



# THE SCUTTLEBUTT

The Scuttlebutt is the official newsletter of the Rocky Mountain Shipwrights. Its objective is to promote, develop and further scale model shipbuilding, as well as study maritime subjects, including art, history and traditions.

July, 2023

## Treats for July: Watermelon and Ship Modeling!

### Meeting Information:

Shipwrights meet the THIRD Saturday of every month at Rockler Woodworking and Hardware, 2553 S. Colorado Blvd. Denver. Store opens at 9:00 am and meeting starts at 9:30.

### The Next Meeting Will Take Place on July 15, 2023

Ralph Buckwalter will compare the Byrne and MicroMark table saws for making grates.

---

### And remember our Arvada workshop.

It is held at the Arvada City Hall, Police entrance.  
The address: 8101 Ralston Road.

This workshop is scheduled for the FIRST Saturday of every month beginning at 9:00 am

**Next workshop: August 5, 2023**

### Officers:

Commodore.....Alice Sampson  
Skipper.....Bob Fivehouse  
First Mate.....Ralph Buckwalter  
Purser.....Steve Lofshult  
Clerk.....Jim Cuscaden

### Committees:

**Library:** Bob Bunch  
**RMS History:** Roger Hanson  
**Mentoring Program:** Ralph Buckwalter  
**Scuttlebutt & Website:** Martin Jelsema

### Website:

<http://rockymountainshipwrights.org>



## Skipper's Log

Hello Shipwrights!

This is an unabashedly direct plug for the upcoming events.

First, there is the Rockler show in October. This is a model exhibition right here in the basement of Rocklers to show our modeling skills. Everyone should be happy to contribute at least one model to the show to demonstrate their modeling expertise and let the Denver area know what we are all about. There are usually a couple of hundred visitors, and they have a great time perusing our collection of wonderful models. And if past shows hold true here, several of them will be inspired to become members. So, be ready to bring your best work (even if it is unfinished) to display here!

The second event is the auction in November. This is your chance to sell all that unwanted modeling stuff you have at home and buy different stuff to take its place! Be ready to sell and buy the best modeling materials without having to go on-line. And, with any luck, you will have fun doing it! So, start now to sort through your junk and decide what you can part with. I hope to see you all at both events!

Bob Fivehouse, Skipper

## Minutes of the June 17, 2023 Meeting

The meeting was brought to order by the Skipper, Bob Fivehouse, at 9.30am. Club members stood to attention and recited the Pledge of Allegiance. Fourteen Club members were present and one guest.

### Finances

Steve Lofshult summarized the status of the Checking and Savings accounts together with the interest income of \$0.24. Renewals and new member subscriptions combine to bring our ranks to 54 members.

### Old Business

Computer and 3-D scanner acquisitions were discussed.. The purchase of a club laptop was determined to not be a good investment. The speed of obsolescence in these machines is considered a deterrent. Further, If a computer is mainly needed for presentations, most members have their own or can borrow same.

As for 3-D printers, a club acquisition for a new one makes more sense than acquiring a 3D scanner. The current printer is too slow and lacks software. We need to find a freelancer to write the programs individuals need to make 3D parts instead of investing in a scanner.

Model show venues were discussed.. Erik Collet has been discussing the availability of ground floor display space with the Lone Tree and Highland Hills libraries. April is preferred as the timing for the event. While Erik will be willing to coordinate, we are looking for someone to take the lead.

### New Business

No discussion items were presented.

### Show & Tell

**Jay Phillips** presented the book, Ships of the Pharaohs. Apart from being a good read, he supports its contents as a good reference base for ships of this age.

**Martin Ters** brought his completed model of the Santa Maria. He has added 1/65 figures to the ship

**Hugh Long** showed the progress in building his model of the Bluenose. He had trouble fairing at the stern right.

**Jay McKeown** brought his model of HMS Unicorn, a 26 gun (1/60 scale) Royal Navy frigate; he is currently working on the shrouds and is having fun in knotting the ratlines.

**Bob Fivehouse** presented his completed model of the SS Adriatic; The vessel was part of the White Star's "Big Four" fleet that competed in the Australia run. At its completion in 1907, she was the biggest and fastest liner around. However, White Star learnt that it was more profitable to cruise at the most economic speed than to arrive early in port.

**Our guest**, a former member of the club, brought in a partly completed model of the Baltimore Clipper; He is giving this model to anyone who wants it, together with ship plans, books and tools. He is unable to model any longer

## PRESENTATION

### HOW AN EIGHTEEN CENTURY SAILING BATTLESHIP (HMS VICTORY) WORKS

**Jay Phillips** presented a YouTube video of the working parts of the ship, within a 3D skeleton and from the bilge to the upper deck. As an example, it showed the anchor chain and hawser interaction with the capstan. Most moving items from cannons to the rigging operations were demonstrated. Jay invited members to find the inaccuracies in the video.

Respectfully submitted, Jim Cuscaden, Clerk

## Shipwright's Workshop July 1 2023

A surprisingly good turnout give the upcoming July 4<sup>th</sup> celebration. Everyone seemed to be happy they were there.



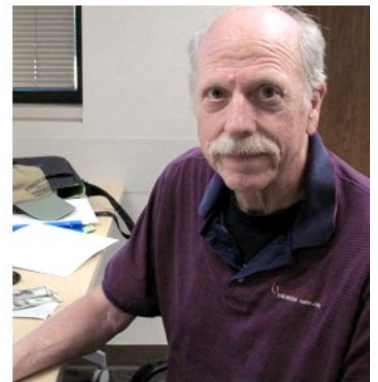
Ralph Buckwalter



Hugh Long



Rob Cuscaden Jim Cuscaden



Steve Lofshult



Tim Brown



Martin Jelsema



Bob Fivehouse



Jay Phillips



Erik Collett

## Bruce Bollenbeck's Tips for Enjoying Workshops

For readers who did not know, Bruce is a life member but now lives in Tennessee. He hardly ever missed a workshop. As much as he misses the workshop, we miss him. He was a true mentor to many of us. Thanks for this article, Bruce.

+++++

Participating in a Rocky Mountain Shipwrights workshop every month has been a real benefit to me over the years.

We may be the only club in the country that meets twice a month. Having a workshop meeting gives me twice the opportunity to hang out with fellow model builders and discover sources of information for vacation trip routes and what to see, web sites for fittings and materials, new model kits, good magazines and books, second hand tools, Fish and Chips, Brats, and beer!

Workshops have enabled me to see the projects others are working on in progress and to ask questions about how they did things. Exchanging construction ideas has improved my models, prevented mistakes, and reduced the time it takes to do a better job. For example, painting thin paper, cutting it, gluing it to the model, then applying a seal coat over all, sure beats having to mask and paint everything a dozen times (seems to be more accurate in places also). Or that running an electric current thru a nichrome wire will cause it to darken (instead of glopping on paint that will flake off in ten years).

They are also a good source for discovering gadgets and jigs I didn't know about and how to make them. For example, clothes pins can be configured into more than just pointy nose clamps, such as improvising special brass or plywood jaw configurations to be glued to the clothespin tips. Some of our member would create jigs for their model that exhibited better craftsmanship than the model I was working on! Gave me something to aspire to.

When I first started attending a workshop, I thought I had to bring the entire model kit and all my tools with me. Wrong. That's just too much to lug back and forth. I ended up developing a small toolbox from a kids toolbox (or a plastic fishing tacklebox would do). I just carry the basic equipment and tools with me, nothing fancy, such as tweezers, hobby knife, sanding sticks, pins, glues, rigging threads, magnifying glass, clamps, etc.

I soon realized that some aspects of the model were not conducive to a workshop meeting such as extensive carving chips, sanding dust, painting fumes, power equipment noise, and so on. Some of this involves clamping and setting time or dust free paint drying, so I leave that for my home workbench.

This gives me an excuse for building several model ships at once! I've found rigging to be easily done at workshops so I will make up the yards and rig them at the meeting. Or I'll construct the parts and pieces, paint them, and then assemble them at the meeting (boats, deckhouses, cannon, etc.). I spend a lot of time filing metal fittings to prep them for painting, or filing wood blocks to the correct configuration for staining later. I always bring the hull with though to show people where everything goes. Mostly though I concentrate on a certain aspect of the rigging such as ratlines (which I save for the workshop meetings) and general running rigging items.

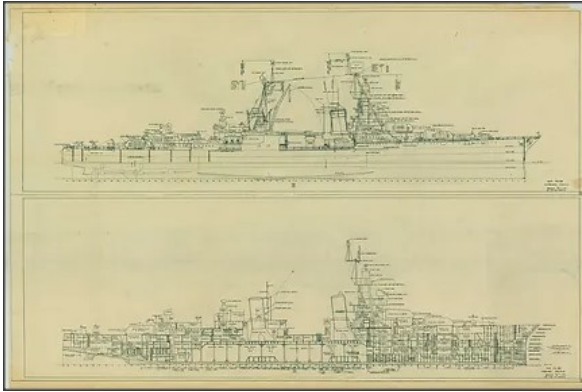
So, I usually have a "meeting model" that I take to the workshop, grab my toolbox, and throw them in the car. No harder than that. Sometimes I'll just have some research books to go through but I try to have something to share with others. But you know what... I never count on getting anything done (and usually never do!). I get busy talking with folks and the next thing you know it's time for lunch!

I hope you'll take advantage of attending a workshop meeting, I sure miss them.

Bruce

## Another Model Ship Resource Discovered

Here's another supplier you might want to add to your resource list: **Model Monkey**. These folks are superior 3D part fabricators, though mostly their parts are for plastic models, they do form block, deadeyes and cannon. Just as important, they have a large collection of ship plans they provide FREE to their website. Here's their address:  
<https://www.model-monkey.com/>



Their plan collection of plans, over 50-60 historic ships, mostly vintage war ships. They can be downloaded FREE OF CHARGE. The plans available here are scans of original, declassified shipyard drawings released to the public by US Government agencies and other public sources. Most are US Navy Booklet of General Plans drawings held by the US National Archives and Records Administration (NARA) at College Park, Maryland. Some come from the US Department of Transportation (USDOT). These are plans of actual ships, not plans of ship models.

## TJ Jelsema's Contribution

TJ is your editor's son. Knowing my passions (I also collect and enjoy a thousand or so recordings of vintage jazz and blues, as well as modeling ships and reading nautical materials), he's always on the lookout for things I enjoy. He came across this YouTube video of a model ship wounded and sinking. I've never seen anything like it. I think you'll enjoy it, too. - <https://fb.watch/lxj4h5O5Vj/?mibextid=6aamW6>

## Seven Ways to Motivate Your Modeling

Your editor copied these suggestions from an anonymous source several years ago.. I hope they're helpful.

1. Develop your own plan in outline form so you go through the same steps with each model you begin. Do it on your [computer](#) or PDA so changes and updates are easily executed.
2. Don't model in silence. Provide your modeling area with music, a good source is the [Cable](#) TV music channel.
3. Movies, Photographs, Drawings -- What the eye takes in can be a stimulus to your motivation to pick up the knife, the brush or the tweezers. In addition they bring to life the detail you are trying to emulate. Do not get bogged down in [research](#) but knowing the history of your subject helps in its recreation. Google Images and model ship forums are valuable resources I couldn't be without.
4. Talk to get motivated. I know once I tell my wife about a phase of the layout I am going to build, I feel a sense of commitment to carry it out.
5. Seeing the finished project stimulates my desire. I imagine it finished. Here again, pictures of models I am emulating provide an inducement to get to work.
6. How do you eat an elephant—One bite at a time. You will get more done more quickly by breaking your modeling project into modules. Then take any small step; you'll want another.
7. Find your niche. You will be much more motivated if what you are modeling is something in which you have a sincere interest.

## An AI Created Article About the Flying Cloud

Artificial Intelligence software has become all the rage with writers lately. ChatGPT is an open app that allows you to “prompt” the software to create copy about whatever you prompted it to “create”. I instructed it to write a 1200-word article about the clipper ship, flying cloud. My prompt instructed it to provide the details I thought you would want to know about Flying Cloud. (I added the images) Below is the result:

\*\*\*\*\*

### The Flying Cloud: A Legendary Clipper Ship that Ruled the Seas

**Introduction:** The Flying Cloud, one of the most renowned clipper ships of the 19th century, holds a prominent place in maritime history. From its origin to its impressive speed records, this blog post dives into the captivating story of this majestic vessel.

**Origin and Construction:** The Flying Cloud was built in 1851 by Donald McKay, a renowned shipbuilder, at his shipyard in East Boston, Massachusetts. McKay was well-known for his craftsmanship and expertise in constructing fast clipper ships. The vessel was commissioned by Enoch Train, a prominent Boston merchant, who recognized the growing demand for speed in the clipper ship trade.

**Launching and Maiden Voyage:** After meticulous construction, the Flying Cloud was launched on April 15, 1851, amidst great anticipation and fanfare. The ship's sleek design, characterized by a sharp bow and tall masts, hinted at its extraordinary sailing capabilities. On June 2, 1851, the Flying Cloud embarked on its maiden voyage from New York City to San Francisco, under the command of Captain Josiah Perkins Creesy.

**History at Sea and Commanding Captains:** The Flying Cloud's history at sea was illustrious, marked by its remarkable speed and numerous successful voyages. The ship completed its maiden journey to San Francisco in an astonishing 89 days, setting a record for the fastest clipper ship passage around Cape Horn. Captain Creesy remained in command until 1853 when he was replaced by Captain Josiah N. Knowles.

Under Captain Knowles' leadership, the Flying Cloud continued its impressive performance. In 1854, the ship made a record-breaking voyage from San Francisco to New York City in just 89 days and 8 hours, shaving two days off the previous record. Captain Knowles commanded the Flying Cloud until 1856, after which Captain Andrew H. Litchfield took the helm.

**Sailing Routes and Voyages:** The Flying Cloud primarily sailed on the New York City to San Francisco route, taking advantage of the California Gold Rush and the demand for rapid transportation. During its service, the ship completed a total of 21 voyages across the treacherous waters of the Atlantic and Pacific Oceans.



The typical cargo carried by the Flying Cloud consisted of a variety of goods, including luxury items, textiles, machinery, and general merchandise. The ship could accommodate a modest number of passengers, usually between 40 and 70 individuals, who sought the thrill of sailing aboard this exceptional vessel.

**Ownership and Admirers:** Throughout its lifespan, the Flying Cloud changed hands several times. Initially owned by Enoch Train, the ship was later acquired by Grinnell, Minturn & Co., a prominent New York City-based shipping firm. In 1855, it was sold to J. & E. Riggan, who eventually sold the vessel to the Union Line of Australian Packets.

The ship's exceptional speed and reliability earned it a dedicated following among ship enthusiasts and the general public. The Flying Cloud became a symbol of the clipper ship era's pinnacle, revered for its grace, elegance, and unmatched speed.

**Speed Records and Rivalries:** The Flying Cloud set several notable speed records during its career, solidifying its legendary status. In 1854, it raced against its contemporary, the clipper ship Challenge, from New York City to San Francisco. The Flying Cloud emerged victorious, completing the voyage in 89 days, while the Challenge arrived ten days later.

One of the most memorable races involving the Flying Cloud took place in 1857 against its sister ship, the clipper ship Northern Light. The two vessels competed in a nail-biting race from New York City to San Francisco, with the Flying Cloud triumphantly arriving first in 89 days and 21 hours, leaving the Northern Light behind.

**Wrecks and Final Years:** Despite its impressive track record, the Flying Cloud encountered its fair share of challenges and misfortunes. In 1874, while under the command of Captain George Fried, the ship was wrecked near St. Helena Island off the coast of Chile. The vessel was irreparably damaged and eventually abandoned.

**Conclusion:** The Flying Cloud, born from the vision of shipbuilder Donald McKay and owned by prominent maritime companies, carved its name in history as an iconic clipper ship. With its extraordinary speed records, fierce rivalries, and numerous successful voyages, the Flying Cloud remains an enduring symbol of the golden age of sail. Its legacy as a maritime marvel endures, captivating the imaginations of those who hear its story.



## Get Your Gear

- For polo shirts and vests, ask Steve Lofshult at the next meeting.
- For caps, ask John Lamb at the next meeting. (They are back in stock)
- For name badges, ask Rob Cuscaden at the next meeting.



## Selected Informational Resources for Model Builders

### Modelshipbuilder.com

This website has a popular forum with over 1900 members and an extensive group of building logs. They also sponsor group builds and provide an opportunity for members to place articles. In addition archived issues of "Warships and Workboats" and "MSB Journal" can be accessed here. [www.modelshipbuilder.com/](http://www.modelshipbuilder.com/).

### Ships of Scale

This website provides a forum and build logs from around the world, though it is an English language site headquartered in the USA. It was never associated with now-defuncted *Ships In Scale* magazine (whose intellectual properties were acquired by the Nautical Research Guild). <https://shipsoscale.com/sosforums/>

### Nautical Research Guild

Official website for this premier ship building organization. There are articles, links, and NRG news. <http://www.thenrg.org/>

### NRG's Model Ship World

This large, comprehensive site is now operated by the Nautical Research Guild. It's a major forum w build logs and plenty of response to modeler's questions. Also access shop notes, tips, techniques and research. <https://modelshipworld.com>

**FAQ for Ship Model Builders** (by John Kropf) This is a model ship building site which answers all sorts of questions about ship modeling. Many of the links do not work. <http://sites.google.com/site/shipwrightsfaq/>

**John's Nautical & Boatbuilding Page** This site includes mostly life-size boat building material, but its self-proclaimed "Mother of All Maritime Links" can be helpful. <http://www.boat-links.com/>

**Bottled Ship Builder** This is a forum that is all about ship in bottle and miniature building. there's a lot of information on the site for any one interested in ships in bottles and miniatures <http://Bottledshipbuilder.com>

**Model Ship Building Secrets** This is an English blog with a directory , "50 of the Best Model Ship Building Sites" <http://www.modelshipbuildingsecrets.com/resources.html>

**Modeler's Central** – An Australian commercial site that features a blog with many modeling tips as well. <https://www.modelerscentral.com/>

**DeAgostini Model Space** A British commercial site selling kits and tools with a forum filled with build logs of large models <http://forum.us.model-space.com/>

**Arsenal Modelist** – Olivier Bello's ship modeling site featuring 43 short tutorials, closeups of his fine work and a building log. <http://www.arsenal-modelist.com/index.php?page=accueil>

**Wooden Ship Modeling for Dummies** (aka Naval Model Making for Dummies) contains illustrated photos (3000) and videos (200). However, unless you pay to subscribe, you may only access a limited amount of this instructional material. Those unrestricted tutorials are certainly worth exploring. <https://shipmodeling.ca>



## THE NAUTICAL RESEARCH GUILD

"ADVANCING SHIP MODELING THROUGH RESEARCH"

Annual membership includes our world-renowned quarterly magazine, Nautical Research Journal, which features photographs and articles on ship model building, naval architecture, merchant and naval ship construction, maritime trade, nautical and maritime history, nautical archaeology and maritime art.

Other benefits include discounts on annual conferences, ship modeling seminars, NRG products and juried model competitions which are offered exclusively to Guild members. We hope you will consider joining our ongoing celebration of model ships and maritime history.

For more information contact us at: [www.thenrg.org](http://www.thenrg.org) or call 585 968 8111

