

**1MCG**  **North Texas  
Battle Group**  
*A Big Gun R/C Warship Combat International Club*

**Vol.1 No. 1** **January, 2002**

*The newsletter of the North Texas Battle Group.  
John Mianowski, Editor*

Welcome to the inaugural issue of the North Texas Battle Group's monthly newsletter!

In the past we've done most of our communication by way of the Internet, using e-mail and our club web page (<http://www.ntxbg.org>). However, this does nothing to help us communicate with those who don't rely on the Internet themselves. Enter the newsletter.

The newsletter's name, "1MCG", is taken from the communication circuit designator used on U.S. Navy ships for ship-wide general and battle announcements – a "public address" system anywhere else. It seemed like an appropriate name for our communication channel as well.

There's probably a little more "business" in this issue than we'll typically see in the future. We hope you enjoy this newsletter as well as the hobby of Big Gun R/C Warship Combat, and thank you for your interest in the North Texas Battle Group!

 **North Texas  
Battle Group**  
*A Big Gun R/C Warship Combat International Club*  
North Texas Battle Group  
2218 Village Crest Drive  
Garland, TX 75044-7140

***“Big Gun Radio-Controlled  
Warship Combat is one of the  
most important advances in  
guy thinking since the potato  
gun.”***

*- Dave Barry*

## Goals for 2002

At our November 2001 meeting we decided that as a club we should set some goals for ourselves for the year 2002. Here's what we're starting with. Hopefully, subsequent issues of this newsletter will be able to report progress toward achieving these goals.

### *Events for January, 2002:*

- 1/9 7:00 PM - General Meeting  
Hooters, Lewisville (I-35E & Corporate)
- 1/20 12:00 Noon - Battle  
Huffhines Park, Richardson

- Our first goal is to double out club membership in 2002. We currently have 8 official members, so that means adding at least 8 more. Adding 8 sounds a lot more achievable than doubling. There are no dues or initiation fees – the only real requirement for membership is a commitment to having fun, so why would anybody not want to join?
- We want to have 12 active, armed ships owned by club members by the end of 2002. Currently, there are 8 counting owners of multiple ships. That means that only 4 ships need to be completed in 2002. Currently, there are 2 in advanced stages of construction. That leaves only 2 ships that need to be completed by any of the 16 members, by the end of the year.
- We want to find multiple battle sites. So far, all of our battles have been held at Huffhines Park in Richardson. However, we would like to occasionally have battles in other locations that might be more convenient for some people to attend who would find Richardson too far out of their way. Examples might be in the mid-cities area, or even Ft. Worth, to increase our visibility in the area and possibly find some of those 8 members we're counting on.
- Build some shore batteries. This should be a relatively straightforward construction task, and would provide an opportunity for prospective members to participate in battles without risk of sinking a borrowed ship. Currently, the unarmed Liberty Ship fleet is available for prospects to operate in battle – having shore batteries would add a dimension of participation that allows the fun to be experienced but still falls short of expecting somebody to master all the elements of controlling an armed warship in combat.
- Host a dual-format battle, with the MWC invited. Dual-format means alternating sorties by format, not a combined battle, with ships of both formats participating. We've had discussions before, but nothing specific has ever been set up – we intend to do something about that in 2002.
- Build a "speed trap" - a portable device to conveniently and consistently measure ships' speeds. Our current method of timing over a crudely measured 100' course is not satisfactory. Jerry has agreed to build a portable device that we can drive ships through, and have scale speeds calculated based on a distance of only a couple of feet, instead of a hundred.

To support these goals, we'll be doing some extra activities and projects. This newsletter is one. Another is to create a promotional brochure, which Mike Weber is in charge of producing. When the brochure is completed, we'll be placing copies in area hobby shops, paintball stores, laser tag arenas, and other locations that people who might be interested in Big Gun are likely to visit. We'll also be holding some non-combat sailing events ("regattas") at various area parks, just to expose the concept to the crowds that are usually drawn by the sight of our ships on the water. We'll also visit some other area model boat/ship clubs and take our message to them. Finally, we're going to enlist the help of a video production student in need of a class project to produce a short promotional video film for us.

## Proposed Rule Changes

At the January, 2002 general meeting, we will be voting on the following rule changes. If you cannot attend the meeting, you may vote absentee. To use this and the following page as an absentee ballot, simply write your vote (“YES” or “NO”) in the margin next to each proposal, sign each page, and return it to John Mianowski prior to the January meeting.

### Proposal #1.

Change to: Bylaws of the North Texas Battle Group, 08 June, 1999.

Submitted by: John Mianowski

Purpose: Chapter numbers were apparently generated incorrectly. Renumber the chapters in the correct sequence without making any other changes.

Specific changes:

Renumber the following chapters as indicated:

VI. OFFICIAL SPOKESPERSON (currently I).

VII. CLUB OFFICERS AND BOARD OF ADMIRALTY (currently II).

VIII. MEETINGS (currently III).

IX. CLUB NEWSLETTER (currently IV).

X. RULES FOR THE CONDUCT OF CLUB OPERATIONS (currently I).

XI. CODE OF CONDUCT FOR THE NORTH TEXAS BATTLE GROUP (currently I).

### Proposal #2.

Change to: Bylaws of the North Texas Battle Group, 08 June, 1999.

Submitted by: John Mianowski

Purpose: Bylaws require that we charge specific dues and “skippers fees”; since we have not been charging dues or fees, this requirement should be removed. We still retain the ability to levy dues and fees in the future, if we should choose to do so.

Specific changes: Chapter V. DUES AND FEES

Delete the following paragraphs:

B. Regular Membership dues are US\$25.00 per year for individual adults.

C. Family Membership dues are US\$40.00 per year for single-family household.

F. A Skippers fee of US\$3.00 per combat event is payable prior to each event for Skippers with armed ships participating in that event.

Renumber paragraphs within this chapter to reflect the above deletions.

### Proposal #3

Change to: Bylaws of the North Texas Battle Group, 08 June, 1999.

Submitted by: John Mianowski

Purpose: Club President’s and Club Secretary’s Purposes reference status as a corporation, which is incorrect. Should we incorporate the club at some future time, appropriate language can be added at that time.

Specific changes: Chapter VII CLUB OFFICERS AND BOARD OF ADMIRALTY

Delete the entire paragraph A. President and all sub-paragraphs.

Change F. Club Secretary, sub-paragraph 1. as follows, deleting stricken-through text:

1. Purpose: To maintain all ~~corporate~~ minutes and other records, ~~and ensure that all legal requirements to remain a corporation are in effect.~~

#### **Proposal #4.**

Change to: Bylaws of the North Texas Battle Group, 08 June, 1999.

Submitted by: John Mianowski

Purpose: Bylaws specify a regular meeting day, and should be changed to allow flexibility.

Specific changes: Chapter VIII MEETINGS.

Change paragraph as follows, deleting stricken-through text:

A. General membership meetings of The Club will be held monthly, ~~on the second Tuesday of each month.~~

Insert wording underlined in the following text:

C. The location, date, and time of the next monthly Regular Meeting will be determined at each monthly Regular Meeting.

#### **Proposal #4.**

Change to: Bylaws of the North Texas Battle Group, 08 June, 1999.

Submitted by: John Mianowski

Purpose: Update bylaws revision date to reflect other changes accepted.

Specific changes: Chapter II CHANGES TO THIS DOCUMENT

Change highlighted text to reflect the new effective date of the document.

Replace: A. This edition becomes effective **08 June, 1999** and remains in effect until superseded by a subsequent revision.

With: A. This edition becomes effective **09 Januray, 2002** and remains in effect until superseded by a subsequent revision.

---

## **On the Pond**

*By Mike 'Gryf' Weber*

Survivability on the pond depends a host of items. They start with the choices you make as a builder. These choices affect how a ship is fought on the water by the captain. The captain makes the final survivability choices on how to employ the weapon system that is on the water. A good captain can overcome mistakes in construction and bad ship handling can negate great engineering. Here are a few suggestions on both construction and handling that may be of use to you.

My first advice is in construction. Shield your switches and electrical connections making them "shot-proof". In one battle I had the spade connector for my propulsion motor shot off, stranding me a few feet from shore. While motionless I had the main power switch turned off by enemy shot making me lifeless. Lessons learned - adjustments made. Critical systems like pumps and battery connections can be taken out this way. Protect them!

When on the water utilize the strengths of your ship to your advantage know your strengths and the enemies' weaknesses. Know the fire cycle time of the opponents and their relative armor protection. Watch the captain's ship handling. If he favors a certain shot, maneuver to avoid it. Know your ship and how it fires, where it hits the water and perfect a specific firing solution. Once you have one perfected your experience will allow you more variety in shooting and you will start being more deadly. Eventually all arcs of fire will be perfected shots.

One last thing about battle: Get in there and fire! You are not going to damage the enemy from lurking around the edges of the pond unless your guns are over-powered (read: illegal). Get in there and mix it up! Take your lumps and learn where you need to improve. Until you get in there and really fight for your life your ship is untested and you will continue to be inexperienced!