

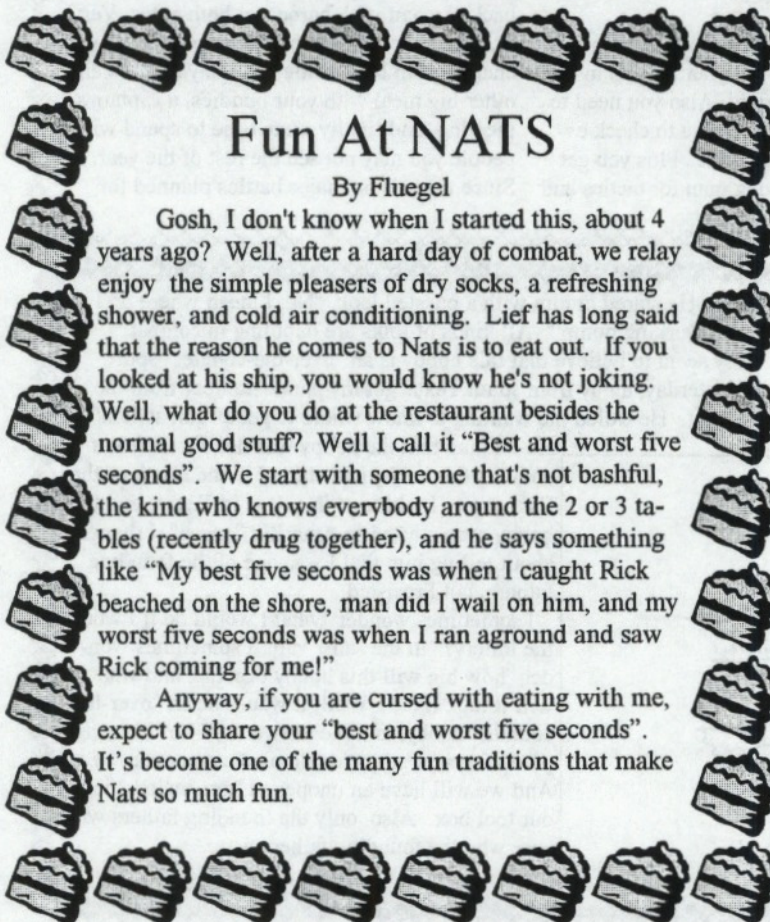
Marty Hayes

Nationals is coming fast! Hope that your boat is ready! We hope to have a good turn out at Nationals in R.I. this year. The pond looks great and the site host, Don Fisher and his team are working hard to get everything ready.

N.E. Regionals worked out well; the slight rain which fell once or twice did not slow down the battling at all. They were held at Greenbriar State Park in Hagerstown, Maryland as usual. Over 20 battlers and their ships attended and the battling was fierce at times. There is a web page with some pictures from the battle at: <http://www.pittelli.com/warship/yearbook01/NE-Spring/> We had battlers from NJ, NY, Penn, WV and Maryland. Tom Tanner had a friend with him from Germany!

I have been talking to Kathy (sect. at NAMBA) about including a segment in the NAMBA rules booklet stating that Warships are different from speedboats and that some of the rules from speedboats do not apply to us also listing some basic safety rules. She had said that if I could get agreement between the combat groups that use NAMBA, she would see if she could get it added. I contacted all of the groups, which I could find, that used NAMBA insurance and got a preliminary modification sent out and approved by them. Now I have sent the modification back to Kathy for inclusion in the NAMBA booklet. Kathy has been telling us for years that the rules for Speedboats do not apply to us, but our members keep worrying that the Insurance company might try to pull a fast one. So if the changes are approved and added, that is one more sticking point that has been removed. Kathy tells me that the combat groups are very safe, and only one insurance claim has ever been filed against us (a picture window in an RV), and that was paid.

Here's to a great season!

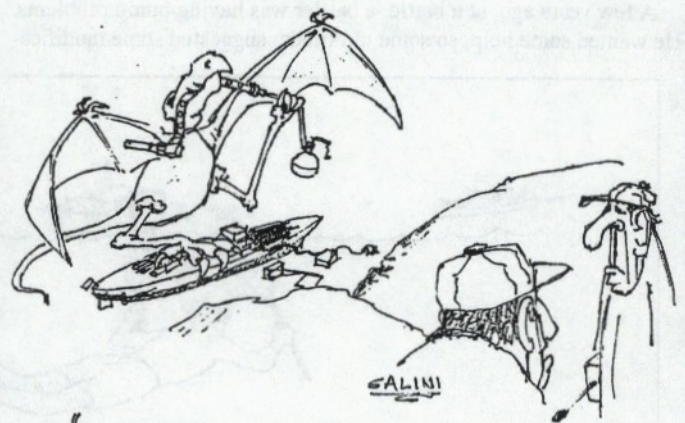


Fun At NATS

By Fluegel

Gosh, I don't know when I started this, about 4 years ago? Well, after a hard day of combat, we relay enjoy the simple pleasers of dry socks, a refreshing shower, and cold air conditioning. Lief has long said that the reason he comes to Nats is to eat out. If you looked at his ship, you would know he's not joking. Well, what do you do at the restaurant besides the normal good stuff? Well I call it "Best and worst five seconds". We start with someone that's not bashful, the kind who knows everybody around the 2 or 3 tables (recently drug together), and he says something like "My best five seconds was when I caught Rick beached on the shore, man did I wail on him, and my worst five seconds was when I ran aground and saw Rick coming for me!"

Anyway, if you are cursed with eating with me, expect to share your "best and worst five seconds". It's become one of the many fun traditions that make Nats so much fun.



"I TOLD YOU NOT TO SHOOT AT IT."

A NATS OVERVIEW

By Wade

My NATS begins at the end of the previous NATS. Within 2 weeks of coming home from the year before NATS I've opened up all of my ships to let them air out and dry out. I make a list of all the problems I need to correct, and then start on them. After I get all of these problems address, and all ships reskinned, fixed and tested, I start on a new ship. Since I usually don't go to another event, it's not because I don't have the time or money, I just don't have anyone else to drive with. I'm tired of driving 12 or more hours by myself. I arrived tried on Saturday, and then I have to drive all day Sunday to get home. I put up some flyers that Curly (John Barrett) made me in the hobby shops to get some more people in the New Orleans area. I had two people building ships but one moved out of state, and the other one is an industrial scuba diver, and oil prices are up and he's working all the time now. I guess I'll just have to build a destroyer and fly in with her for regional battles.

Anyway I digress. **One week before NATS** I'm packed. All of my checklists are checked off, ships and supplies packed. I have a plan to drive by myself. This year I used a CD by Rand McNally Route Planner. There's plenty of them out there like this. I checked off "Quickest Route" and the computer and printer spit out a plan for me for a 13 hour 17 minutes, 932 miles drive at 75 miles an hour.

I'll go in and get off of work early so I can sleep in the afternoon for 4 or 5 hours before I move everything to the truck. Now that I'm hot and sweaty I'll take a shower, then jump into the truck for a long drive. I bring about 15 CD's, 20 tapes, 4 or 5 blank tapes to talk, and my learn Spanish or German tapes with me. It's a long drive by yourself, you need to keep busy. I like the long drive because it's nice to reflect on life and the big picture. It clears my head, and I make plans for things I need to do at NATS and the rest of the year. I also get excited about seeing all of my close friends again. **I leave** between 8 P.M. and 10 P.M. at night. I prefer night driving. There's less people, road work, the sun never gets in my eyes, less cops, it's cooler, and I can drive faster. When I drive with other people they like for me to drive at night so they can sleep. I bring a personal music device with headset so they can sleep.

Saturday.

I'm road burnt and ready to stop. I check in. I'm usually early enough to make the Saturday night meal with the guys. There we renew old friendships, and tell new and old stories and lies. I like to sleep Saturday night because I'm trashed, but usually too many people come by wanting to see you and drink beer. I try to pass out early anyway.

Sunday.

Breakfast with your buddies. Sunday is an important day. You need to get your ship(s) in the water and get the speed right. Also you need to have one more shake down cruise to check everything out after that long drive. Plus you get with your Admiral and wing man for tactics and

strategy, plus check out the lake for it's good and bad points. Sunday night is the big meal with most of the people and the captains meeting.

Monday.

Once again, breakfast with your buddies. Monday can set the tone for the entire week. A good Monday for you and your side can be a huge benefit. A bad Monday can make you rethink your strategy, and or dig you a big hurdle to overcome. Monday is also the only day with four fleet sorties. It's a full day. Captain's meeting at night you talk about what went right, or wrong, and what you need to do to change it. Also Campaign strategy will be gone over again.

Tuesday.

More breakfast with your buds. Depending on how Monday went you may change something. Different strategy, wing men, or something you did to your boat to fix a problem. Campaign is in the afternoon. Most people like Campaign. I do. Different ships you will never see you'll see during Campaign. Rookies can get some of the heat taken off of them, and small ships have a field day. Convoy ships big and small strut their stuff. Gunnery and target shooting comes into play. All sorts of different ideas and strategies show up. It's and action packed event with heroes on both sides. Very exciting, and just as or more important a nice change from fleet battle. Tuesday night is another big meal with your buddies, a captain's meeting, and finally some time to spend with people you may not see the rest of the year. Since there is no major battles planned for

New Questions

by Fluegel

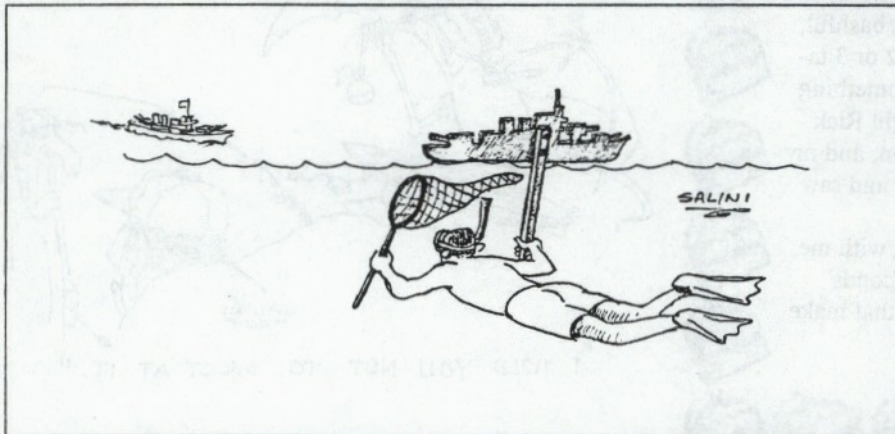
A few years ago, at a battle, a battler was having pump problems. He wanted some help, so some old timers suggested some modifica-

tions. He stared at him with a puzzled look. "No, I mean where do I buy a working pump." All kinds of folks are dabbling in combat. They seem to believe that this hobby is an "over-the-counter" sport.

Yesterday, a guy from south Texas got my phone number from the Internet. He called me wanting to know where to get a "gun switch".

He told me that the hobby was not yet in Texas and that the hobby had started in the North or the East coast. I told him "No, it is in Texas, and the hobby even started in Amarillo Texas!" I thought about telling him that I was one of the founding fathers, but I resisted.

I sometimes wonder "what I would do if I won the lottery?" In the same vain, I sometimes wonder "how big will this hobby become, and what will it look like?" Well, it would be an "over-the-counter" hobby, and the answer will be "I buy my pump from Swampy, or Combat connection, or..." And we will have an unopened "gun switch" in our tool box. Also, only the founding fathers will care who the founding fathers were.



Wednesday you have time to relax from patching and fixing for the following morning.

Wednesday.

At the lake there's one-on-one battles, and this year at the MWC it looks like an all destroyer battle elimination. If my ship is doing okay and I don't have some major problem(s), I'll attend the one on one's. I usually sleep in. Some people go and try to see some of the sites in the area. Get your ship ready for the night battle in the afternoon. Another big meal with the guys. Then the only night battle of the year. I've seen laser pointers, flashlights, miniature lights, camera lights, and scale lights used to light up their ships. Night battle isn't participated by everyone. Some people don't like it. I like different things like this. Most of night battle is spent trying to identify friendly's and foes. Once a positive I.D. is made usually a fur ball follows. Sinks only usually happen from rams that went undeclared, beachings, and pump failure. Sometimes there is a sinking from fire, but not usually. The Axis have won this most of the time. Even if the Axis lose NATS, they win night battle. think it's because many Allies don't attend this battle as the rest of NATS. That's just my guess of course. Hey, patch quick and count. Thursday battle always comes early.

Thursday.

Tried and bleary eyed some people go to breakfast, and some just get some more shut eye and just make it to the morning fleet battle. Morning battle usually gets pushed back. This deep into the week of battling people, ships, and strategies are tested. Ships break down, people are tired and hot, and one or both sides are trying to catch up, or hold the point advantage. You can really find out what people and ships are made of on Thursday. The stress on both are telling. Some people snap. Some ships snap. REMEMBER WE ARE HERE TO HAVE FUN!! *A bad day at the lake is better than a good day at work!* The second Campaign happens too. We have voted to have the second Campaign or not on Thursday. There's ALWAYS some people saying that no one wants Campaign on Thursday. Every time we voted every one wanted Campaign, but them. Every one was no one, but them. Campaign strategy may have changed because of what did or didn't work the first time. Or because of trying to hold or overcome a point lead. The small ships will be loading and firing just as fast as they can, just like Tuesday. Thursday night is another big meal night. One more strategy meeting at your captains meeting. Here is where you plan to hold your lead, overcome their lead, or sink some one that hasn't sank all week on the other side.

Friday.

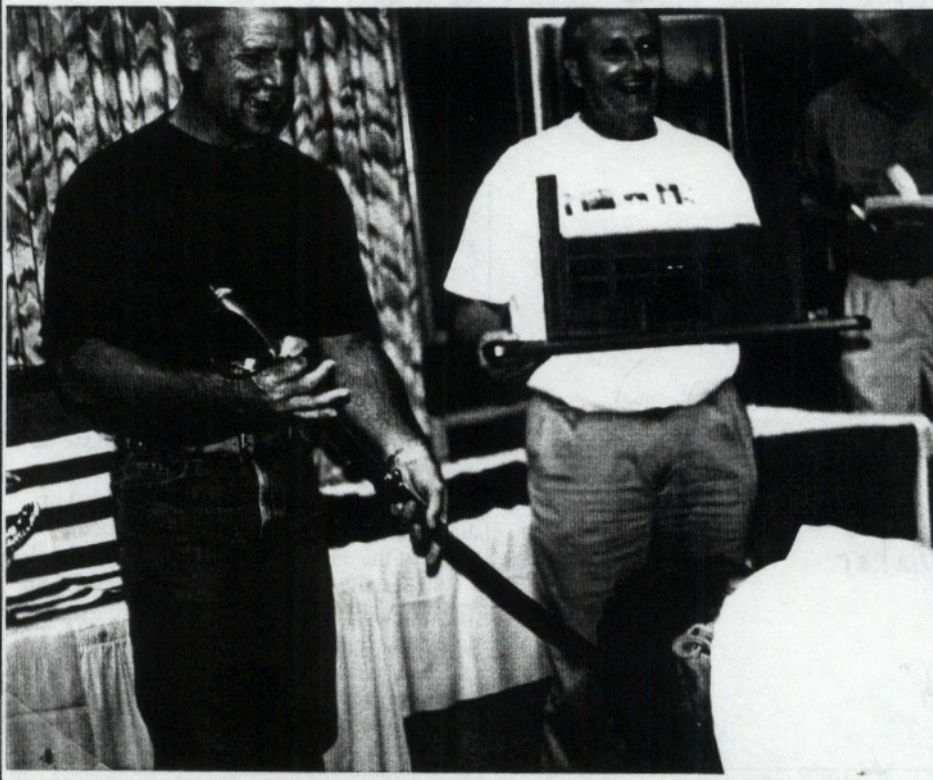
Breakfast with your buddies one more time. The last fleet battle. Either you are way ahead, way behind, or it's very close. Way ahead or way behind you plan on just having fun trying to sink or harass some people. Close point scores make Friday the break or make day. If you're ahead you usually try to protect your lead. If you're behind you've already mapped out who you need to sink to win the week. It all comes down to this. At the end of battle on Friday you have mixed feelings. You're glad to get out of the heat, but you'll miss your friends. Plus work is next week. Yuk!!

You leave the lake and throw all of your stuff in the room and your glad you don't have to patch, or fix anything. You pick up a few things to get ready to pack for Saturday, and take a shower and get ready for the Awards Ceremony. I like the Friday meal a lot. You get to see all of your battlers all in the same room. I dress up in a Kreigsmarine uniform. Stan, Fluegel, myself, and a few others dress up. I like the historical recreation on the water, and in dressing up. Of course I live in New Orleans where I dress as some one or something else two times a year. Halloween and Mardi Gras. The awards are given out and the applause peel out. This is where people are recognized for their achievements. The Axis or Allies also hand over the sword of surrender. Also recently we have had really nice door prizes at the end. Last year everyone won at least two, and some three prizes. The Axis have a daily grab bag everyday at NATS. Votes are taken for certain awards, and also for the Executive Board. After a wonderful meal of fun, food, and friends you retire to your room. After a while you will go to one more captains meeting to vote for next years Admiral. A few more beers with you friends, and maybe a few good byes, you go to bed.

Saturday.

Maybe you'll go to breakfast with your friends. You'll definitely be saying good bye to your old and new friends. Pay your hotel bill. Packing and driving are the order on the day. On that long drive home you'll be thinking of all of the fun you had, and the things you need to do for next years NATS. Now what ship do I want to build next year?

Admiral Dirty beheads Allied admiral Milholland two years ago.



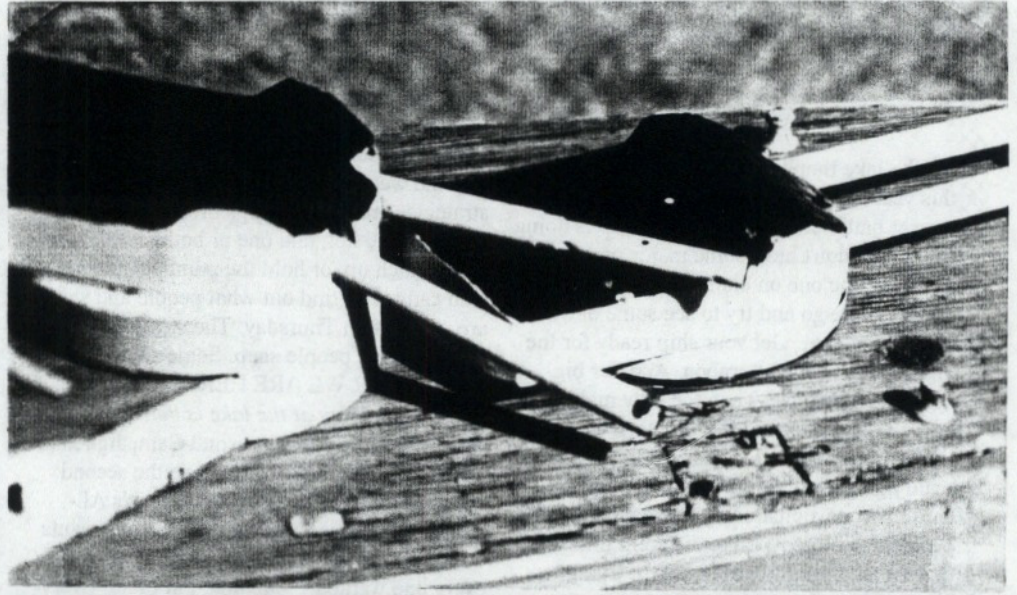
THE UNFAIR ADVANTAGE.

By Fluegel 5/3/01

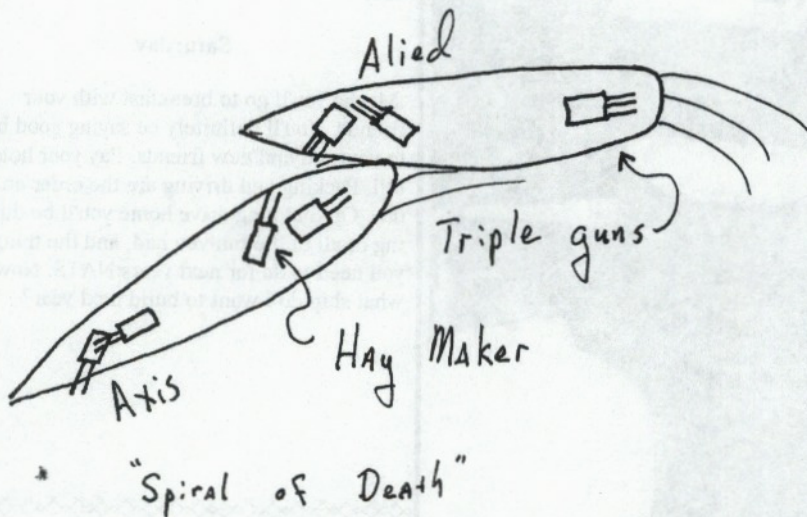
The first time I ever heard those words were from my lips at a paint store. A clerk asked if he could help me find anything, and I said "yes, I would like an unfair advantage". He looked at me oddly, but I had grown used to that long ago. In the early years, the unfair advantage was reliability, but our stuff is pretty reliable these days. It has occurred to me that I may already have it. It's the "Hay Maker". That term came from Dirty Dave Haynes. It's primarily an Axis gun, which may or may not be fair, but it is to our advantage. It's not really a special gun, but it's in a special location, location, location. It's a side and stern mount on an elevated Barbett (the "Cesar" turret). Now, most Allied ships have two turrets in the front and one in the stern. The Axis also have two in the front, but they have two in the stern. This extra Axis turret is elevated (super firing) to be able to fire over the stern turret. This higher position allows you to aim it the full 20 degrees of declination that is allowed in the rules without shooting your own deck.

The advantage the Allies have are lots of ships with triple mounted stern guns. The Allies needed to place more guns in their fewer

The classic Hay Maker configuration.



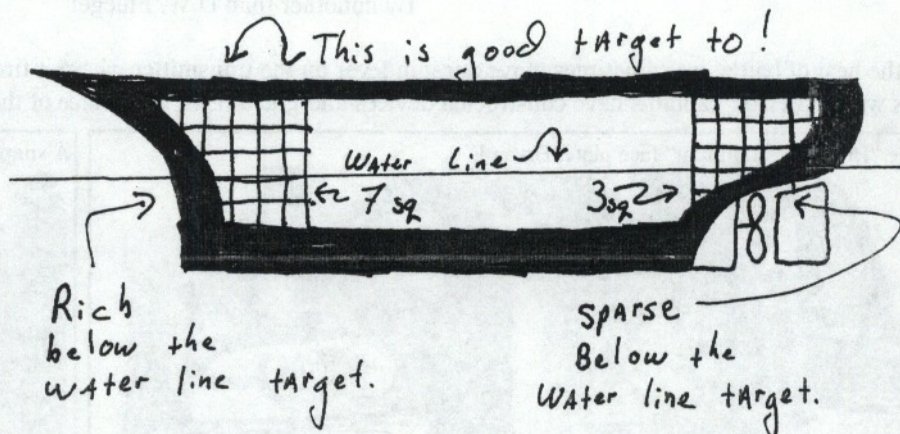
Jeff Lide's ship demonstrating his Hay Maker.



turrets. The Axis have bemoaned the patching these triple guns created, but we should really have been celebrating our Hay Maker gun we got in the trade for more turrets with fewer guns. This became true for me anew when Jeff Lide tried to pull along side of my Baden about a month ago. In a few seconds, I had shot out a rib, and sank his ship (his brittle balsa helped a lot). I was stunned by my own ship's devastating power. The triple allied guns are like the saturation bombing done by the high flying B-17's. The Axis "Hay-Makers" are like the "smart-bombs" used in the Iraqi War. They place the holes in the bows of the enemies, below the water line!

Foster gave a name to a wonderful tactic: the "spiral of death". Allied ships attack from our stern, trying to bring their side mounts to bear (which are mounted in the bow, as their only stern turret is used for their triple stern cannons). They have fallen into our trap. Axis look like we are running away when we

turn to bring our stern guns to bear on the all important Allied bow balsa. As they come along side of us, we start "making hay". Water splashes as down angled shots fire at short range, striking Allied balsa at an acute angle, ripping a hole, not a pretty, little, round one, but something that looks like a really short wiener. Allies return fire with their side mount that also splashes, but it misses our stern because our ship's hull is bent under in the stern just under the water line (there basically is no below the water line hull in the stern of a ship). Look at a ship, the below the water line target in the stern is sparse, compared to the bow area. If all things were equal, we would still be winning because bow holes are more destructive than stern holes. Soon their admiral starts yelling "I told you to stay away from "that gun!" But it's over, they have danced our dance, the "spiral of death".



Five Fleets: An Alternative Battling Format.

By Lars

Axis vs Allied has been with us since pretty much day one of the hobby. It has been the preferred format, and has resulted in much bantering back and forth between the two 'sides'.

Every so often, however, the bantering gets a bit out of hand. Also, people start pointing out that 'Japan and Italy were Allied in World War I'. Sometimes, when the Axis side is short on numbers, the French ships are sent to fight with the Axis. And at times, some battlers who have always been on opposite sides have expressed a desire to fight alongside their friends without having to build a new ship.

As an alternative to the Axis/Allied format, I'd like to propose an alternative that is a bit more formal than just going to "Red/Blue" fleets, something I call the "Five Fleet Format".

Instead of having just two sides, Axis and Allies, the sides are further divided into five fleets. These are composed of the fleets for the four most numerous in the hobby, the Yanks, Brits, Germans and Japanese. The fifth fleet is composed of the ships from all other nations.

Using this format, at the beginning of the meet, the admirals from the four main countries toss pieces of paper with their country's name into a hat, and then two pieces are drawn. The two countries drawn are now allied for the meet, as are the two that are not drawn. The fifth fleet goes to the weaker side (whether 'weaker' is determined by number of units or number of ships must be decided beforehand).

Depending on the draw, we could find the US and the Japs fighting the Brits and Germans, or we could have a standard Brit-Yank vs German-Jap matchup. The fifth fleet not only shores up the weaker side, but if it is large enough it could swing the balance of power to the other side. If the fifth fleet gets TOO large, I suppose we could split out other fleets, maybe having a Russian-French fleet and an Italian-Austrian fleet, but based on the current balance in the hobby today the five fleets should work well at the start.

For those folks that like to work in teams, they can still guarantee this by building ships from the same fleet. But it also gives them a little variety in that their 'allies' are not always the same ships and the same folks. I toss this proposal out there for you folks to use as you see fit, for Nats, regionals, or merely the dartboard.

Lars

Eavesdropping

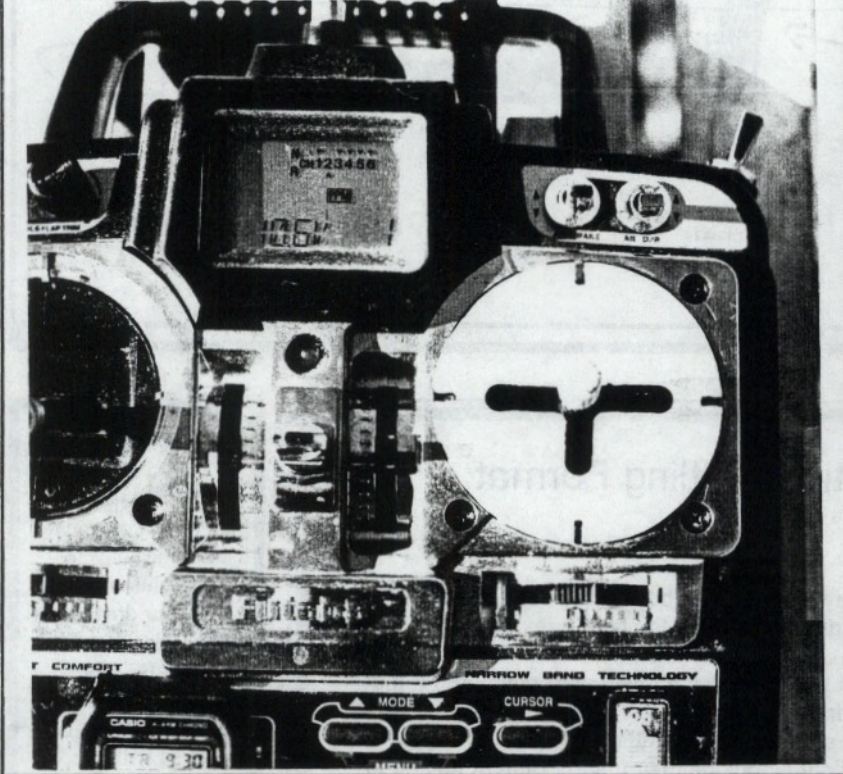
Last week I overheard a lake side conversation. A club official said "Your drag props will be illegal at this year's Nats." The newcomers complained that they had complied with the rules that others had used. The officer said that this ruling had been posted on the Internet. After a moment the newcomer observed, "The rule I actually broke is not having a computer." The officer tilted his head and remarked something like "I suppose".

I wonder if this is healthy? This hobby is for well-educated, engineer/modeling/historians, so one would think that the bulk of the members would own a PC that was hooked up to the Internet. But should they be required? Is this information also shared by the newsletters?

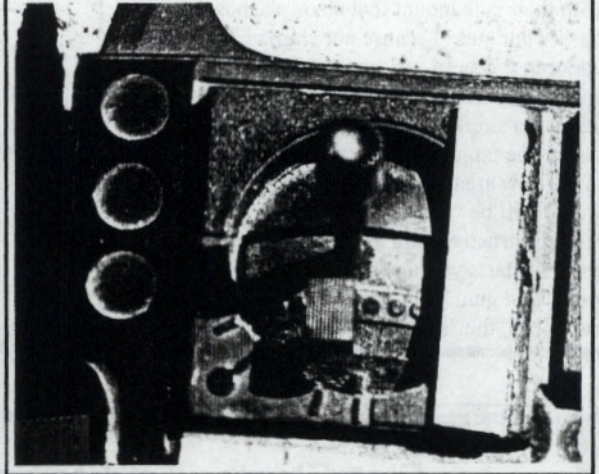
Sting Shots...a Photo look at "face Plates" By nonother than D.W. Fluegel

In the heat of battle, we sometimes move our gun lever on the transmitter where it fires two sets of guns. In order to prevent this wasteful error, captains have constructed devices and glued them to the face of their transmitters.

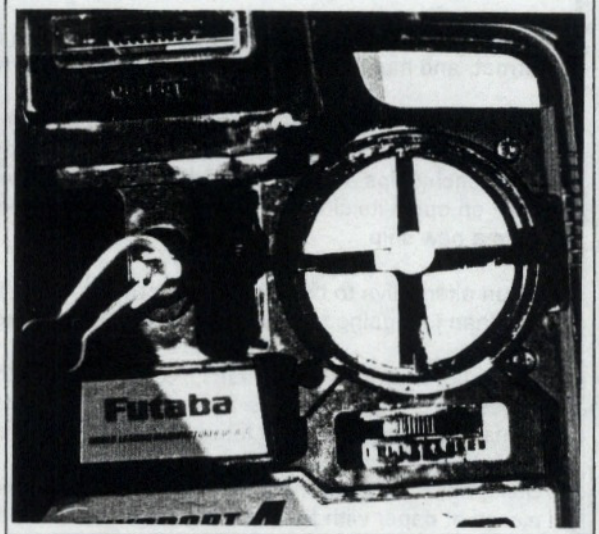
Nice "Brushed Aluminum" face plate. Bryan F



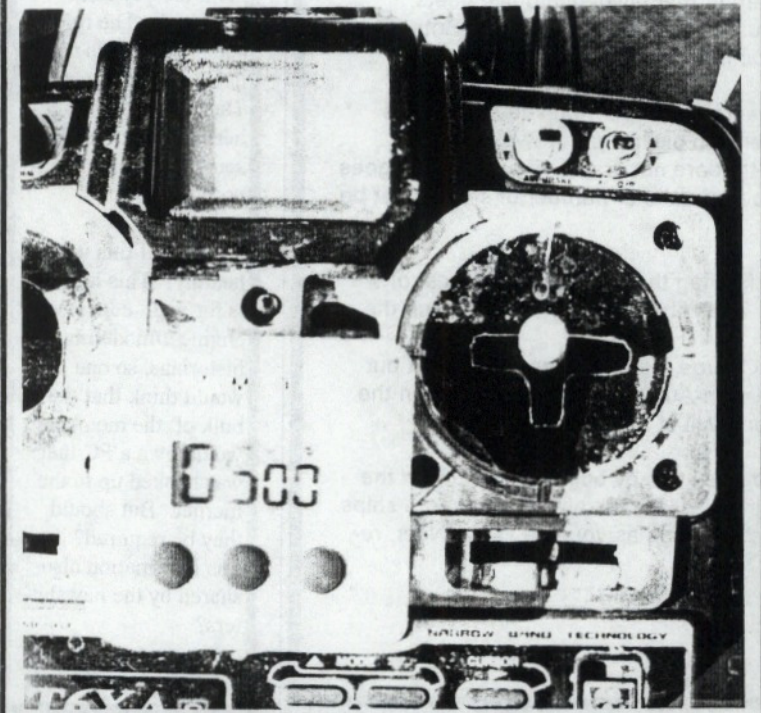
A simple piece of wood.



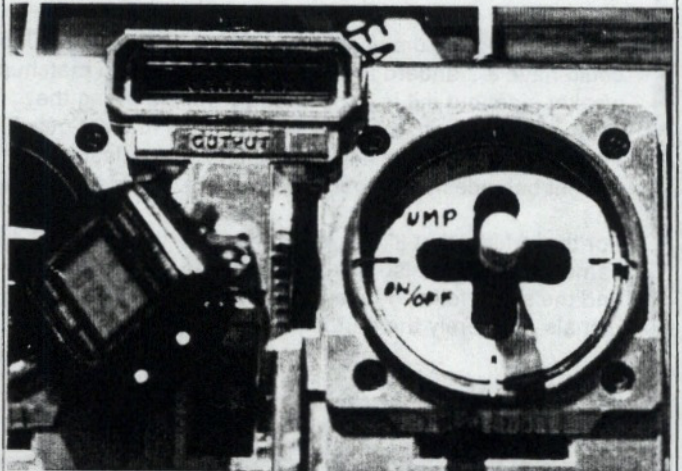
Four single plates, thinking outside the box.



This one is transparent.



This face fits nicely inside. Note that times are often attached. Foster's



Axis Clowns Attemp to Best Allies

By Jeff Poindexter

I was able to watch a great battle that occurred in Fluegel's test lake on Saturday June 9th. My wife, Kay and I were in Dallas that week because LaDonna, our oldest child (29 years old... where do the years go?) had emergency eye surgery. It will be awhile before we know if the procedure helps.

The first battle involved 7 ships and started at about 10:30 AM. The Allied fleet consisted of the two American North Carolinas of Tim Beckett and Chris Pierce and two America Chester class cruisers of Steve Reichenbach and Patrick Clarke. (Pat's two sons also took turns at the helm.) The clown... er... Axis fleet had Fluegel's Baden, Jeff Lide's Japanese Kirishima and Kevin Bray's Moltke. This was an interesting sortie/battle the Kirishima was declared sunk, Moltke sank by the stern and yes, Fluegel's Baden rolled over like a whipped puppy. (I have the pictures but Fluegel didn't want to show them.)

It was during the break between the sorties that the two American cruisers had a one-on-one. I don't know which one came out on top.

The second sortie consisted of a the Kirishima, Moltke and Reichenbach's Houston... who wanted to equal out the fleets! Fluegel was unable to get ready in time. There was a little better for the Axis as only Reichenbach and Bray sank.

Darren Dickinson showed up with a German battleship (I can't remember it's name) about 12:00 Noon, (typical Axis time keeping!) The first sortie of the second battle started about 1:45 PM and was staffed by the same ships as the first battle except the Axis also had the Dickinson battleship. The Axis showed unity in the first sortie of the afternoon. The Allies took a little more damage but did manage to do harm to the clowns! The final sortie would see only one sink...and yes it was an Axis. Moltke took more damage than it's pump could handle.

The last event was a lunch at 'El Chico' and as always, everyone had a good time. This included myself and Bryan Finster who also showed up with no ship.

Kevin Bray goes down.



Steve Reichenbach goes down.



If I only had some guns

<sung to the tune of "If I only had some brains"
from the Wizard of Oz>
Lyrics by Lars

I have put in tons of hours, conferrin' with the Au's
Their tips were never shunned.
And my bbs I'd be shootin' while my kids were busy hootin'
If I only had some guns.

A hull is made to riddle, bow to stern and 'specially middle,
scoring points is lots of fun.
With my shots I'd be sinkin' both the large and really dinkies
If I only had some guns.

Oh, I could shoot a little high, sinking those on the far shore.
I could sink some things I never sunk before,
And when they're patched, they'd sink some more.

I would not be sailin' nuthin', my holds all full of stuffin',
always ready to turn and run,
I would shoot all the others then stop to recover survivors,
If I only had some guns.

When a ship's an empty kettle, made with balsa and not metal,
It's easy to get thumped.
But the ship could go on livin' without the crew a-swimmin'
If I only had a pump.

Balsa's tender, silkspan's gentle, 'bout the strength of flower petals,
You'd think we all were chumps.
But the ship could really sail without the aid of many pails
If I only had a pump.

See my ship -- sailing free, but getting rather low.
Is it mortal? I think no,
The ship is hurt, but it can squirt.

Just to clear out all my hull, of water fair and foul,
would give my spirits a jump,
I'd continue to give battle, why my sabre I could rattle
If I only had a pump.

Yeh, it's sad, believe me, Missy, when you're such a sailin' sissy
without the vim and verve.
I need the spirit of Mike Tyson, but I'm sailing beyond the horizon,
cuz I haven't got the nerve.

I've been missing all the fun-nen, avoiding all the gun-nen
as my hull I must preserve

Oh my guns would be a-spittin'
and my bbs would be a-hittin'
as long as my hull wasn't sittin'
next to Wizards who are Wizards with some nerve!

IR/CWCC NATS 2001

By Don Fisher

IR/CWCC NATS 2001 plans are nearing completion. The orders for tents, tables and chairs, CO2, and lunch by Luigi's Gourmet Express are ready to be placed. Your NATS host just needs the final numbers. It looks like a two to one advantage for the Axis forces. Tickets for the Red Sox v. Blue Jays on tuesday night are still available. A trip to Battleship Cove (home of the USS Massachusetts and other vessels) in Fall River, MA on wednesday for those not participating in one on ones will be planned. Win or lose, a good time will be had by all. Don Fisher, NATS 2001 site host.

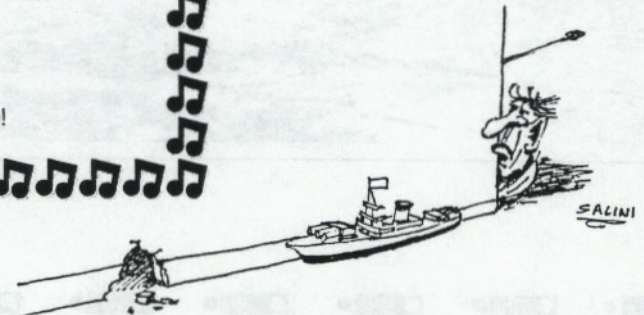
CONCLUSION

By Fluegel

This issue is the Fluegel Wrote-to-Much issue. Well, the next two will have many more authors as the next issue will mostly be the MWC Nats and the Oct issue will mostly be the IR-CWCC Nats.

Don Fisher and Marty Hays are in charge of the IRCWCC Nats Hull Busters, as I will be missing their Rhode Island event. That will be the first Nats I have missed in 20 something years. That has to be the record, who holds it now? Well, I am grateful to Don and Marty for collecting the authors, photos, and scores that we will all enjoy! Thanks! I will miss you all, and a Rhode Island road trip would have been sooo fun!

Well, thanks to Jeff for the logo, Fisher, Poindexter, Barty, Lars, and Wade. I really needed your help. Thanks guys!



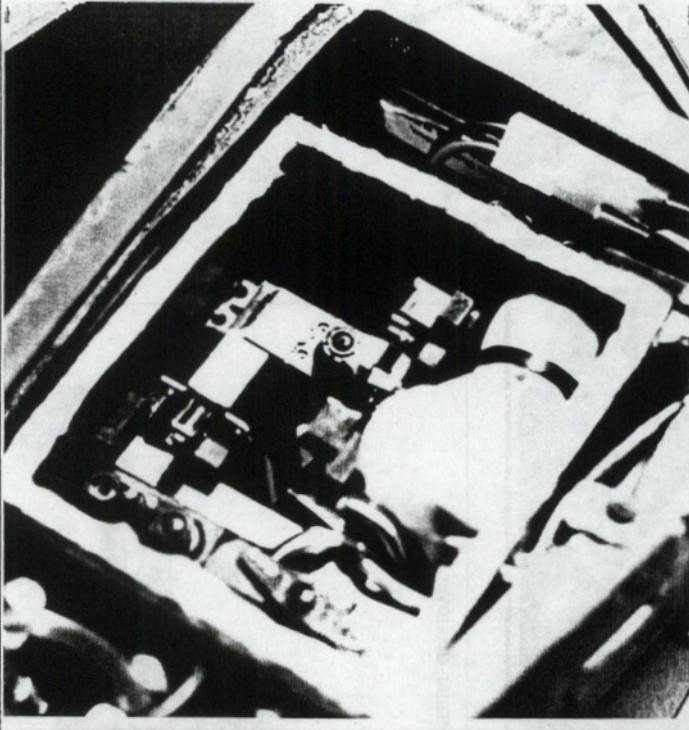
Water Tight Boxes

By Von Fluegel

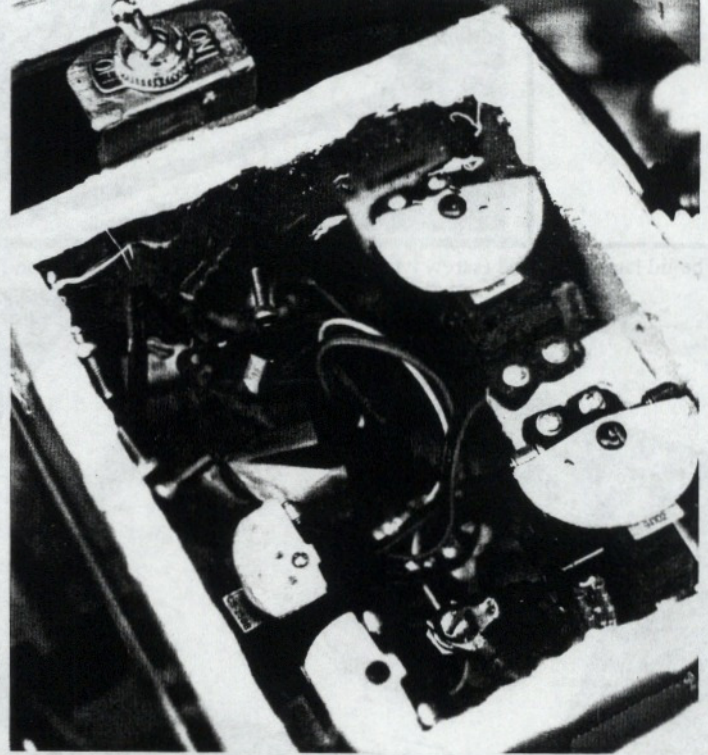
First off: they look so easy but are really not so easy. They, in fact, are embarrassingly tricky. I tend to make complex shapes, which lead to leaks, but others have confided in me that they were scared their boxes leaked. My test is to use my three foot, above-the-ground, backyard pool. This year I sank the box for eleven minutes and eleven seconds. I measured the leak with a hypodermic syringe. It had 1.2 mL (maybe equal to 20 drops?), which is pretty good (depth was 27" of water above the lid).

After taking a collection of photos of WTB (water tight boxes), I find that there are two types. One type has a set of plugs inside the box (so you could remove the throttle, etc). The other has a set of plugs outside of the WTB so you could remove the box from the ship.

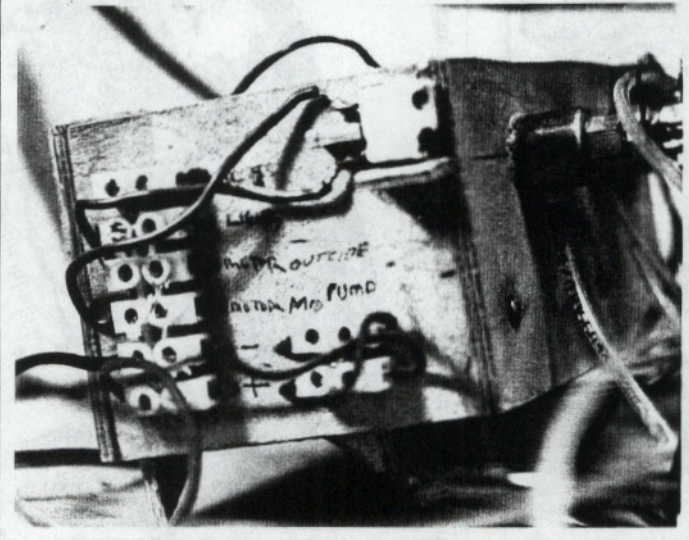
Note condom used to provide water barrier, practice safe sink.



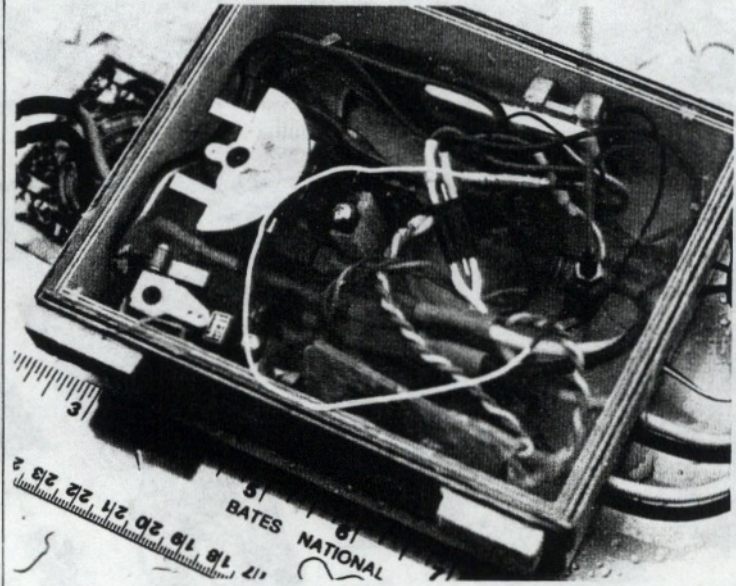
This box contains micro servos to save space.



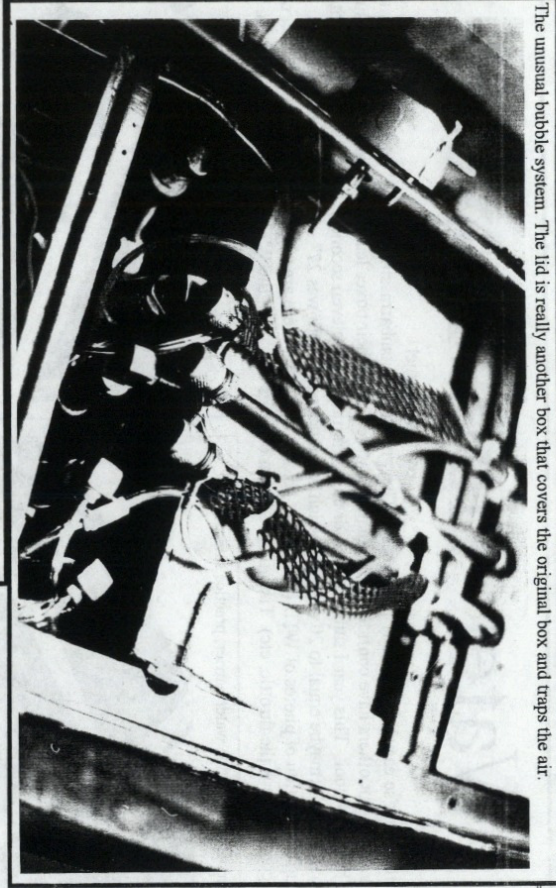
A form of plugs neatly mounted and labeled.



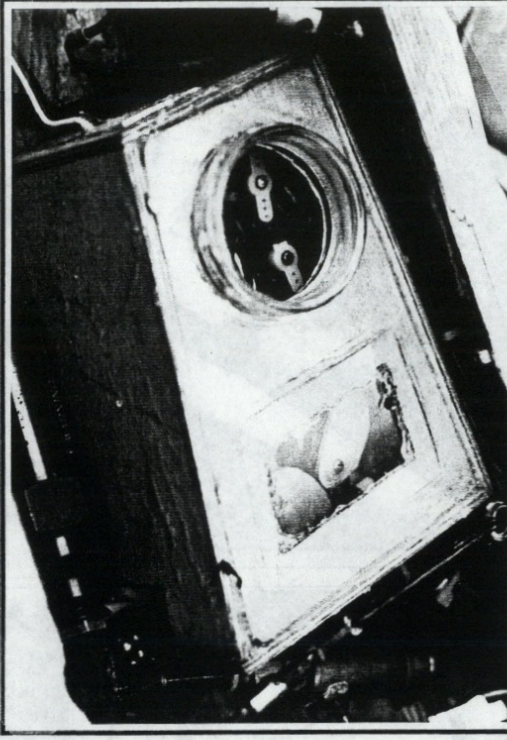
This box has the whip antenna mounted to the lid, with plugs both inside and outside the box.



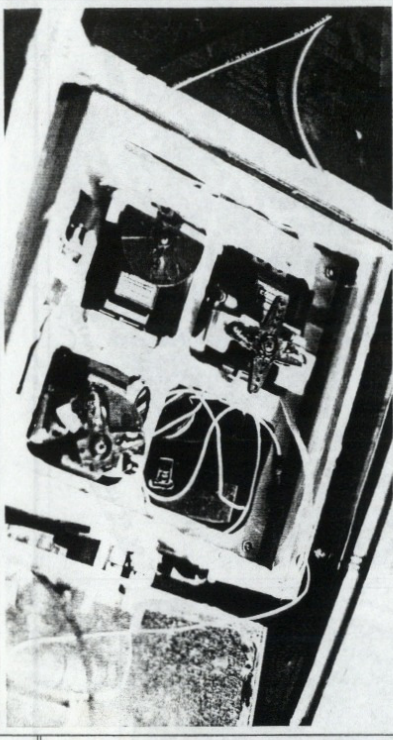
The unusual bubble system. The lid is really another box that covers the original box and traps the air.



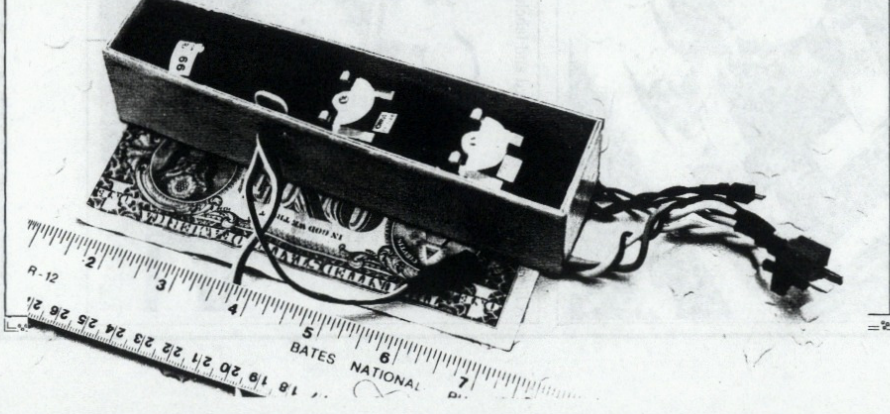
The lid has another lid (screw type) mounted on it, plugs both inside and outside.



This box has a handy removable internal mounting tray.



A two micro servo, one full size receiver box, with external plugs for a German destroyer.



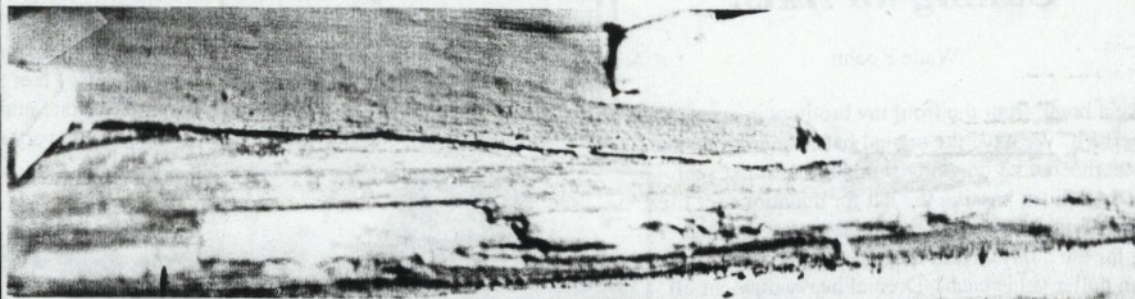
Steel Belted Deck

1707

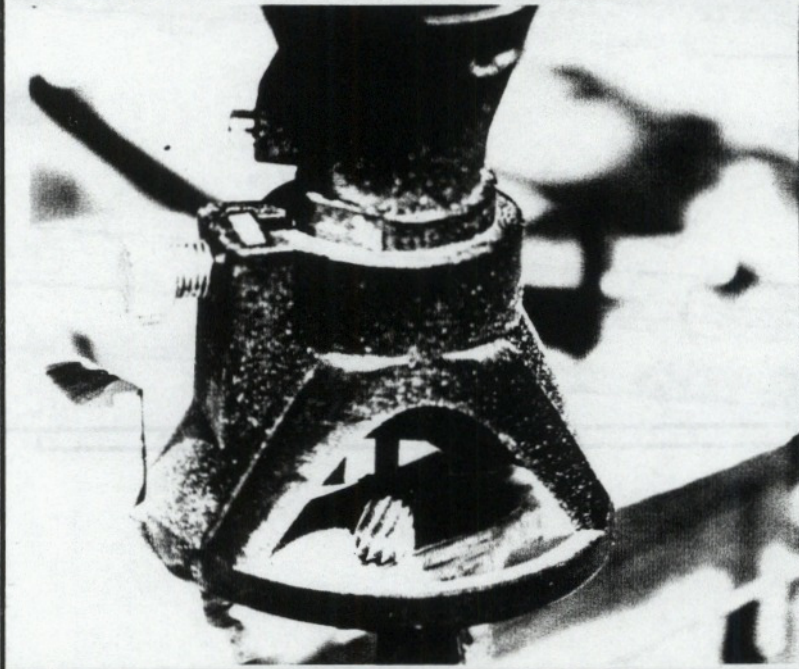
By Fluegel

Looking at my ship is discouraging. I mean it's all shot and rammed up! If it were only made of steel....hmmm. I found 1/8th by 1/8th by 3 feet steel at Lowes. I mounted 12" as a test and will see how it holds up at Nats. It looks pretty nice.

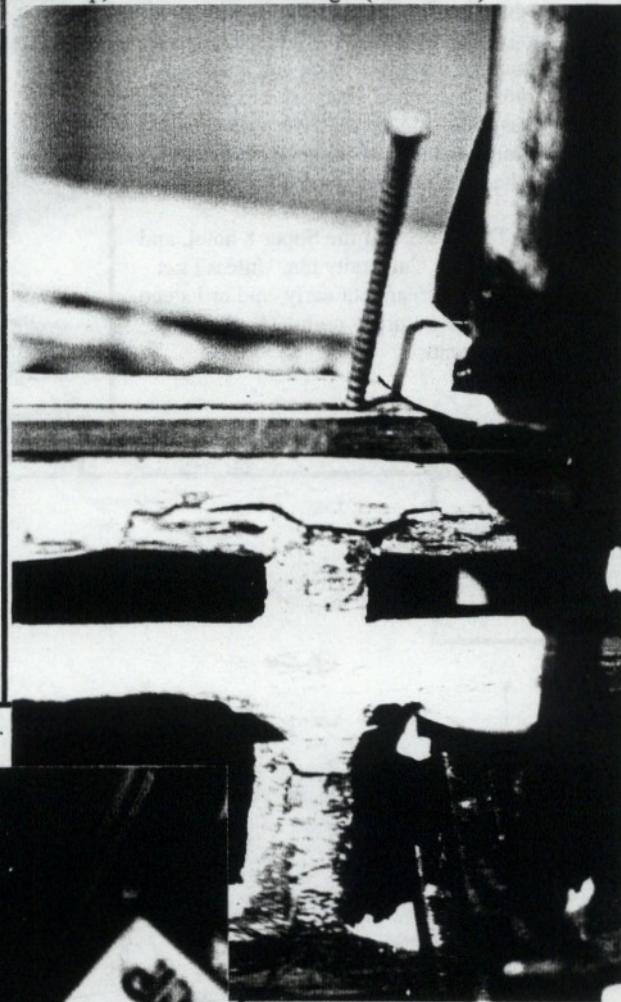
Note the chipped deck, years of beebees and rams have left the deck edge ragged.



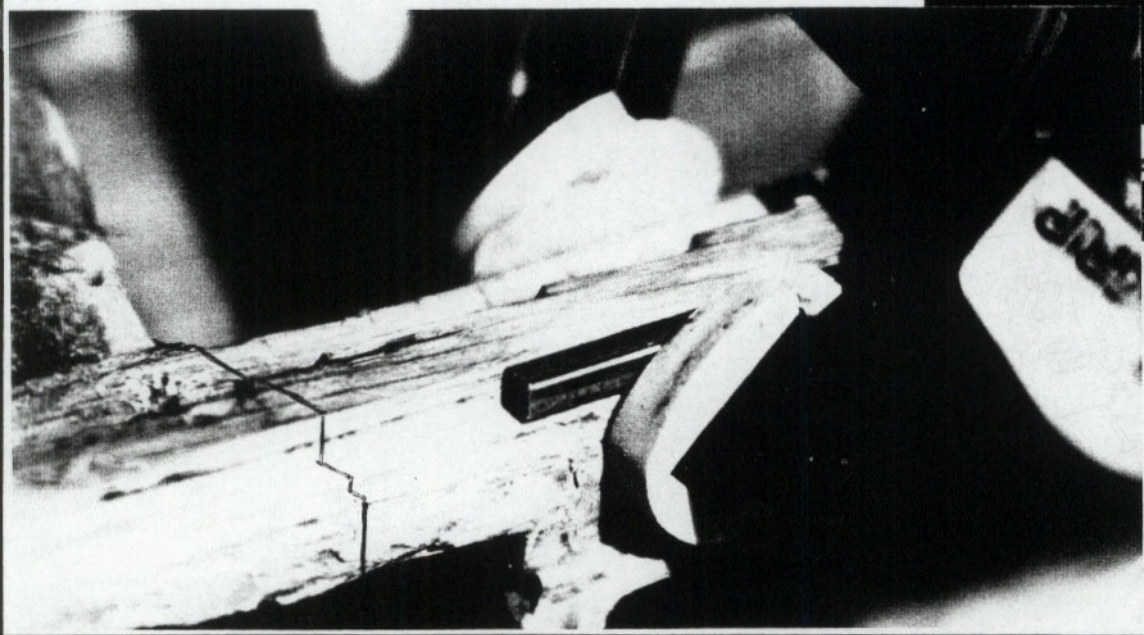
First I used a #115 dremel grinding cylinder and the dremel depth gage attachment to cut the 1/8th X 1/8th slot that will hold the steel insert.



Last step, nail down the steel edge. (Pre drilled)



After drilling 1/16th inch holes to hammer nails into the ribs, the steel is clamped into place.



Calling all Axis!

Calling all Axis!

Wade Koehn

Take a break from the front my brothers in arms. You deserve it. We have the annual battle coming for fun, brotherhood, and bragging rights for the next year. Once again I'm passing the hat for donations for the Axis Admiral Grab Bag. I will be putting in each bag for the 5 days, Mini mag flashlights w/holder (a ten dollar value each), Dremel heavy duty cut off wheels, Duct tape, disposable and reusable paint brushes, tape measures, and silicone. Please donate something useful, fun, or silly. I saw last year 540 motors, glue, shrink tubing, batteries, servos, Wa-ming motors, popsicle sticks, and a pair of Fluegel's old jeans. A really neat and unusual item last year was sunk ship decals. Every year the Axis Admiral Grab Bag has gotten bigger, and better. Let's keep the tradition and momentum going.

I'll be at NATS Saturday at the Super 8 hotel, and Sunday I'll be at the University Inn. Unless I get lucky and someone clears out early, and or I sleep on some ones floor Saturday night. Thank you for your time and attention.

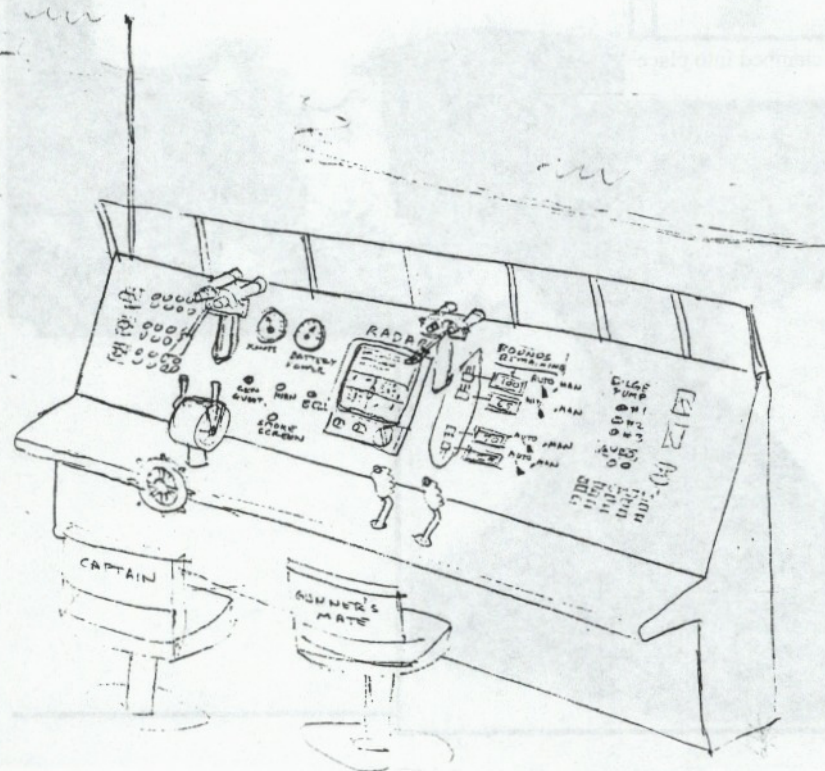
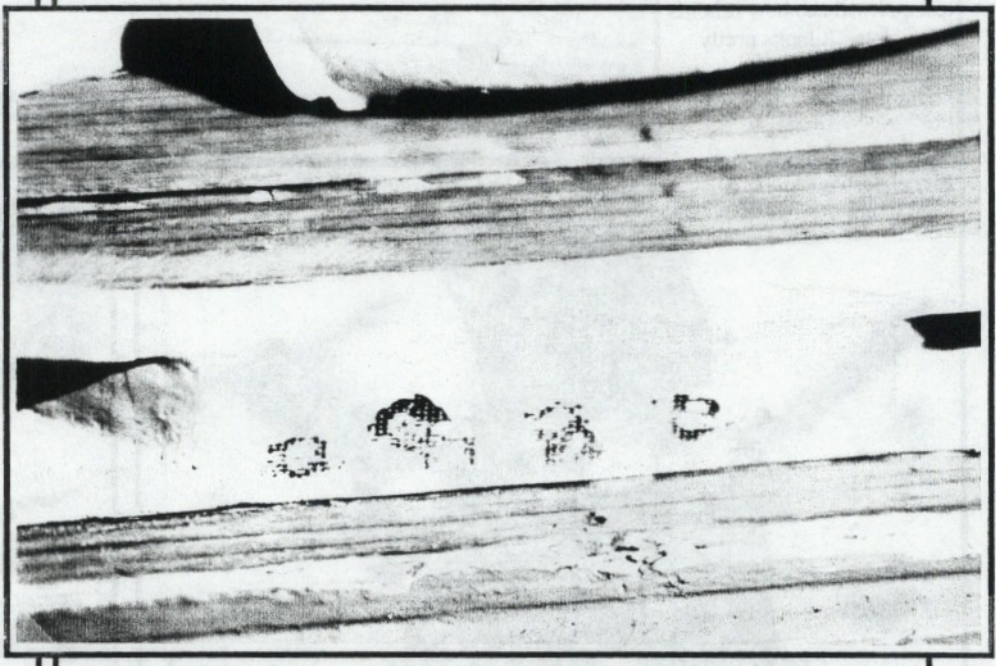
Thanks!

Hull Busters
917 Hudson dr.
Garland Texas
75043

THE TEST RESULTS ARE IN.

By Fluegel.

On page 1684 of the Feb. issue of Hull Busters I discussed the use of carbon graphite laminate as armor to glue onto our superstructure to resist bee bee damage. Well, it has been pounded at three events and the results are back. They are mixed. The damage is about 75% less, but as the laminate is black, nondamaging hits knock the paint off, leaving the superstructure in need of a paint job. I feel the material is promising, but further use may prove interesting. Again, the phone number is 1-800-687-5555 or website <http://www.lonestar-models.com> The price is very reasonable.



"GETTING CARRIED AWAY"