



THE INSIDE STORY

by Roy C. Boyer, editor

Approximately 600,000 young men enroll in the Fisher Body Craftsman's Guild each year, and according to present figures this current competition could go even higher.

Most of you first became members through the Guild School Assembly Program which stresses the importance of creativity in each area of man's efforts, while others have joined through letter inquiries, advertisements, or school posters.

We like to emphasize the creative aspect of the Guild, simply because it takes the creative person to design and build a model car for our scholarships and cash awards which come to \$117,000 annually.

But you probably think, "How can I possibly win . . . there are too many guys that are members, so my chances to do anything really would be small."

Sorry 'bout that, but it's just not true. You don't have to build a model car to belong to the Craftsman's Guild, and most boys don't. In fact, *less than one percent* of you will complete a model car and send it to Detroit for judging when the competition closes come June 2, 1967.

That makes your opportunity for winning one of the 1,078 awards pretty good, and certainly worth the effort, even if the thought of making a model has only crossed your mind. Naturally to compete in this type of contest, you must have a keen interest in automobiles—those that you see today, and those that you would like to see tomorrow. And, you must be willing to squeeze in a few hours a week for the next several months in order to finish the project.

The Fisher Body Craftsman's Guild isn't concerned with how many hours you spend designing and building the car, because the number of hours doesn't count. What you do during the time you work with the model car does count, and can separate the best from the pretty good. If you would like a suggested time schedule to help you toward the completion date, drop me a card and I'll send one.

So, let's assume that now you've decided that making a scale model car of the future can be worth all the time and effort, and now you want to start on this new and exciting hobby—So, what are the specifics the judges in Detroit will be looking for?

This team of judges, one evaluating Craftsmanship (an industrial arts instructor) the other, Design (a professional General Motors designer) will examine your creation on the following points:

SCALE FIDELITY . . . Fifty judging points are allocated to the category of scale fidelity. With the use of special judging instruments, the industrial arts instructor will measure wheel base, front and rear overhang, maximum overall length and width, passenger area, road clearance and

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Wheel Information

Craftsman's Guild members who are building or will build a model car for this year's competition can receive their free wheels by filling out the coupon found in this issue.

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Pro's Give Tires Flat Surface

Former \$5,000 winner, presently a General Motors designer, Geza Loczi, told the GUILDSMAN that your model car can be given a more realistic road appearance by considering the "rolling radius" of the tires. This means that due to the weight of a vehicle, that portion of the tire on the road will be flat. This "rolling radius" can be achieved by filing the wheel bottom flat through the depth of the tread.



"LET'S RIDE IN ALL THREE"

At the annual Guild convention, regional winners not only inspect, but ride in authentic experimental cars. These young men who have distinguished themselves as America's top model builders in the 1965-66 competition are looking over three of the most popular one-of-a-kind cars in the world: the Mako Shark I, Shark II and the Monza GT. The background building is General Motors Styling Division at the Technical Center in Warren, Michigan.

USE NEW IDEAS IN BUILDING YOUR MODEL

Guild competition rules state that your vehicle must provide for forward road illumination, and the system must be practical with regard to positioning. This does not restrict using scribed lines (indicating recessed or retractable) rather than completed headlights that are visible on the models exterior surface. As a general guideline, review the winning models in GUILDSMAN #1, page 4.

(With the exception of two models, all cars have scribed lines showing that headlights are present, but retracted or covered like many production line vehicles.)

THE LIGHTING SYSTEM, WHETHER SCRIBED LINES OR COMPLETED HEADLIGHTS, SHOULD MEASURE TWO INCHES, FROM THE GROUND TO THE CENTER OF THE HEADLIGHTS.

The trend in automotive design seems to be smooth flowing body lines, and most winning Guild cars reflect this change through the use of scribed lines for many essential vehicular items, such as headlights and doorhandles.

Frequently the creative Guildsman can incorporate a unique and practical tail-light assembly above the rear protection or bumper area of the model car. Both professional and beginning designers should always be aware of the practical aspects of their creation, and in the rear area of the car, the question might be asked, "Can the tail-lights be readily seen from vehicles other than those immediately traveling behind?"

Remember this when designing your car: Does my model have a general theme and is there a reason why I have followed this plan? Be sure to think out each area of the model car, making it a completed package.

TOP DESIGNER ASKS: "WOULD YOU DRIVE IT?"

Robert W. Veryzer, head of G.M.'s Design Development Studio, was asked this question by the GUILDSMAN: What should beginning model builders in the Craftsman's Guild consider when designing their cars?

Mr. Veryzer: "Professional designers, like winners in the Guild competition, are not satisfied with existing automotive styles, so they constantly think in terms of change and the future.

"The beginning Guildsman must be like this, consider the future and how automobiles might best reflect design change, from today's cars to the cars of tomorrow. Here is a good general rule of thumb that we use in our design studios at the Tech Center: 1. Would I like to have this car that I am designing? and 2. Would the public consider buying this car that I am designing?"

"The professional does not approve of

Not Sure About Fender Clearances? Check These

Fender clearance vary, depending on the wheel exposure, so check the following diagrams to insure proper specifications.

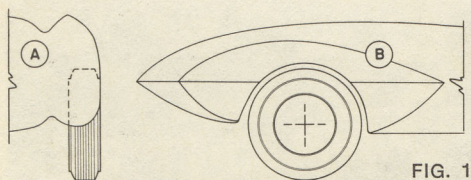


FIG. 1

EXPOSED FRONT WHEELS

(Fig. 1)—Fully exposed front wheels (B) may be placed flush with the fender edge (A).

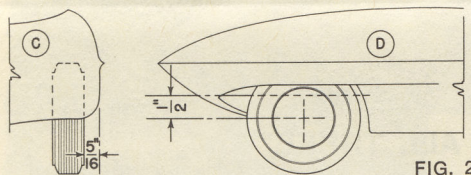


FIG. 2

PARTIALLY EXPOSED FRONT WHEELS

(Fig. 2)—If the fenders cover any part of the front wheels at or above a line $\frac{1}{2}$ inch higher than the wheel center (D, dotted line), the wheels should be placed $\frac{5}{16}$ inch from the fender edge (C).

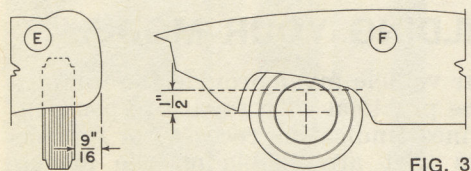


FIG. 3

ENCLOSED FRONT WHEELS

(Fig. 3)—If the fenders cover any part of the front wheels below a line that is $\frac{1}{2}$ inch higher than the wheel center (F, dotted line), the wheels should be placed $\frac{9}{16}$ inch from the fender edge (E).

REAR WHEEL CLEARANCE—

Rear wheels, if fully exposed, may be placed flush with the fender edge. Rear wheels which are not fully exposed should be placed $\frac{5}{16}$ inch from the fender edge (C, Fig. 2).

When the model cars are shipped to Detroit and opened, the most trouble with damage occurs on wheel attachments. Make sure to check the article in this issue of the GUILDSMAN, "Attach Wheels Solidly to Car", to insure safe delivery of your model.

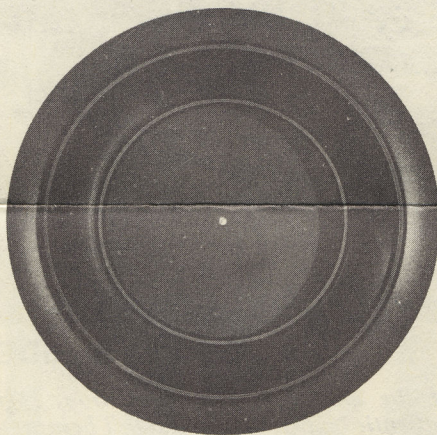
being different for the sake of novelty. He does not want to create and build something 'freakish', but rather a designer must live in the practical automotive world where public acceptance is important in tomorrow's vehicles."

Wheel Information

(Continued from Page 1)

The wheels that you will get are the same size as those shown: $2\frac{1}{4}$ " for the regular or open categories or $2\frac{1}{16}$ " for the new size, sports car or open category. Hubcap recess diameter for the large wheels is $1\frac{1}{4}$ " and for the smaller, $1\frac{1}{32}$ ".

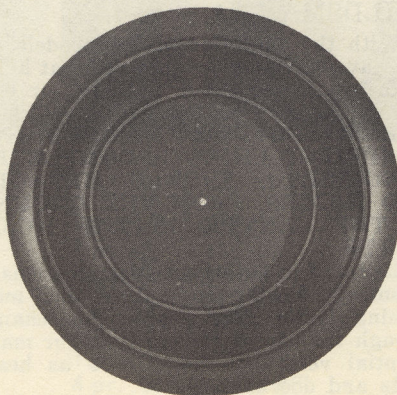
This information can be helpful to you in making your hubcaps before the wheels are sent from Detroit. Refer to GUILDSMAN #1 for the dimension specifications (pages 2 and 3) for the size wheels necessary for your particular entry.



LARGE SIZE: $1\frac{1}{8}$ " deep $5\frac{1}{8}$ " thread



SMALL SIZE: $1\frac{1}{8}$ " deep $5\frac{1}{8}$ " thread



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windshield height. These specifications are listed on the Guild sketch sheet (Vol. 14—No. 1). An error of $\frac{1}{16}$ inch on any fixed dimension will reduce the perfect score of 50 by one point. Where maximum or minimum specifications are concerned, you may use your own judgment and will not lose points for varying from the figures given. However, you should keep in mind that a drastic variation below the maximum or above the minimum might cost you points in the category of practicality.

WORKMANSHIP . . . The industrial arts instructor will evaluate your model in this category based on his broad experience and training in working with various materials and tools. He will evaluate the entire overall construction of the model and also the fashioning and attachment of trim and accessories. Solid-top entries have a maximum of 90 points in this category, while convertible entries can score a maximum of 105.

PAINTING AND FINISHING . . . The industrial arts instructor will thoroughly examine the neatness of paint separation lines and the finish itself. He will be able to tell, from the quality of the finish, how much effort you expended on the sanding, filling and priming of the surface before the final color coats were applied. Top award-winning models in the competition always feature glossy, metal-like finishes which were skillfully and painstakingly applied.

Maximum points available vary between the convertible and hardtop model entries. The judges' scoresheets permit a total of 90 points for workmanship and 85 points for painting to be assigned in the judging of all solid-top models. In the judging of convertible models and model entries with completed interiors (even though they have hard tops), the assigned points are 105 for workmanship and 70 for painting. This system allows more points in workmanship for those Guildsmen who have constructed interiors for their models. Those who have submitted solid-top entries are given more points for the painting and finishing of their model tops and window areas.

When the industrial arts instructor has finished judging the model for its qualities of workmanship (as per the three categories just enumerated), the designer will take over.

ORIGINALITY OF DESIGN . . . The professional designer relies on his experience in the styling world to allot the 92 points available as a maximum in the category of "originality of design." Every body line and form is taken into consideration as he judges your model for originality. His experience will alert him if you have "plagiarized" by blending the lines of several present production line automobiles into your model entry, or if you have copied the forms and shapes from a past production vehicle.

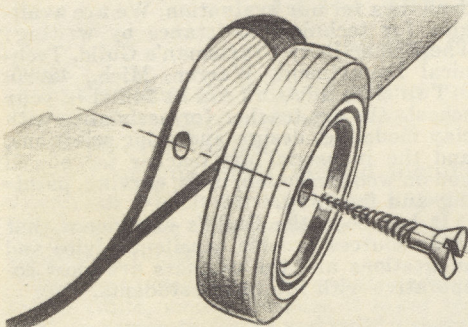
ARTISTIC MERIT OF DESIGN . . . This is perhaps the most difficult category for the designer to judge, for he has to grade your entry for its overall visual appeal. He will concentrate on the overall effect of your design and will take note of how its various parts are related proportionately to the whole. The designer is allotted 72 points in the category of "artistic merit of design."

PRACTICALITY . . . Finally, the designer will examine your model in light of its practicality. For instance, a four-door sedan without space for luggage, would lose points for practicality. Any

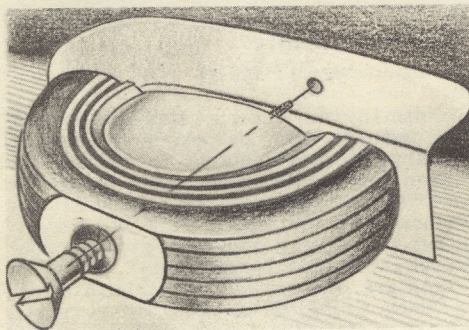
(Continued on Page 4, Col. 3)

Attach Wheels Solidly to Car

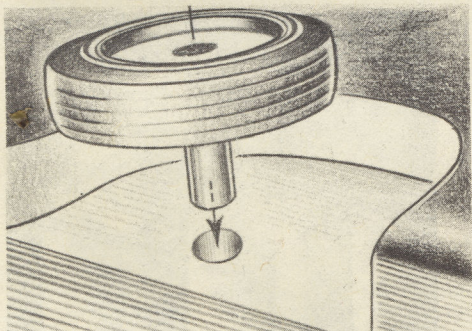
Many letters are received at Guild headquarters each year asking for ways to attach wheels to the model car. Probably you can think of several methods offhand, but here are a few of the tried and true formulas:



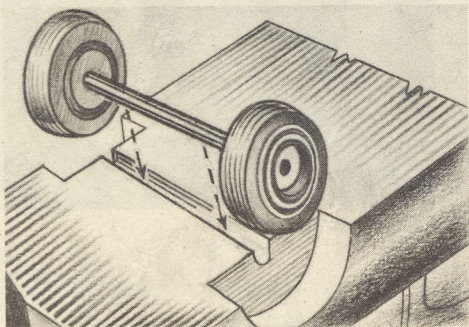
1) A very secure attachment of your wheels to a wood model can be achieved by using a wood screw as shown in this illustration.



2) Half-wheels can be attached to a wood model from the bottom. Use a wood screw through the half-wheel as shown above.



3) To fasten your wheels using dowels, drill $\frac{3}{16}$ " holes in the center of each wheel well. Apply glue and force-fit into position.



4) Still another method is to screw the wheels on wood dowels. Then, set the dowel into a pre-cut groove in the bottom of the model. Use glue and finishing nails to fasten the dowel securely and fill in with wood putty.

Wheel Covers Must Be Made

Each year, soon after the Guild staff begins mailing wheels to participants who request them, we receive many letters asking, "Where are my hubcaps?"

The Craftsman's Guild supplies only the four rubber wheels and, as explained in the manual, all other parts, materials and accessories are to be supplied by the individual participant.

You should remember as you work that a great share of the judging is concerned with the originality shown by contestants. For instance, if one boy uses hub caps from a pre-fabricated plastic model car kit, or a set of buttons from his mother's sewing box, he will not score as well as the young man who machines or fabricates a set of originally-designed and hand-crafted wheel covers. You should remember too that when you submit your model entry, you are honor-bound to sign a pledge card certifying that you have personally done all the work on designing and building your entry.

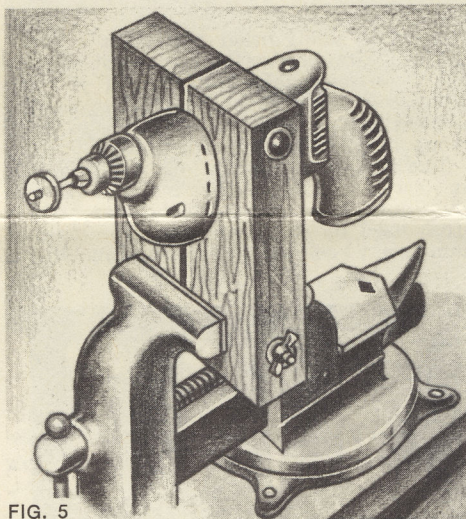
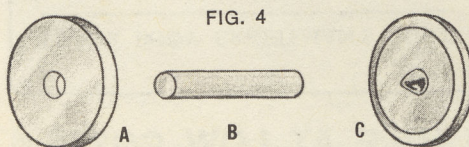


FIG. 5

Therefore, if you have a machine shop turn your wheel covers for you—even if the design is your own—you are not adhering to the rules of the competition, and in fact, are falsifying your pledge card.

Perhaps you have already found an ingenious method of making wheel covers for your model. However, if you are just ready to begin, here are a few suggestions you might find useful:

You may want to start by cutting a disc from a $1\frac{1}{4}$ " aluminum rod and drill a $\frac{1}{4}$ " (A) hole in the center (Fig. 4). Force-fit a $\frac{1}{4}$ " aluminum rod (B) into the hole and insert the other end in the chuck of an electric drill. When the drill is placed in a vise (Fig. 5), the rotating aluminum disc can easily be fashioned with a file into an attractive aluminum hubcap (Fig. 1C).

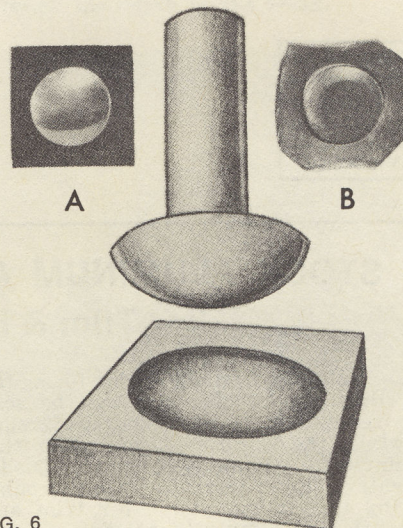


FIG. 6

An alternate method (Fig. 6) is to cut the round head off a carriage bolt of approximately the size you want for your wheel covers. Holding the bolt with pliers, heat it until it is red hot and then use it to burn a depression into a block of scrap hardwood until the depth of the depression is about the same as the depth of the bolt head. Smooth the depression with fine sandpaper, then lay a small piece of sheet aluminum over the depression and hammer the head of the bolt against the aluminum into the depression in the block. Trim, polish and you have a finished hubcap.

FREE! wheel coupon

This coupon is only for those Guildsmen who will enter a model car in this year's competition.

Guildsmen may receive their free wheels by filling in the coupon below and having it signed by one of your parents or a teacher. Wheels will be sent only on receipt of this coupon. Be sure to place a checkmark alongside the type of wheels that you need for your particular model car. Send this coupon to: Fisher Body Craftsman's Guild, Warren, Michigan 48090.

You Are to check ONE of the Following Options:

- ☐ 4-2 $\frac{1}{4}$ inch wheels: (for either the regular or open categories)
- ☐ 4-2 $\frac{1}{16}$ inch wheels: (for either the new size and sports car or the open category)
- ☐ 2-2 $\frac{1}{4}$ inch and 2-2 $\frac{1}{16}$ inch wheels: (open category)

Your Name _____ Print

Address _____ Print

City _____ State _____ Zip Code _____

*Signature _____ * (of parent—instructor—advisor)

SPRINGFIELD MA 01109
O COVINGTON
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Permit No. 100
WARREN, MICH.
PAID
U. S. POSTAGE
BULK RATE

WARREN, MICHIGAN 48090
GENERAL MOTORS

FISHER BODY CRAFTSMAN'S GUILD

STOCK ALUMINUM AVAILABLE AT LOW COST For Trim & Hardware Needs—

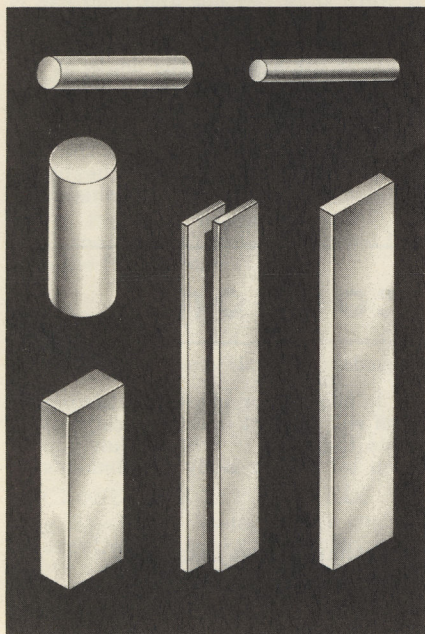
The Guild has available order forms for soft aluminum stock which can be sent upon request. It is not required or suggested by the Guild that you order this aluminum for making trim for your model car entry, but if you are having trouble locating materials suitable for trim and accessories, this could be helpful.

Some Guild participants have used this stock aluminum and found it suitable while others have won major awards in the com-

petition by using other materials.

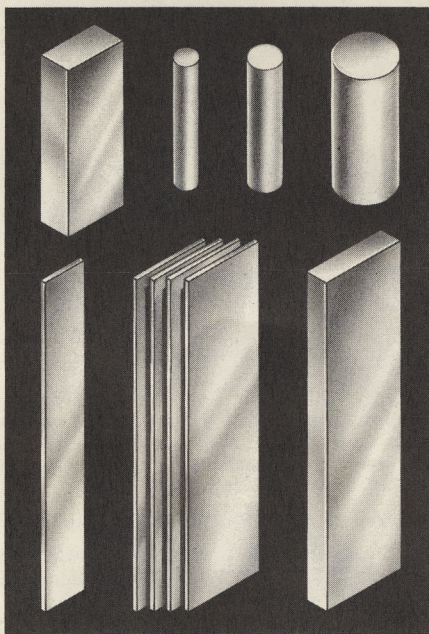
The Craftsman's Guild does not give or sell these materials. However, if you are interested, write to the Guild office for the address of a supplier. The price of each group is listed on the order blank.

The following illustrations will give you an idea of what pieces are included in each aluminum trim group. This material is often used by Guild members for making bumpers, wheel discs, grilles and moldings.



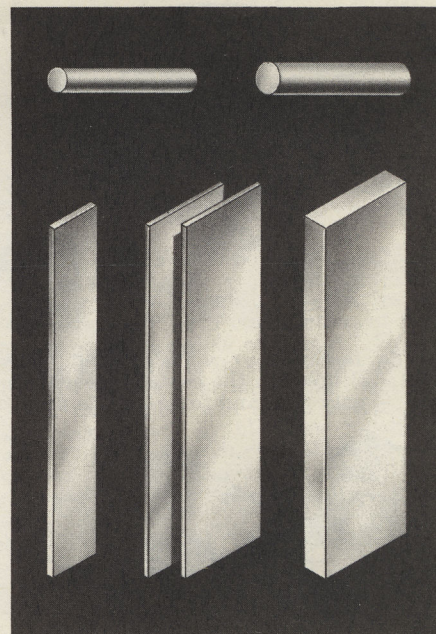
KIT 1

- 1 pc. 1 1/4" x 3"
- 1 pc. 1/2" x 3"
- 1 pc. 3/4" x 3"
- 1 pc. 3/8" x 1 1/2" x 8"
- 2 pc. 1/8" x 1" x 8"
- 1 pc. 3/4" x 1 1/2" x 4"



KIT 2

- 1 pc. 1 1/4" x 3"
- 1 pc. 1/2" x 3"
- 1 pc. 3/4" x 3"
- 1 pc. 1/2" x 2" x 8"
- 1 pc. 1/8" x 1" x 8"
- 1 pc. 3/4" x 1 1/2" x 4"
- 4 pc. .064" x 2" x 8"



KIT 3

- 1 pc. 1/2" x 3"
- 1 pc. 3/4" x 3"
- 1 pc. 1/2" x 2" x 8"
- 1 pc. 1/8" x 1" x 8"
- 2 pc. .064" x 2" x 8"

Suggestions and Solutions

The Guild Technical Department is at your disposal when problems arise in building your model car. The Guild does not pass judgement on your design until the car is submitted for judging next June 2nd, so please do not send sketches, photos or scale drawings for our evaluation. We are available for technical assistance by writing: The Fisher Body Craftsman's Guild, Technical Department, Warren, Mich., 48090.

Two close advisors can be found in your school: the art teacher for assistance with clay modeling, design and color selections, and the industrial art teacher to counsel you on wood selection, tools, carving, painting and finishing.

It has been the Guild's experience that these sources provide excellent advice and suggestions and the teachers are most cooperative with interested students.

The Inside Story

(Continued from Page 2)

Guildsman who incorporates an unusual arrangement for passenger placement, lighting, etc., is required to explain the reason for and function of his innovation on a "special features" tag attached to the underside of the model. This will greatly assist the styling judge in grading your model car for its "practicality". Sixty-one points are the maximum in this category.

Every Guild participant will receive a summary score sheet at the end of the competition. He will then know just how many points he received in each of the six categories of the Guild judging.



JOE D'MURA

THE INSIDE STORY

by Roy C. Boyer, editor



and his '66 winning model — **ELIPSE I**

This is the final issue of "*The Guildsman*" for this year's competition, so I suggest you read each article very closely.

At the bottom of page four is the all-important "Model Entry Form" which must be sent to Guild headquarters in order for us to get the necessary shipping instructions to you. This should be done right away, so if you plan to send your model in, clip and mail the form today.

Now some suggestions on the final phases of your model building project. I have been getting stacks of mail regarding painting and finishing, and frankly, when I was on the other end of the Craftsman's Guild, as a contestant rather than a staff member, painting wasn't my strongest point. Realizing this, I allowed more time in order to get the several color coats on, and generally get the car in shape for judging.

My first model was crated too soon—the paint wasn't dry—and the packing material scratched and damaged the car. Naturally my score was affected, but the fault was in the builder, no one else. Well, the lesson is clear, don't make the same mistake that I did.

But rather than me giving advice on "how to do it", I've asked one of the '66 scholarship winners, Joe D'Mura, for his suggestions.

Joe entered the Guild competition five times, and was a Regional winner in all but his first year. Presently a student at

Purdue University, he consistently scored among the highest on Craftsmanship with his cars. You would pick up many helpful hints by reading his timely, informative article on page two.

IT'S UP TO YOU

What about problems that might be popping-up and the frustrations which might cause you to have second doubts about not entering your model this year? I recognize that you waited anxiously for your first Guild literature that explained the scholarship competition, and chances are you could hardly wait to get started on the project. So, you spent time drawing many different types of cars until, at last, you decided on the one that reflected your imagination. Only then did you begin on the basics of actual construction. Cause enough for you to finish is that you began, and remember, "A quitter never wins, and a winner never quits."

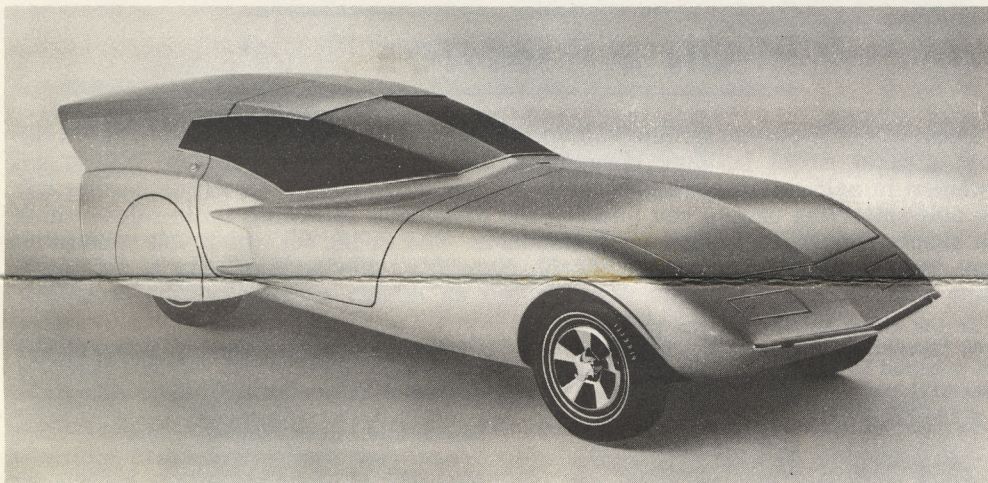
A hundred and one things could happen that might cause you to become discouraged during these last critical months, but the important thing is that you make up your mind to finish—anchor your nose to the grindstone and have a go at it. You cannot possibly win one of the 1078 awards unless you send your model in to be judged.

I know from personal experience the feeling that comes with completion of a difficult and challenging task...it's great personal satisfaction...a true accomplishment. (I have framed all four of my "Certificates of Design and Craftsmanship"—you automatically receive one when your car has been judged.) There's no question about it, it's a lot easier to give up than it is to finish, but, on the other hand, what satisfaction do you get by walking away from a test of your abilities? None.

UNFORGETTABLE FRIENDS, AND FUN

Oh, in the event you are one of the 40 or more Regional winners, you are in for a treat. This year's convention, scheduled for July 30 through August 3 in Detroit, is going to be the best ever, and that is saying something. Year after year, the boys that spend these days as our guests leave a solid impression with us, and we know that they have taken home with them many new friends, from both America and several foreign countries, such as Germany, Switzerland, England and Australia.

Believe me, Convention '67 is packed with educational, exciting and fun-filled activities that you will be involved in if your car takes Regional honors. Beyond question, the Fisher Body Craftsman's Guild convention is a remarkable experience for young men. I hope that your model reflects the excellence necessary to win one of the 40 tickets to visit with us in "The Automotive Capital of the World," Detroit. **Good Luck!**



MODELS RETURNED AFTER JUDGING

IT'S YOUR PROPERTY

Annually the Guild receives many requests for winning models to be displayed at various exhibits throughout America, and on many television shows. It is Guild policy that all models be returned to their owners, and this is followed without exception. But, should your model be selected to go on display (which is considered an honor), it may be retained at headquarters for up to a year, and then returned to you.

All other models are returned promptly to the builders after judging.

In the event your model is held for display you will be notified shortly after the announcement of winners.

These exhibits serve to inform young men in America about the opportunities offered by the Guild, and to also give Guild members nationwide a chance to see what has been done in the model building project.

PAINTING AND FINISHING A WINNING MODEL ENTRY

BY JOE D'MURA

Editor's Note: *This is a very thorough discussion on an important phase of your model building, and has been written by '66 scholarship and four time Regional winner from Indiana, Joe D'Mura. In this article, Joe identifies several products that have worked well for him, but there are similar brands available from different manufacturers. Check your local hardware store. "The Guildsman" thanks Mr. D'Mura for his excellent story, "Painting and Finishing a Winning Model Entry."*

Here are some ideas that might help Guildsmen improve the painting and finishing on their model cars.

The basic shape of my car was carved from a solid piece of basswood and then was coated with a fiberglass resin—atrophy finish from a nearby wood shop.

Before fiberglassing, the model's surface should be sanded smooth with a medium fine (100 A) grit dry sand paper. In order to accomplish a flat, smooth surface, use small sanding blocks which can be made from various scrap blocks of wood, and then either glue or staple the sand paper to the blocks.

I experimented and found that three coats of fiberglass were sufficient to provide a good base for my paint. Between each coat of fiberglass, I sanded the surface smooth with a medium fine sand paper. After the third coat, I then sprayed two coats of a white lacquer sealer, in order to cover any scratch marks which might have remained from sanding. If the fiberglassing is done properly, wet-sanding of the sealer coats, the undercoats and even the finishing coats can be done without fear of warping the model car.

The next step was to spray my gray lacquer undercoater. I chose gray because my paint was to be a silver color and I didn't want any undercoater to bleed through the silver paint. I sprayed between four and six coats of undercoater and wet-sanded between each coat with a (400 A) grit wet-sanding paper. I chose (400 A) grit paper, because it could cut readily through the paint without leaving scratches.

I found out from previous experiments that thinning the undercoater pigment to a 2.5:1 ratio, (two and one half parts of thinner to one part pigment) was sufficient to produce a thick layer of paint which could be sprayed easily without fear of having the paint run down the sides of the model. The last coat was thinned to a 3.5:1 ratio, but was sprayed at a distance of 16" away from the model. The extra thinned last coat is used to produce an extremely smooth surface prior to final painting. If runs occur when painting, use (400 A) grit wet-sanding paper and water to smooth down the run. Sand back and forth horizontally with the run, but be careful not to sand too deep.

SCORED LINES IMPORTANT TO MODEL

My scored lines were put in after the final coat of undercoating. I used a white pencil to mark the surface lines, and then used a small saw blade to cut the lines. The saw blade that I used was made from a four inch diameter, 0.032 inch thick, stainless steel cutting saw blade. After cutting the lines to the depth of 1/32 of an inch or until I could see the top layer of fiberglass, I then smoothed the lines with a hog-nose pattern maker's file. The hog-nose was put on a triangle shaped file by heating the file over a hot stove and then bending the file with a pair of long nose pliers. In order to get clean, straight, lines, I used venetian blinds, cut to size, as patterns to follow while I cut into the undercoater. (A jewelers file, available at hardware, hobby and art stores, may be used in place of a hog-nose.)

The final step of finishing a model car

is to apply the desired color of paint. I highly recommend painting with lacquer instead of using enamel. The finishing coats of my silver paint, between 12 to 15 coats, were thinned to a 3:1 ratio. To achieve a flawless finish, I used (600 A) grit wet-sanding paper and water between each coat of paint. Time and patience is needed here, because it took me about one hour to sand the entire model between coats. Scored lines should be cleaned out after every other coat so paint won't fill them in. Trim, molding and bumpers should be refitted periodically to make sure of exact fit. If paint chips away when cleaning out your lines and surface, take a small brush and dab the paint pigment without the added thinner over the chipped area. After building up the area, let it dry thoroughly and then wet-sand the area with (600 A) grit wet-sanding paper and water. After cleaning the newly sanded area, spray another coat of paint over the entire model. If the chipped area is built up properly, no flaw will appear after repainting. My final two coats of silver were thinned to a 3.5:1 ratio. The purpose was again to produce a smooth, flawless, finish.

When spraying with metallic lacquer paint, it would be wise to put a few marbles into the spray gun container. The back and forth movement of the gun will move the marbles about. The movement of the marbles will keep the metallic particles moving at a constant rate and in turn will produce a

uniform coat of metallic paint. The movement of the marbles will also help stop runs of metallic particles.

TAKE CARE WHEN PAINTING

A point to remember is not to force or speed up the drying action of your paint. I found best results when I sprayed all my coats at 72 degrees room temperature and then let each coat dry at least 24 hours before applying the next coat. The final coat of paint I let dry a week, in order to make sure that the model was thoroughly dry.

I found rubbing compound to be too coarse for my extra-thinned metallic finish—I recommend using Mac's Mild Blend Cleaner. The cleaner will remove the dead pigment and will produce a brilliant shine. I carefully rubbed my model twice with the mild blend cleaner prior to applying Mac's-It Wax. For an extremely bright and hard waxed surface, I applied one coat of Mac's-It Wax and two coats of Liquid Glass auto polish.

INK SCORED LINES

After waxing the model, I darkened in my scored lines by using a Le Roy lettering pen with a number (0) point, and black ink as a darkening agent. Before inking the scored lines, make sure you scratch the bottom surface of each line with a straight pin. This will cause the ink to be absorbed into the paint, and the darkened lines will not chip away.

The files that I used for my scored lines were pattern maker's files of assorted sizes and shapes.

The spray gun that I used to apply the sealer, undercoater and the silver paint was an Ambroid Jet Pak for hobbyists. This Jet Pak can be bought for about \$3.00 at a nearby hobby shop.

I hope that you find some of this information helpful in building your model—
Best of luck in '67!

Joseph D'Mura

" ON MY HONOR . . . "

Some of the important points which make the Fisher Body Craftsman's Guild the most popular model building competition in the world are that your efforts are rewarded in self-satisfaction, and that the contest is fair. It would be neither fair nor self-satisfying unless you fulfilled the promise of following Guild rules, which are simply honest, individual work standards. The model car which you send to us must be a product of your own efforts. Naturally, this applies only to the work, since you are encouraged to seek advice on design or construction problems.

In the shipping instructions that will be sent (providing you mail the coupon) you are required to fill out the Pledge Card, an essential part of being a Guildsman. This is a sample of that pledge:

"I pledge, on my word as a faithful Guild craftsman, that my model car is the product of my own efforts and that I am submitting it in the 1967 competition of the Fisher Body Craftsman's Guild with this understanding. I have read the brief summary of the rules on the back of this card but understand and agree that my entry is subject to all the official rules and specifications supplied to me with the Guild model car book of instructions. I also understand and agree that the decision of the Guild judges of the merits of my model and its ranking in the competition shall be final."

Also on the Pledge Card you will note a section "My parent is or is not employed by

General Motors or a General Motors dealer and are you employed by General Motors or a General Motors dealer?"

It is important that you check the appropriate boxes because in the event that you or your parent or guardian should be employed by General Motors, a duplicate award must be made to the next highest scoring car.

IMPORTANT !

If your address has changed, possibly your zip code has also. Notify the Guild when you move (giving both new and old address) in order that our special mailings find their way to your home. Write:

FISHER BODY CRAFTSMAN'S GUILD
30001 Van Dyke
Warren, Michigan 48090

Do you know how to make a shipping crate for your model? Make no mistake, a shoebox wrapped with paper and tape won't get your car to Warren, Michigan, in the best condition, so why not do the job right.

The method described here is but one proven way that a model can be shipped with certainty. If you can't improve on this example, by following these instructions your model should arrive safe and sound in its nice, wooden box.

A suitable shipping container properly fitted to your model and designed for all hardtops and sedans is shown in Figure 1. Many models are entered in the open category and these models usually require another method, Figure 2.

Naturally the dimensions of your car will determine the length, width and height of your shipping box. The Guild recommends that you allow at least one inch clearance (on all sides) inside the container for packing materials (shredded newspaper, soft sponge, etc.).

WHEEL CUTOUTS SAVE PROBLEMS

To prevent your model from shifting within the box, an insert board is fitted with glued dowels. Holes are then drilled in the bottom of the model corresponding to the dowels. When the model is in place, the holes will slip over the dowels and hold the vehicle securely. The most frequent shipping damage is that wheels break off the model. This can be prevented with wheel cutouts made in the insert board. The insert board should be at least one-half inch thick, so the wheels will not touch the box bottom when the model is placed over the dowels. The insert board should be attached to the bottom of the shipping box with wood screws. Sponge rubber pads or other cushioning material attached to the inside walls of the container will protect the top, ends and sides of a closed model, as shown in Figure 1.

To protect open category vehicles, the lid should be fitted with wooden blocks and tipped with sponge rubber, Figure 2. These blocks can be fitted so they will rest on models hood and rear deck as it lies in place.

When the container has been completed, take a heavy pencil or crayon and mark the inside bottom of the box **FRONT OF CAR**. (This should also be written on the inside of the lid.)

CONVERTIBLE REQUIREMENTS

For added windshield protection on convertibles, fit a small cardboard box over the top—the sides cut to the cars contour—and wrap it with cloth or paper and then tape in place. Be careful to use the tape over the cloth or paper and not on the finish of the model. Attach a note saying **"THIS PROTECTS PLASTIC WINDSHIELD."**

Six wood screws approximately 1½" to 2" will securely attach the cover of the shipping box. Wire or metal binding encourages the mistaken impression that they are handles and should not be used.

You will find in the shipping instructions **"FRAGILE—HANDLE WITH CARE"** tags. These will inform the shipper that the contents are delicate, but will not guarantee the care in handling that the model requires. So don't take chances—crate your model in a well-constructed box so that it has full opportunity to represent, at its best, the hours of work that went into making it a finished model car.

The 40 Regional winners who will spend the four great convention days with us in Detroit will be involved in activities that won't be forgotten in a lifetime. Work hard now on your model in order to compete like a champion at the judging and then hope you are among the top winners. What will you be doing if your model proves to be one of the best in the country Let's see!

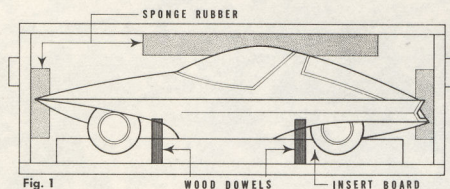


Fig. 1

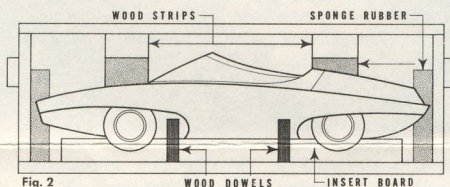


Fig. 2

IMPORTANT !

JUNE 2nd DEADLINE NEARS

OFFICIAL FORM MUST

ACCOMPANY YOUR MODEL

Only by sending the Guild the "Model Entry Form" will you receive the complete package of mailing instructions and materials necessary for officially entering a model in this current competition.

After you receive the official mailing instructions and other essential information, check to see that each of the following items have been included:

1. 1 mailing address card
2. 1 check list envelope
3. 2 "Fragile" cards
4. 1 "This Side Up" card
5. 1 Guild PLEDGE CARD
6. 1 questionnaire
7. 1 special notice sheet
8. 1 Important Notice card
9. 1 set of numbered model car tags
10. 1 set of directions, printed on back of special notice sheet, explaining how to fill out the various forms correctly.

Notify the Guild immediately should any of the above items be missing from your instruction packet, and replacements will be sent. Before you fill out the required papers, read the directions. This will help prevent unnecessary mistakes that can delay judging your model.

It is vitally important that you complete each section of the QUESTIONNAIRE included in the shipping instructions. This is necessary because, in the event you are selected as Regional winner, press releases will be prepared from this information.

When, at last, you are ready to mail your model, examine your shipping crate to see that it will make the trip without incident to the model car, and then check all forms for accuracy and completeness.

First, you will get a telegram saying **"CONGRATULATIONS! YOUR MODEL HAS WON FOR YOU AN ALL-EXPENSE PAID TRIP TO THE FISHER BODY CRAFTSMAN'S GUILD CONVENTION IN DETROIT. PLEASE NOTIFY YOUR ACCEPTANCE."**

Of course, the pre-planning for the convention has already been done at Guild headquarters, but with the telegram notice, your response steps up office activity... what room you will have at the beautiful Northland Inn Hotel... who will be your roommate... getting proper measurements for your own sports outfit (jacket, shirt, slacks, tie)... what airline flight at what time it will bring you to Detroit... what limousine with what Guild staff member will meet you at Metropolitan Airport... where will you sit at the Awards Banquet table... these are the things which your convention acceptance triggers. Then, the day arrives—Sunday, July 30—when you pack your clothes and say goodbye to the parents for four exciting days.

BEST YET IN '67

Although definite commitments have yet to be made as to where the Guild group will travel this year, let's look at last year's schedule of events for a rough idea of where you might go and what you might do: tour General Motors Proving Ground, Milford, Michigan; watch plastic model cars being made at AMT in Troy, Michigan; see the inside workings of GM Styling where all GM cars are designed; inspect and ride in GM experimental cars; be guest of honor at the Guild Scholarship Awards Banquet; tour Great Lakes Steel Company, one of the largest suppliers of sheet steel for the automotive industry; visit with Mrs. Alfred G. Wilson at her palatial home, Meadow Brook Hall, which contains many prized art treasures and paintings; enjoy recreational facilities at Oakland University; discuss possible future styling trends with professional GM designers; board the "Guild Special" train and journey to Kalamazoo, Michigan, for tours of the new Fisher Body fabricating plant and Upjohn Pharmaceutical Company; return via "Guild Special" to Detroit for a swimming party complete with refreshments and live entertainment.

These are the types of events you can look forward to if your model proves to be best in either the Junior or Senior Division for your region. **AND, THIS YEAR MAY HOLD A VERY SPECIAL CONVENTION ACTIVITY FOR REGIONAL WINNERS WHICH HAS NOT YET BEEN ANNOUNCED!**

IMPORTANT !

YOUR RE-ENROLLMENT CARD is enclosed in this issue of the Guildsman, and allows you to renew your Guild membership before the 1968 competition begins. Postal regulations require that you **INCLUDE YOUR ZIP CODE** on this card.



More than 800 leaders of business, education and industry are present at the Scholarship Awards Banquet. Regional

winners are seated at places of honor for the evenings activities.

IF YOU PLAN TO ENTER A MODEL CAR IN THIS YEAR'S COMPETITION, FILL IN THE COUPON, CUT IT OUT AND MAIL IT TO THE GUILD IMMEDIATELY. ONLY ON RECEIPT OF THIS COUPON WILL THE GUILD MAIL YOU SHIPPING INSTRUCTIONS. AS TIME IS SHORT, WE SUGGEST THAT YOU MAIL IT IMMEDIATELY. COMPETITION CLOSSES MIDNIGHT, FRIDAY, JUNE 2, 1967.

OFFICIAL MODEL ENTRY FORM

Your Name _____
(Print)

Home Address _____
(Number and Street)

City _____

State _____ Zip Code _____

Parent's Name _____

Parent's Address _____

School Now Attending _____
(Name)

City _____ State _____

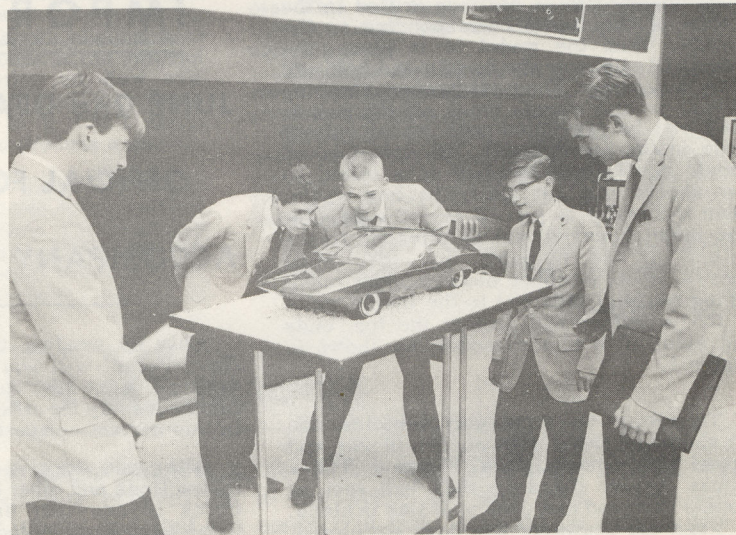
PLEASE NOTE: If you are attending school away from home or on military duty, please indicate your HOME ADDRESS and STATE so that we can send you the correct State Tags for judging and award purposes.

Unless otherwise indicated, shipping instructions will be mailed to the HOME ADDRESS shown above.

ATTENTION: To get your official shipping instructions and your Pledge Card, mail this coupon promptly to:

FISHER BODY CRAFTSMAN'S GUILD

WARREN, MICHIGAN 48090



INSIDE GM STYLING--Winners talk design with top professionals, and see their work.

