

SCUTTLEBUTT

NEWSLETTER OF THE CANBERRA MODEL SHIPWRIGHTS SOCIETY

Established 21 April 1988. Incorporated 16 January 1991.

OBJECTIVES: To foster and maintain interest in building model ships, boats, associated fittings, gear, equipment, armaments and relevant items and structures and the pursuit of excellence in this field.

August – September 2026

Committee Members 2026 – 2027

President Neville Miller. Vice President Grant Dale. Treasurer Peter Hateley.
Secretary Peter Gaisford. Assistant Secretary Bill Atkinson.
Committee Members Tony Payne, Robert LeLievre
Public Officer Ray Osmotherly. Liaison Officer Max Fitton.
Webmaster Steve Batcheldor. Editor Elizabeth Hodsdon

MEETINGS

Meetings are held on the third Tuesday of each month except December, commencing at 10am.
New venue from February 2026, Southern Cross Club, corner of Bowman St and
Catchpole St, Macquarie. ACT 2614.

PRESIDENT'S REPORT

It's been a roller coaster year for me and is far from over.

I would like to take this moment to thank Grant Dale and Peter Gaisford for all the work they have done for the Club this year and organising the Expo. In saying that it's that time of year again to dust off your models for the Expo in September. Please let our Secretary Peter Gaisford know what models you are preparing to bring for exhibition with the scale, length and a brief history of the model and build.

I will not be available over the next four weeks, as I will be participating in the Spring Shitbox Rally from Adelaide to Darwin raising money for Cancer Council Research, and will not be contactable until the second week in September.

Please take note of the new venue for the Expo, Southern Cross Club, Woden. 19th and 20th September 2026.

Happy modelling and I will see you at the Expo.

Kind Regards Neville Miller.

SPECIAL CONGRATULATIONS

Former editor of Scuttlebutt Brian Voce and his wife Marcia passed a milestone in early August, celebrating their 70th wedding anniversary (Platinum). They were childhood sweethearts, starting the journey in third year high school.

ISABELLA MODEL

Tony Payne

The model of the Murray River paddle boat came about after a trip to Mildura. We visited a museum which was all about the river and the boats that worked it. I purchased a book with good photos of some of the boats. After being home some time and having nothing to do I decided to try to scratch build a model of one of these boats. I chose the Isabella because it was a good photo in the book. I made the hull out of 2 pieces of wood and after cutting out a hole for the motor and drive glued them together and shaped them for a shallow draft. I then fitted the motor but did not have any paddle wheels so had to make my own. This was the hardest part of the job. I then built the wheel house and cabins and paddle wheel covers. These lift off to give access to the battery and motor. The battery 2.5 volt runs the paddles so I decided to add navigation lights. When it was all complete I put it on the water. It sank and turned turtle. So now it is a shelf model only.





After years of “lost” parts,
the Carpet Monster finally launched its own fleet.

Dry Dock Modeler (<https://drydockmodeler.com>)

Grant Dale

DDM is an international forum which aims to encompass all aspects of building model ships and boats. Whether you build in wood, plastic, multimedia etc, you are all welcome here. Whether your hobby is building the myriad of kits from around the world, or milling your own lumber and creating your own unique masterpiece, then please share your work and techniques with us. We all have room to learn, and can do this without introducing politics into our hobby. Every member is free to build whatever they like and share their journey with us all. We welcome members from all around the world to become a part of our friendly community and to help promote and welcome others into this beautiful hobby.

We have initially been funded by a group of experienced and novice model builders alike who wanted a space to just hang out and talk about ships. They have generously donated enough equity to start this community and guarantee its standing for quite a while. Our goal is to never have to charge a fee to access content, ship model plans, tutorials and other benefits in order to keep the site running or pay for other aspects of an organization or salaries or printing costs and overhead. We firmly operate in the 21st century. Every penny that is donated or given to DDM by members or sponsors in the future will go directly to this site and nowhere else. It will help us bring more ship model goodies to you with a laser focus on our DDM members.

We have spent a considerable amount of our precious resources to ensure this site is properly backed up and its content made safe and secure. (It's your content.)

Our goal is to treat all ship model builders as equals whether they can afford to pay or not, whether they are brand new builders or master builders with 50 years of experience, whether you are a kit builder on weekends or a scratch builder on weekends. Whether just for fun OR if you are a professional master model maker, this is the ship modeler space for you.

Dry Dock Modeler is not a site for a few elitist academics who turn every topic into a thesis diatribe on what is correct or worthy or historically accurate. It is a site for everyone. It is a place where you can enjoy the art of ship modeling without any drama, without digging into your pockets, and without being belittled or judged. It is a drama-free pontificator-free zone.

We are very grateful and want to thank our generous benefactors and supporters who have made the launch of this site financially possible.

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Expo 2026

Urgent: Please get your entries in as soon as possible – see Page 7
There will be live streaming of Expo again this year – see the ACTSMS site.

Vale

Former member Douglas Gordon has passed away on 5th August 2026 at the grand age of 96. Douglas and his wife Sue lived in West Australia. Max Fitton had kept in touch with Douglas, and attended his funeral on 14th August.

A Story of “VICE”

Barnacle (Bill Atkinson)

This is the story of vice – a (g)ripping yarn of molten filament, anonymous electrons and their role in the production of a most useful modelling tool.

Some months ago Peter Hateley displayed several items he had produced using his 3D printer at our monthly witenagemot, amongst which were the incredibly tactile stingray which flexed effortlessly through a series of interrelated enclosed joints, and a small twin axis parallel jaw vice. Both these items were printed using a 3D printer. For me to espouse the technical virtues of 3D printing (about which I know very little except it is indeed a wonderful thing to behold) would be verging on a technical travesty, so I shall defer to greater authorities than I to describe the process and its requisites.

The 3D printing process (additive manufacturing) builds physical objects from digital models by depositing material layer by layer. It consists of three primary stages: designing a 3D model, slicing it into printable layers in software, and physically fabricating it. It allows the conversion of virtual 3-dimensional models into real world objects. It is an Additive Manufacturing (AM) process, building models layer by layer. AM is the opposite of subtractive manufacturing which takes a block of material, and works it down to the desired shape. This term encompasses CNC, routers, lathes, laser cutters and the like.

The process itself is quite simple. A printer is loaded with a roll of filament – the “ink” of the print. The printer's extruder heats to a temperature where the plastic filament will become liquid-like and then traces out a 2D 'slice' of your model to the print bed. Once that layer is complete, the printer moves up a certain distance known as the layer height and proceeds to trace the next 2D layer of your model. This is repeated for as many layers as required to complete your model. This entire process is dictated to the printer via a G-Code file, which is a file written in computer control language that tells your printer how to move, how hot to be, how fast to go etc. Slicing software creates this G-Code file and allows it to run on most computers.

And that apparently is a simplified take on the process known as FDM or Fused Deposition Modelling. While there are many methods for 3D printing, FDM is the most widely used in consumer 3D printers. It was originally developed back in the 1980s, however the patent on FDM technology has since expired. That expiry leads to massive price drops, allowing 3D printing to enter the everyday consumer market.

Apart from the 3D printer itself, these are several key components to the 3D production process.

1. *Material* -This refers to the types of filament the printer is able to print successfully. Having a printer that allows you to print multiple filament types is a great option. ABS and PLA are the most widely available however hundreds of different types are being developed as time goes on.
2. *Resolution* -This relates directly to the print quality, smaller is better for both horizontal and vertical resolutions. The vertical resolution is the layer height, it's how thin a layer can be. The horizontal resolution is how wide a single line can be printed on the printer. While the differences may seem small, a 0.1 change in these values can make all the difference when trying to print a perfect looking model.

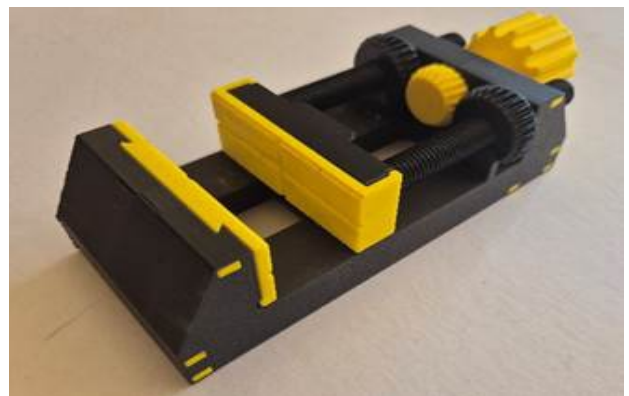
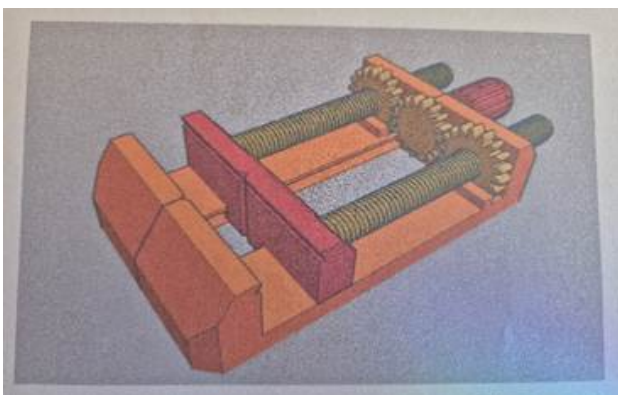
3. *Build area* – This value is usually represented as a volume, and refers to the maximum dimensions the printer can print. Depending on space limitations, budget and of course intended use, you are going to want the right sized printer for your needs.
4. *Extruder* – Your extruder is what controls the flow of the filament onto your print surface. Single extruders were the norm for quite a while, however companies are now supporting dual extruders enabling multicoloured prints.
5. *Print Bed Type* – You can get heated beds or non-heated beds. This will allow your first layer to stick to the bed better and significantly lower the chance of warping in your prints. A heated bed is a clear winner here, opt for this type if you can.

(Source: Tutorial - "How 3D Printing Works":
[www.core-electronics.com.au/guides/how3Dprinting works/](http://www.core-electronics.com.au/guides/how3Dprinting%20works/))

So the technology described above was harnessed by Peter using his 3D printer to produce a small twin screw adjustable vice which is 180mm long, 60mm wide and 60mm high with a jaw width of 70mm and a throat opening of 68mm. Mine was produced in two colours, black and vibrant yellow, though a wide range of colours would be available to suit the décor and sensibilities of the colour-sensitive modeller. The design of the vice is a twin parallel threaded feed controlled by the central gear which is controlled by the knob and is made up of nine separate pieces – a base, two threaded rods, two gears which convert rotary to parallel motion, a knob and the gear which drives the mechanism, the frame for the sliding jaw and two insertable (coloured) jaws. The file for this item was held within the Thingiverse, a fine conbobulation of the creations of thousands of very clever people who have designed things and then placed them on a free-to-all platform for all to access. It is particularly popular with the gaming fraternity where a huge array of items are available. This item is designated <http://www.thingiverse.com/things3932162> .

The value of the vice to the modeller is twofold. It is not fixed to a bench but can be used as a portable parallel clamp for discrete components and secondly, its twin parallel screws ensure a parallel jaw travel which can apply as gentle a force as the job requires. I find my vice is especially useful as a temporary holding support for an item that needs to be worked on but held gently while doing so. Being fresh off the printer plate the action of the threads of my vice were a little sticky but the application of a modicum of silicon spray lubricant solved that problem.

All in all I find my vice quite indispensable now, and thank Peter for introducing me to the cleverness of 3D printing and his kindness in allowing me to benefit from the application of the technology.



Editor's Note: The first sample of such a vice was brought to the February meeting by Rex Duncombe. It had been produced by his son. Rex passed the file information on to Peter Hateley, who made some improvements.

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# CMSS Expo 2026



## Canberra Model Shipwrights Society

### Model Ship Exhibiton 2026

**Saturday, Sep 19th from 10am - 4pm**  
**Sunday, Sep 20th from 10am - 4pm**

**Southern Cross Club,  
Woden  
Corinna Ballroom**



Model Ships on display by members of:  
Canberra Model Shipwrights Society,  
Task Force 72, &  
ACT Scale Modellers Society

Please get your entries to Peter Gaisford as soon as possible. Don't leave it to the last minute. Give Peter time to make up the bench cards etc.

Send to [pandsgaisford@hotmail.com](mailto:pandsgaisford@hotmail.com)

Give your name, the name of the model, scratch built or kit. If kit, which brand. Scale of the model. Length of model. A short piece of information about the model.

## Dates for your Diary

### Hubertus Model Boat Club Model Show

26<sup>th</sup> and 27<sup>th</sup> September  
11 am to 4 pm Saturday, 11 am to 2.30 pm Sunday

Workers Hubertus Auditorium  
Adams Road Luddenham  
Gold coin donation. All proceeds to Children's Cancer Research.

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### Eden Whale Festival

Friday 16 October – Sunday 18 October

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### The Sydney Festival of Model Shipbuilding

Hosted by Sydney Model Shipbuilders Club  
West's Ashfield Leagues Club,  
115 Liverpool Road, Ashfield NSW 2131

Saturday 31 October – 10.00 am to 8.00 pm  
Sunday 1 November – 10.00 am to 4.00 pm

Enquiries Michael Bennett mob: 0411 545 770

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### 2026 SCALEACT

ACT Scale Modellers' Society Incorporated

Nov 7<sup>th</sup> - 8<sup>th</sup>

Thoroughbred Park, 1 Randwick Rd, Lyneham ACT

Competition and General Display. All Skill Levels & Ages.  
International Manufacturers. International Guests.  
Expert How-to Workshops. Multiple Vendors on Site.  
Food and Parking on Site. Swap and Sell.

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Editor's note: The following notes for model building were written by by late husband, **Robert Hodsdon**. His workmates gave him the nickname Farmer Bob when we moved to a rural property. This is his guide – not everyone will agree with it all.

## **FARMER BOB'S GUIDE TO BUILDING MODEL SAILING SHIPS.**

### GENERAL

everything must be adjusted to fit  
part numbers usually indicates the order in which they are assembled  
complete one section before moving onto the next  
take care you select the right material for the right job  
keep all off cuts as they may be required later on  
most kits have plenty of timber but some are very stingy  
keep close to the plan as the pictures are only a guide

### PRELIMINARY

open box and study work book and plans  
identify sequence of construction  
identify parts and location on model  
check bill of parts (if supplied) against supplied list  
be aware many parts may need to be constructed  
when all is ok put it back in the box until needed

remember when there is no clear guide guess  
as long as it looks right it must be of

### ASSEMBLY OF KEEL AND FRAMES

identify frames, keel, remove from packaging, dress to shape  
stain keel dark walnut especially the edges if left exposed  
clamp keel to base  
insert frames into keel without gluing  
trim where necessary to get a good fit  
cut out decks and use these to hold frames while glue dries  
glue frames one at a time ensuring they are aligned correctly  
attach cannon support posts and any other additions per instructions

### DECK INSTALLATION

cut out decks and fit into frames without gluing  
any trimming required is done to the decks, not the frames  
any lower decks to be stained if not planked  
check any deck planking needs doing before fore, aft decks go on  
coat of poly to lower decks  
if strain to curve the deck ply is too great they may need soaking  
soaking  
= soak 1 day/mm of ply thickness in cold water  
=fit deck and tie down with elastic bands, clamps, pins  
=leave to dry same time as soaking time  
glue and nail decks starting at centre then out along frames  
when dry file nail flush with decks if cannot get out  
check deck edge alignment with frames and sand back if protruding  
dry fit mast through decks while assess still available inside hull  
also dry fit bow spit while access still available inside hull

## DECK PLANKING

if laying in sort lengths use scale 1:50 = 80mm  
start at centre and work outwards to hull  
1 coat of clear poly when finished

## HULL PLANKING – THE FIRST LAYER

trim frames until plank contact a minimum of 75% contact on ALL frames  
take time to get 1<sup>st</sup> plank right – usually follows the deck line  
glue planks to frames and along plank edges  
do not taper a plank more than half its thickness if possible  
sand back the inner top edge of every plank for a tight fit to the one above  
do planks in pairs either side doing 1 set a day  
planks may need soaking to get around hull, especially bow  
soaking  
= soak planks 24 hours and pin to model without glue  
= let plank dry 24 hours  
= remove and fine trim for an accurate fit  
= glue and pin to model and let dry  
planking usually follows the deck line but keep close to plan (not picture)  
planks should run bow to stern with splits at the stern if possible  
pin one or more temporary guide plank around hull as a guide for tapering  
Ballast  
because of ending a model onto the floor destroying masts, spars and rigging fit spoon fishing sinkers  
to either side of internal keel and fasten with zip ties  
use as many as required to make the model bottom heavy

when finished planking apply filler to fill any dents and sand back until hull has a good contour  
cut out gun ports using plank edges as a guide  
give a good rub back and contour hull with fine paper  
stain inside of hull walls if not to be clad

## HULL PLANKING – THE OUTER LAYER

usually done with contact cement and go carefully  
the first layer of planks can be anything but second layer ideally bow to stern

## IF USING PVA GLUE

= if evidence of timber soaking up glue rapidly from 1st layer then  
= paint 1st layer with 3 part glue/ 1 part water and let dry  
soak planks if necessary and go very carefully with the glue  
wipe off excess glue IMMEDIATELY with damp cloth

keep hands clean and dry  
offset slightly from 1st layer for a better key  
trim plank edges but don't put glue on them  
any rub strakes to be done as you go down the hull  
cut out gun ports in outer layer of planks  
when planking finished rub back and give one coat of clear poly

## HULL INSIDE WALLS & RAILING

start at bottom layer trimming to hull contour  
proceed up to rail area and trim level with other planks  
follow instructions on railing as all ships are different  
a jig is the only way to ensure all railing post are the same height  
when finished rub back and give one coat of clear poly

## DECK AND HULL FITTINGS

preliminary construction done while planking the hull  
use a jig when cutting multiple parts to ensure they are the same  
need to rub deck areas where deck fittings are to be glued  
give built up bits a coat of clear poly before fitting  
when fitting start with the lowest and move to the highest  
leave fitting of loose items like cannons, ships boat until later  
when all installed give everything a 2nd coat of clear poly  
install mast and paint any unpainted area of the masts  
paint metal bits with brown or black or whatever looks good  
gratings  
= if no hole in deck paint deck area under grate matt black  
= assemble gratings in one long piece and soak in 50/50 PVA and water  
= leave until dry and cut to required shape  
cannons  
= brass barrels ok but other metals paint black  
= wood carriages ok but metal ones paint brown or other colour  
= coat of clear poly when finished  
gun ports  
if metal paint brown or black or red or other colour.  
ship's boats  
= if not wood then plank inside and outside  
= maybe stain and 1 coat of poly  
water pumps -  
anchors – if ply stocks stain dark walnut (to hide edge layers) first then clear poly  
catheads -  
helm -  
channels -  
cleats, brits and belay racks  
belay pins = maybe paint belay pins black?  
Ladders = make one long length and cut later  
hatches  
capstan

## MASTINGS

preliminary shaping of masts and spars done while planking the hull  
taper masts and spars in outer third then blend back into the centre section  
make up mast tops, trestle trees, platforms etc  
drill shroud deadeye lanyard holes in platforms  
drill fairleads in platforms where required  
assemble masts  
stain spars walnut followed by 2 coats clear poly  
when finished give masts 2 coats clear poly  
most lanyards and blocks can be fitted to spars

## BLOCKS AND DEAD EYES

countersink dead eye holes so cord will lay flat and look more natural  
all blocks = thread on thin wire then varnish before adding attachment leads  
tie blocks  
clear out holes, grooves  
lay lanyard rope around groove and tighten with a slip knot  
apply glue to rope in side groove of block and knot on top  
NOTE ends of block left unglued so can use needle and thread to put anchor point for cord under block  
end

when block is an anchor point thread cord through lower lanyard and tie off with slip knot and glue

## RIGGING

start with standing rigging, then onto sails and running rigging  
rigging tension can change so don't glue knots until near the end  
keep glue to a minimum when gluing ropes around belay pins, posts and knots  
wax rigging thread to give it a sleek appearance

## STANDING RIGGING

tension rigging to remove any mis-alignment or bends in masts  
do shrouds then fore and aft stays  
start at rear mast and go forward  
lowers stays then higher stays afterwards

shrouds

left to right front to back in pairs  
use spacer to set up lower rope end dead eyes  
when in position clamp with a clothes peg and glue line around block and leave  
after glue dry tie top of dead eye on shroud and glue knot  
after threading dead eyes tie a thumb knot around rope

static rigging tensioning

run lines through holes and tie with a slip knot to line  
as ropes are tensioned push thumb knot up rope to keep tension  
when tension correct tie half hitches above dead eye, glue and cut off excess thread

may need to fit ships boat, cannons before assess is too difficult  
tie ratlines with half hitch at each junction  
add extra loops of rope around brits etc

## SAILS

cut out paper patterns per plan  
ensure all blocks attached to spars, mast etc  
temporary install spars and adjust paper pattern to nice tight fit between blocks  
make up sails and fold edges and add rope if required and glue and clamp with bulldog clips  
do all stitching necessary when glue dried  
attach sails to spars  
attach spars to masts

## RUNNING RIGGING

from stern to bow  
from bottom to top  
from inboard to outboard on spar positioning ropes  
if in doubt the further up the mast further back the tie off point  
spar hauling goes to brits  
do sail rigging after spars in positioning  
keep tension on rigging by continual adjusting  
when happy tie off lines and glue knots

## FINAL

attach loose items like anchors, ships boat etc  
make up cradle base  
add name plate

END



## Coming CMSS Meetings

September 15, October 20, November 17.  
10am, the Boardroom  
Jamison Southern Cross Club

### Annual Membership Fees

Canberra area: single member \$50, couple \$75.  
Interstate: single member \$25, couple \$37.50

Fees may be paid to the treasurer by cash or card.

Bank Deposit Beyond Bank BSB 325 185  
Account name Canberra Model Shipwrights Society  
Account number 03452396  
Please give your name as reference

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Visit the society website at <https://canberramodelshipwrights.org.au> We seek content for the website – everything from photographs of your models through interesting web-links and chat.

The society also has a Facebook group to promote the society and to attract new members. So please feel free to post items on the page and share it with your friends. Show other members your progress with models you are working on, or other interesting modelling related items.

<https://www.facebook.com/canberramodelshipwrights>.

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My thanks to all who have contributed to this issue. Contributions for the next issue will be welcome. Please send to me at [elizhod@gmail.com](mailto:elizhod@gmail.com). Elizabeth Hodsdon

