Bay Area Engine Modelers Club

www.baemclub.com

April 2024

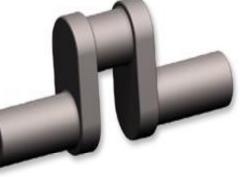


Paul Denham

Your name here!

Deirdre Denham

Steve Hazelton



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Treasurer

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MEMBERSHIP \$25.00 US

Contact Paul Denham at pedenham@comcast.net

NEXT MEETING

Saturday, April 20, 2024, at the Golden Gate Live Steamers clubhouse site in

Tilden Park, Orinda, CA

Gate opens at 9:00 am Meeting starts at 10:00 am

MEETING NOTES

The Bay Area Engine Modelers met at the Golden Gate Live Steamers clubhouse on March 16, 2024. 18 members/guests attended. BAEM President Paul Denham welcomed all.

NEW MEMBERS/VISITORS

BAEM members are reminded that visitors are welcome at our club meetings, and we're always looking for new members.

Upcoming Events

- Apr 20: BAEM meeting at GGLS
- Apr 20: STEAM Festival, Fairfield
- May 18: BAEM meeting at GGLS
- June 15: BAEM meeting at GGLS
- June 15 & 16: GGLS Spring Meet/Open House

See below for more details regarding events. Watch Crank Calls, BAEM emails and BAEM web page for updates. BAEM meetings are usually 3rd Saturday of the month except December.

TREASURER'S REPORT

Paul Denham reported that the club's finances are in good shape.

2024 BAEM dues of \$25 are payable. Checks can be mailed to Deirdre Denham at 1937 Merchant St, Crockett, CA 94525. Make checks payable to "BAEM". Paul explained that checks may not be deposited right away, so members should patiently wait for their checks to clear.

CLUB BUSINESS

The club's trailer has been donated to GGLS. It was delivered to the GGLS site following our March meeting. As explained in last month's Crank Calls, the trailer had been used for transporting equipment used at major shows, like the Good Guys event. It had seen little use over the past few years, and we had lost use of the place where we had been storing it, so the decision was made to donate it to GGLS.

Our club treasurer, Deirdre Denham, will be taking care of the DMV transfer.

TRANSITIONS

A memorial service celebrating the life of BAEM member Bob Hettinger has been scheduled for Saturday, May 25. It is being held at the California Automobile Museum, 2200 Front St, Sacramento, CA. The museum will open at 10 am and will be available all day for Bob's friends and family. There will be a slideshow & lunch at 12pm, with a presentation, dessert, and sharing of stories to follow. See the attached flyer.

Bob's son-in-law, Jim Lussier, is the event organizer. Phone 210-452-5853, email: jim.lussier@gmail.com. If you are unable to attend but have some stories that you would like to share, Jim would be happy to receive them. If you have any photos that you would like added into the slideshow, please send them to Jim via email. After these events, Jim hopes to have the slideshow shared via YouTube or some online site. There is also a brief graveside service planned. Contact Jim for further details.

CLUB BADGES

If you are a member in need of a badge, contact Mike Rehmus (<u>editor@modelenginebuilder.com</u>) who has offered to produce them.

SHOWS AND EVENTS

Engine shows and similar events provide an opportunity for BAEM members to display their craftsmanship to an appreciative audience. They also serve to publicize our club's existence to potential future members, helping build our membership.

BAEM encourages all its members to participate in shows. Your help is needed to populate our display tables. You don't need an impressive collection of model engines to display. In fact, you can help without anything at all to display, as we always need people to provide coverage. It's a lot of fun interacting with members of the public, explaining what the engine model building process is all about.

-STEAM Discovery Festival

Makerspace's 2024 STEAM Discovery Festival will be held this coming Saturday, April 20th, from 10am to 4pm at the Solano Community College, 4000 Suisun Valley Road, Fairfield, CA 94534. There is no charge for admission. This is like a smaller version of the Maker Faire, which is held in October. https://www.steamdiscoveryfestival.com/

BAEM has been invited to display engines. We will attend and will have a dozen chairs and several tables for display, all of which are outdoors. We'll have a couple of sunshades. Steve Hazelton coordinating. Steve can be reached at 707-501-3535, and his email is <u>steve.hzltn@gmail.com</u>.

Unfortunately, this event partially conflicts with our April 20 club meeting. A few folks will have to miss our meeting in order to provide morning coverage for our club's display at the event. Those attending the club meeting should consider planning on spending the balance of that Saturday at the BAEM booth at the Discovery Festival.

[Note: "STEAM," as used here, is not referring to the product of boiling water. It stands for "Science, Technology, Engineering, Arts, & Mathematics."]

-GGLS Spring Meet and Open House

GGLS will have its Spring Meet and Open House on Saturday, June 15 and Sunday, June 16. We will be displaying our engines at this event.

FIRST POPS

Chuck Klor showed his nicely done PM Research Steam #7 twin-cylinder engine. Chuck described problems he encountered getting one of the cylinders to work properly. The piston on one side kept jamming. This ultimately required another casting, which PM Research supplied. During the meeting, it started right up on only ten pounds of air and ran nicely. Good job!



Chuck Klor



Chuck's #7 Steam

Charlie Reiter demonstrated a "First Pop" with his Bernay engine, made mostly of brass stock. It is a two-cylinder steam engine, that runs on air pressure. Charlie's experience with this build revealed that the plans are best considered as suggestions, rather than confident dimensions that actually work together, as the plans appeared to have been drawn by a guy who didn't actually build it. The plans lacked a lot of information that would have been helpful to a builder. As an example of the problems encountered, the crankshaft was pressed together construction that fell apart when the engine was turned over. Charlie rescued it through careful pinning. Clearly, an adventurous build. It ran nicely.



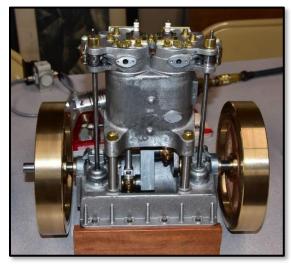
Charlie's Bernay steam engine

BITS AND PIECES

Paul Denham reported progress on his twocylinder Frisco Standard. This engine has unusual heads, with horizontal valves. It has roller rocker arms, an O ring seal for the head, and a water jacket sealed with RTV sealant.



Paul Denham describes machining challenges encountered during the build of his Frisco Standard.



Paul Denham's Frisco Standard

Ray Fountaine showed his external-flame stirling engine. This was purchased as a built engine from PM Research. <u>https://pmmodelengines.com/</u> Ray designed and constructed a wooden base. It ran well.



Ray fires it up



Ray's Stirling

Ray also displayed a single-cylinder "wobbler" engine of his own design. It's not a true wobbler but utilizes an oscillating design that is similar to the wobbler design. This effort is a work in progress, with more to do. Ray has ordered a new flywheel from Martin Models. <u>https://www.martinmodel.com/</u>. Ray plans some work on balancing, which he'll address following his machining of the new flywheel casting.



Ray's wobbler design

Peter Lawrence reported progress on his Duesenberg engine. The oil pump is finished and functional, located in the bottom of the crankcase, where it draws oil and moves it under pressure into the numerous carefully machined oil distribution passages.



Peter describing the machining challenges

Peter also described his work with the helical gears. He found they worked well when properly

meshed. He suggested using an excentric bushing for mounting, so that the degree of runout can be adjusted.

Peter also described work on a water jacket on the Duesenberg engine. It was fabricated via silver soldering. Peter intends to nickel plate it, so it can be polished.



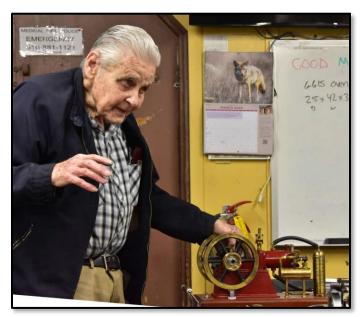
Peter's bits and pieces.

Peter also showed a pump impeller he fabricated using his rotary table set at an angle. Peter displayed a World War II vintage gyroscope, stored in its original wooden box. Apparently, it needs new bearings. Peter described how this would be driven by a 400 hz 3-phase motor.

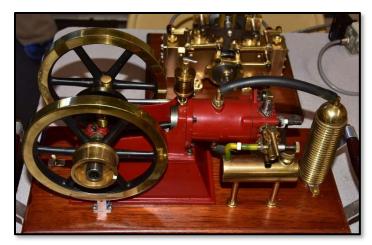
Larry Zurbrick reported early work on a Wall Wizard engine. He has the casting kit but one of the castings is cracked. Having acquired Dwight's home foundry set-up, making a new casting may now be on his project list.

Mike Rehmus has a new 3D printer that prints awesomely accurate parts. Mike has long been knowledgeable and experienced regarding 3D printing. His latest printer is the Bambu Lab X1-Carbon Combo 3D Printer. <u>https://us.store.bambulab.com/products/x1carbon-combo</u> You can remotely monitor its progress via an internet connection. Mike reports over 1,000 hours with no trouble. State of the art for prototyping your latest design.

Dwight Giles, one of the older members of BAEM who has generously contributed his skill and knowledge for many years, is closing down his workshop. At the meeting, he shared one of his early works: the first model engine that he constructed completely himself. As can be seen in the photos below, this engine utilized castings. Dwight made these from scratch, making the patterns, mixing the sand, melting the aluminum, doing the pour and machining the cast product that resulted from the process. This engine is typical of Dwight's superior skills and workmanship. The viewer is invited to appreciate the mix of materials, the careful craftsmanship, the paint job, the polished brass, the carefully constructed polished wood base, the perfection, and the exquisite beauty of it all. A work of art. Inspiring.



Dwight shows his engine



Dwight's workmanship on display

RAMBLINGS

Working on an interesting project? Got a great BAEM story? Share it with us here. Send us pics and project details, and your hard work will be shared with the entire club.

FOR SALE

Owner of several Elmer Wall model engines seeks someone to get them in running condition and to improve their appearance. Amount of compensation to be negotiated. Contact Jeff Richards via email: <u>eatapeach78@yahoo.com</u>

Got something you'd like to sell? Your ad is free and will be seen by likely customers.

NEWSLETTER CONTRIBUTION

Your contributions to this newsletter are appreciated: workshop reports, tech articles, reviews, historical pieces, whatever. You contribute, we'll figure out how to post it. Send your contributions to either or both of us. Thanks!

> -Mike Byrne at <u>mgbyrne3@comcast.net</u> -Wes Wagnon at <u>weswag@ix.netcom.com</u>

