

## Ferrari's Don't Have To Be Red!

by Mark Palmer

This isn't particularly clever or original.

Ever since I saw the Enzo (8652) I wanted to build a black version, and recently I finally got round to it, and filled with success I went on to build a couple of black F430s, Convertible and Coupe (8671/8143), and bought the FXX (8156) after building the standard model I built a black version. As the FXX looks pretty good in red/white I've kept the original model.

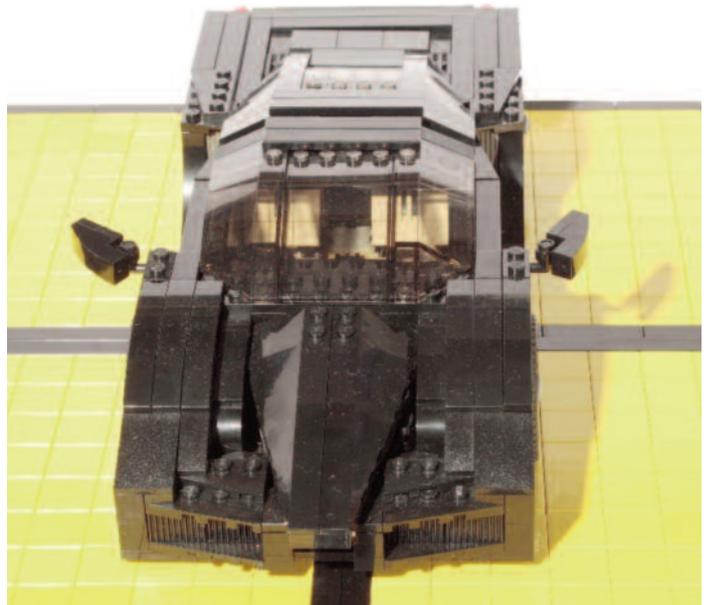
The other reason to build in black was the challenge of photographing them!

All the models are standard builds with a few small modifications;

- \* converted to RHD :-)
- \* no stickers as they're built from parts (this may change), if anybody has spare Ferrari stickers...
- \* all models use the FXX style wheels (56145, Black Wheel 30.4mm D. x 20mm without Pinholes, with Reinforced Rim, also used in various racers sets, e.g. 8137, 8141), with and without "wheel covers", to use these wheels reversed (spokes outwards) longer axles are needed.

### Enzo

- \* modified engine cover, engine now visible(ish)
- \* steering wheel (instead of gear wheel)
- \* red and tan interior (I'm short of tan tiles)
- \* slight change to nose, inverse slope added to under-



Black Enzo

side

- \* F430 style mirrors.

### F430 (convertible)

- \* Enzo style front (air intakes)
- \* some additional 1x8 tiles at base of windscreen
- \* black/lt-grey interior (see above re tan tiles)

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## Also in this issue ...

### AGM Review

by James Shields

Page 10



James' temporarily challenged review of his AGM experiences. Photos by Martin Long.

### Small Farm Model

by Siân Hockaday

Page 5



Another one of Siân's detailed and highly imaginative buildings.

### LEGO Photography

by Mark Palmer

Page 7



Tips and tricks for photographing LEGO. (Now if the printing can just do the images justice! - Ed)

# “The Association Matters”

Club News

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## Chairman's Report

**Simon Bennett** ([chairman@brickish.org](mailto:chairman@brickish.org))

Hello everyone...

### The Association gets bigger

...and a particular hello to all the new members who have joined since the last BI. Our membership numbers are going from strength to strength and I hope you are all enjoying the things the association offers, as always if there's anything you think we could be doing, let us know, or even better, go ahead and do it!

### The AGM gets bigger

Since the last BI the biggest event has been the AGM in Sheffield, which this year got even bigger, with a 'more official' second day with trading and plenty of time to chat, and the usual competitions and the AGM itself on the Saturday. If you couldn't be there, check out the pictures on the website.

### Great new models

One of the results of the new members we have is all the excellent models I have seen shown in the building group on the forums. It's quite clear to me that since the association began the quality of the stuff we are building has just gone up and up each year. Keep it up, and keep posting about it.

*Play On*

**Simon**

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## Editor's Comments

**William Howard** ([newsletter@brickish.org](mailto:newsletter@brickish.org))

Apologies for the slight delay in the publication of this issue, but sometimes real life (aka work) gets in the way of the more pleasurable aspects of life.

Due to other commitments requiring my full attention for the rest of this year and beyond, I have decided to step down as the BI Editor. Producing seven issues in just over two years has had its ups and downs, but there are far more ups and memorable moments than downs, and I wish whoever takes on this interesting role in the future all the best.

As you can see from the event listing opposite, we are now entering the summer lull for events and displays, which should mean we all have more time to build those fabulous models that Simon would like to see.

I look forward to seeing the fruits of the summer labour at STEAM and the Christmas Party

*Play On*

**William**

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## Events

### Models and Minatures Day, Twyford Waterworks Museum: 6 July

A display of LEGO trains, industry, engineering and town at the museum's annual models event.

### Tabletown Open Day, Basingstoke: 9 August

THRILL to the sight of Tabletown! HELP Dr S clean it! House fest about all things LEGO.

### LEGO Fan Weekend, Skærbæk: 26-28 Sept

International LEGO fan weekend in Skærbæk (Denmark). Last year over 40 exhibitors from 6 countries were present. This year there will also be competitions and an auction.

### LEGO Trains, Cupar: 27-28 Sept

A LEGO train show where the children can operate the trains. Everyone is welcome to come along, bring a train, a building or just watch.

### Great Western LEGO Show, STEAM: 4-5 Oct

This year, the display will be biggest ever with even more activities for all the family to enjoy and participate in! And remember, this is not just a LEGO Trains show - it is open to all themes.

### Christmas Party, LegoLand: 6 December

Advanced date for your diary. More details in the next issue.

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## Membership

The annual subscription is £8. For resident UK members renewing for two years the rate is £14. Subscriptions fall due on the first day April.

Make cheques payable to 'The Brickish Association' and send to Jason Railton, Brickish Association, Flat 9 Alton House, 96 Midanbury Lane, Southampton, SO18 4HD

You must be at least sixteen years of age to join.

Administration of all members' address details is now performed centrally by members themselves using the on-line facility within 'My Profile' on the web site. If you have not verified your personal details recently, please check they are still correct as from now on, all copies of the Brick Issue and other mail correspondence will only be posted to the addresses held in the online database.

# Ferrari's don't have to be red!

by Mark Palmer

*continued from page 1*

## F430 (coupe)

- \* same modifications as above, but red interior using "racing" seats
- \* built using basic design from convertible (8671), i.e. without jacks etc.

(This is what I needed the black mugs for, the rear lights.)

I've bought the F430 Challenge set (8143), after building the black versions, really just for the wheels although I've built a yellow version for contrast, RHD with jacks and a rear spoiler copied from Brickshelf.

There are also some images on Brickshelf of modified F430's with a better front end, using 33deg slopes in front of the wheel arches, I might try and adopt these modifications at a later date.

<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=216738>



To display them I built a technic frame that supports the FXX vertically, this makes use of the built in jacks, and some plinths to display the models on. This gets away from a car park like flat display.

The Ferrari models are excellent models in themselves and with a bit of tweaking can be made even better. You can even use Bellville figures with them, safe in the knowledge that if there's an accident they can visit Yvonne's hospital :-)

This goes to show that fun can be had constructing models as per the instructions. In the future I want to add some MOC 1/17 vehicles and maybe some buildings to use as a backdrop.



Black FXX

## FXX

As standard in red/white, even LHD, except;

- \* narrowed the white stripe at the rear to match the front
- \* added technic steering wheel
- \* modified front lights to add a horizontal 1x1 round brick, to give the pronounced hump
- \* added, trans-red, rear lights.

I was going to omit the built in jacks but they actually work quite well. It's a really nice set that builds well and looks good. One of the few sets that I will probably keep built.

And in black, this is prototypical as Ferrari built a black FXX test car, it's available as a 1/43rd scale model.

- \* as above
- \* jacks omitted, passenger seat added
- \* RHD!

The black version needed a bit of modification at the front as the "18 1x4 slope" bricks aren't available in black, the interim solution is to use 1x3 curves.



Red FXX on stand

## Member Profile: Jonathon Goldsworthy

### \* What is your earliest LEGO memory?

My first recollection of playing with LEGO is from the memories brought back by a photograph that I can no longer find. It shows me with a multi-coloured (BOLOCS) aeroplane for my teddy, which I built from regular bricks. It must have been around 2 feet long with a similar wingspan. Each wing was made using a couple of the old 8x16 brick/base-plates. Oh dear, I've just had a rather horrible thought. Some of those base-plates/bricks would likely have been of a clone variety. Which clones were around in the late 60s? I must check in the loft, since I think I still have the old LEGO from my childhood, although I haven't even looked at it since we moved in to our present house, 14 years ago.

### \* What was the earliest MOC you built?

The earliest I can recall was the plane, but back in my childhood, I don't recall there being too many sets with instructions. I think we used the box art as ideas and then went on to build from our imagination. I was always into cars, so I built lots of those, but I was also interested in Star Trek. I built a small fleet of constitution-class ships and some Klingon D7s, and held battles. They were small and simple ships, built from regular bricks. I covered them in 1x1 bricks, to represent the crew. The crew members were knocked off during the battles, as casualties. I used yellow, blue and red 1x1s, to represent the different crew functions. It's good to think back like this, since I'd forgotten about this until I tried to answer this question.

### \* What brought you out of the dark ages?

My dark ages were entered probably due to peer pressure, nothing specific, just the feeling that I should grow up. I never parted with the LEGO, although it is now decidedly 'used'. I always wanted some of those early Technic sets, but was too old to ask for them as presents and had insufficient money to buy them for myself. I was brought out of my dark ages by the Technic Test Car, 8865, in 1989, at the age of 25. I quickly followed the Test Car with the purchase of another Technic set, 8862. A month or so later, I bought a collection of LEGO from a lad entering his dark ages, which included some old space sets and the slightly earlier car chassis, 8860.

### \* What was your greatest LEGO moment?

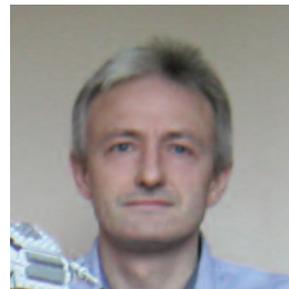
In 1996, I remember being excited about finding a 4558 for sale, on [rec.toys.lego](http://rec.toys.lego) I think. It was advertised by a guy in California, on behalf of his cousin in Hungary. I had a customer in Budapest, to whom we arranged delivery, once I'd sent payment. A month later, I was due in Budapest on business, and collected it from my very understanding customer and friend. My eyes were really opened to the possibilities of the email and newsgroups. Two other great moments were as a result of joining Brickish. The first was when I heard that my name was drawn out of a hat for one of the chrome C3POs. The most recent, and possibly the best, was the great time I had at the Brickish Christmas party.

### \* What is the best MOC you've ever built?

With only two MOCs to choose from, in recent times, my best will be the Classic Space ship that I produced for the Petersfield meet. It was built to the CS specs., as defined by Peter Reid. The C3PO-grab machine was special to me, since it resulted in me receiving the chrome C3PO.

### \* What's your favourite set and why?

Until very recently I would have found that very difficult to answer, being either the white Technic Space Shuttle, the 8880 black Technic Car, 4558 Metroliner, or 6542 Launch'n'Load Seaport. Now, I would say it is probably 4562, the Creator set that has the random 200 extra pieces, which include some very interesting colours. I can't think of any use for most of them, but it's still exciting breaking the seal on one of these sets, not knowing what I'll find inside.



### \* Are you a collector or a builder?

Both, but not great at either. I buy a lot of sets, open and build them; keep the boxes and file the instructions. When I dismantle a set, I sort and store the pieces.

### \* What LEGO-related activity do you spend most time doing?

Right now, sorting is occupying most of my LEGO time. I expect to spend some months yet, completing the process, since I keep buying more sets. Then I want to start building MOCs.

### \* How do you sort your LEGO?

In the late 80s and early 90s, I kept on top of my sorting, buying extra storage containers, as necessary. Then it got to a point where I couldn't decide how best to sort and store, and pretty much gave up. For the last 10+ years mixed parts have remained in the loft, in carrier bags and boxes. Reading on Brickish about the zip-lock bags, I started to sort my LEGO in November last year. I now sort by part-type and then by colour, in zip-lock bags, inside other zip-lock bags, inside plastic stacked drawer systems. It takes ages, so I can see this going on for the rest of 2008. Unfortunately, I've now run out of storage space for my storage system. I want to get to the point where everything is nicely sorted, so that I can start MOC'ing,

### \* What models are you working on now?

Before long, I'll have to start on a bigger and better version of my CS ship. I also have plans for a modest underwater MOC.

### \* Which other AFOLs do you collaborate with?

The only collaboration I've been involved in was the Brickish party 6x brick build.

### \* Apart from LEGO, what else are you in to?

I love cars, and have too many die-cast models and slot cars, as well as a couple of full-size cars. I also have a weakness for Vintage Port. It's a struggle to fund all these interests, but I don't want to give up any of them.

### \* What do your friends make of your hobby?

I never push anybody for their opinion and I don't recall anybody being critical of it. Some claim not to understand my interest, but most are keen to see the contents of the latest rattling box of goodies, when it arrives at the office.

## Siân's Small Farm Model

by Siân Hockaday

I enjoy building cute, slightly eccentric buildings. This means that they are often smaller than they would be if accurately built to scale. My husband tells me that it's common for buildings in model railway layouts to be similarly smaller than scale. This same trend can also be seen in television location sets. I believe the exteriors of the houses on Coronation Street are also smaller than 'real' houses. This causes an interesting conflict when I build houses with interiors, as they have to be small enough to look cute, but large enough to include a functional interior. Of course the solution is a T.A.R.D.I.S. I look forward to when LEGO will manufacture one. The same technology would also be handy for storing our LEGO collection too.

I was inspired to build this farm model by the recent acquisition of some Brickforge farm animals. I have three Friesian cows, three white sheep and three pigs. I was tempted to buy more, but felt that three of each would be enough to suggest a herd or flock of farm animals. I was very pleased with the quality of the animals. Whilst they are not LEGO, I feel they are a lovely tribute to LEGO, with imitation being the sincerest form of flattery. They blend well with the angular LEGO horses and dogs.

In addition to the farmhouse and small (very small) fields, I also built a Land Rover and a small red vintage tractor (called Ffergi bach in Wales). I am rather fond of old Land Rovers, as they remind me of my grandfather's, which had a canvas cover over the back, a bench seat in

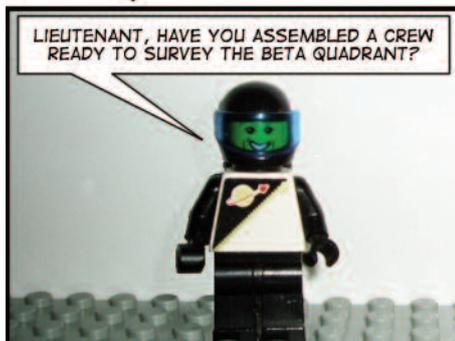


the front, and a seemingly never-ending supply of mint imperials on the dashboard. So, I constructed my Land Rover more to remind me of happy memories than to be accurately to scale. I was also restricted in my colour choice by the bricks in our collection. I feel the rear of the Land Rover looks like one of Ifor William's aluminium trailer covers. The tractor turned out to be a difficult subject to model well. I soon realised that to get the size I wanted it would have to be only two lugs wide. Even though I had found a lovely book on vintage tractors in our local library, I was very restricted as to what I could build. I feel the tractor design could be improved but am unsure how, since I wanted it to small and fairly robust.



## TRANQUILITY BASE

BY LOUISE DADE



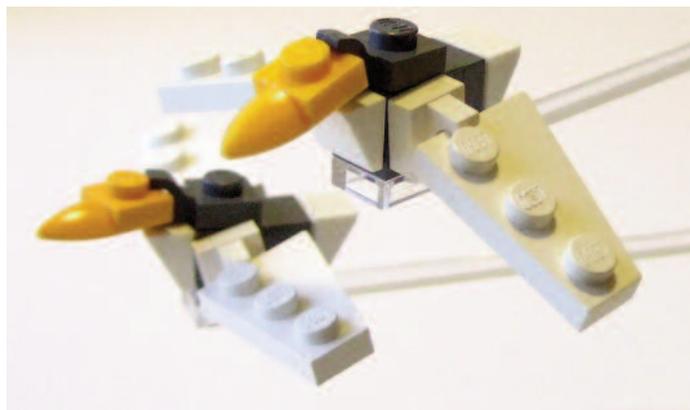
## Avians

by Tim Goddard

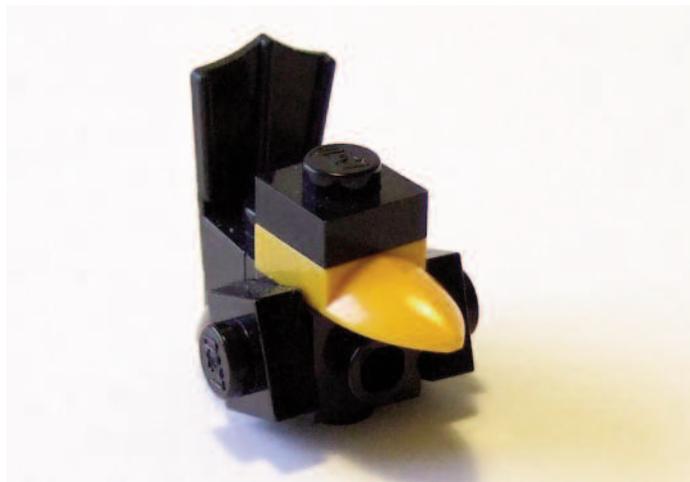
Beauty is in the detail, and animal life has always been a crowd pleaser in a train or castle display but (apart from the odd dragon) I haven't seen much life in the skies.

There are some very nice waterfowl about but, inspired by the penguin in the batcave set, I have come up with some simple bird designs to take to the air, peck around the farm yard and generally spice up a diorama.

Flying behind a pirate ship or trying to steal an ice-cream on the beach, the seagull is first up.



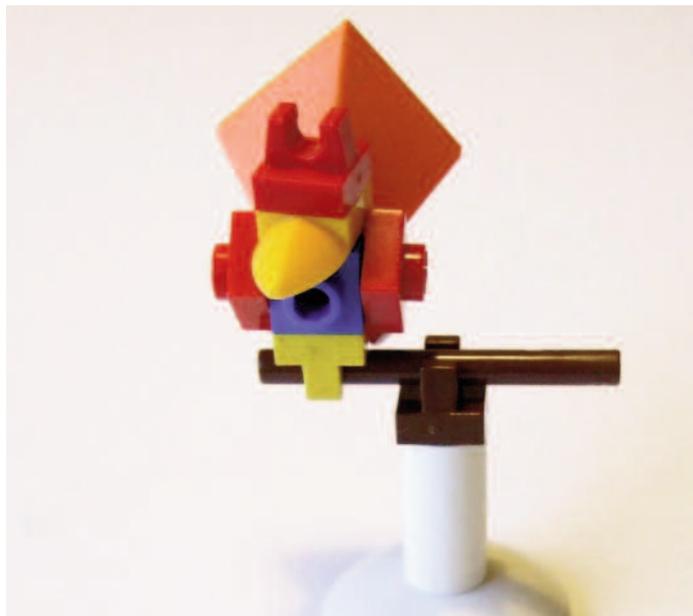
At home on the lawn outside a suburban house we have the blackbird.



The cockerel and hen might look good in a castle courtyard. You may feel they look a bit big, in which case add a red stud for a neck, play around with the colours a bit, and you have a turkey.



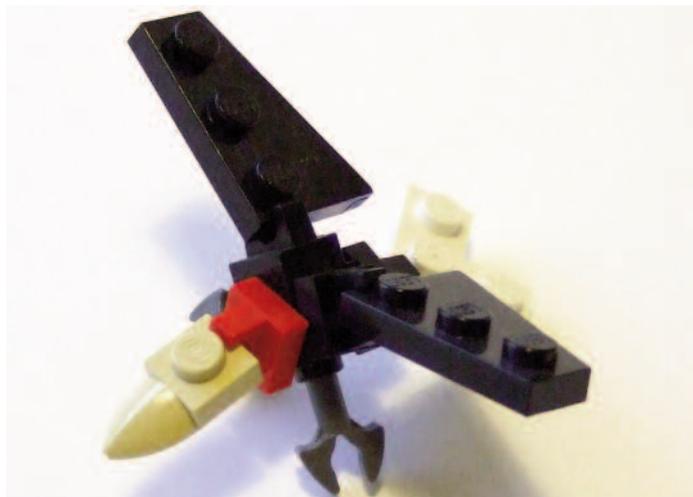
For the pet shop on the high street something a bit more exotic.



As an advertisement outside a pub or in the depths of the tropical jungle the toucan is next.



Finally if you have more macabre tastes the vulture can turn your slayed knights into skeletons in no time.



These designs are fairly straight forward and there will be many more variations to make all sorts of avians. Hopefully I've inspired you to add one to your next display.

# LEGO Photography

by Mark Palmer

## Introduction

Most people like to show off their Lego creations and the easiest way is to take some photographs and post to the internet (brickshelf, flickr, mocpages etc). Unfortunately Lego is quite difficult to take photographs of as it is highly reflective. This article, and possibly some further articles, will give some hints and tips for taking photographs of Lego. The assumption will be that the camera being used is a compact camera, although the information will be relevant to more advanced cameras. Also where possible DIY or low cost solutions will be suggested.

## Resolution

There is a temptation to think that you need the highest resolution camera and manufacturers obviously encourage this. However let's consider this, if you are creating images for the web the maximum size your likely to need is 1280x1024, or ~1.3Mpixels, typically you'll only need 800x600 pixels or 480Kpixels. For print things are a bit different, you need to consider the actual printing resolution or Dpi (dots per inch), typically this needs to be 200-300dpi. So for a 4"x3" picture at 300dpi you need 1Mpixels, for A4 at 300dpi it's 9Mpixels. So unless you want a poster sized print of your latest classic space creation mega pixel cameras aren't really necessary. In fact there is a good argument to say that a lower resolution camera will be higher quality. If you're looking to buy a camera consider a higher quality camera, from a good manufacturer, with a lower pixel count, also look at second-hand cameras. Don't get sucked into the pixel hype!

## Camera quality

It's worth noting that the biggest factor affecting quality are the optics (lenses) it's worth paying more for a camera that uses a better lens. That's one of the reasons, along with sensor size, why SLR cameras are higher quality, they have much better, and larger, lenses.

## Additional equipment

This article concentrates on getting the best quality images with the least expenditure however one thing that is a must buy is a tripod. This can range from a small table top tripod to a large Manfrotto tripod. I would suggest that the £1 tripods are not really suitable.

## Lighting

Control of lighting is the key to Lego photography, this article will consider the use of daylight or artificial light. Strobe/flash lighting is outside of the scope of the article, although if you're looking to buy a camera one with a hot-shoe will allow more creative photography in the future. Probably the easiest thing to do is to take the Lego outside, this not only allows for good lighting but also the use of a natural background. However if it's raining, dark or you want more control artificial lighting indoors is the way to go. Whatever lighting you use make sure it's consistent, i.e. don't mix fluorescent lamps with halogen lights. Be aware of any ambient sunlight, from a window, that may unbalance the lighting.

## Depth of field

Without going too much into photography basics and either insulting most people or confusing others, the



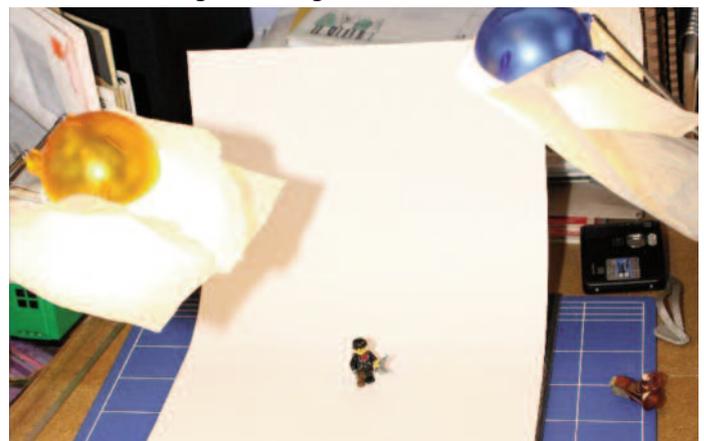
Left: two lights at side, Av mode 1/25 f5

Right: two lights at side diffused plus front light, Av mode 1/40 f5

amount of picture that is in focus is called depth of field. This is controlled by the aperture, the larger the aperture the less depth of field. Aperture is the F stop, the smaller the f stop the larger the aperture. For most compact cameras the temptation is to use auto or P (program) its worth experimenting with Aperture (Av) priority if it's available. Obviously the smaller the aperture, more depth of field, the longer the shutter has to be open and the more a tripod is needed. For most pictures of a single Lego model a shallow depth of field is best

## Backgrounds and basic lighting

The easiest background is to use a curved sheet of paper, A3, to form an infinity background, i.e. no visible background. If the paper is white this will also act as a reflector to provide a certain amount of backlight. Material can also be used but unless you're proficient with an iron creases can become a distraction, although this can make an effective backdrop. For simple lighting, use two, or maybe three, table spotlights. Position them to the sides of the model pointing down and if available behind the camera. The idea is to cancel out any shadows and to provide even lighting. An extra trick is to diffuse the light by putting tissue paper in front of the lights, be careful of hot lights though.



Set up, camera on tripod (out of shot), lights diffused using tissue paper.

## Experimentation

There is no substitute for practice, particularly with digital as it doesn't cost anything! Some cameras, notably Canon, can be controlled directly from a computer. This enables you to preview on the screen and see the effect of changes in real-time.

## Book Review: The LEGO MINDSTORMS NXT ZOO by Fay Rhodes by Louise Dade

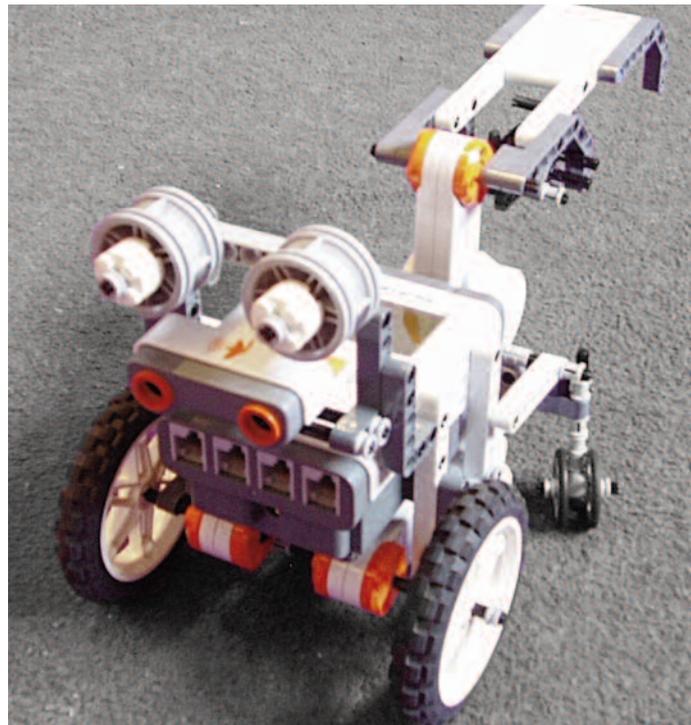
At the 2008 AGM our illustrious chairman held up a copy of this book and announced it was free to anybody who would review it - being a Mindstorms fan, I volunteered. The subtitle of the book is "a kid friendly guide to building animals with the NXT robotics system" which immediately suggests there won't be anything too taxing involved. Indeed the preface says it is aimed squarely at novices: new to robotics and LEGO Mindstorms. The first impressions are excellent, the book is one of those paperbacks that you can open and lay flat, perfect for when you need to following instructions. It's also a lovely big format with big pictures and text that are easy on the eye. The opening couple of chapters are a brief overview of what you need to get started and an introduction to the NXT-G programming environment - altogether they only take up a modest 14 pages, before it's straight in to the more exciting model building!

The instructions for the models are straight forward, nothing too complicated or too taxing. They are proper CAD renderings in greyscale, which is fine as the colours of the robots do not matter and the NXT parts are mostly black, white and grey anyway. However, it can be tricky to distinguish some of the parts from each other (pins in particular) and hard to spot newly added parts in each step. A lovely bonus is that before each model there is a pictorial inventory of parts, with the number required of each, which is very useful for determining if you can build the model or whether you need to substitute parts before you plough into construction. One warning: if you use the rechargeable battery pack with your NXT, you will have to slightly modify some of the construction to accommodate the chunkier NXT brick.

With regard to the parts needed, the book says that either the Educational or Retail NXT kit will do, but that you also need the Educational Resource kit, which is not something many average home users are going to have. However, sources for extra parts are provided (BrickLink, LEGO S@H PaB etc) and for each model alternative part replacements are suggested in the instructions. There are some uses of non-LEGO at least one of which could easily be done with parts that appear in both the Educational and Retail kits!

The models themselves range from very sturdy to very flimsy, the one pictured (the polecat/skunk) is an example of a rather flimsier one, and the mechanisms range from clever and effective to a bit weak and clunky. The polecat/skunk model did work first time, but after a couple of goes the weakness of the construction started to make things move and the mechanism stopped working without having to be adjusted. I suppose the trade-off here is simplicity of build for a novice versus sturdiness of build. My feeling is that for a novice, having a robot that is fairly sturdy to start with, even if it's slightly more involved construction, is better than a flimsy model that may break. This is simply because a more experienced builder will know how to modify the models to make them stronger (as I did with the skunk), whereas a novice may just get frustrated and be put-off.

The programming of the robots was very easy with concepts being introduced within the programming instruc-



tions themselves instead of pages of "theory" you find in other books. The instructions consist of a series of screenshots of the NXT-G programming environment showing the settings for each block one step at a time. The programs are very basic, but well explained and introduce the use of more complex ideas like loops, switches and sub-routines ("MyBlocks").

The use of sensors is limited to the ultrasonic and touch sensors, used mostly for stop/go switches and obstacle detection. All the robotic functions are just variations on movement: walking, rolling, moving head etc. Of course, if it is your first robot, then just making it move in a straight line is cool. Making one that can jump is ultra cool, walking on four legs cooler; an arachnophobic nightmare is twice as cool again. As for a robot animal (the skunk) that fires a projectile out of its backside? Well, that's ten servings of cool with a side order of awesome! I suspect it's also the favourite of children; it was certainly the first one I headed for.

I would have liked to see a little more adventure in the use of sensors - an animal that reacts to (runs away from) loud noises for example could be used to test for good environments to keep a pet. Or the light sensors could be used for a "nocturnal" animal - is your bedroom dark enough for your pet hamster?

In conclusion, although the book and some of the models contained within it have small faults, on the whole it is an excellent resource for novice builders and is a gentle introduction to the world of robotics. I think it would work very well in a classroom setting (which does seem to be its main target), but for AFOLs and those more experienced with Mindstorms, then it's probably just a fun book to own.

More photos and even movies can be found at:  
<http://lego.classical-webdesigns.co.uk/gallery/8/>

## Stanier Black 5

by Andrew Harvey

### Background

The creation of the Black 5 came about after I had the idea during a trip to the Mid-Hants railway (Watercress line) in the spring of 2007. My dad told me that for my train layout I still needed a 'good black engine', as all my other steam engines were either green or red (Hogwarts express). Fortunately I already knew the perfect prototype of which to model. The class 5MT 'Black 5' was designed by William Stanier, who became chief mechanical engineer of the London Midlands and Scottish railway in 1932. From 1934, 842 Black 5s were built, and 18 have been preserved.

### Design

Most of the locomotive was firstly worked on Lego Digital Designer. This took a long time as I kept getting distracted by other projects or losing interest. During the design I found various pictures of the prototype from different angles on the net, as well as pictures of more accurate models. The most useful picture by far was the picture of the Hornby model, which is perfectly side on with a white background. I printed the image off the exact same size as my model would be, so that I could then use it to work out various dimensions of the model. When designing in LDD, it is important not to limit yourself to the parts that are available, and in some cases the model design has parts of odd colours because they aren't available in the right colour, but can be bought from Bricklink. Some of the really tricky sections like the lining on the cab sides I did sketches by hand, as it's easier than fiddling around with bricks on the computer. Finally I finished the design in September '07, and ordered the parts from Lego Factory and Bricklink in time for my 16th birthday.



### Building

The actual construction of the locomotive was done in three consecutive evenings after school. The first evening I built the engine body, the second I built the entire tender, and the third I built the engine chassis. This took longer as I hadn't designed it in advance. It uses Big Ben Bricks wheels, and the front bogie is well articulated horizontally, and vertically to cope with uneven track. To add some extra detail to it I included the brakes made from the ever useful robot arms. The full version of the model has a representation of the walschaerts valve gear, but to run on Brickish layouts some of this has to be removed so the model can negotiate tunnels and platforms. The motor of the loco is located in the tender so that the proper wheel arrange-



ment can be maintained. A finishing touch was coal added in the tender using technic pins. Once the engine was finished, it was given its initial runs on a large layout at my house.

### Progress

The engine made its first public appearance at Brighton Modelworld in February 2008. Then at the Acton Depot display it was joined by my other engine, West Country Class 'Blackmore Vale'. Both of these events were on David Tabner's London underground layout, which has limited clearance, therefore the loco had to be reduced in width to enable running. After that it travelled to Petersfield, and ran on GWLTC 'metals' for the first time. However, before the Club Weekend in May I decided to make a few changes to the loco. Firstly, the tender received 'LMS lettering in place of the BR emblem sticker which it had before. I had always planned to do this, as it corresponds with the livery of the rest of loco (lining etc). The SNOT techniques for the LMS lettering and the tender lining together were the trickiest I have come across yet. Another modification done to the engine was a new cab roof using 3 x 1 curved slopes. At the club weekend I also ran the engine with the complete cylinders and connecting rods.

### Summary

The locomotive turned out better than I had hoped and I am very appreciative of the feedback I have got. It has proven reliable in running and I very satisfied with the way it looks. Now I am working on the design of my latest project, GWR 'City of Truro', which is going to be a very challenging loco to build and will hopefully be ready for STEAM in October.

See more pictures of the model at:  
<http://www.brickshelf.com/cgi-bin/gallery.cgi?f=279739>



## A Temporally Challenged Report on the 2008 AGM

by James Shields, photos by Martin Long

**Monday 12:38am:** Made it home – caught the last bus from the airport, though annoyingly only missed the second last bus by about 5 minutes. Lots of lovely bricks to unload. I have to be in work in how many hours? On the plus side at least I was spared Ryanair's stupid "da-da-de-da-de-da-da you've arrived on another on-time Ryanair flight" fanfare. This is because...

**Sunday 10:06pm:** Bigger! We should be in the air by now, but there's some air traffic dispute so everything's delayed. My coat is feeling rather crunchy because...

**Sunday 7:42pm:** Just weighed my bag and it comes in at just over 17kg. Technically that's a little over the 10kg hand baggage limit. However, I'm hoping to get away with because my pre-printed web check-in boarding pass means I don't need to go anywhere near the check-in desks. My secret weapon is a coat with big pockets (sneakily draped over the bag to distract the eye), which I'll load with a few bags of bricks to make the bag look a little less overloaded. At least I'm in plenty of time because...

**Sunday 4:37pm:** Making great progress down the M1 with Pete and Yvonne. We stopped off in a motorway stop for something to eat. Did the slightly naughty thing of having KFC. The car seems to have got a little smaller over the weekend. Perhaps it's because...

**Sunday 1:12pm:** Another repack of the bag. It's funny how a few small purchases build up into a lot of brick. It should just about squeeze into the bag. Several people have told me there's no way I'll get it on as hand baggage. Yvonne and Pete are sorting their impressive haul next to me. After helping to dismantle Duncan's amazing yellow castle, we get ready to move out. It dawns on us that getting it all in the car might be interesting. This is partly because...

**Sunday 12:35pm:** Casually ask a dealer if they have a couple of parts I'm looking for. She says she's sure they have some, but not sure if they brought them. She gets her husband to check the van, and he brings in a couple of drawer units. No sign of the parts I'd asked about, but loads of other cool stuff in the drawers. "Have you got any more of these?" I ask. Additional units appear and the whole hall descends on that corner in a frantic brick grab. I fill another zip-loc bag and negotiate a quite reasonable price.

**Sunday 11:49pm:** Teamed up with David Tabner again for the alternative model build. Given about half an hour and a Sponge Bob set we had built a train station. I was quite impressed with our effort, particularly with David's train, until I saw the competition. There was a very colourful shipwreck and underwater scene, a submarine bay, and an airport (the winner). Perhaps it's time to find a new competition partner because...

**Sunday 10:32am:** Took part in the doubles team building competition with David. We built the Creator Beach House set in about 25 minutes, which I thought was fairly respectable but nowhere near fast enough to beat Stuart and Naomi (who have the advantage of being able to read each other's mind) or several other very fast



6-brick Classic 375 Castle by Duncan Titmarsh

builders. Apparently we were in no danger of damaging the record for this particular set either. Still, it kept me from buying more bricks for a while which has to be a good thing because...

**Sunday 9:47am:** Arrived in the hall to find it already full of dealers. Many of the previous day's models still stand, with traders taking whatever space they could find around them. The overall effect is a bit like a bazaar in the middle of a cathedral. I busy myself hunting down bricks that will advance my current projects.

**Sunday 8:35am:** Loaded up at the breakfast table. Some say breakfast is the most important meal of the day, but more importantly, it's included in the room rate, so the more free food I eat, the longer before I have to pay for a meal. It feels like I haven't had enough sleep. This is probably because...

**Sunday 12:53am:** Back in the hotel room, I spend some time repacking my bag. I take several sets, including a whole lot of Stuart and Naomi's tiny adventurer sets out of their boxes. I also manage to pack several boxes inside each other to minimise their volume. Jasen is already asleep in the other bed, so I try very hard to do it quietly. He assures me in the morning that I didn't disturb him, but I suspect I did. Especially since I wasn't entirely sober after...

**Saturday 11:49pm:** Despite musings of late night snacking, we all head back to our rooms. If the bar hadn't closed we might have stayed up later, but the general consensus was that it was a good time to call it a night after several hours of happy Lego chat over pints. It's probably a good thing that we didn't take up my suggestion of ordering six pints each when last orders were called. There was some speculation as to the purpose of the strange corridor that got narrower and narrower, Willy Wonka style, next to the gents.

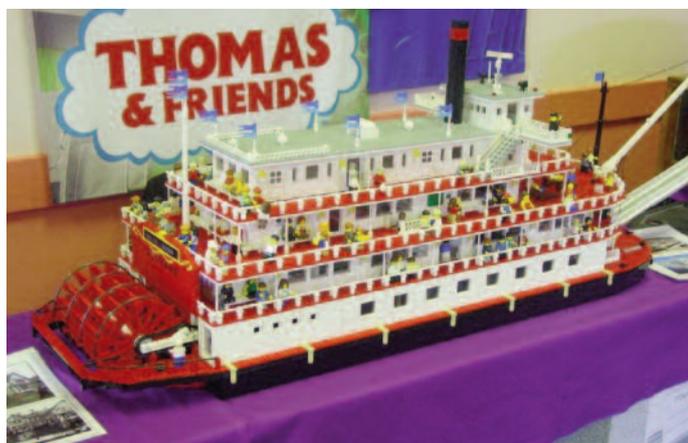
**Saturday 7:32pm:** After a last minute photo session featuring Duncan inside his big yellow castle we head back to the hotel, still digesting our hearty meal of most excellent meat pie. I slip out before desert to fix the damage I caused earlier when...

**Saturday 5:55pm:** Before dinner, everyone assembles for some group photos. A visiting photographer clambers atop a ladder and directs us into the frame. After this, it's necessary to remove some models to make room for Sunday's activities. Attempting to help Tony to put his skyscraper back together in a new location, I accidentally pick up a module by the wrong points and push my finger through a few windows, causing them to cascade down inside the module. There isn't time to fix it as we are being summoned for dinner.

**Saturday 5:19pm:** The competitions have just been judged. The fifties competition had some fantastic entries, including Phil's town plan built almost entirely from 1950s bricks (I did find a 1x2 with an inauthentic inner tube), and an amazing dance hall complete with sound effects (at least it would have if the batteries hadn't run out). The deserving winner was Louise, who took an interesting take on the competition by building a house of 2008 as it would have been foreseen in 1958, complete with robot servants and teleport tubes. Tim Fegan's Temple of Doom was the clear winner in the Indiana Jones competition. Although there were some other excellent entries, the temple was a stunning piece of work, and worthy of consideration for a future Lego set (though it would presumably be a shadow of Tim's model by the time the bean counters got to it).

**Saturday 4:46pm:** Bought a Space Police set in the Auction. Not sure about the dark green windscreens, but otherwise it's a nice set, complete with Blacktron prisoner. Lots of nice things were sold, and there were a few bargains to be had.

**Saturday 3:27pm:** The formal part of the AGM took place, starting with the election of new committee members, and the presentation of the accounts. There was then a discussion about the move to a fixed renewal date in May. Some concerns raised that this might cause some people to lose out, but it was made clear that everyone would have their membership extended till May 2009, after which it was generally agreed that if it makes the administration of the club easier, it had to be a good thing. There would be a short term hit on club finances, but the committee reckoned that it would even out in the long run. After some debate the motion was passed. There was then some discussion about our relationship with the various Lego companies, and what they give us in return for taking part in their events, but it went on a bit, so I'm sure there are official minutes you can look for if you're interested. In the meantime...



Paddle Steamer by Mandy Dee



Castle Diorama by Huw Millington

**Saturday 1:06pm:** Took part in the individual speed build competition, and got to build a mini racer set. I love those little sets, but in my haste I left out a part from a step in the middle and had to back track to correct it, so I ended up well down the field. There were a number of heats during the day, leading up to the final where the people who did rather better than me got to build the mini creator set with the green train. Stuart would later win that one and be presented with an amazing trophy.

**Saturday 12:41pm:** Spend a good bit of time photographing people's models and talking to the builders. There are some really amazing things on display. Huw's Castle scene, Mandy's Paddle Steamer, Steven Marshall's amazingly detailed cars, Jason's roller coaster, Louise's Hitchhiker's Guide to the Galaxy models, Warren's Forth Bridge. You'd seen the pictures on the web, so you don't need me to go into detail. Speaking of the web...

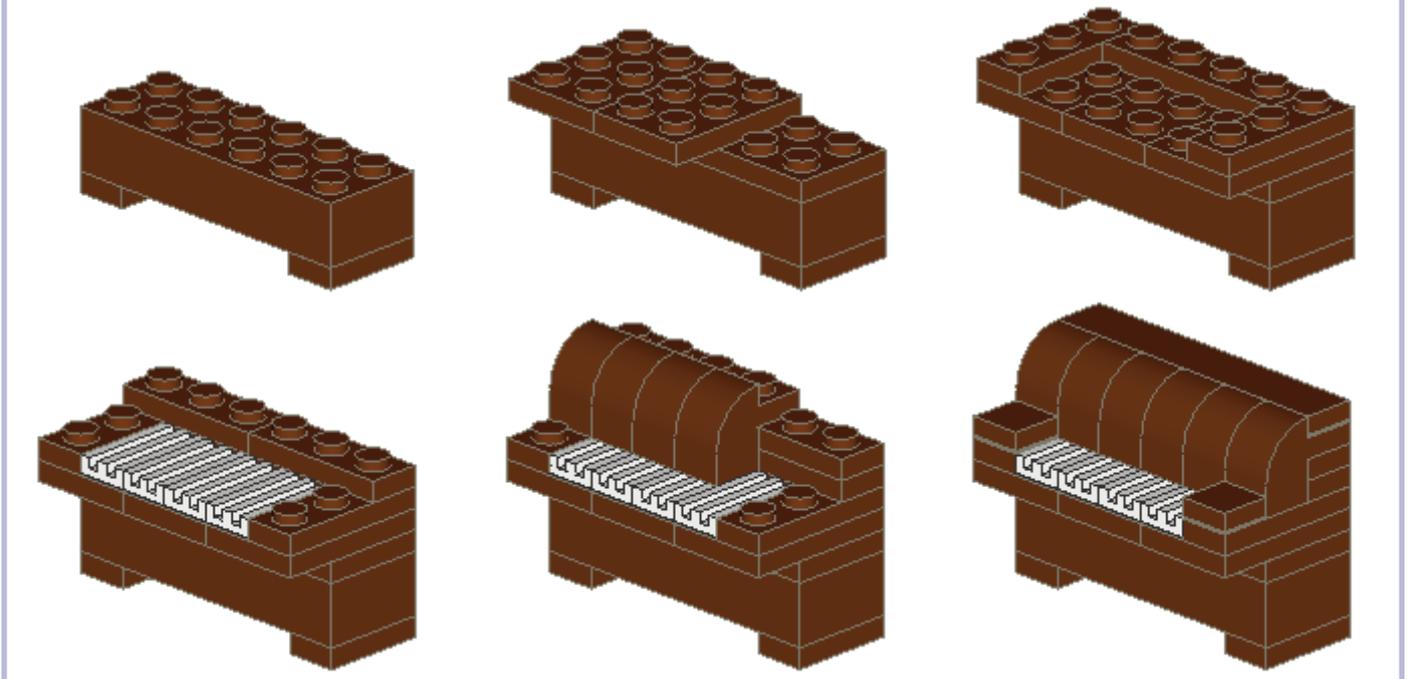
**Saturday 12:14pm:** The new Brickish Website is launched. Thanks to the miracles of a laptop, a 3G phone and a video projector, it is presented on a blank wall of the hall. Huw and Martin show off all the cool new features and it is all very well received. My contribution of some minifig icons seems to go down well. Particularly well received is the option for members to add their photo galleries to past events. Particularly since...

**Saturday 10:35am:** Jasen and I head back to the hotel to collect our cameras. In our haste we'd both left them in the hotel room. At first we think we can manage with the cameras on our phones, but when the boxes of big yellow bricks (see below) started appearing, we both realised that we'd need a proper camera. We manage to navigate our way across Sheffield, and rush back to the Hall, hoping we don't miss anything important. Particularly since...

**Saturday 10:03am:** Boxes of huge yellow constructions appear from the wings. It soon becomes clear that they contain scaled up brick (6-scale to be precise). Some very big green baseplates (with hundreds of green macaroni studs) are laid out, as are the instructions for the old 1978 set 315 (that's the yellow castle if you don't know the set number by heart). It seems that Duncan has been busy constructing every brick needed for the set at 6-scale (he must have been at it for weeks - have you any idea how many yellow 1x2s are in that set?). Pretty soon he has attracted a small army of helpers. I

### 15. Piano

by Martin Long



*continued from page 11*

chip in and add some bricks, though not very many because...

**Saturday 9:24am:** Having found our way to the hall, we start unpacking. It doesn't take me long as I've only brought a couple of big classic space crater plate modules and some space vehicles. The crater plate used hundreds of small slopes to scale up the original crater plate from 32x32 to 64x64, using SNOT arches for the indented parts. I'm quite pleased with the overall effect, though it looks a little small at the end of Pete's huge runway. After my stuff is ready, I help Pete make some "adjustments", as his runway isn't quite fitting right. With Jasen also chipping in, we soon have something pretty amazing looking. Pete starts setting up his vehicles while I use some spare tile to cover up the unfinished part of the crater plate. There isn't quite enough to cover it all, but the uncovered area works quite well as a tear in the space time fabric.

**Saturday 8:31am:** After an early start, shower and breakfast, we head off for the hall. Have trouble finding it, as I'm convinced we've gone too far, but Jasen holds firm and we get there. Despite being early lots of people are already there, and the hall is full of people setting up their displays. Pete and Yvonne get there just ahead of us and Louise arrives just after. It's all very exciting.

**Friday 11:47pm:** After a rather excellent meal with a few beers and catch up with old friends, everyone is busy with their models.

**Friday 8:42pm:** Sheffield beckons. Clearly the city has been developing a lot in the last few years, which is not good news for our SatNav, which keeps trying to send us ways we can't go. We eventually get it to a part of town that hasn't changed so much and it finds us the hotel. We get checked into the hotel and I meet Jasen, my room-mate for the weekend. Gradually we bump into others and hunger calls us to find food.

**Friday 5:19pm:** Stepping off the plane in Stansted, I get a text from Pete saying they're stuck in traffic. I browse some shops while I await them, and find a Lego T-shirt. Soon I meet Pete and Yvonne and we head north. The fun is only beginning.



Team speedbuilding competition

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