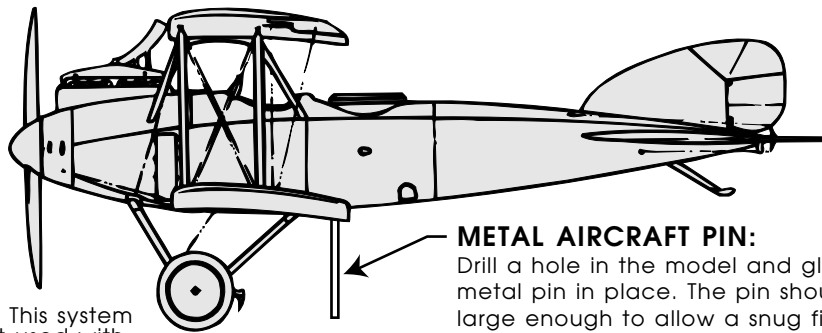


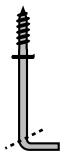
THE ROD ALTITUDE SYSTEM



NOTE: This system is best used with 1/144th scale models

METAL AIRCRAFT PIN:

Drill a hole in the model and glue a metal pin in place. The pin should be large enough to allow a snug fitting when inserted into an "Altitude Rod".



For 1/72nd scale aircraft models, the metal pin can be made from a "Square Hook" with the hook portion cut off.

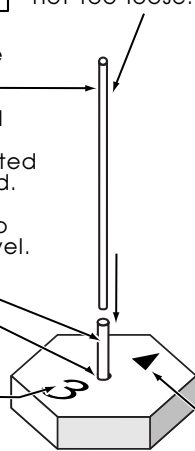
Altitude Rods need to be hollow; the opening should be small enough to hold aircraft pin securely, but not too loose.

Each "Altitude Rod" can fit either into or over the "Base Rod". The length of each rod is subjective, but for 1/72nd scale try 2" per level and for 1/144th scale try 1" per level. Can also be inserted directly into the game stand. You can label each rod by number or color (or both) to distinguish each altitude level.

Base Rod

Insert Base Rod into hole and apply glue to ensure a strong bond.

Game Stand ID; helps players identify their game stand; very useful when playing large games.



The Pros:

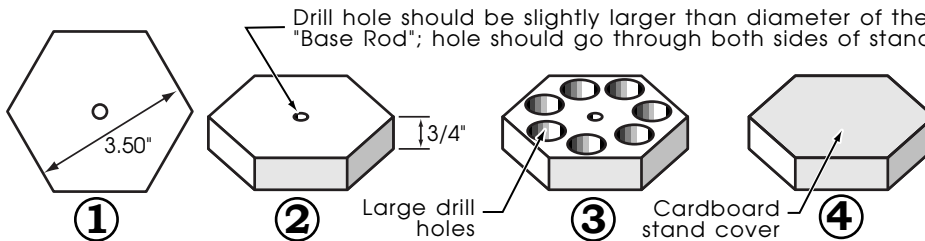
- Can be an inexpensive system.
- Simple and fast to mount aircraft onto stand.
- Fairly fast and easy to make altitude changes.
- Probably best system for 1/144th scale air games.
- Rods can be wooden, metal, or plastic.
- Most hobby shops carry the basic materials.
- The metal pin can also work with the Alligator Clip/ Antenna Stand systems.

The Cons:

- There tends to be a lot of parts.
- These many parts can get lost.
- Not that good for 1/72nd scale.

THE BASIC GAME STAND

Game Stands are homemade, usually wooden and hexagonal or square in shape.



- 1) 3.5" is the minimum width for a stand (for 1/72nd scale models).
- 2) 3/4" is a good thickness for a stand; use plywood or particle board.
- 3) Drill six or seven large holes into bottom of game stand; holes do not go all the way through; each hole should be large enough to hold between 5 and 6 metal washers; may also fill holes with pewter/lead or pennies.
- 4) Glue a cardboard base over holes to hold in washers.