

Congregational history.

In November 1981 Dr. Young, minister of Urquhart and Resolis, Church of Scotland issued his monthly *Minister's Letter* which contained the second of what was to become "*Gleanings from congregational history*", a record of his extensive researches. (Unfortunately the first issue is missing as is 29.) Our last issue is 31 attached to the *Minister's Letter* dated October 1984 which doesn't offer a clue if there was more to come.

In 1984 he published a condensed version of the "*Gleanings*" in booklet form which is available from the "Churches & Religion" chapter. <https://history.culbokiect.org/documents/history-chapters/young-1984-the-parish-of-urquhart-and-logie-wester.pdf>

Usually it would be our practice to digitise the documents but in this case the quality of the originals is too poor to consider this option. Dr. Young created his foolscap master using, what was likely to be, the Gestetner method. The technique was to load the master which consisted of a backing sheet and a skin with carbon paper inserted as a sandwich. You then relied on the typewriter keys to be in perfect condition, the raised letter clean and sharp so that, with the normal ribbon removed, when the key struck the skin it perforated it. Then, when the skin was attached to the drum of the Gestetner and rotated, often by hand, ink would be squeezed through the skin onto the paper. A major drawback with the system was the requirement to be 100% accurate with your typing as an incorrect character had already made the perforation. You either had to start all over again or use a correcting fluid, in some cases nail varnish(!), paint over the mistake, re-locate the master and type over with the correct letter. Given all these problems which unfortunately Dr. Young experienced we now have masters that have been around for 40 years, with spelling mistakes he didn't correct, some which he did but aren't very clear and printed with insufficient ink coverage due to the skin not having been perforated sufficiently.