Looking at photos of the Gundam kits produced in the 1980s, they seemed to be split between mechas and various spacecraft/flying vehicle designs. These kits seem to be evenly split between units of the Federation and Zeon – with most of the spacecraft appearing to be Zeon. In order to provide better articulation in their kits, Bandai introduced the use of soft plastic caps (usually polyethylene) in 1985. In 1987, the “Gundam Sentinel” line introduced snap-fit models that required little or no glue to assemble. By 1988, all kits would use snap fit to assemble.

In 1990, Bandai created a grade system and introduced their **High Grade (HG)** line. This line would add more detail and articulation to the models even though they were in only 1/144th scale. In 1993, Bandai introduced a uniform set of poly-cap joints for their smaller scale models. These models shared the same basic skeletal frame and allowed for easier mass production.

In 1995, the **Master Grade (MG)** line was introduced. This line was in 1/100 scale, had more parts, better detail and improved articulation of the joints.



In 1998, the **Perfect Grade (PG)** line was introduced. These kits were in 1/60th scale, featured extensive details and articulation. This line also featured “light up” options and used a “body on frame” skeletal system. This skeletal system allowed exterior panels to be added on. (This element would sometimes show up in lower grade kits, but usually in limited form). The PG line typically was one of the most expensive lines. As a result, only a select few mobile suits have been released in this line.

(note the example I chose to illustrate Kent’s point about PG line ... has a half page more of bullet items)



PG

PG Unleashed 1/60 RX-78-2 Gundam

\$284.99

- Beam rifle
- Beam saber (x2)
- LED beam saber
- Shield
- Core fighter
- RGB 2-lamp LED
- Interchangeable hands, left and right (x4 each)
- Figure (x4) (Amuro standing x1, sitting x2; Seira standing)
- Metal parts for vernier (x2)
- Metal parts for Vulcan (x2)
- Saber assembly auxiliary jig



Nineteen ninety nine was the 20th anniversary of the franchise, and Bandai released **1/144 First Grade (FG)**. These kits were of mobile suits from the original Gundam series. They were marketed as budget models and were snap fit kits. These kits featured the simplicity of the original models, but had more modern designs based on the corresponding PG kits.

The 2000s dawned with the introduction of the **1/144th non-graded (NG)** line. These were models based on designs from the series Mobile Suit Gundam SEED and utilized a different design philosophy. These kits were still snap fit and featured color molding, but omitted major joints. Typically, the neck, hips, shoulders and feet were the parts that retained mobility. Again, this series was considered to be budget models and featured nearly every machine used in the series.

Bandai also produced some 1/100th scale NG kits from the Mobile Suit Gundam SEED series.

It was in this decade that the term “gunplay” came into use.



In **2010**, Bandai released a 1/48th scale kit of the RX-78-2. Sometimes referred to as a Mega Model, this was part of the franchise’s 30th anniversary. This kit featured sprue gates that were thin enough that sprue cutters or a hobby knife was not needed to separate the parts.



Twenty ten also saw the year of Bandai’s release of the **1/144th scale Real Grade (RG)** line. This line was release to bring some of the design elements from the MG line down to improve the HG line. One such design element was the adoption of the inner skeletal frame.



Also released in 2010, was the **HG Universal Century (HGUC)** line and **super deformed (SD)** kits molded entirely of recycled sprues.

Bandai next released the **Entry Grade (EG)** line in **2011** as a low cost series similar to the 1/144 NG and FG lines.. This line was sold only in parts of Asia, and the kits were molded in China.



This series was discontinued, but rebooted in 2020.

More successful was the introduction of the **Advanced Grade (AG)** that focused on the arrangement of its colored parts. The degree of articulation was sacrificed as a result.

This line also incorporated the use of a microchip which allows the kits to be used in the arcade game “Gage-ing”.



In 2019, a **non-Gundam** line known as “**30 Minute Labels**” was introduced. This line focused on easy to build, highly customizable model kits.

This label consists of 4 basic lines: 30 Minute Mission (2019), 30 Minute Sisters (2021), 30 Minute Fantasy (2024) and 30 Minute Preference (2025).

As stated, this line does not focus on Gundams, but rather the focus is on other forms of mechas.





Above – 30 Minute Sisters Example Kit

Below - Example 30 Minute Preference kit



Example 30 Minute Fantasy kit

Gundam Epilogue I

As with every franchise, there are good points and bad points. So, it is with the Gundam franchise. The good is that Bandai heavily supports the franchise. Like I said earlier, Gundam makes up 90% of all of the Japanese character plastic model market. It's a multi-billion Yen industry (By 2022 the annual revenue of the Gundam franchise (all items) reached 101.7 billion Yen per year of which 44.2 billion Yen was the retail sales of toys and hobby items. That means Bandai is constant issuing kits - be it new kits, old kits with new decals, old kits with more parts, old kits in new boxes (they even went back to some of their early kits and re-released them in new boxes). They also continue to come up with new methods to improve the product – multicolored plastic on the same sprue, improved articulation, smaller gates, new lines. Bandai is using the franchise to explore ways to make model building easier and for everyone.

Now, for the “bad” points. Let's say that you want to make a collection based on the chronology of the series. Which timeline? That's right timelines. Multiple. The Gundam franchise uses 12 different timelines in their various series. Listing them off: Universal Century (UC), Future Century, After Colony/Mars Century, After War, Correct Century, Cosmic Era (CE), Anno Domino, Advanced Generation (AG), Regild Century, Post Disaster, Ad Stella, and Tenpou Era. And to make things worse, UC has an alternative Universal Century (GQuuuuuuX) attached to it. And not all of the timelines share the same Gundams. Or the same characters, times, events, etc. Makes it rather hard to focus.

So, let's say that you decide that you want, to take a quote from another anime franchise, “to have it all”. One each of every kit. Well, you better plan to win the lottery or marry into an extremely wealthy family. Doing a quick search for “full kits” on the Scalemates website reveals 6129 listings of “Gundam”.

One other bad point is that Bandai Namco Holdings fully owns the Gundam franchise. That means you have only one source to go to, and if that source is out of stock or out of production, you're out of luck. It also means that some of the items are for the Japanese market only. There are bootleg Chinese kits of gunpla items, but back in 2010 two Chinese manufacturers were sued for manufacturing and selling counterfeit Gunpla kits.

Bandai seriously guards their rights to the franchise. That is not to say that there are no other model kits of mecha types. In fact, there are plenty to choose from. Everything from Sci Fi to police units to fantasy types and even steampunk variants. But they cannot be referred to as Gundams.

One further aside, but this does not have to do with modelling of Gundams. Rather this has to do with if you actually want to watch the anime.

As with any long running series, be prepared for storylines that run the gamut of good to bad. Plots can get recycled by changing out the main characters for a new bunch of pilots, but sometimes there is just so much angst you can take. Why do so many of the Gundam series have teen age or 20-30 year old combatants?

Also, be prepared for a possible fusion of genres, usually based on what is currently popular in the industry.

For example, one of the big plot themes that was popular was “tournament” animes. Think Dragonball Z or Pokemon, where the participants are trying to win some big tournament. Could you fuse gundams with tournament fighting? Well, they did just that with Mobile Fighter G Gundam. You just have to see it to believe it. Or take a look at Gundam GQuuuuuuX. It has illegal Gundam fights as one of its plot points.

Or the Gundam Build Fighters series.



Gundam Epilogue II: 2025 Gundam New Tool Kits

High Grade

MWS-1905 1G (HG Universal Century Double Fake Under the Gundam)	1/144
MS-06-SSP Police Zaku (Gundam GQuuuuuuX)	1/144
gMS-(omega) (Gundam GQuuuuuuX)	1/144
Z'Gok (Gundam Seed Freedom)	1/144
MRX-010 Psycho Gundam Mk II (HGUC Zeta Gundam)	1/144
RX-78F 00 High Mobility Type	1/144
Desultor (The Witch from Mercury)	1/144

Master Grade

ASW-G-XX Gundam Vidar (Iron Blooded Orphans)	1/100
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Real Grade

Burning Gundam Hyper Mode (Mobile Fighter G Gundam)	1/100
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Super Deformed (SD)

GF Gundam Astraea Type B	none
Captain QAN[T] GF	none

Master Grade Super Deformed

ASW-G-08 Gundam Barbados (Iron Blooded Orphans)	none
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Figure Rise Standard

Ple Two (Mobile Suit Gundam ZZ)	none
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Entry Grade

MBF-02 Strike Gundam	1/144
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To Be Released in 2025

Real Grade - Shining Gundam (Mobile Fighter G Gundam)	1/144
Wing Gundam Zero (Gundam Wing)	1/144
High Grade: Light Cannon (Gundam GQuuuuuuX)	1/144
Red Gundam (Gundam GQuuuuuuX)	1/144
Super Deformed: Gundam Superior Define No 1	none
Gundam Aeriol	none
Figure Rise Standard: Nyaan	
Amate Yuzuriha	none
	None

Gundam Epilogue III: Tool Sets, Difference Between Old School vs. New School



Tools needed for Old school kits – Key elements here are Glue, Files (for heavy duty sanding) and Hammer (I'll leave that one for your imagination)

New School – much simpler.
Just knife, Nippers and Files



- kent fini

NOW THEN, WE LOOK AT CLUB CONTEST of JULY

Which I will remind you of what it was before we bring on the Minutes, with the clip below!

JULY 2025 Editor's Club Contest In Recognition of SVSM 62nd Anniversary

"J is for JUST JAPANESE "

Another Easy Alphabet Challenge Contest

Premise: Auto, Air, Maritime, Manga and Anime are of course easy choices to find material to compete here. Mild restrictions applied however.

While a goodly number of great subjects are molded, offered by Japanese model companies in the past and on through to today, that basis alone won't work here

Sorry, yes the splendid Tamiya aircraft, armor and auto models for non Japanese subjects are not eligible for this event, which also applies to Hasegawa, Bandai, FineMolds, etc items.

If however, one were to say depict an actual captured aircraft, armor vehicle, etc that was thusly employed by Japan, that would be perfectly okay and wouldn't as well be penalized if the kit(s) used were not Japanese.

This also would be acceptable in cases where Hypothetical or madly fantastical fictional premise was employed for your entry subject, so give it some thought.

Gundam subjects may end up as a separate subset for judgement as very likely an abundance could be competing as they neatly fit theme here unquestionably

CASH PRIZES GIVEN -REALLY



Photos/Text: Mick Burton

Minutes: Chris Bucholtz

(Editor will cover the regular meeting of July in later issue)

The club contest in July was Just Japanese.





The Field Of Battle As It Finally Filled Out

Frank Babbitt added some detail to the cockpit of Hasegawa's 1:48 Shinden pusher-fighter, and he finished it with Gunze paints.



Frank also had a Tamiya 1:48 N1K1 Kyofu, the fighter floatplane that gave rise to the N1K1-J and N1K2-J Shiden fighters; a Mania 1:72 Ki-15 "Babs" reconnaissance plane (one of only a few types to be used by both the Japanese Army and Navy in WWII), and, appropriately, an Otaki 1:48 Ki-84 "Frank," built straight from the box.



Mike Schwarze's superdeformed Godzilla figure was painted using anthracite gray as the base. This figure is based on *Godzilla vs Space Godzilla*.





Mike did research into the original Japanese colors, and used some of those authentic tones to finish his RX78-Z original Gundam to match the original series.,

Jim Priete finished his under-construction Hasegawa 1:72 E13A1 "Jake" as the No. 2 scout from the cruiser *Tone* for the 2017 Midway model display aboard the USS Hornet.



Jim also built Hasegawa's kit of the conjectural Shinden jet, finishing in flight using markings pillaged from a 1:32 Ki-61, and an Otaki 1:24 kit of the Toyota 2000GT raced by Shelby Racing in 1960.





Jim added MV lenses to replicate the battery of lights on his Hasegawa 1:24 Fairlady Z rally car; he says the kit is beautiful out of the box.





Mark Balderrama brought in a vast array of pre-built Micro Machines Japanese models he bought while in Japan earlier this year, and he also showed off a 1:18 21st Century Toys A6M2 that he's stripped of its markings and is weathering it to show off the primer and natural metal on the fuselage.

He's aiming to finish it as an ATAIU captured machine.



ATAIU = Allied Technical Air Intelligence Unit. SEA was one of four such units in Pacific Theatre

This RAF shot from 1945 will give clue what Mark's aiming for ...





Landon Carr entered with his Red and Green Gundams,

Landon received the red model as a gift from his dad, and he built the green one during a vacation to Hawaii.

The red model's joints were pre-built, but the arms were a little difficult to assemble



Chris Bucholtz had a FineMolds 1:72 A6M2b Zero, which was sold in two sections with a Japanese modeling magazine. The kit was the best he'd ever built, he said, and he finished it as the plane Iyozo Fujita flew from Akagi at the Battle of Midway.



Chris also had two Aoshima “Georges:” an N1K1-Ja Shiden which was found abandoned in the Philippines, and an N1K2-J Shiden-kai as flown by 63-victory ace Shoichi Sugita with the 343rd Kokutai in 1945.

Both kits were purchased the same night at D&J Hobbies; the N1K1-Ja was built in 2000, and the N1K2-J was built in 2023!



N1K1 = mid wing

N1K2 = low wing





Dave Balderrama finished the Hawk 1:48 MXY7 Ohka model at the last minute after battling the badly-fitting flying bomb.

He said the model is very basic, but he did not fit the older edition's clear red flames to the rocket nozzles!





And the winners were...

In fifth place, with a Hawk 1:48 MXY7 Ohka, was **Dave Balderrama**.

In fourth place, with his Red and Green Gundams, was **Landon Carr**.

In third place, with his 1:72 Japanese Navy fighter collection, was **Chris Bucholtz**.

In second place, with his Hasegawa 1:24 Fairlady Z rally car, was **Jim Priete**!

And in first place, with his RX78-Z original Gundam, was **Mike Schwarze**!

*Well again as Editor & Club Contest Sponsor for this midsummer gig, my apologies for the late arrival of the Just Japanese news coverage. ANOTHER LOVELY TURNOUT THANK YOU for getting into the spirit
Coverage of rest of JULY 2025 will come soon in another issue -mb*

FOR NOW I THINK A PROPER WINNERS GALLERY IS CALLED FOR, NO ?



“J is for JUST JAPANESE ” JULY SVSM Club Contest

FIFTH PLACE – MXY 7 OHKA in 1/48th

DAVID BALDERRAMA



“J is for JUST JAPANESE ” JULY SVSM Club Contest



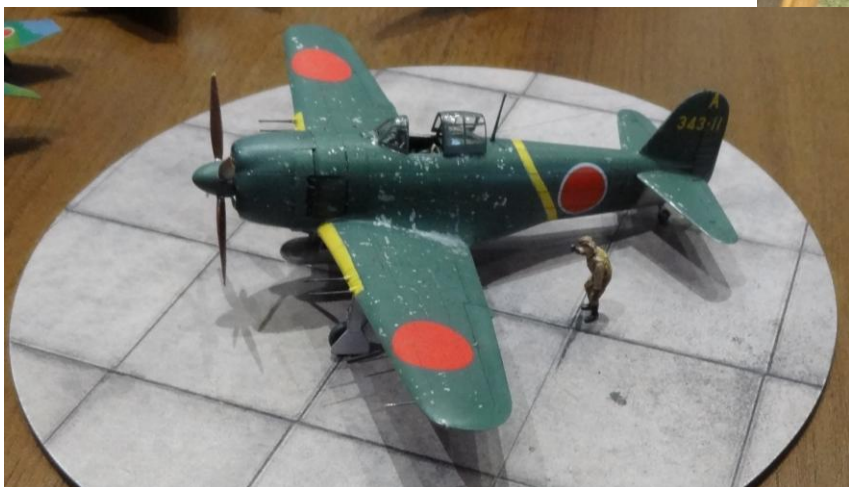
***FOURTH PLACE –
RED & GREEN GUNDAMS***

LANDON CARR





“J is for JUST JAPANESE ” JULY SVSM Club Contest
THIRD PLACE – JNAF FIGHTER COLLECTION
CHRIS BUCHOLTZ





“J is for JUST JAPANESE ” JULY SVSM Club Contest

SECOND PLACE – Z RALLY CAR in 1/24

JIM PRIETE





“J is for JUST JAPANESE ” JULY SVSM Club Contest

FIRST PLACE

-

RX-78-Z ORIGINAL GUNDAM

MIKE SCHWARZE



UPCOMING EVENTS CALENDAR AS OF 12-18-25

Friday, December 19 2025

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. **PIRATE'S PLEASURE club contest**

Friday, January 09 2026

IPMS/ Fremont Hornets host their meeting at IRVINGTON COMMUNITY CENTER in Fremont

Friday, January 30 2026 **NOTE WE MEET ON FIFTH FRIDAY** for this first meet of 2026

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. **SUPER AUCTION is the Club Contest**

Friday, February 13 2026

IPMS/ Fremont Hornets host their meeting at IRVINGTON COMMUNITY CENTER in Fremont

Friday, February 20 2026

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. **"No One Wants You" Club Contest**

Friday, March 13 2026

IPMS/ Fremont Hornets host their meeting at IRVINGTON COMMUNITY CENTER in Fremont

Friday, March 20 2026

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. **"Here Comes The Sun" Club Contest**

Saturday, April 11 2026

IPMS/Wine Country Modelers host **"WINE COUNTRY MODEL EXPO "** Show at Petaluma Community Center 320 N McDowell Blvd, Petaluma CA. **AN AWESOME EVENT not to be missed, with lots to do and see, new concept**

Saturday, May 02 2026

IPMS/Las Vegas host **"BEST OF THE WEST "** Show at their favorite locale Orleans Hotel & Casino

Saturday, May 16 2026

IPMS/ Silver Wings host their SILVERCON 2026 at their favorite locale. Theme is "Heavy Metal"

Saturday, May 23 2026

IPMS/ Fresno Scale Modelers host their major event CONTEST & SHOW in conjunction with CASTLE Air Museum Theme is "250 Anniversary of USA", contest/show is at Atwater Community Center. OPEN COCKPIT Day is at Castle.

Friday, June 12 2026

IPMS/ Fremont Hornets host their meeting at GAMES of FREMONT in #200 Fremont Hub, Fremont

Friday, June 19 2026

IPMS/ Silicon Valley Scale Modelers meeting at MPD Community Room. **D-Day for Let Me Finish That For You**

Saturday, October ?? 2026 *(event is announced as underway, locale and date to be determined)*

IPMS/ Antelope Valley Group host their DESERT CLASSIC #28 at Antelope Valley College cafeteria, MAYBE Antelope Valley College, 3041 W Avenue K, Lancaster, CA Theme FOR SURE is "SPIRIT OF '76 - 250 years of USA"

Saturday, November 14 2026

IPMS/ Fremont Hornets host their CONTEST & Show TriCity EIGHTEEN themed " TOP GUN " being held at the Fremont Elks Lodge #2121, 38991 Farwell Dr, Fremont CA.

BREAKING NEWS – JANUARY MEET DATE 2 WEEKS LATER



INVITE YOU & FRIENDS
TO
OUR
SV CLASSIC X
FUNDRAISER AUCTION

NOW BEING RE- SCHEDULED TO BE HELD ON
OUR **REVISED** MEETING NIGHT OF **FRIDAY**
JANUARY 30 2026

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

STILL YET MORE EVENTS ALREADY BOOKED for later !

UNOFFICIAL FLYER COURTESY of MIRANDCO



ABSOLUTELY AWESOME REGION 9 APRIL NEWS !!

***THIS is HUGE TURN of EVENT Check it out Please
HATS OFF to The CREW UP NORTH for This One***



April 11th, 2026

9:00 am – 4:00 pm

Petaluma Community Center

320 N. McDowell Blvd Petaluma CA, 94954

<https://winecountrymodelexpo.com/>

GO TO THEIR WEBSITE to get the BIG PICTURE truly exciting opener for 2026



TRI-CITY CLASSIC XVIII

Scale Model Contest and Exhibition



Saturday, November 14 2026

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

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

“ TOP GUN ”

(On Theme Entry Subject anything from USA or from Vietnam Conflict 1964-75)

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

“ Tomcat ” Award for Best Entry befitting the Contest Theme

“ Best of the Best ” (three awards: Best: Grumman “Cat” Subject, Armored “Cat” Subject, “Bird” subject)

“ Great Balls of Fire ” Award for Best Post 1976 U.S.A. subject (any, includes hypothetical)

ALSO “Mulieres Volante” for Women In Aerospace Subject & “Know A Hornet’s Mighty Sting” for Best American Fighter Aircraft

Plus these: “ Lightning Strikes Twice ”, “ 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 18yrs & older w/FIVE model entries/less (**\$15 for SIX or more**) 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 18 Contest” on subject line

SIMPLIFIED LIST OF SPECIAL AWARDS TRICITY EIGHTEEN (**As of 12-06-25**)

- 1 Best Of Show Senior
- 2 Best Of Show Junior /Youth
- 3 “ TOMCAT ”
Award for Best Entry befitting Contest Theme
- 4 “ Best Of The Best ” (up to three awards, in any combine)
Best “ Grumman ‘Cat’ ”, Armored “ Cat ” “ Bird ” (A Nod to “Goose”)
4A Grumman ‘ Cat (F4F to F-14)
4B Armored “ Cat ”
4C “ Bird ” (e.g. Lockheed Blackbird family, A-8 Shrike)
- 5 “ Great Balls of Fire ”
Best Post 1976 U.S.A. subject (Real Or Not)
- 6 “ Know A Hornet’s Mighty Sting “ Best American Fighter Aircraft
- 7 “ Lightning Strikes Twice “
Best English Electric or Lockheed Lightning or Arado Blitz or Qualified Pair SE a/c
- 8 Best in Category for **Aircraft**
- 9 Best in Category for **Armor**
- 10 Best in Category for **Automotive**
- 11 Best in Category for **Figure or Robot**
- 12 Best in Category for **Ship or SpaceShip**
- 13 “Space, Time and 42” Best in Category for **Diorama**
- 14 “It Figures” Lester Tockerman Memorial Award for Junior / Youth Only
14A “It Figures-First”
14B “ It Figures-Again”
14C “ It Figures-Again & Again It all adds up”
- 15 Kenneth Jung Memorial Award - Contest Director’s choice
- 16 SAT Service Award Recognition for Service to The FH or to R-9 Community
- 17 “Mulieres Volante” Best Women In Aerospace Subject
- 18 **“Top Secret:From Real Genius to Top Gun”** Nod to Val Kilmer (SpyVeh/Per)
- 19 **“TOWARD THE UNKNOWN”** Award for Best Pioneering, Exploratory or Experimental Subject (Vehicle or Person) Nod to 1956 Film and premise

DECEMBER 19 2025

The Club's Traditional Holiday Club Contest

"Pirate's Pleasure"

OFFICIAL RULES BELOW: "RULES OF ENGAGEMENT": GIFT "THEFT" EXCHANGE

SVSM DECEMBER 2025 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 SVSM Member to play, ALLOWED THIS YEAR)**
- 3. MINIMUM RETAIL VALUE EACH GIFT must be 25 US dollars. LABEL YOUR NAME ON GIFT**
- 4. GIFTS IN ORDER TO PLAY must be reasonably pre wrapped, not outrageously "disguised" or otherwise camouflaged, 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 be.**
- 6. ONCE UNWRAPPED, ALL GIFTS CONSIDERED "IN PLAY" UNTIL "DEAD". NO TRADES 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, SNAP TITE, SCI FI or SHIP KIT must be present in the GIFT PILE. Or you're all in trouble.**
- 10. THIS MAY NOT BE COMPLETE RULES. LISTEN AT THE MEETING FOR ANY ADDENDA.**

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).



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

