

SHOPS

by JIM FAINGES

*White, gray, ochre cream
Never mix brown & green
Brown sills & gutters, white windows.*



The population of our Model Railway Layouts need somewhere to buy their supplies, clothes, repair services, food etc., and while our interest is predominately in railways, we should look at providing at least a small section of the township/s that our railway system serves.

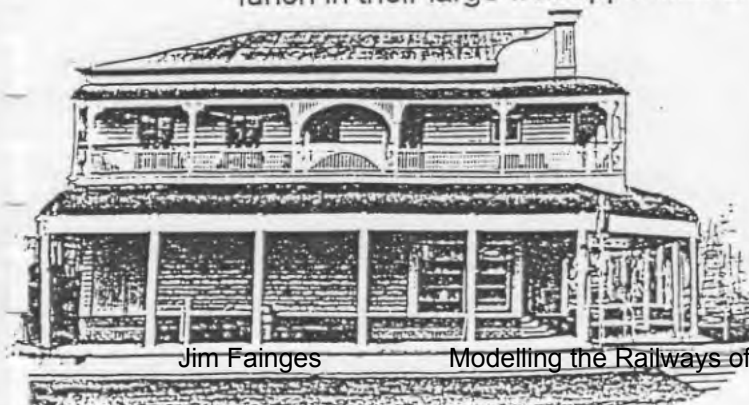
It is a well known fact that most railway stations attract the business section of a township close to the railway station and relevant buildings.

Therefore let us all imagine that we are Farmer Smith and his wife, who have travelled from their farm to a small station, and from there they travel by train into a nearby country town to do business, both for themselves and their farming property..

On arrival at the township our list shows that we need Stock feed, so a visit to the Produce Store is in order, then onto the Saddlers to get new harness made for the horse, before going to the General Store, and then visiting some of the speciality shops found in the town, such as the Tailor, and the Boot Repairer, before going to the local Bike shop to pick up a new tyre and tube for the son's bike.

Stopping for a cup of tea to revive us in the Tearooms, whilst at the same time picking up the weeks supply of bread from the Baker, it is then onto the Haberdashers and Drapers, for some new curtain material, before we drop into the Photographer's to arrange for a sitting of our daughter in her new Ball Gown, before she attends the coming Red Cross Ball at the local Hall.

Time passes fast when shopping, so we move onto the Hotel, for a bite of lunch in their large well appointed dining room.



After lunch there is an interview with the Bank Manager, before seeing the local Stock Agent about the sale or purchase of a few more head of cattle. While in that building, I should pop into the Solicitor's to see if he has finalised my father's estate.

If the news from either the Bank Manager or the Solicitor is really bad, there is always the local Pawnbroker.

While I am at the Bank Manager, the wife has been to the Hairdresser to have her hair trimmed, and to the Florist to order a floral spray for our daughter to wear in her hair to the Ball.

Tiring all this shopping, isn't it, so while waiting for the wife, I think I will return to the local Pub for a beer and a quick talk to my mates in the Bar. Ah, there is the wife, she is having a chat to a couple of her friends enjoying a social drink in the Ladies Lounge.

How does all this shopping relate to the Railways we model. If your imaginary traveller could do some, or

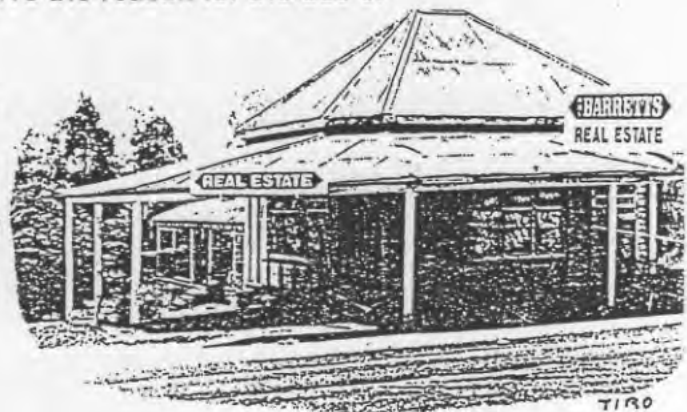
any of the afore mentioned activities, it would give the town you intend to model some meaning, even if these 'shops' are portrayed on the backdrop, or as part of the background scenery, or perhaps off to the front of the layout. Such shops give some idea of what commerce is to be found in the modelled towns our railway system serves, if only to give the reason for the use of passenger rolling stock.

Construction of shops, is similar in construction to all the other buildings we might build, and they only vary in the fact that they have large window areas to display their goods to the public.

Queensland shops are rather distinctive, particularly if you have set the time of your railway within the steam era. These types of shops are reasonably easy to model.

Some shops, even in real life can be quite small, and some are large (the latter need some thought on how to show their size, without overpowering the layout.) They therefore can be shown as low relief or fully modelled.

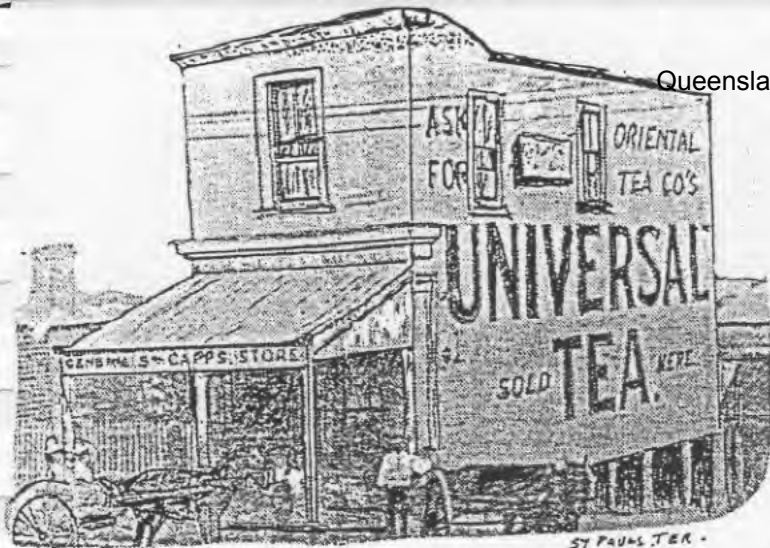
Most Queensland shops had awnings at the front, shading the footpath and to also give shelter from the elements to prospective customers. These early awnings were held up by posts (often quite fancy, that were either of wood or cast iron), and were in place at the kerb. Later awnings are often cantilevered,



and some are cantilevered with the help of metal rods extending from the front wall to the awnings.

Carefully consider the era you are modelling. Early buildings are simple to build, but to achieve the right feel, they may have to have elaborate signwriting. Such buildings are often still in use, but changing times may have altered the painting and the buildings usage, but often the old signage can still be observed, some-





where on the outer shell of the building. Construction is open to your own preference, be it in timber - card or plastic, or maybe even a mixture of two or more of these mediums. Detail is also your own preference, but large shop or show windows, as found in the more modern style of shopfronts (which often replace the once small windows of older shops) do call for more consideration, especially on how you will portray the merchandise. In smaller scales, card

cutouts work quite well.

The slides I am about to show, include some that depict quite large models with elaborate detail, but in our smaller scales, this is NOT necessary, unless the building is well lit. If this is done, internal detail is almost a must, as it can be seen even in quite small scales.

In the older style of shops, these show windows are not so large, as glass was costly, especially the plate glass that was used, and it was hard to transport large sheets of glass over long distance. Therefore anything larger than 6 ft. x 4 ft. (1800mm x 1200mm) was usually done by joining several plates by thin ~~canes~~ or thin mullions.

The small sheets of glass, or lights, over the windows and doors were often glazed with coloured figured glass for a decorative effect, and the frames and mullions were usually of wood, but were sometimes faced with metal shim.

Modern shopfronts, found both on old buildings and brand new ones, mainly consist of aluminium framing with larger glass areas, but again 8 ft. x 10 ft. (2400mm x 3000mm) is about the maximum size, Larger ones do exist, but the handling and fitting make these special projects.



awnings, and over the footpath below. Stripwood, now available in many good hobby shops, makes the modelling of this type of building much easier. Some kits do exist for some Queensland buildings, often in limited numbers, so keep your eyes open.





Advertising, especially in the 1920's, 1930's and 1940's was very common, and often large signs were painted on the exterior of buildings, and although it is not so common now, old signs that have become very weathered are still to be seen.

Large and small enamelled signs are also a feature of earlier times (steam era), but some are still produced, and therefore, by judicious use can be shown on buildings in conjunction

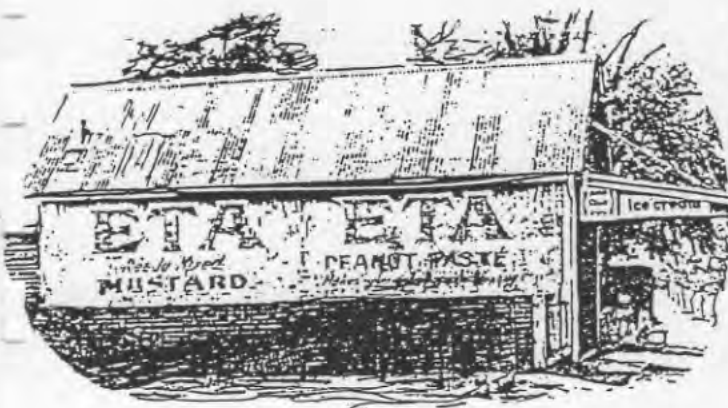
with either operating diesel or electric railway systems.

Ideas abound, as we travel about our daily business, and especially when on holidays, so look beyond the railway fence, especially if you are a modern era modeller, and don't forget your camera, it is an excellent help in capturing that authentic look to be used at a later date.

If you are modelling later era railways, the Queensland uniqueness of construction diminishes. Dating from last century, the colonial architecture of Queensland shops has gradually evolved, reaching its height of uniqueness in the 1920's, and from there the architectural influence of the rest of Australia, and lately the world has intruded, until now, you are able to pick up a model of a shop and drop it in any shopping centre in the world. Except for the language, nothing is different, even the trade names on the

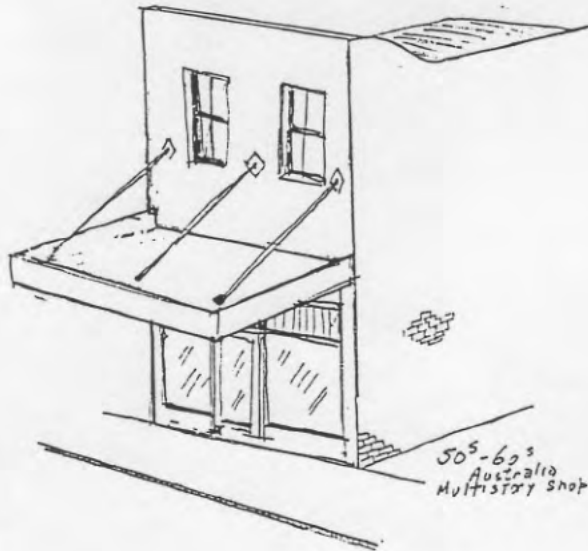
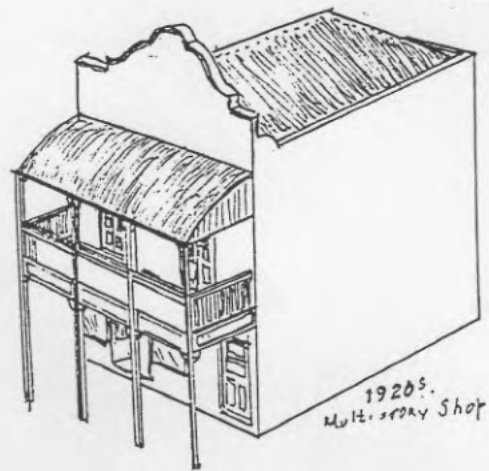
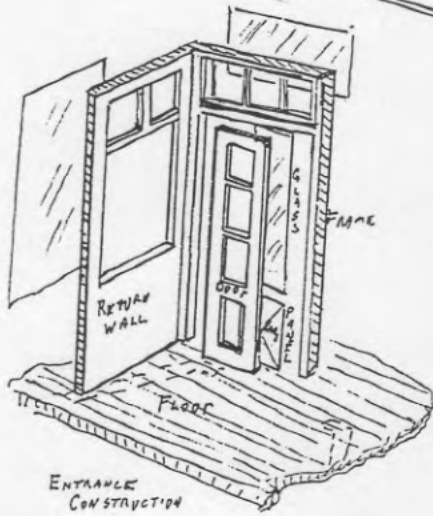
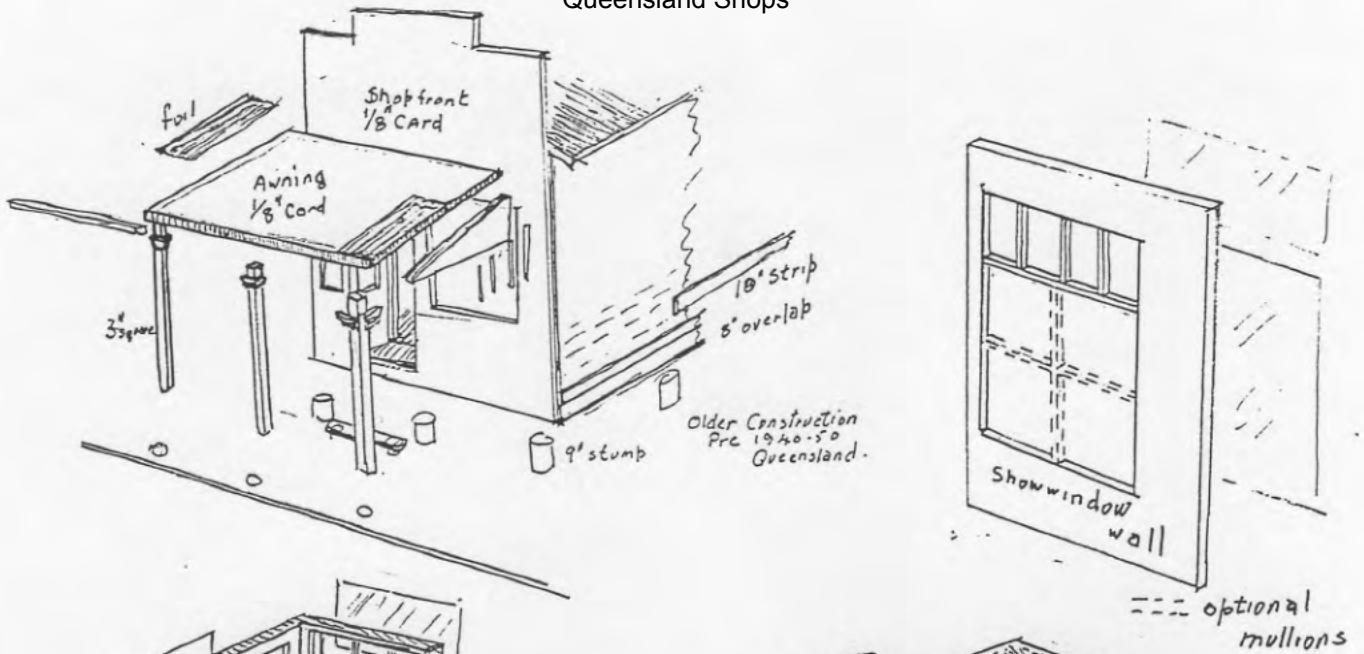


shops are the same the world over. Earlier times require some research, but most country towns have Historical Societies, and many of these have extensive photographic resources, and are not only helpful, but are often only too pleased to sell you copies of old photographs of the town. Be prepared to pay for help, as many of these organisations are run by voluntary helpers and have limited funds.



A word before we finish, if you have built your shops, and now want that lived in look, a few scale figures (now available in most scales) can add that magic touch, giving the town life, and also putting everything into perspective. You could be amazed at the difference. If you have any specific requirements in regard to shop plans etc., you can contact me Jim F. C/- AMRA O'land Branch

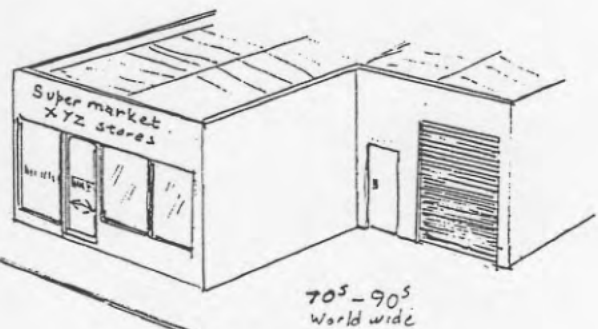




Older days corrugated iron
6-8-10 lengths

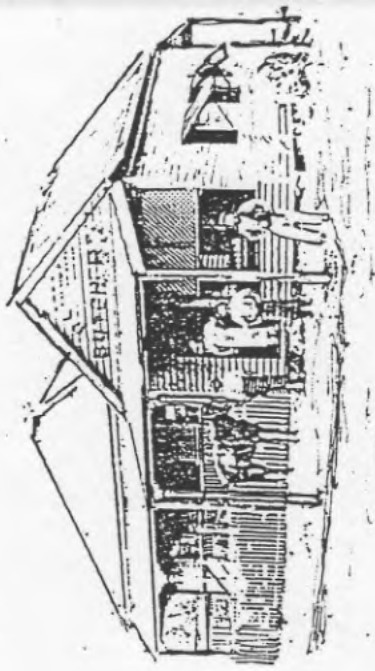
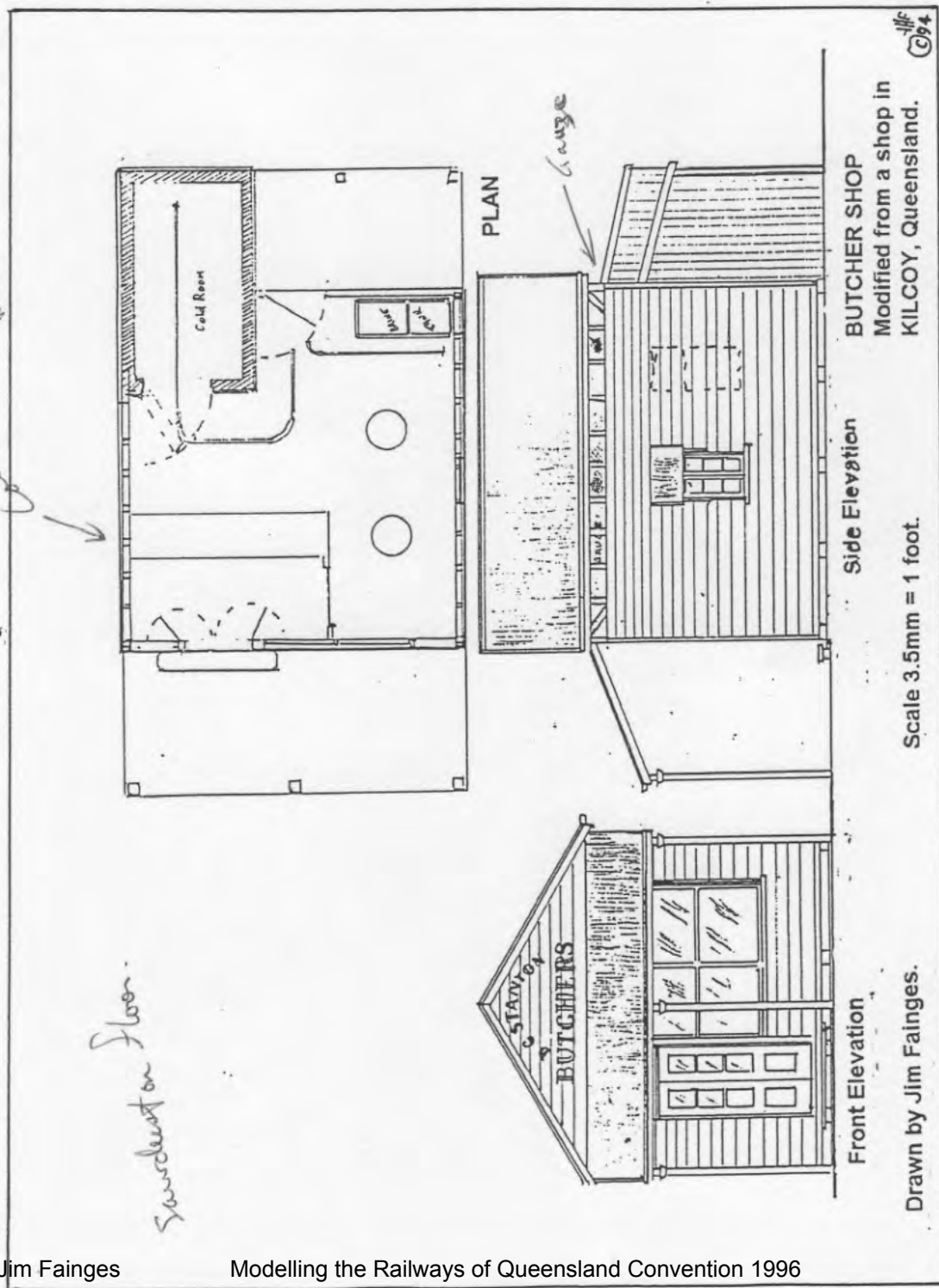
Old shops doors were
always open - daylight
plastic or beads for food
shops.

Shops - scales + brown paper



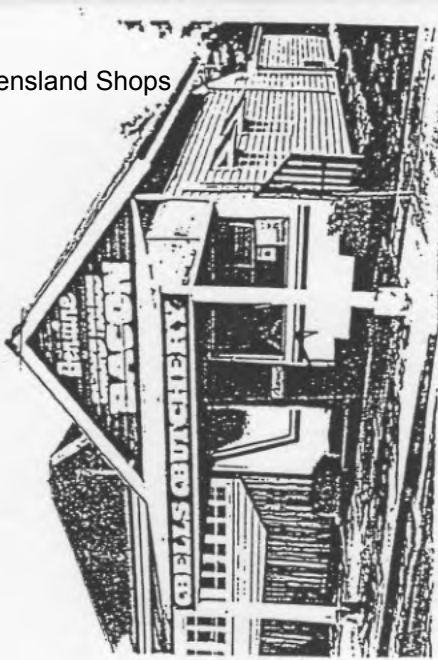
Heat in white paper,
then in news paper.

Sawdust on floor.



KILCOY 1910

Queensland Shops



KILEEDY 1993