



# SAN DIEGO SHIP MODELERS GUILD NEWSLETTER

JUNE 2024

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## GUILD OFFICERS

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# SUMMER'S HERE

The May Grays and the June Glooms can mean only one thing to San Diegans: Summer's here! And while the jacarandas continue to bloom across the city our gaze turns to other seasonal events that directly involve our Guild.

First up is the San Diego County Fair which opens June 12<sup>th</sup> in Del Mar and will mark the Guild's 32<sup>nd</sup> year of active participation. The Guild's Booth will be open until the Fair ends on July 7<sup>th</sup> (closed Mondays and Tuesdays.) When visiting the Fair be sure to drop by and support your fellow Members at the *Design In Wood* exhibition in the Mission Tower building.

In addition to our annual presence at the Fair, the Guild is in the very early stages of considering expanding our visibility by having periodic events at Balboa Park and on the Embarcadero.



photo by Kurtis Sellen

Speaking of the Embarcadero, Summer also brings increased traffic (both land- and sea-going) that can make parking for meetings a little more difficult. Check inside for our handy tips on how to beat the Summer crowds.

Finally, Summer might be the perfect time to tidy up and replenish your workshop: dust off one of those many kits or plans that you've been meaning to get to and start that new project...

*...with an eye towards entering it in next Summer's Fair, of course.*



MMSD Supporter

San Diego Ship Modelers Guild  
1492 North Harbor Drive, San Diego CA, USA 92101  
[sdshipmodelersguild.org](http://sdshipmodelersguild.org)

established 1971 by Bob Wright and Russ Merrill



NRG Chapter Club

## 🚢 **From the Quarterdeck** by Guild Master John Walsh

One of the first things you learn as a rigger — whether working on model ships or full-scale sailing vessels — is that balance is essential. Too much tension will cause breakage, but too much slack compromises structural integrity. Any adjustments made to the starboard shrouds will require reexamining those on port. Stays and backstays must work in tandem to keep the masts positioned properly. Neglecting to consider the whole of the rig while focusing on any of its individual components opens the whole system to catastrophic collapse.



This metaphor has been on my mind lately as I seek to balance how our Guild serves all of its Members across the full skill spectrum. If everything is geared only to those toward the expert end, then you risk scaring away those who are just starting out by overwhelming them with details and minutia. But if we solely focus on novice-level topics, then we are missing out on tapping into the deep well of knowledge our advanced modelers have to offer.

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While finding this balance for the Guild as a whole can be challenging when selecting meeting topics and presentation formats, it always seems to work itself out perfectly in our one-on-one interactions. That makes sense; one person expresses their need, and then the other can tailor their knowledge to the level and perspective of the one asking. In short: private tutelage is best.

While we won't be offering at-home ship modeling "master classes" with Mike Lonnecker or Don Dressel, I think we have some great opportunities to provide the next best thing.

Firstly, there is the Community Build that was proposed during the May meeting. The chance to have a small group of modelers of varied skill levels working simultaneously on the exact same project and helping each other out is one we shouldn't pass up. Check out the NRG's upcoming "Masting and Rigging Project" highlighted in this Newsletter's Show & Tell section. If it looks like a group build you would want to take part in, please [reach out to me](#) to express your interest.

Additionally, I want to make sure we are serving the needs of our youngest Members. I have no doubt that investing in their passions now will lead to a new generation of modelers we can be proud to have inherit our hobby. That is why, given his firsthand knowledge of just how important direct mentorship is to a young builder, I have appointed Isaac Wills as our Guild's first dedicated Youth Coordinator. This is a Committee Chair position that will work directly with any youth (and their legal guardians) who join or are interested in joining the Guild.

Some may question the need for such a position, given how welcoming we are to everyone who walks through our proverbial door. The way I see it, we all have cameras at the Guild meetings, but we still designate someone as the Photographer to ensure that this need is thoroughly taken care of. We all play a part in mentoring each other, but the Youth Coordinator will make sure that appropriate resources and attention are being given to our youngest Members and guests.

For now, this won't be any different than what Isaac has already been doing of his own initiative, but in the future, especially if more youth join the Guild, this role's responsibilities may grow to include projects such as separate Community Builds designed around teaching age-appropriate basic skills, targeted public outreach, organizing one-on-one mentorships, et cetera. Rather than me (and future Guild Masters) guessing at what will be a good investment of our time, energy, and resources, the Youth Coordinator can focus on this specific area and advise accordingly. If you are interested in assisting Isaac in this capacity, [email him and let him know how you can help](#).

That's all from me before the next Guild meeting on Tuesday, June 11, at 6:00 PM aboard the ferryboat BERKELEY. Come early and socialize, especially since we are expecting some new guests who are very excited to meet all of you.

Until then... Fair winds and following seas!

***John Walsh, Guild Master***



## Using Wood for Color *by Jay MacMaster*

The ship models I prefer to build from scratch are from the 17th through the 19th centuries. I don't use any paint or stains on my models because I feel it covers up flaws and mistakes: therefore, I *only* use the natural colors of various wood species to simulate the painted wood found on the actual ships.

*The nine wood species I typically use to achieve this are:*

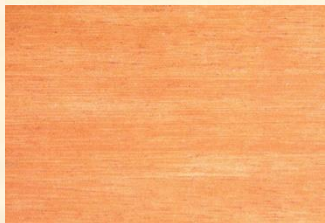


### ***African Ebony***

This is a hard, dense wood and difficult to work with. You must work with the grain and use heat in order to shape the wood.

### ***Holly***

The color is a light cream much like the lime and lard that was used below the waterline to repel Tortuga worms.



### ***European Boxwood***

This is an easy wood to work with. The color is close to ocher which was used on the ships to make the gun ports stand out.



### ***African Mahogany***

This was used on the ships because it resists rot. It has a tighter grain than Philippine Mahogany.



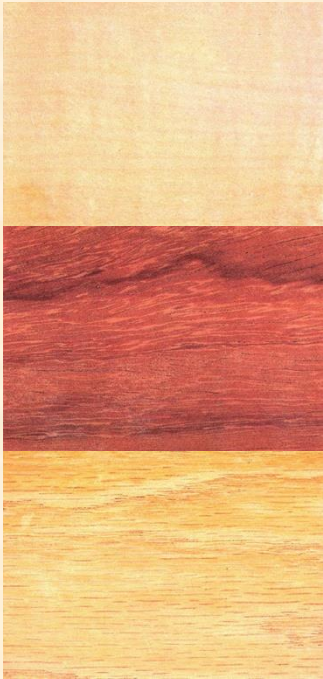
### ***Alder (Soft Maple)***

I use this wood mainly for filler and parts.



### ***Tropical Walnut***

I use this wood for fashioning treenails and trim.



**Birch**

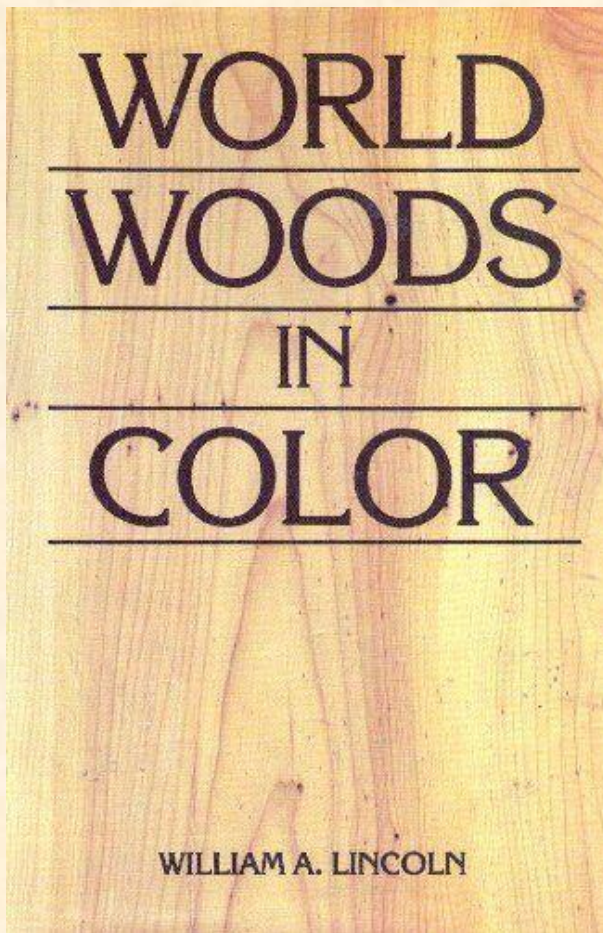
I use this mainly for decking because the grain is very close to the scale of the models I work on. I also use this for hatch gratings.

**Tropical African Padauk**

I like to use this wood because of its natural red color. This is used on any parts of the model that would normally be painted red.

**Red Oak**

This I use mostly to build the base and frameworks for the cases of my models.



Recommended reference for detailed information about these and many other wood species: *World Woods in Color* by William A Lincoln.

Current prices for the woods mentioned (per board feet, give or take):

<i>Wood Species</i>	<i>Cost/foot</i>
<i>Holly</i>	\$80.00
<i>African Ebony</i>	74.40
<i>Tropical African Padauk</i>	13.43
<i>Tropical Walnut</i>	9.16
<i>African Mahogany</i>	8.05
<i>Birch</i>	5.77
<i>Red Oak</i>	5.18
<i>Alder (Soft Maple)</i>	4.56
<i>European Boxwood</i>	no data

 **Always use a painter's dust mask or respirator**

 **Observe all safety precautions while working with wood**

## Santy Anna

*Listen to it on*  
 **YouTube**

*Oh, Santy Anna gained a day  
Away Santy Anna! (now!)  
Napoleon of the West they say  
Along the plains of Mexico (well!)*

*Heave her up and away we'll go  
Away Santy Anna!  
Heave her up and away we'll go  
Along the plains of Mexico*

*She's a fast clipper ship and a bully good crew  
Away Santy Anna!  
And an old salty Yank for a captain too  
Along the plains of Mexico (well!)*

**CHORUS**

*Santy Anna fought for gold  
Away Santy Anna!  
Around Cape Horn through the ice and snow  
Along the plains of Mexico (well!)*

**CHORUS**

*'Twas on the field of Molly-Del-Ray  
Away Santy Anna!  
Well both his legs got blown away  
Along the plains of Mexico (well!)*

**CHORUS**

*It was a fierce and bitter strife  
Away Santy Anna!  
The General Taylor took his life  
Along the plains of Mexico (well!)*

**CHORUS**

*Santy Anna now we mourn  
Away Santy Anna!  
We left him buried off Cape Horn  
Along the plains of Mexico*

**CHORUS**



## Last Meeting *photography by Guy Lawrie*



The May meeting was attended by 23 Members<sup>1</sup> and 3 guests<sup>2</sup>; all Officers were present. No new Members<sup>3</sup> joined the Guild.



Powder Monkey Karl Zingheim struck four bells at exactly 6:00pm to bring the meeting to order.



Tadd Mannino, Michael Denigan and Sarah Pearson were introduced as guests; newest Member William van der Beek was also introduced and welcomed. Photographer Chris Sullivan was on deployment to Japan so former Newsletter Editor Guy Lawrie stepped up to photograph the meeting.



*Paco López de Arenosa and Dave Yotter*



*Half an hour prior to the meeting a video of Glenn Clausson's Maker Faire presentation of his home workshop and how he constructed a Captain Nemo / NAUTILUS inspired hatchway was screened. Learn more about [Glenn's workshop](#) as reported by John Walsh.*

Guild Master John Walsh called for Officer reports of which the major news was from Fair Coordinator Jon Sanford who reported that the Guild's booth at the San Diego County Fair had been successfully constructed and that the volunteer roster was complete.



- ✓ 580 MiniStar kit packages assembled
- ✓ 70 Volunteer shift slots filled
- ✓ 1 Guild booth constructed

Business concluded, John gave the floor to Tadd Mannino of the Maritime Museum of San Diego for a demonstration of a sail-and-rigging teaching tool that he created.

<sup>1</sup> Clausson, Dressel, Hairston, Hite, Lawrie, Lonneckner, López de Arenosa, MacMaster, Miller, Pitt, Roel, Sanford, Scheet, Sellen, K.Sheehan, P.Sheehan, Tamayo, Thompson, van der Beek, Walsh, Wills, Yotter, Zingheim

<sup>2</sup> Denigan, Mannino, Pearson

<sup>3</sup> none

Tadd started by producing his teaching tool from the standard postal shipping tube in which it is cleverly stored. The tool represents a generic mast with two yards along with running rigging. Standing rigging is omitted as the purpose of the tool is to demonstrate how to set a sail using the running rigging, which was definitely the star of the show.



*sail-and-rigging tool*



*Tadd Mannino*

Various lines and parts of sail were identified and then Tadd showed how sails are unfurled, set, and refurled. Much of the time was expended on the use of halyards, clewlines and buntlines. He also gave some insight to variations on furling a sail.

Tadd noted that while he admired model shipcrafting he found it amusing that models bearing sails most often show them with yards squared away at 90 degrees, which he pointed out would be a very slow point of sail downwind, likening it to a beachball being blown lazily over the water.



The Guild Master then announced the break, after which the Guild moved on to [Show and Tell](#). Following the final presentation, the Powder Monkey struck the bell at 8:13pm to bring the May meeting to a close.





Michael Denigan

Guest Michael Denigan led the way at Show and Tell and presented his model of SURPRISE. One year into this build, Michael has nearly completed the standing rigging and is next taking aim at the running rigging.

- *HMS SURPRISE by Michael Denigan*
- *Mamoli kit, plank-on-bulkhead, wood*
- *5/32"≈1' 1:75, under construction*

Michael pointed out the rather flat forecastle and that currently SURPRISE is sporting EUTERPE's figurehead as a placeholder until he can fashion the proper one.



SURPRISE launch



SURPRISE beakhead



The Nautical Research Guild Masting and Rigging Project  
Developed by Toni Levine  
Copyright 2024 by the Nautical Research Guild, Inc.

Mike Lonnecker brought an early release of the new NRG "Masting and Rigging Project" kit. Designed by Toni Levine, the kit is a cross-section of decking with a full mast and yards. Like their previous "Half-Hull Planking Project" kit, Mike

- *MASTING AND RIGGING PROJECT by Mike Lonnecker*
- *NRG kit, wood*
- *1/4"=1' 1:48, not started*

suggested that this could be a good candidate

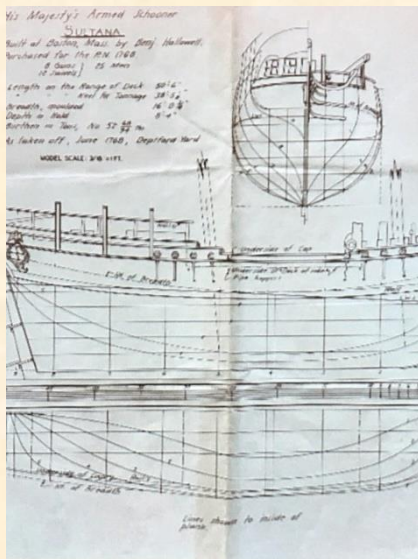
as the subject of a future Community Build. John Walsh showed interest in leading such a project.

- *PRINCE DE NEUFCHATEL* by Steve Miller
- Constructo kit, plank-on-bulkhead, wood
- 13/64" ≈ 1' 1:58, under construction

Steve Miller was up next with his update on the PRINCE DE NEUFCHATEL. At this stage of his build Steve was looking to introduce some color to his model and was considering either red or green: he decided to stain or paint the cannon carriages green. Steve also has added the bowsprit, but not before engaging in a [lively online discussion](#) at Model Ship World.



*Steve Miller and PRINCE DE NEUFCHATEL*



*SULTANA plans*

Isaac Wills was whiling away some off-time and came across plans for the armed schooner SULTANA that caught his eye. Naval architect that he is, Isaac was soon playing with the lines via a CAD program and also toying with different rigs just for fun.

Now on his “drafting table”, Isaac is considering building a model of this modified SULTANA. Asked what she’d be christened he replied: “the DILEMMA”.

- *DILEMMA* née *SULTANA* by Isaac Wills
- scratch build, wood
- scale undecided, on drafting table

Kurtis Sellen’s research into various methodologies of learning model shipcrafting continues on his SAN SALVADOR build, this month trying out some planking techniques (including using rigging thread between plank seams) and wire figures for scale.

- *SAN SALVADOR* by Kurtis Sellen
- MMSD kit, solid hull, wood
- 3/32" ≈ 1' 1:135, under construction



*planking study*

Don Dressel returned with the VASA, the Swedish 64-gun warship with the unfortunate history of sinking shortly after launch in 1628.



*VASA bulkheads*

- *VASA by Don Dressel*
- *Corel kit, plank-on-bulkhead, wood*
- *5/32"≈1' 1:78, under construction*

that the VASA was planked by a starboard crew and a port crew: this led to

differing planking on either side of the hull. As previously related, this Corel model has a separate beakhead that is keeping Don up at nights thinking how to true it to the keel and hull.

Don's latest additions to VASA include her bulkheads, the outer portions of which are painted a bright red. Don related that for the longest time it was assumed she had been painted blue, but microscopic investigation of the salvaged wreck revealed the true color. Also of interest was the fact



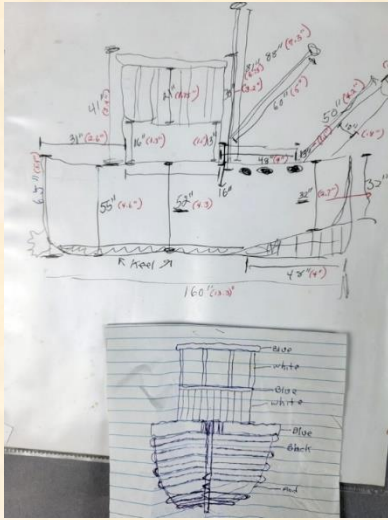
*Steve Scheet and Paco López de Arenosa*



*inspiration*

- *DOZER by Jon Sanford*
- *scratch build, solid hull, wood*
- *1"=1' 1:12, under construction*

Jon Sanford returned from a recent trip to British Columbia with an idea for a scratch build: it all started when Jon took notice of a whimsical representation of a log wrangler known as a "dozer" outside a local restaurant. Jon decided it would be fun to scratch build



*DOZER sketches*

one as a thank you gift for his friend and host, so he made some sketches on site.

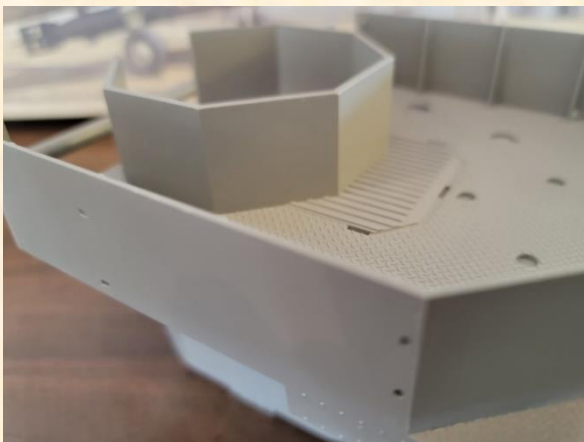
When Jon returned home he found a suitable solid hull with which to begin the build, and at 1:12 scale he will be able to choose from any number of action figures to man the helm. ☠



- AKAGI by Karl Zingheim
- Border kit, plastic
- 11/32" ≈ 1' 1:35, not started

To wrap up Show and Tell Karl Zingheim presented a recent release from Border manufacturers in China: a midship section model of the aircraft carrier AKAGI's island and deck along with a complete Nakajima B5N2 KATE bomber.

Karl has noticed a recent trend in plastic manufacturers to produce kits depicting a section of a ship at a larger scale. While not precisely



*AKAGI island detail*



*AKAGI kit*

suited for dioramas, Karl suggests they might be thought of as "vignette" models.

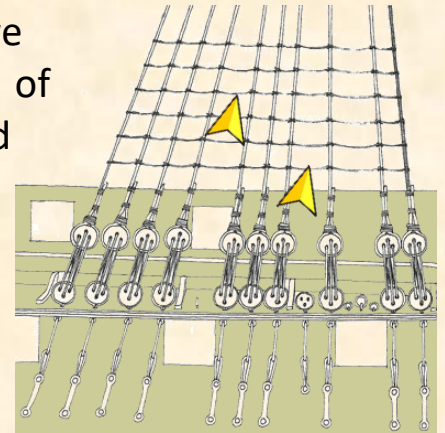
## 🚢 Flotsam and Jetsam

*"We were borne before the wind"*

*Van Morrison, Into The Mystic, 1970*

### **Soundings** – pronouncing nautical terms

Shrouds on the outboard sides of masts sometimes serve double-duty when graced with an extra network of horizontal rigging that enables hands to go aloft to tend to sails and spars. Each of these little beauties is known as a **RAT LINE** and can test both the model shipwright's rigging skills and pronunciation. Don't get tied into knots over this one.




Reads like: **rat line** (two words, accent on first)

Pronounced: **rat•lun** (one word, two syllables, accent on first)

### **Navigating the Website** – [sdshipmodelersguild.org](http://sdshipmodelersguild.org)

As a Member of the Guild, you're privy to certain information not readily available to the public: this information is kept under lock and key on our **SEA LOCKER** page. To access this page, you *must* have the proper (username and password) credentials, which you may obtain by asking any Guild Officer. Within the Sea Locker you have access to all Guild information, including Member roster, forms, sign-up sheets, presentations, build logs, and documentation.



 **Be sure to safeguard all sensitive information.**

### **Around the Scuttlebutt** – latest Guild news



Karl Zingheim announced that the IPMS (International Plastic Modelers Society) San Diego chapter will be holding a Model Expo on June 1st at the San Diego Air & Space Museum Annex at Gillespie Field. A [model contest](#) (including award for best ship) is being conducted. Karl also secured an express invitation from IPMS San Diego for Guild Members to participate this year.



All 70 volunteer slots for the Guild's Booth at the San Diego County Fair

have been filled: thank you, Members, new and old, for stepping up to ensure our strong presence once again. You can check [your schedule here](#).



Rumor has it that five Guild Members have entered six models in the San Diego County Fair this year. Five of the models were entered in the “Scale” category and the other in the “Not to Scale” category.

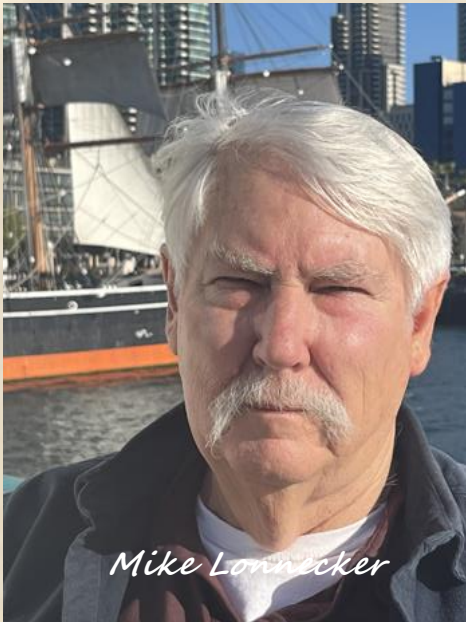


Summer parking on the Embarcadero can be a bit more challenging but there are always several options to consider (see our [map](#)):

- ☞ Arrive early (5pm) and enjoy the Guild’s social hour aboard the BERKELEY and/or help set up before the meeting.
- ☞ Embarcadero public parking lots (metered pay stations.)
- ☞ North Harbor Drive street parking in front of the San Diego County Administration building (parking meters.)
- ☞ MTS trolley (Blue or Green Line / County Center Station); 0.2 mile walk.
- ☞ AMTRAK train (Santa Fe Depot); 0.3 mile walk.
- ☞ USS MIDWAY public parking lot; 0.5 mile walk.
- ☞ Tuna Harbor public parking lot; 0.6 mile walk.
- ☞ Uber / Lyft / taxi.
- ☞ Car pool and let the driver figure it out. ☠
- ☞ Have any Members ever arrived to a meeting by boat and simply tied up to the MMSD’s Discovery Pier?

### On The Horizon

June 1	8am	IPMS San Diego Model Expo	Gillespie Field
June 4	6pm	Officers Meeting	online
June 11	6pm	Guild Meeting	BERKELEY
June 12 - July 7	11am - 6pm	San Diego County Fair (booth volunteering) 	Del Mar Fairgrounds Design in Wood
June 25	–	Newsletter	website, email
July 2	6pm	Officers Meeting	online
July 9	noon	SDCF model entry (pick-up)	Del Mar Fairgrounds
July 9	6pm	Guild Meeting	BERKELEY
July 10	10am	SDCF Guild booth (take-down)	Del Mar Fairgrounds



***How did you come to call San Diego home?***

In 1984 I was working in the aerospace industry in the Dallas / Ft Worth area on a contract that was winding down, and a business acquaintance informed me of a San Diego start-up looking for engineers. I contacted them and they sent me an airline ticket to come here for an interview, at which they offered me a position. I accepted, and I have been here ever since.

***Tell us a bit about your life/career path.***

I grew up in the South, and I attended and graduated from Kansas University with a BSME degree in mechanical engineering. I also met my



wife Sandy there and we have been married for 54 years. I worked for a company making traffic lights and industrial timers and counters during the summers while in school. After graduation I went to work for them full time, but found the work unchallenging, so I answered an advertisement for a design position in Ft Worth designing aircraft displays where I spent a couple of years. I then accepted a job offer in Dallas designing military aircraft modifications, eventually moving to a French company as the engineering liaison for some projects with Texas Instruments and the US Air Force. Finally, I got the job here in San Diego where I was the engineering manager for a large classified program for airborne equipment.

***How did you come to the Guild?***

I have enjoyed building things my whole life and had always wanted to try my hand at some serious woodworking. While still working I assembled a fair woodworking shop, and upon retiring put it to work designing and building some furniture while attending woodworking classes at Palomar College. As I aged the larger pieces and assembled furniture became too hard to handle and I looked for something else to build. I wanted to have a nice ship model to display in my home, so I decided to build one, and went looking for a club to share my interest: I found

the Guild.

***Do you recall your first model?***

I built my first model when I was 5 or 6 years old: it was a plastic Model T automobile. The thing I remember most clearly is melting ends of the axle to retain the wheels.



***Of the models you've made, which is your favorite?***

This is like asking me which is my favorite child. I will say I am very proud of my FAIR AMERICAN that is an extensively modified kit, and I believe the rigging on that model is especially nice. My scratch build of the FLY (still under construction) probably has some of my best woodwork.

***Describe another avocation you enjoy.***



I enjoy building and flying scale radio-control gliders: these are large, mostly of wood and have wingspans in the 4-meter range. My wife and I also recently purchased a motor home and are enjoying our travels together.

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***Coming in the July Newsletter***

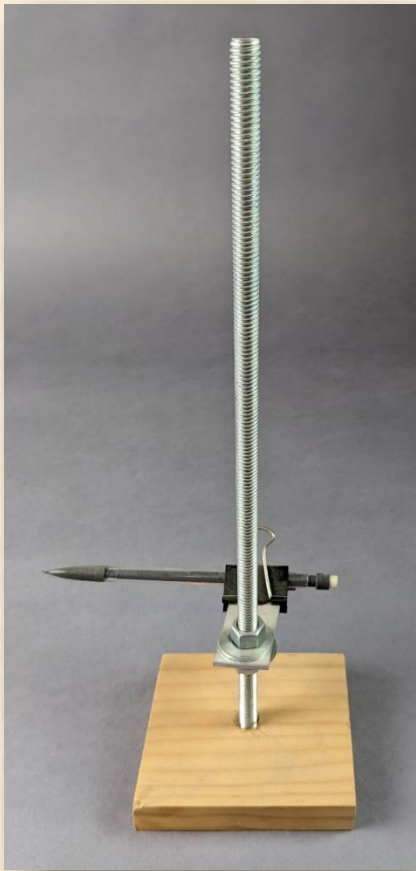
Mike Lonnecker shares his thoughts and insights on specific challenges faced while scratch building his current build, HMS FLY.

This new series of nine articles is not a build log but rather a study of how Mike approaches and solves scratch building problems.

Keep an eye out for "Tales of the FLY"







### ***Waterline marker***

Most of us have had to mark a waterline once or twice and this month Douglas Yumoto shares his home-made “\$1 Waterline Marker”. You likely have all the needed materials right in your garage so you may be able to save that dollar.

The advantage this waterline marker has over others is that you can easily adjust the waterline height by simply rotating the drawing mechanism around the bolt. Once the right height is found it’s smooth sailing.

#### Parts List

- |           |               |
|-----------|---------------|
| 1 bolt    | 1 flange      |
| 2 nuts    | 1 binder clip |
| 2 washers | 1 wood base   |
| 1 pencil  |               |

Douglas notes in his submission that this tool is used “to make the waterline. You can make it in 2-3 hours. Very low cost.”

No argument on the low cost, Douglas, but I *am* kinda left wondering how to use up that remaining 2¾ hours of build time. 🏴‍☠️

## Introduction

I wanted to build a TITANIC model which had lots of detail and be a project with many challenges (in a good way.) I found and bought the 1:200 scale TITANIC made by Trumpeter after seeing some beautiful builds of this model on YouTube. I also purchased an aftermarket detail set for this kit which included many sheets of brass photo-etched parts, resin parts to replace some of the kit's styrene parts, some turned brass pieces, and some wood decking.

- *TITANIC by Don Bienvenue*
- *Trumpeter kit, plastic, wood, photo-etched brass*
- *1/16"≈1' 1:200, under construction*



Figure 1 — the Trumpeter kit

Why TITANIC? It *wasn't* because of its notoriety due to the iceberg collision and sinking or because of the movie, but because I've always been impressed by the very high-quality craftsmanship of the staterooms and public rooms on this ship. The furnishings were what you could only expect to see at top-rated hotels or restaurants of that time. Personally, I also liked the "look" of ocean liners of this period.

## The Hull

The model's hull measures 43.5" long and is made of a single piece of styrene instead of the usual two halves. At this scale, a one-piece hull seemed to be an advantage. My first major task was to drill approximately 950-1000 portholes using 1.0, 1.5, 2.0, and 3.0mm drill bits. A pin vise was a must, since it would have been much too easy to slip out of the center of a porthole while using a Dremel-type rotary drill. I wanted to drill out the portholes so that I could add "glass" to them, especially as I planned on lighting the model's interior.

## Painting the Hull

I used spray paint for painting the hull. Work had to be done outdoors because

good ventilation was needed for a project of this size. Paint colors used were oxide red, flat black, flat white, and yellow. I also used Tamiya masking tape for the first time and highly recommend using this tape for your modeling projects. There was a noticeable difference using this tape compared to regular masking tape: the paint lines were cleaner.

I started with the oxide red first. Leaving a day for the paint to thoroughly dry, I then masked the oxide red and the flat black was sprayed. This was followed by the flat white at the forecastle and poop deck areas. The yellow stripe was sprayed on last. The important step for painting the yellow stripe was to make sure the lower edge of the line was located between the two lines of molded hull rivets, otherwise the line would appear uneven due to the bumpy surface caused by the rivets.

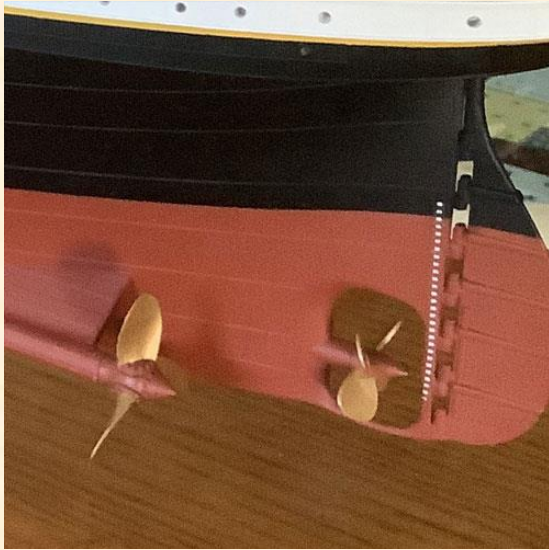


*Figure 2 — hull painting complete*

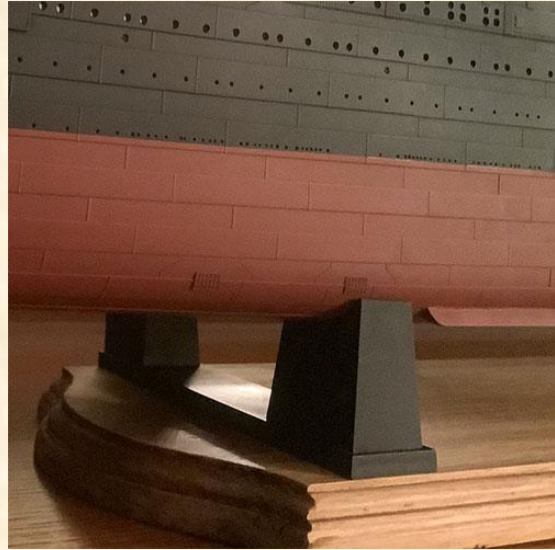
### ***Hull Details***

The plastic kit propellers were replaced by KA Models resin propellers which had better detail of the bolts connecting the propeller blades to the housing.

Due to the molding process of the model, the portholes at the stern of the ship were missing. I drilled these using the porthole spacing information found on the Internet and from reference photos.



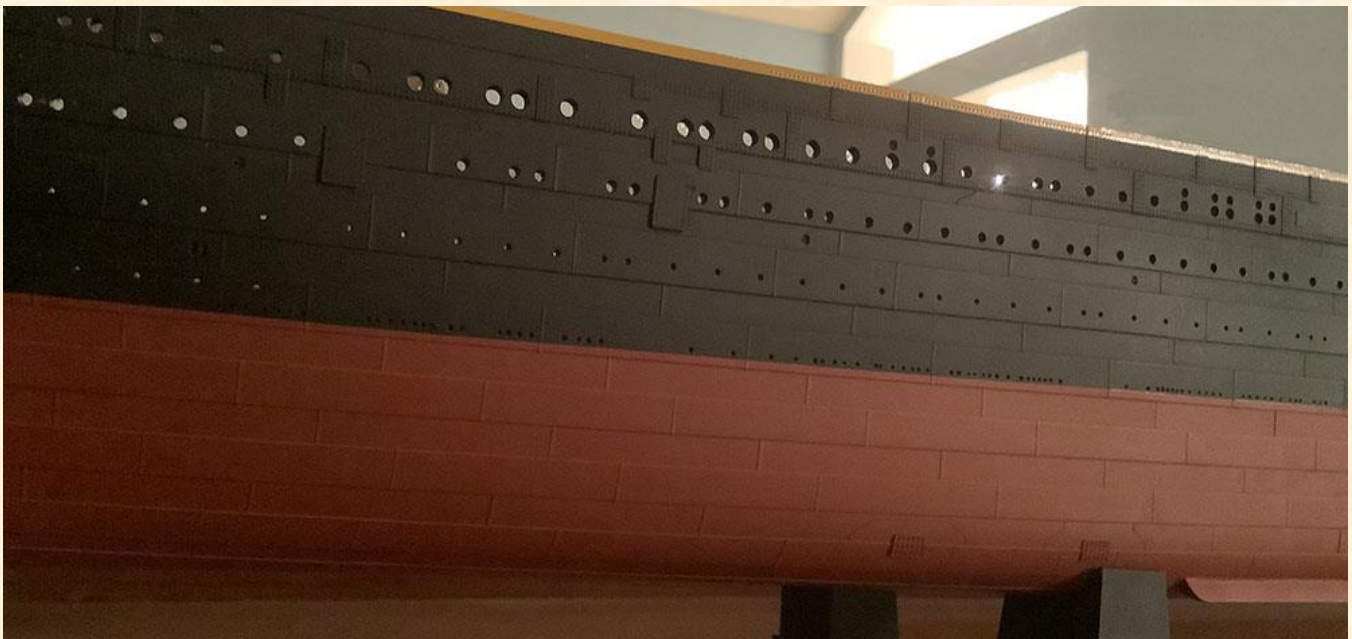
*Figure 3 — propellers and draft marking*



*Figure 4 — model stand*

I then applied the draft marking and ship name decals to the hull.

Finally, the plastic model stand was replaced with a wood base, but I kept the kit's plastic cradles for the hull, since they were made to fit nicely to the contours of the hull.



*Figure 5 — portholes featuring acetate "glass"*

"Glass" was added to the portholes: this was accomplished by gluing acetate strips to the inside of the hull, behind the porthole locations.

*Next time: I will discuss working on the well, forecastle, and poop decks, mainly adding wood decking, bulkheads, and some deck fittings.*

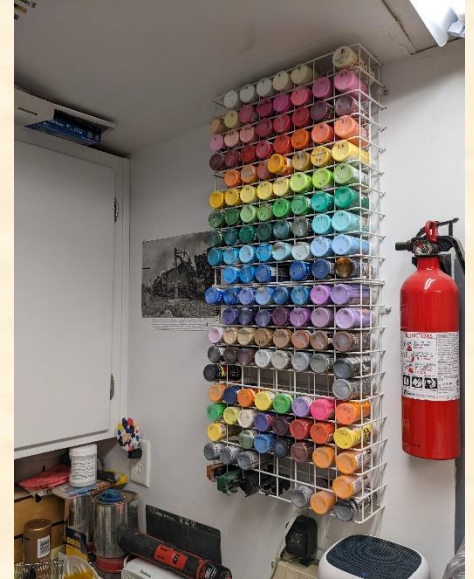
## **The Clausson Workshop** *by John Walsh*

Before he'd even joined the Guild, Glenn Clausson had issued me an invitation to come visit his home shop in Pacific Beach. And not just to look around, either; he'd given me full permission to use any of his array of tools and setups for my personal projects. It seemed almost too good to be true: Glenn says that he gets that a lot, and no one takes him up on his offer. Well, I didn't have any current projects in need of special tools, but I was finally able to give him a visit!

One of the things that impressed me most about Glenn's setup is how he's made the most of small spaces. His paint booth is a great example. The



base slides out from the wall, while latched panels swing down from the ceiling to form the sides. An exhaust fan with multiple filters makes up the back, allowing adequate venting of fumes. Cabinets and organizers keep paints close at hand and easily found. There are even compressed air lines running throughout the shop!



His desktop workspace is equally organized, with drawers of small parts sorted, numbered, and at the ready. Since many of the models Glenn builds contain electronics, his soldering guns and multimeters stand at the ready next to his project mats.

Perhaps my favorite part of Glenn's shop is his private office, built in the steampunk style of a Captain Nemo NAUTILUS-inspired submarine hatch door. It gives a whimsical touch to the space and is a great testament to the versatility of Glenn's skills.



Due to a sensitive project in the workshop, I was unable to photograph the 3D printer, CNC (computer numerical control) router, lathe, or vacuum form machines that Glenn has also given Guild Members an open invitation to use for personal projects.



If you have a need for these machines or simply want to learn more about using them, then you should definitely talk to Glenn. He has been incredibly generous in making 3D parts for Isaac Wills and me for only the cost of the plastic to print them.



*San Diego Bay, April 9, 2024, 7:37pm*

Thanks to our sponsor, the Maritime Museum of San Diego, the San Diego Ship Modelers Guild is fortunate to call not only San Diego Bay our home, but also the steam ferry BERKELEY, part of the Museum's fleet tied up on San Diego's Embarcadero.







# The Bitter End

## **Mission Statement**



The [San Diego Ship Modelers Guild](#) is dedicated to the preservation and enhancement of the craft of building scale ship models and to providing a forum for the exchange of ideas, information, skills, and techniques.

## **Maritime Museum of San Diego**



The Guild encourages all Members to join and maintain an annual membership in the [Maritime Museum of San Diego](#). As our sponsor, the MMSD provides the Guild space aboard the steam ferry BERKELEY to hold monthly meetings; allows us to work in, store supplies, and maintain the Museum Model Shop; and annually awards Guild entrants ribbons and cash prizes for the Design In Wood competition at the San Diego County Fair.

## **Nautical Research Guild**



The Guild also encourages all Members to join and maintain an annual membership in the [Nautical Research Guild](#). As a chartered Chapter Club, the NRG accords certain benefits, privileges, and protections to our Guild.

## **Piracy in Model Shipcrafting**

Although there is no single, agreed-upon definition of what constitutes "piracy", the use of another's intellectual or physical property without recompense is the basis for any working definition. Unfortunately, this is an issue that affects our craft: be scrupulous and avoid purchasing pirated kits or materials.



## **Our Founders**

The Guild was founded in 1971 by Bob Wright and Russ Merrill in collaboration with Ken Reynard, Captain of the barque STAR OF INDIA.