



THE AFTER MARKET SHEET



VOL. 59A, No.7A WWW.SVSM.ORG NOVEMBER/DECEMBER 2025

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

NOW- MAY WE SEE , AT LEAST A PORTION THEREOF



***A TOUCH of AUGUST
PLUS SOME REMINDS
of***

UPCOMING EVENTS NEAR and FAR

(starts at page 3)

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



(shameless plug: www.mickbmodeler.com)

“ EDITOR RUNNING BAREFOOT TO CATCH UP ”

Just last December (which now seems incredibly long ago !) I had this cover sheet of the splendid MBay “Muddler”. As a jpeg image to help get out word that our sturdy steadfast crew on south coast had regained public meeting locale. one truly deserving of their patronage. I wasn't able to make any meets until October sadly, to enjoy space first hand, although kept in touch best I could with several of them through our informal “road trip telegraph”, plus several members get the TAMS



IPMS Monterey Bay Newsletter - Vol. 9 No. 1 SPECIAL EDITION 2024
The Monterey Bay Muddler



At last we have a new permanent meeting place - Veterans Transition Center, Marina CA

So 2025 December's meet, where upon Life smiled on me so I could make trip.

Where stoked to get a first hand look at this near mythical Monogram kit. One I too could relate as lad on the cover art, all cozy as a guest of this great group.

Oh my shock in midst of reverie, to get news as did all of the Muddlers, that our

Grand President and Editor Mr Ramon Lomeli, was calling it a decade then, as Editor of the fine MBAY Muddler Mag !



My humble thanks to you Sir Lomeli, wishing the best of days to come to you & yours Seriously, Life is Good - fini mickb

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JURASSIC PORK

Text: Kent McClure Photos: Kent McClure, Mick Burton

I don't remember the exact reasoning that I came up with the idea behind Jurassic Pork, but it must have come out of boredom. A bored mind is a wickedly dangerous thing. I remembered being told a story by one of my college roommates from the Central Valley. He was out hunting in a heavily grassy area when he was surprised by a wild boar. He quickly got off a shot and the boar dove off into the vegetation. He thought that he had hit it, so he had to follow it to make sure. The trouble was he could only see where the boar went by the path it had made.

This idea must have lodged deep into the recesses of my mind, because many years later (like 30+) the idea of an unseen angry animal crashing through tall grass popped into my mind. I think that I had recently rewatched Princess Mononoke and the giant boar in it got my brain to working.

I searched through numerous D&D figures until I found the figure that fit my vision. It was Reaper Miniatures 28mm Dire Boar figure number 02527 from their Dark Horse Legends line. The figure itself was fairly big, but I wanted to emphasize that this creature was HUGE.

In order to do that I would combine scales, using 1/72nd scale figures as the hunters.

So, it was off to my favorite search site for 1/72nd scale plastic figures – Plastic Soldier Review. I wanted a somewhat prehistoric or ancient look, so I concentrated my searches to the Prehistory and Ancient World periods. I didn't find anything that I thought was useable on the Prehistory page but was pleasantly surprised on the Ancient World site.

I wanted the figures to look as primitive as possible and not very well armed (or protected).

That meant minimal clothing, any sort of armor was out of the question and nothing speaks of primitive weaponry like spears. Armed with those prerequisites the hunt was on. I found what I liked in Caesar set H022 “Biblical Era Libyan Warriors”.

There were 2 candidates that I could use – one stock figure of a chieftain like warrior, the other one was an ordinary warrior that I could replace his sword with a spear. I found a round base at my local Michaels and “storyboarded” the scene that I wanted.

I'm a big fan of using DAP's DryDex Heavyweight Spackling for my initial terrain. I like the way it goes on pink then dries white. I built up my initial ground layer, incorporating the figures I want to use. I then give the ground an initial coating of paint and drybrushing. I then put down an initial coating of the flocking material I plan to use. I am not very careful about putting down an even layer. Just a layer to “hide” the paint. Now for the grass.



However, I was very much intimidated by the thought of doing the tall grass. This was something out of my normal realm.

The first problem I needed to solve was what could I use to duplicate the tall grass that I imagined.



A trip to my favorite “terrain store” – The Train Shop in Santa Clara – saved the day.

There I found the Woodland Scenics product FG171 Field Grass Natural Straw. It was an 8-gram package of 2.5 inch tall grass.

Just what I was looking for. It had the right appearance that I wanted.

Only trouble was, I had no clue as to how I was supposed to use it. Or at least, the most effective way to use it.

Now Woodland Scenics have some nice video tutorials on how to use their products, but I didn't like their method for using tall grass. In essence, it was taking a bunch of the grass strands and dipping the bottoms into PVA type glue and letting them dry on parchment paper. The result was not what I wanted, especially since I was planning on covering a 3" by 4" section. But it was a useful method to create "tufts" of grass.

So, I went on an Youtube search, focusing on other model railroad tips and tricks. There I hit paydirt, Mel, The Terrain Tutor, has a website where he demonstrated his method. And it was simple – involving only popsicle sticks, small rubber bands, the grass and PVA glue.

In essence, you grab a bunch of the grass and lay it out across one of the popsicle sticks, leaving about 1/8" to 1/4" hanging over the stick. Use a second popsicle stick to trap the grass and a small rubber band on either side of the "grass" to clamp it in place. I had a bunch of small binder clips that I used to further secure the grass in place.

The Materials Used –

Popsickle sticks, Small Rubber Bands, Small Binder Clips, "Tall Grass"



I carefully trimmed the end to even it out, then dipped the even end into the PVA.

You could also use an old paint brush to more precisely apply the glue. Put it aside to thoroughly dry.

Once dry, roughly cut it to the height you want (still clamped between the popsicle sticks). Then remove all the restraints and you end up with a row of grass

Just dip the glued end into some more PVA and add it to your base, building up the "rows" of grass. When everything is finished and dried, use a pair of scissors to trim everything to the final height.

Use the "tuft" method to cover up any gaps.

Once everything had dried completely, I finished up by the base by painting thinned down PVA across the area that did not have the tall grass and sprinkled on some Woodland Scenics blended and fine turf.

Last, but not least, was to name this vignette.

Having a warped mind, the name was easy to come up with – "**Jurassic Pork**". - *kent fini*





JURASSIC PORK

NOW THEN, WE LOOK AT CLUB CONTEST of MAY

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

BREAKING NOTICE FOR MAY 2025 MEETING – NEWS YOU CAN USE

Gundam It, Mecha You Mind Up to Compete **AGAIN**

Real Easy Rules here: If your subject model fits into the class of GUNDAM or GUNPLA, or MECHA, it's competitive !

After that, depending on entry turnout, splits may or may not be made, but in any case CA\$H Prize\$ awarded for at least 1-2-3 placements overall.

AND YES, If you entered in the April Fremont Hornets Club Contest with a similar theme, YOU CAN REPEAT here



Photos/Text: Mick Burton Minutes: Chris Bucholtz



Our club contest was all about Gundams and Gunpla! *(and Editor is covering the rest of meeting in later issue)*

The winners were: **in fifth place**, was **Luke Cruz**, whose Blue Zaku Warrior was painted with paint markers and had some details picked out in silver. His High Grade Schwarzs Ritter was enhanced with highlights applied with an AK Interactive aluminum marker.



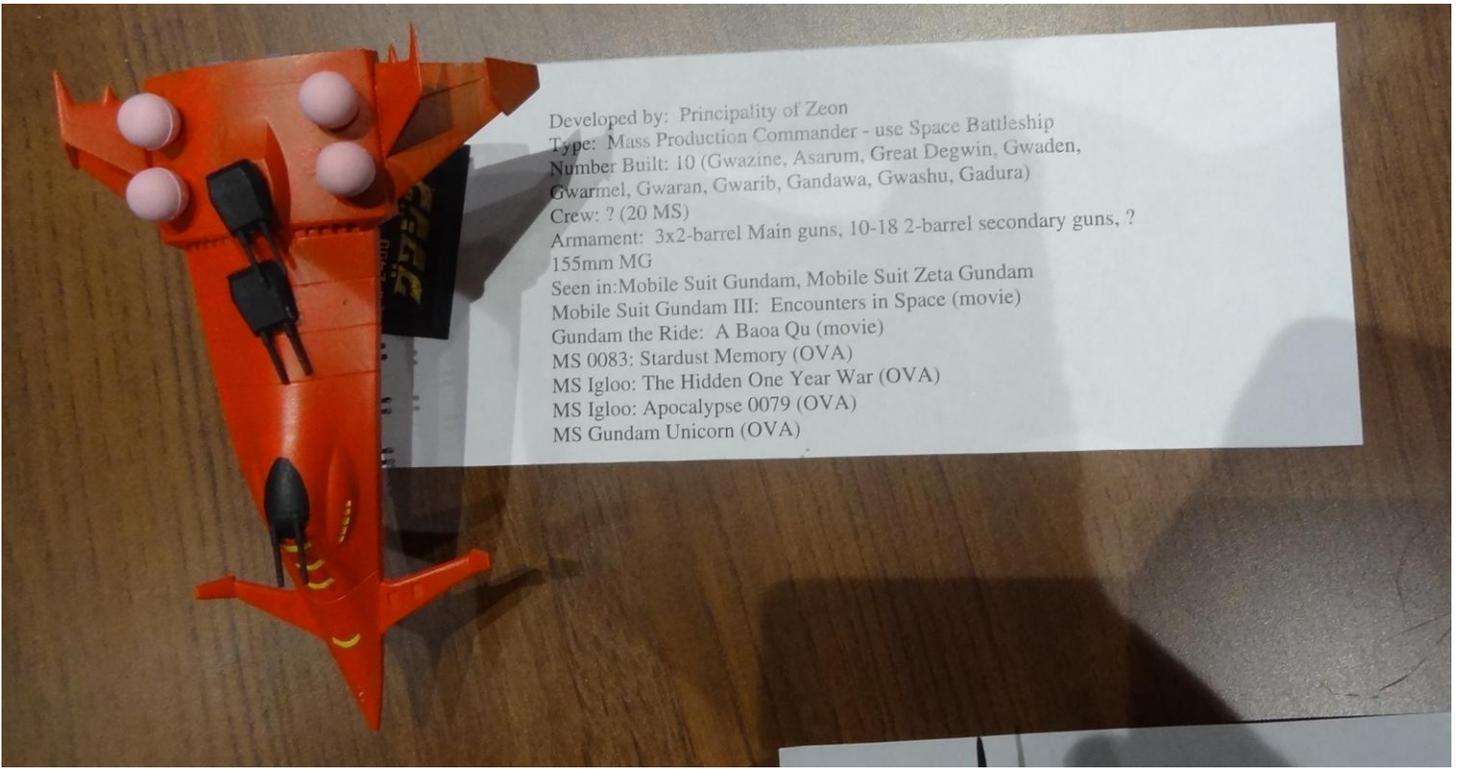
In fourth place was Kent McClure!



Kent's collection featured some non-mecha Gundams from the early shows, including a Zeon MA-08 Big Zam prototype (which was too expensive for the Zeons to put into production) and a Zeon space battleship. Kent also had two mega-collectible Hello Kitty Gundams, featuring cute cat-like critters in Gundam-style armor.



-08 Big Zam
 Mobile Suit type
 Develop
 Type: Pr
 Number b
 Crew: 3
 Armament
 Seen in: M
 Gundam Bu
 Mobile Suit
 Mobile Suit





In third place was **Aaron Rhetta**. His G-Gundam Series figure used pearl pigments, which require you to apply silicone to paint at exactly the right time.



He scribed the hair as well, his first attempt at that technique. Aaron's also in the early stages of a Volvol he acquired at ComiCon. He used decanted Dspaie refill pens for spray paints and is trying lots of different finishing techniques on the model.







In second place was **Adam Rhetta**. He's treating his kitbashed Gundam as a testbed for gathering ideas for finishing and he's working through it to a final design. His "Orange Tiger" was started when he was 12; he says it needed lots of putty, and he added some mods to cover his youthful mistakes! Adam also had a kit bash that drew from seven different kits; he says it took a lot of work to get the model the way he wanted it. He also had an 04 that serves as a test-bed for presiding, scribing, tubing details and lighting effects.











And in first was **Landon Carr**. Landon showed off a heavy trooper that he picked up while his water polo team was in Davis, CA. His other example was a Master Grade kit he obtained at the flea market and topped it off with a wash to bring out the detail.







Well as Editor and Club Contest Sponsor for this gig, my apologies for the late arrival of this news coverage MY GREATEST APPRECIATION TO ALL WHO PARTICIPATED THANK YOU as between the April '25 Fremont Hornets Club Contest and this following one, turnout exceeded my expectations splendidly. Wallet took a beating and it was worth all of it. Coverage of rest of MAY 2025 will come soon in another issue -mb

THANKS to the EFFORT of these FINE FOLKS one sunny Saturday in August...



Eugenie & Randy Ray

Chris Bucholtz

Bob & Christine Meyers



THIS EDITOR GOT A SEAT AT A TABLE at the 80th Anniversary of End of WW2 Spirit of '45 Event !





Again a pretty good selection of models representing a range of World War Two and not just USA, Germany Bob's Panzer IV collection was very popular, and Eugenie's Soviet Yak-7 on skis gave me a "hook" often...





There was definitely an audience in tune with our event participation. Never know who may show up







This is Advance Scout Party for a Gatsby Picnic, really!

As I said, never know who may show, eh Chris?





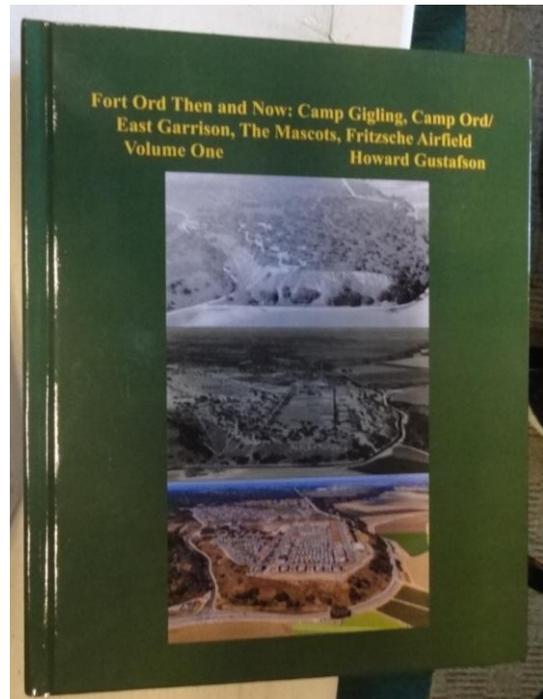
SUNDAY, DECEMBER 7! Now, My Thanks To IPMS Monterey Bay for letting me share in their model day





Having missed November's meeting trying to finish preparations for the TriCity 17 as Contest Director, saw to it I would not miss this, especially as happened 1st Sunday for December this year was a "significant" one





New meeting locale now for IPMS-MBAY is the Veterans Transition Center in Marina. It's easy to find, plenty of parking, well lit with good accommodations and their staff is very helpful working with the club

The tall gent in shot above was a first timer to us. As it turned out he actually a part of ORIGINAL MBay club formation, which he said approximately formalized in 1967. He came by to scout out first hand for a potential museum project. Howard also brought along some very interesting old unbuilt kits from his stash.

During model talk I was in awe to learn that this 1/48th P-36 Hawk is the old AMT kit and Dave Conneau "foiled it" with carefully curated Nestle's Crunch Bar Aluminum inner wrap foil. Ok, file size is maxed...



UPCOMING EVENTS CALENDAR AS OF 12-09-25

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 GAMES of FREMONT in #200 Fremont Hub, 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 GAMES of FREMONT in #200 Fremont Hub, 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 GAMES of FREMONT in #200 Fremont Hub, 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 – DFENS25403@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

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.*

