

Victorian Model Railway Society. Annual Model Competition RULES.

1. There are two divisions:
Division 1, scratch-built.
Division 2, kit-built.
2. There three categories within each division:
 - a) Locomotives and self-propelled vehicles.
 - b) Rolling stock.
 - c) Structures.
3. All construction or assembly and/or modification, painting and application of lettering must be the sole work of the entrant. No joint entries will be admissible.
4. The judging system is based on the NMRA competition rules.
5. Entry forms must be lodged with the models before the start of the competition.
6. Supporting material such as plans, drawings and photographs must be supplied to gain points in the Conformity and Fidelity sections.
7. Any entry in the Structures category must not have more than a bare minimum of scenery.
8. Each entry, in any category, is to be a single model (ie. one coach, not a rake of coaches).
9. There is no category for trackwork.
10. There is no category for modified ready-to-run models.
11. The judges may at their discretion award the Commissioners Trophy for the best model in the competition.
12. The judges' decision is final.

Victorian Model Railway Society. Model Competition Rules.

Judging Factors - Scratch-building Division

This division is for models that are at least 80% hand-made by the entrant, using basic materials such as sheet metal, bar, wood, plastic or cardboard. The 80% figure is the time taken to build the model, compared to the time required for a fully scratch-built model.

A model is considered to be completely scratch-built if:

- a) Locomotives:
Everything is scratch-built except motor(s), wheels, gears & gearboxes, electronic components, paint, light bulbs or LEDs, couplers and any items requiring technology beyond the scope of the home workshop.
Note that cast or etched items manufactured by a third party from patterns or artwork produced by the modeller are acceptable as scratch-built.
- b) Carriages & wagons:
Everything is scratch-built except wheels, bogies and couplers.
- c) Structures:
Everything is scratch-built except basic construction materials.

Judging Factors	Max points
<p>Construction Skill</p> <p>This factor deals with the quality of workmanship of the builder in terms of:</p> <ul style="list-style-type: none"> • the handling of the materials used. • the applied labour, skill and craftsmanship as demonstrated by the construction of the model. <p>Judges are to look for neatness, crispness of detail, correct angles and lines, the shaping of curved parts and the exactness of fits.</p>	25
<p>Complexity</p> <p>Up to 20 points are to be awarded for complexity, based on how much work the entry involved. This factor is intended to even out the differences between simple, uncomplicated models and more elaborate, difficult or complicated models.</p>	25
<p>Conformity</p> <p>A maximum of 20 points are to be awarded for conformity, that is how accurate or correct the design and details of the model are, compared to the prototype.</p> <p>Judges are required to allocate points as follows:</p> <ul style="list-style-type: none"> • Up to 10 points for the model's basic conformity to the prototype or prototype principles. • Up to 5 points for easily seen details. • Up to 5 points for very fine (super) detailing. <p>Note: It follows that appropriate material, such as photos and/or drawings, must be submitted with the models to enable judges to complete this section. <i>Any model not accompanied by such support material will score zero for this section.</i></p>	15 5 5
<p>Finish</p> <p>This factor deals with the general appearance and quality of application of the finish of the model. It includes painting, staining, lining, lettering, application of decals, weathering and any other finishing treatment intended to contribute to a realistic appearance.</p> <p>Models could lose marks for such things as inappropriate brush marks, an unrealistic degree of gloss (too shiny or not shiny enough), ragged lines between adjoining colours, unconvincing weathering or unrealistic wood grain effects.</p>	25
<p>Scratch-building</p> <ul style="list-style-type: none"> • Models 100% scratch-built with the exception of the exempt items defined above may score a maximum of 100 points. • Up to 20 points will be deducted in proportion to the number of items not built by the modeller, bearing in mind the 80% scratch-built definition above. • Up to 20 points will be added for any of the exempt items that are scratch-built by the modeller (eg. wheels), in proportion to the total list of exempt items. 	-20 20

Victorian Model Railway Society. Model Competition Rules. Judging Factors - Kit-building Division

This division is for models built either entirely from kitsets as supplied, or modified in some way.

Judging Factors	Maximum points
<p>Construction Skill This factor deals with the quality of workmanship of the builder in terms of skill in preparing parts for assembly, alignment of parts and neatness of assembly. Judges are to look for neatness and, where they rely on the builder, correct angles and lines, the shaping of curved parts and the exactness of fits.</p>	25
<p>Complexity Up to 20 points are to be awarded for complexity, based on how much work the entry involved. This factor is intended to even out the differences between simple, uncomplicated models and more elaborate, difficult or complicated models.</p>	25
<p>Fidelity and added Detail A maximum of 25 points are to be awarded for fidelity to the original kitset or enhancements and added details. Judges are to consider whether any deviations from the kitset are an improvement. Judges should allocate points as follows:</p> <ul style="list-style-type: none"> • Up to 10 points for fidelity to the original kitset as intended by the manufacturer. • Up to 5 points for modifications to the kit to improve conformance to the prototype (eg. body length, roof profile, number and/or shape/size of windows). • Up to 5 points for added detailing. <p>Note: It follows that appropriate material, such as photos and/or drawings, must be submitted with the models to enable judges to complete this section. <i>Any model not accompanied by such support material will score zero for this section.</i></p>	15 5 5
<p>Finish This factor deals with the general appearance and quality of application of the finish of the model. It includes painting, staining, lining, lettering, application of decals, weathering and any other finishing treatment intended to contribute to a realistic appearance. Models could lose marks for such things as inappropriate brush marks, an unrealistic degree of gloss (too shiny or not shiny enough), ragged lines between adjoining colours, unconvincing weathering or unrealistic wood grain effects.</p>	25
Total Score	100

Victorian Model Railway Society.
Model Competition - Scratch-building Division Entry Form

Date: / /

Model Construction Details

Prototype:

Scale:

Construction details, materials used:

Complexity

Entrants should indicate here any aspects of the model involving extra complexity or effort.

Conformity

Appropriate material, such as photos and/or drawings, must be submitted with the models to enable judges to complete this section. *Any model not accompanied by such support material will score zero for this section.*

Provide details here of supporting material submitted:

Finish

Provide details here of finishing materials and methods used.

Non-scratch-built items used.

Provide details of any items used on the model but not made by the modeller. See Model Competition Rules for exempt items.

Victorian Model Railway Society.
Model Competition - Kit-building Division Entry Form

Date: / /

Model Construction Details

Prototype:

Scale:

Kitset used:

Complexity

Up to 20 points are to be awarded for complexity, based on how much work the entry involved.

Entrants should indicate here any aspects of the kit involving extra complexity or effort, such as shaping of parts.

Fidelity and added Detail

Indicate here:

Any modifications to the kit to improve conformance to the prototype.

Any added detailing.

Support material submitted. *Any model not accompanied by such support material will score zero for this section.*

Finish

Provide details here of finishing materials and methods used.