



January 2024

NEWSLETTER

VOL. 52, NO. I

**GUILD OFFICERS**

**Guild Master**

[John Walsh](#)

**First Mate**

[Tom Hairston](#)

**Purser**

[Jon Sanford](#)

**Newsletter Editor**

[Karl Zingheim](#)

**Log Keeper**

[Isaac Wills](#)

**COMMITTEE CHAIRS**

**Web Master**

[Alex Roel](#)

**Presentations**

[Karl Zingheim](#)

**Model Shop**

[Jon Sanford](#)

**Photographer**

[Chris Sullivan](#)

# Happy 2024!



December's meeting saw **Paco Arenosa, Art Arroyo, Glenn Clausson, Frank Dengler, Don Dressel, Zander Fettel, Tom Hairston, Mike Hite, Guy Lawrie, Noland and Trystan Lee (and grandpa Jim), Mike Lonnecker, Steve Miller, Alex Roel, Jon San-ford, Gary Seaton, Steve Shepersky, John Walsh, Isaac Wills, Dave Yotter, and Powder Monkey Karl Zingheim** in attendance. Jon announced 2024 will be his final year as Del Mar Fair coordinator. We appreciate his dedication and look forward to another member stepping up to carry on his success.

Dues (\$20) will be accepted at the January meeting. Model kit sales so far have also raised \$750 which was donated to the Maritime Museum. Kevin Sheehan generously used the funds to purchase and donate a new sander for the Guild's shop! We welcomed Steve Shepersky who was into radio controlled aircraft since the 1970s, and has now turned to ships. He is currently working on a Polaris kit.



The San Diego Ship Modelers Guild is affiliated with and supports the  
Maritime Museum of San Diego  
1492 N. Harbor Drive, San Diego, CA 92101



## From the Quarterdeck by the Guild Master

Ahoy, guild members!

The new year has arrived, and with it a recurring season of annual guild business. So, let's get right down to it.

Dues are, well, due. Please make sure you have made arrangements to get your \$20 to Purser Jon Sanford. If your membership dues are not paid by the March 2024 meeting, your name will be expunged from the guild roster.

Just as a 12-months heads up, in 2025, the dues will increase to \$25, and the one-time cost for name badges will be \$10. It's never fun to be the person to announce an increase like this, but the fact is that our membership dues have remained the same for a long time, while costs have risen year over year. So, after much deliberation among the officers, the decision was made to ratify this increase, but to delay its implementation by one year.

Speaking of officers, nominations are now open for the 2024 guild election. Please send your nominations directly to me for compilation onto the official ballot. There are five officer positions which are determined by vote: Guild Master (currently me, John Walsh), First Mate (currently Tom Hairston), Purser (currently Jon Sanford), Logkeeper (currently Isaac Wills), and Newsletter Editor (currently Karl Zingheim).

I'll start: After giving it much thought and consideration, I have decided to nominate myself for a second consecutive term as Guild Master.

Despite my willingness to continue in this position, it is my sincere hope that members who are not currently serving as officers will step up and give the guild actual choices in this upcoming election. I think that it's a shame that the opportunity to make an impact has become viewed as a prison sentence of sorts, a thing to be shirked whenever possible. It might make for a laugh, but it also does our storied guild a major disservice. So, pitch in, help out for a year, and make a difference in a way that only you can!

Fair winds and following seas,

John Walsh  
Guild Master

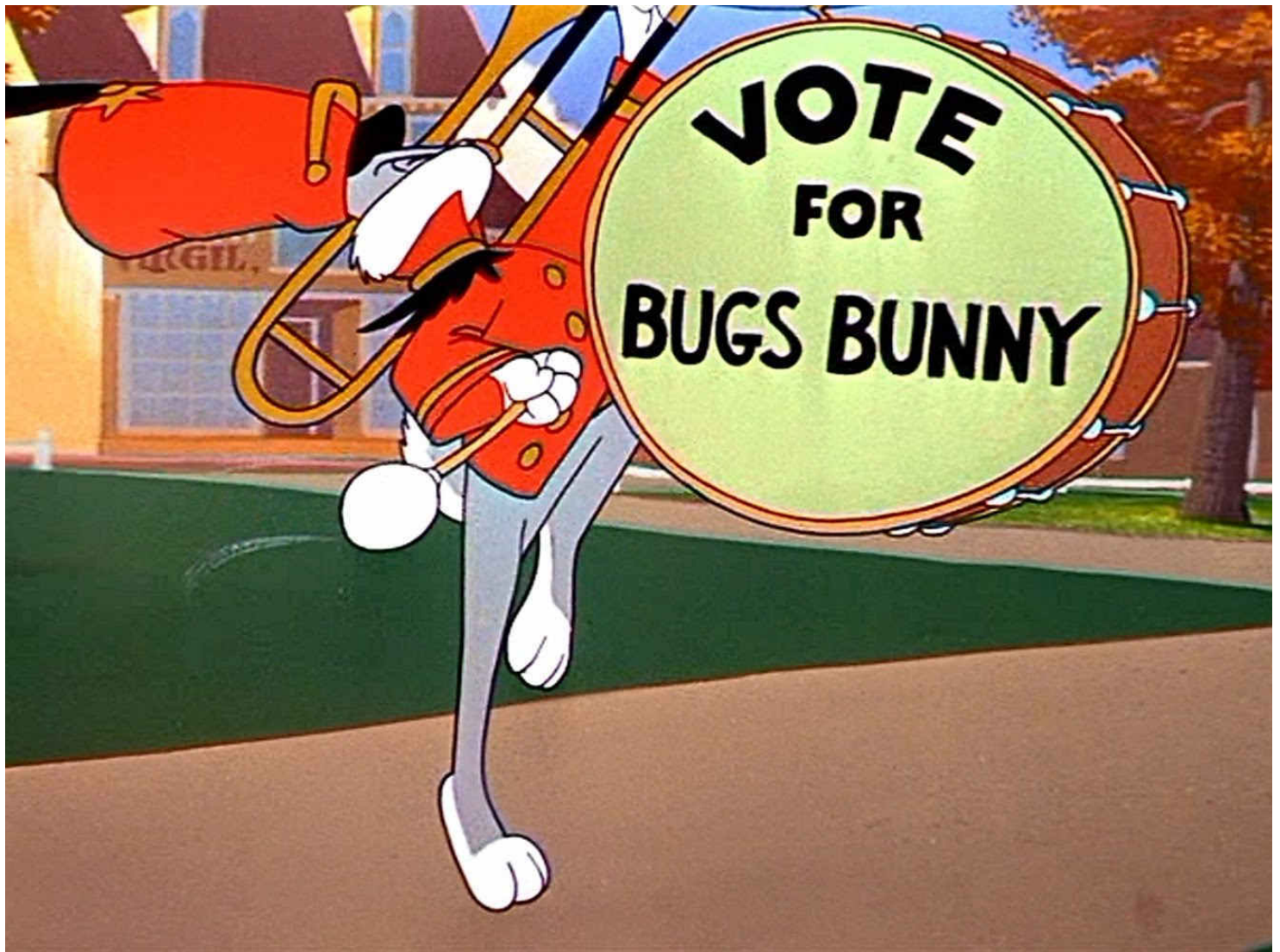


## **Dues are Due, Dude!**



It's that time of year again—if you haven't paid up yet, please have \$20 ready for Pursor Jon at the meeting, if you please.

## **It's Campaign Season...For Us, Too**



Please get your nominations in for Guild officers in time for the March elections!

## **John Says Its Hat Time!**



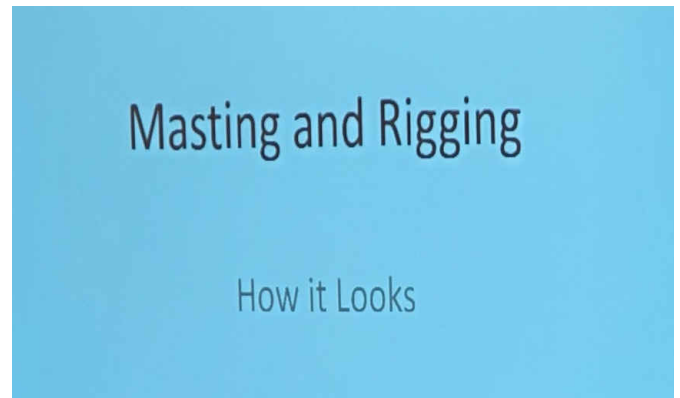
The January meeting will also be a “Hat Night,” so wear your best and most memorable hat for the session!

## Trystan Lee Finishes Another Ship: At the Meeting

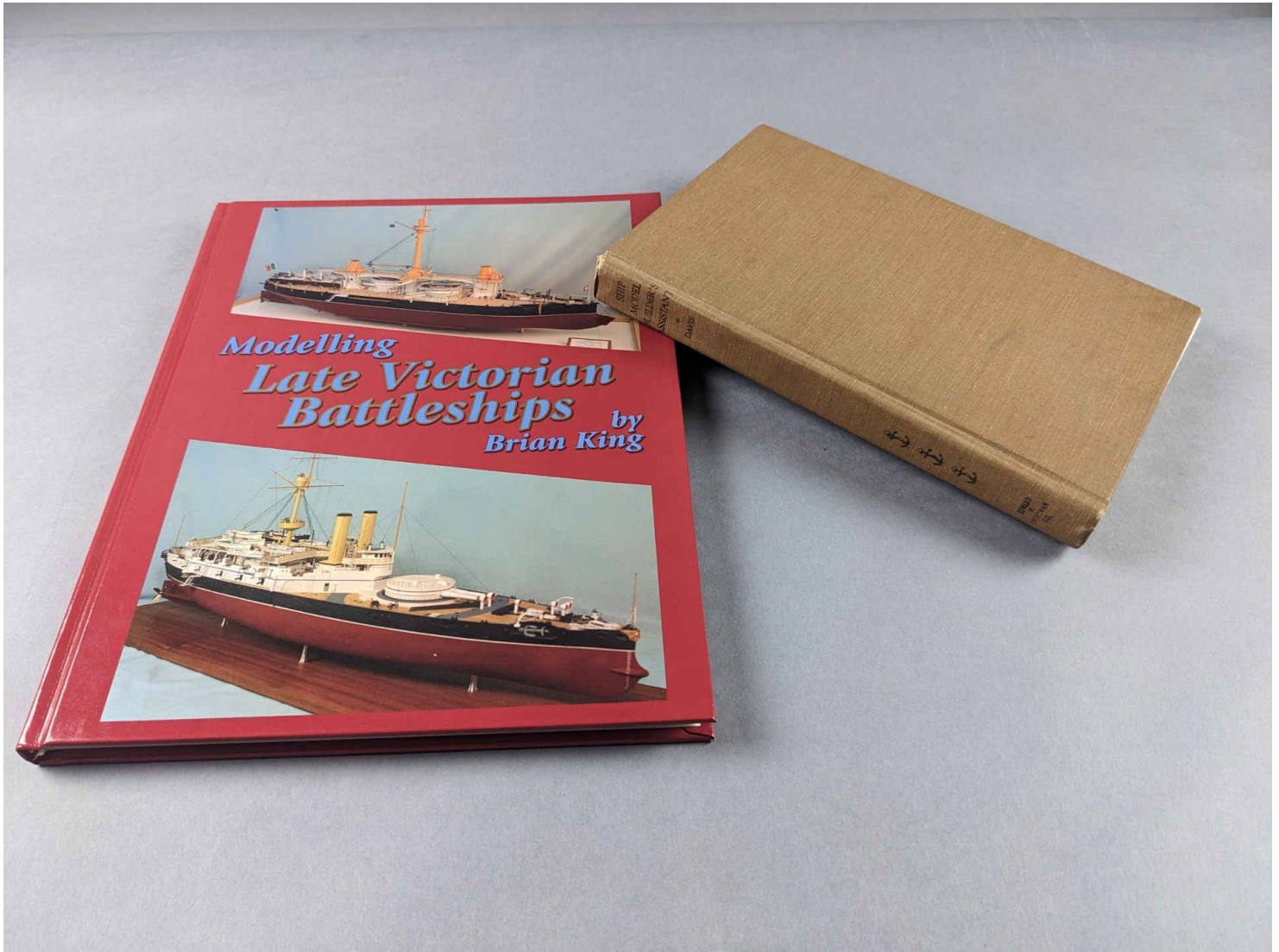


Trystan Lee brought his Dad Noland *and* his Grandfather Bob to put the final touches on the *San Salvador* model he was first presented at December's meeting. See the "Show & Tell" feature for more views of his newest creation.

This month's presentation: a slide show from **Mike Lonnecker** on how to install masting and rigging to make accurate models. Mike insists that spars and rigging are far from minor details for a ship model because it gives a viewer a first impression of the model, its level of detail, and its realism. Such goals are defined by the modeler's mastery of artistry and fidelity to accuracy. Even the color of blocks, the sizes of lines for each position, the taper of a yardarm, the rig style of a nationality or era, and being consistent with material (wood to wood, metal for metal, etc.) can make all the difference in a terrific model. Mike prefers making his own rig sketches since most kit instructions are too sparse in this issue. He also recommends stepping and rigging each mast one section at a time.



# Looks At Books



Our photographer Chris Sullivan recommends *The Ship Modeler's Assistant*, and *Modelling Late Victorian Battleships* for their imagery and detail.



## *The Cool Tool of the Month*



Chuck Seiler brought in a set of “planking clamps,” repurposed office binding clips that are useful in holding individual planks onto bulkheads.

## **Attention Out-of-Town Members !!!**

**While we are pleased to observe ship models in person each month, we would be delighted to see your work photographed, too! Please send your snaps to your Newsletter editor.**



**Blue is clearly the favored color.**

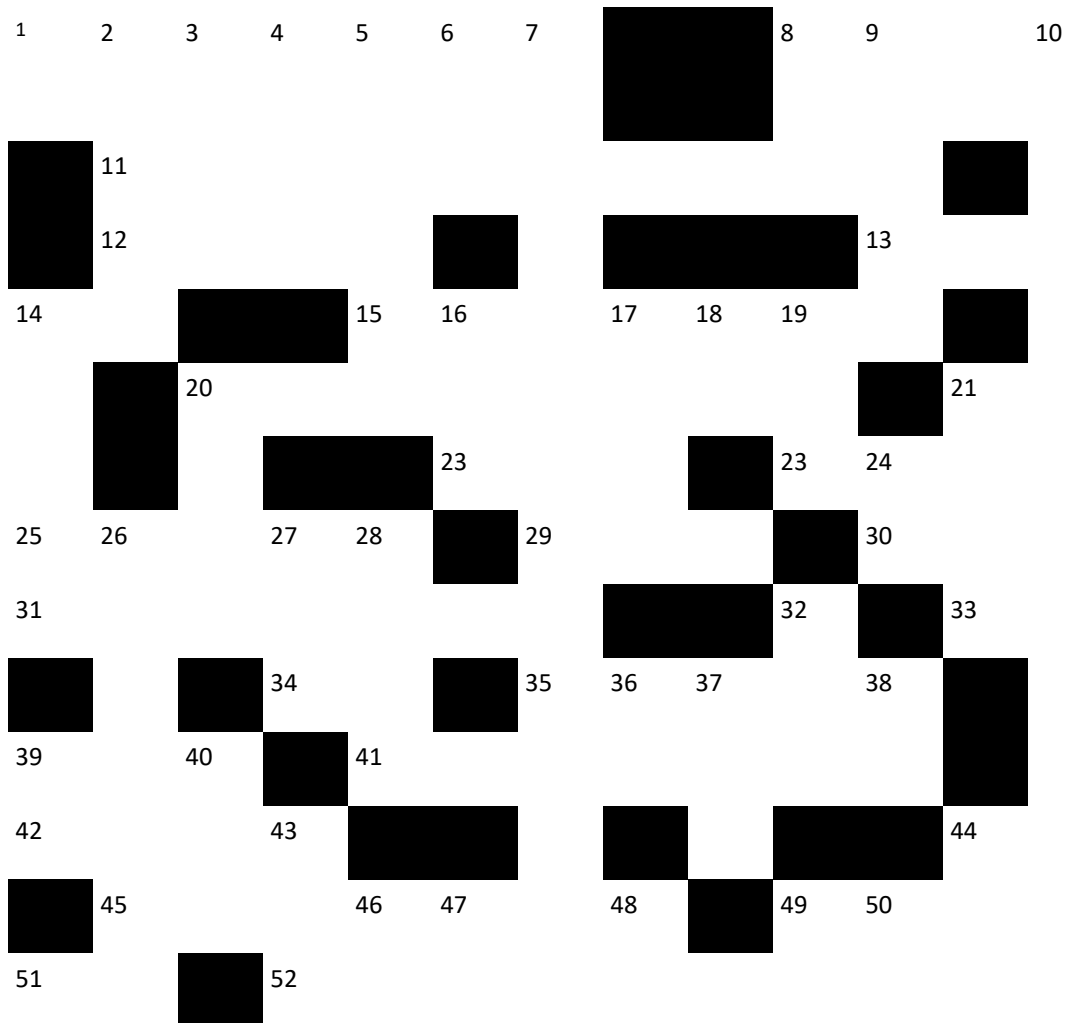


**“Glad to be here!”**



**“Hmm, how long do you think he can hold that sneeze?”**

# This Month's Puzzle



**Across**

- 1. Flew his flag on *Hood*
- 8. Type of bombing in Pacific
- 11. *Bismarck's* consort
- 12. La Jolla campus
- 13. Wallach of stage & screen
- 14. Industrial support Group
- 15. VC winner in torpedo attack
- 20. Battleship of note
- 21. Form of elec. Power
- 22. Sinus issue
- 23. Pier with dirt underneath
- 25. Gomez Addams
- 29. Tovey's BB
- 30. Animal place
- 31. Flew flag on *Bismarck*
- 33. \_\_\_ Hutton firm
- 34. End of fight
- 35. Home Fleet leader
- 39. Movie org.
- 41. Tovey's terrier
- 42. Tragic flagship
- 44. DD Ldr.
- 45. *Bismarck* chase author
- 49. RADM. \_\_\_-Walker
- 51. Model version abbrev.

**Down**

- 2. Art number
- 3. Song file format
- 4. *fleur-de-\_\_\_*
- 5. Mountain chain
- 6. Island nation init.
- 7. *Hood's* last battle
- 8. Intercardinal pt.
- 9. Angled frame
- 10. Green battleship
- 14. Regal
- 16. TX univ.
- 17. Initial vers.
- 18. Tarheel St.
- 19. Nazi navy
- 20. Mooring object
- 21. Skin oil
- 24. Fantasy land
- 26. Tovey's terrier
- 27. Letters 9-10-11
- 28. Sign gas
- 32. Electric fish
- 36. Preposition
- 37. Flight rules
- 38. Cean Jr. tune
- 39. Eureka sound
- 40. Debt
- 43. Disney game
- 44. NC univ. in China
- 46. River in Japan
- 47. High award
- 48. Mtn. state
- 49. Badger st.
- 50. Oiler desig.

## Last Month's Puzzle

### Across

1. Talos  
 5. Zip  
 8. Gas  
 9. Axed  
 11. Arte  
 13. Medea  
 16. Ortho  
 19. Gnu  
 21. Hera  
 22. OAER  
 23. Harpy  
 25. Hydra  
 26. TR  
 27. Rope  
 29. Oat  
 30. Golden Fleece  
 33. II  
 34. Idea  
 35. LX  
 36. AA  
 37. Nut  
 38. Poet  
 40. Hot Seat  
 43. Io  
 44. SI

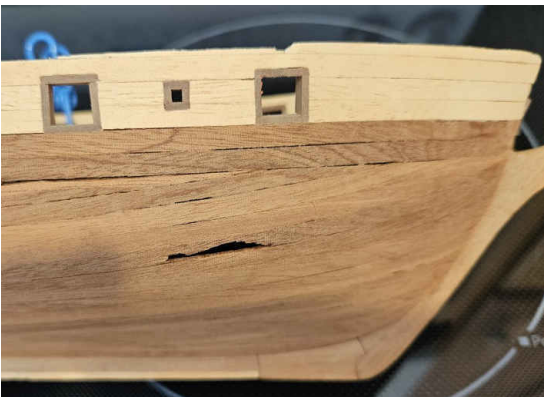
45. AT  
 46. Jason  
 49. Circe  
 52. Scylla  
 55. Harryhusen

### Down

1. Taught  
 2. Ax  
 3. Lemur  
 4. Ode  
 6. IA  
 7. Pro  
 8. Get a doe  
 10. Zee  
 12. Troy  
 14. DHY  
 15. Argonauts  
 17. Heracles  
 18. Orate  
 20. Nargi  
 24. Pelias  
 25. Hell  
 27. Reenaa  
 28. PF  
 31. DD  
 32. Expo  
 33. Ithaca  
 36. At  
 39. Titan  
 41. OTI  
 42. Ejer  
 43. Inca  
 47. OSH  
 48. ALS  
 50. RH  
 51. CA  
 53. Yu  
 54. Le

## Rocks & Shoals

From time to time, Murphy's Law arises despite our best modelling efforts and causes a setback. In Steve Miller's case, the use of a power tool to sand down hull planks delivered more than expected. This glitch resulted in a cutout and patch job for Steve at a tricky point in the hull for his *Prince de Neufchateau*. After cutting out the injured plank section, he had to install doublers to hold the replacement section and hand sand the new bits true. His repair is worthy of miniature shipyard!



## Show & Tell



**Glenn Clausson brought in a 3D home printed Verne *Nautilus* from the Disney movie design. The model was printed in sections, which took several hours each, for a total of 14 hours. This example was his third attempt. The printing size (scale) is entirely adjustable. The printing material is PLA plastic, a corn-based formulation.**

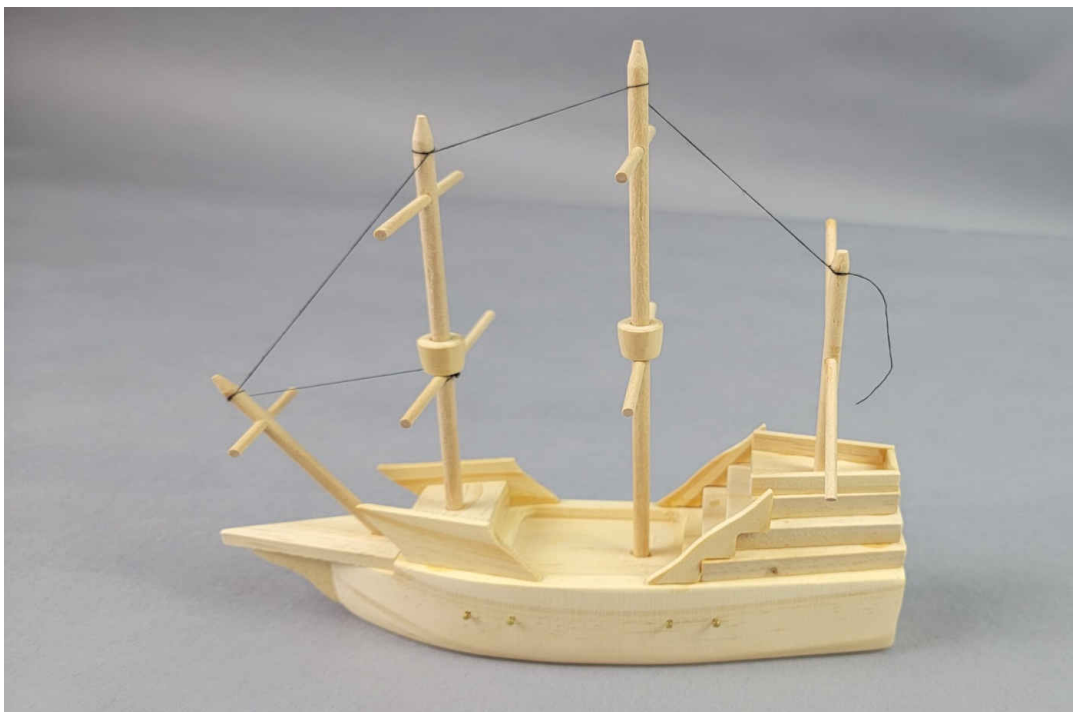




Once more from Long Beach, Mike Hite, has some pictures of his completed Arkit sidewheeler *Gulnara*, which debuted in last month's issue. This forty-odd year old kit now holds a special place in Mike's expanding collection.

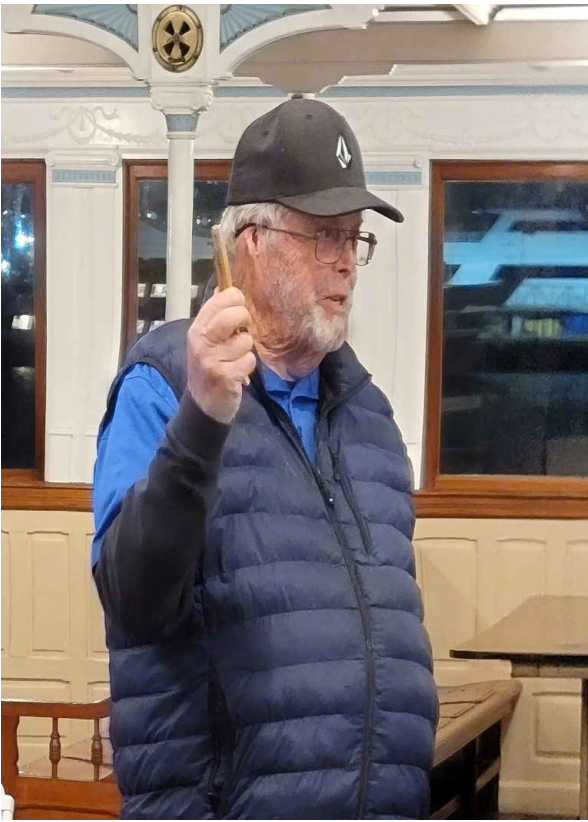


Here are some more views of Trystan Lee's completed *San Salvador* model kit.

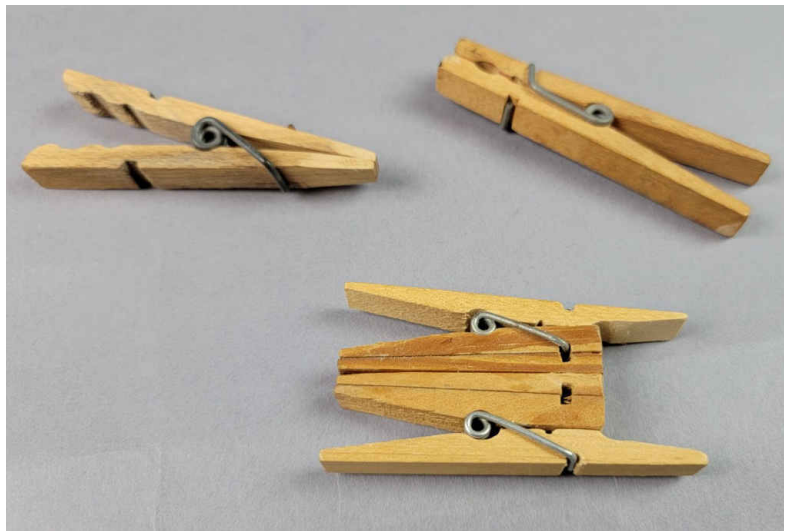


To help commemorate the Pearl Harbor attack anniversary at work, Steve Miller built this 1:48 South Pacific airbase diorama depicting Marine Corps Wildcat and Corsair fighters in early 1943. The markings depict mounts of Marine Corps aces in that theatre of operations.

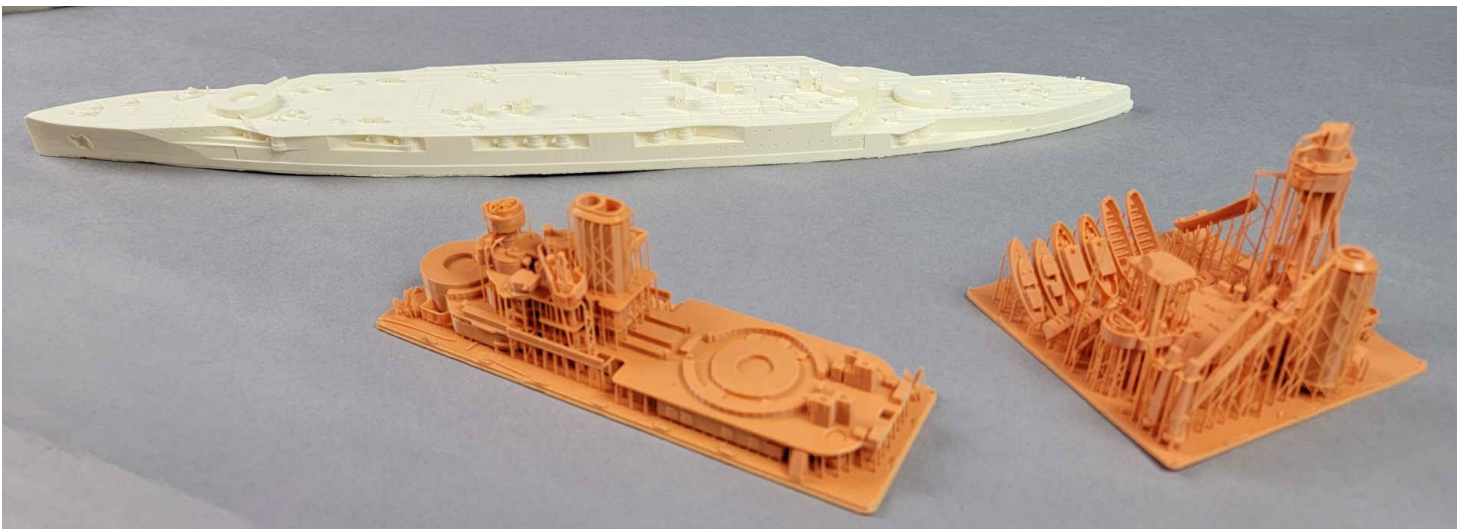
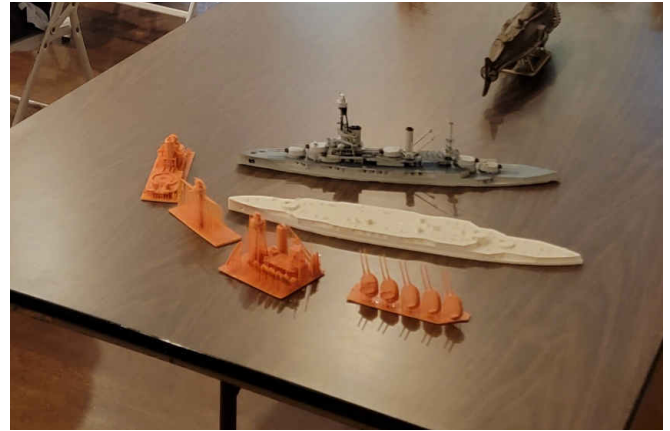




**Jon Sanford introduced a clever re-purposing of old wooden clothespins for use as clamps in model crafting. By reversing the direction of the arms through the spring, a new and wider form of clamp is devised.**



Karl Zingheim showed a comparison of how 3D kit looks right out of the box, and an approximation of how it builds with a half-completed 1:350 French battleship *Bretagne* for an upcoming Mers-el-Kebir diorama. The parts are rather detailed sub-assemblies which makes for tricky painting due to the existing deck fittings and instruments.





### *Mission Statement*

The Guild is dedicated to the preservation and enhancement of the craft of building scale ship models and to providing a forum for the exchange of ideas, information, skills, and techniques.



### *Maritime Museum of San Diego*

The Guild **strongly** encourages all Members to join and maintain an annual membership in the [Maritime Museum of San Diego](#). As our sponsor, the MMSD provides the Guild space aboard the BERKELEY to hold monthly meetings; allows us to work in, store supplies, and maintain the Museum Model Shop; and annually awards Guild entrants ribbons and cash prizes at the San Diego County Fair.

### *Museum Model Shop*

All Guild Members are welcome and encouraged to regularly work in the [Museum Model Shop](#) aboard the BERKELEY. Besides having five dedicated work stations, it is also the home to the Guild's model shipcrafting library and a vast repository of free building supplies. By volunteering time in the Shop our Members' presence benefits the MMSD by affording their patrons the opportunity to see our craft up close on a daily basis.

### *Piracy in Model Shipcrafting*

Although there is no single, agreed-upon definition of what constitutes "piracy", the use of another's intellectual or physical property without recompense is the basis for any working definition. Unfortunately, this is an issue that affects our craft: be scrupulous and avoid purchasing pirated kits or materials. See our [Piracy](#) page for detailed information.



### *Our Founders*

The Guild was founded in 1971 by Bob Wright and Russ Merrill in conjunction with the Maritime Museum of San Diego's Ken Reynard, Captain of the STAR OF INDIA.

### *Photo Credits*

Guy Lawrie for meetings pictures and the birthday cruise, Isaac Wills for the John Walsh portrait.