



The Dispatcher

January 2003 Issue

Officers for 2002-2004

Superintendent:
Mark Gaeth

Dispatcher:
Chuck White

Treasurer:
Gene Cowan

Board of Directors:
Alan Bell
Bill Wemhoff

AP Chairman:
Daniel Metzger

Membership Chair:
Dan Brown

Media/Web Director:
Rich Mohr

Meetings:
2nd Monday of
each month
7:00 pm

North Central Region

Northeast Hoosier
Division 3



MEMBERS PRESENT

| | | | |
|-----------------|--------------|----------------|-------------|
| Bill Wemhoff | Max Metzger | Shane Ashby | Gene Cowan |
| Alan Bell | Dan Brown | John Cartright | Chuck White |
| Mel Wise | Art Solomon | Bill Piercy | |
| Dan Metzger, | Rich Swihart | Jim Arens | |
| Alleyne Metzger | Jeff Ashby | Reid Cowan | |

NMRA Minutes 12-09-2002

Chuck White is our temporary acting Superintendent since Mark Gaeth is out of town on business.

CLINIC

Jeff Ashby and his son Shane put on this month's clinic. They showed us how to use pastels and chalk to weather freight cars. The clinic went over very well. This was a "hands on" clinic. The following is a list of what you need:

1. A mixture of 50% to 70% rubbing alcohol / amount of India Ink you add is what you feel will do the job. Remember the lighter the car (yellow, white, etc) the lighter the mix.
2. To simulate rust you use oil or acrylic artist colors. Burnt Sienna works best for rust.
3. Cotton swabs to use as a sponge or to move the chalk around.
4. Mineral spirits to dissolve the oil based paint. (be careful here, if this is mixed to strong the mineral spirits can dissolve the plastic or the lettering off of a car) This is why I use acrylic; it is a water base paint.
5. Now to hold this on the car you need to use either hair spray (make sure the kind you get does not eat the plastic) or use dull coat.
6. And that is it.

SHOW AND TELL Your favorite car to weather.

Bill Piercy - brought in a "box full" of cars to weather.

Jim Arens - brought in a brass business car

Mel Wise - brought in a PL &E boxcar and a NYC

Bill Wemhoff - brought in an EL boxcar

Dan Metzger - brought in an N scale box and items.

Chuck White - brought in his Walthers well cars. These were heavy because they are all metal.

TREASURY REPORT

Our treasurer Gene Cowan says we are in black and everything is OK. If you want to see the books just, give him a call.

OLD BUSINESS

Dan Metzger our AP chairman gave us a report that Bill Wemhoff, Mark Gaeth, Dan Metzger, Rich Swihart, and Bill Piercy made a trip to Wapa to judge some of Bruce Carpenters items. Bruce is on his way to become a master model railroader. He has a great start and we are all backing him and helping him to get his MMR. That is what it is all about, Helping one another.

Science Central we need to have more volunteers or we need to look at only maybe setting up for one day. With the number of members that we have if all the work was spread out, it would not involve much of anyone's time. Let's think about this.

Spring Meet is March 15, 2003 Saturday from 10 am to 3:30 pm at the Church of the Convent.

Alan Bell our meet chairman is going to have the make and take clinics again this year. We are also debating on the type that we will be offering. One for sure is going to be the Make and Take, weather a freight car. The other ideas are still being tossed about and being considered. There will be more update at a later time.

NEW BUSINESS

There is a sign up sheet going around for the Follinger on January 25 and 26. Please see what you can do to help.

Bill Piercy is going to take care of all our convention cars. So the ones that have some please make sure you give them to Bill Piercey.

Here is a new e-mail address of one of our members if you need to add this to your e-mail list.

Dan Metzger e-mail address is erieride@ctlnet.com

Announcements:

1. The Next Maumee Valley Railroad Swap is February 8, 2003 at the Lincoln Elementary School form 10am to 3 pm.
2. Next Round Robin - ?
3. *Model Trains* at the Follinger Botanical Garden on January 25 and 26

Next Month's Fun Stuff:

Show and Tell - Bring in what train item what you received for Christmas.

Clinic - Judging 101- if Bruce Carpenter can make it to the next NMRA meeting then we will be judging some of his work.



The Paperwork Needed to Enter a Model Contest.

By: Daniel Metzger

The following applies to models entered in Motive Power, Cars, and Structures. This is just a brief overview of entering models in a contest. There are many different situations, but this should apply to most. Once you decide to enter a model in a contest, or have it judged for merit points, you need to fill out some paperwork. The paperwork is the same for all models in the three categories. There are two forms that must be included with the model. The first is a NMRA Contest Entry Form (form # 901). This is simply a form used to identify the owner of the model when it is in the contest room. The only information that you need to supply is your name, address, and a brief description of the model. This is usually filled out as the models are being checked in.

The second form that is required is the Judges' Score Sheet for NMRA Model Contest (form # 902 - see the copy included on the next page). This form is what you use to tell the judges everything about your model. It is usually a good idea to fill out this form before you get to the contest. The important thing about this is to include everything that will help the judges understand how much work that you did on the model. You will need to describe your construction techniques in detail. Everything that you did to the model should be included. Any pictures, drawings, or kit instructions should also be attached to this form.

This form has five major sections, Construction, Detail, Conformity, Finish and Lettering, and Scratchbuilding. Each section is judged separately to allow the judges to concentrate on that particular aspect of the model. Here is what you should include in each section:

1. Construction.

This is the place that you tell how the model was built. The judges will be looking for how difficult it was to build the model, and the quality of workmanship. The workmanship will be evident to the judges by looking at the model. The difficulty of construction of the model may not be as obvious, so you need to inform the judges about what you

did. One way to do this is describe the construction sequence step by step. Any problems that you worked through should also be documented. If you built a kit, include any plans. If you used a drawing of any kind, include a copy. If you made a mold or fixture to assemble multiple parts, describe them. It may also be helpful to take pictures of the model at various times as it is being built. Just remember, here you are only describing the effort that you put into the model, the methods that you used to construct it, and how difficult it was to do.

2. Detail.

This is where you describe any added details or refined parts. Anything that was added to the basic shape of the model should be included here. It does not matter if the detail parts were included with a kit or not. The judges will be looking for how much detail was added, and how difficult it was to include it. There is more emphasis on details that are necessary for the prototype to function as opposed to decoration type details. For example, a door-knob on a door of a structure is more important than bird droppings on the roof. Rivets and bolt heads are also important, and may be noted by the judge if they are obviously missing. Working details or features should be described in full. If you replace details that have been molded in place, describe them and the methods that you used to remove the old ones.

3. Conformity.

This is where you describe what the model is supposed to represent, and how well it conforms to it. It is important to include pictures or drawings of the prototype, or some reference to what the model is based on. The judges will be looking for how close the model is to the real thing, or how close it follows prototype practices. Freelance models are fine, but they should follow prototype practices. If your model does not have an exact prototype, include pictures or references of similar structures or rolling stock. Also describe why your model is similar to these items. If your model was selectively compressed, describe why it was made smaller, and what you have done to make it represent the prototype.

4. Finish and Lettering

This is where you describe how the model was painted and how well the decals were applied. The judges will be looking for how difficult it was to paint and letter, and also the quality of the workmanship. Describe what type of paint was used, and how it was applied. If the model has two or more colors, you should describe how you masked for the last color. You should point out any difficulties or problems that you solved. For example, Erie Lackawanna gondolas had each letter of the railroad name placed between ribs on the side. Each letter of the model should be placed individually so the decal film would not show on the rib. The fact that fourteen individual letters were placed on the side of the car in a straight line should definitely be mentioned. If you made a fixture to help place lettering, describe it. Describe any weathering that you did on your model. If you have a picture of the weathering on the prototype, include it.

5. Scratchbuilding

This is where you describe any parts of the model that are scratchbuilt. The judges will be looking for the total quantity of scratchbuilt items on the model, and the difficulty in making these items. If you drew your own plans for the model, include them. Describe any parts that you made yourself and added to the model.

If you have any questions about this, let me know. I can supply additional copies of these forms if anyone needs them.

Daniel Metzger
AP Chairman, NCR Div. 3

JUDGES' SCORE SHEET for NMRA MODEL CONTEST

Model Description _____ **Entry No.** _____

Describe the model in detail. Check all the items that apply. Add additional data. Attach extra pages with photos/plans/drawings and additional description as needed. Add as much additional information as possible about techniques and work incurred.

1. CONSTRUCTION (Maximum 40 Points)

Points Awarded

- | | | |
|--|--|--|
| <input type="checkbox"/> Drew my Own Plans | <input type="checkbox"/> Followed construction article | <input type="checkbox"/> Soldered |
| <input type="checkbox"/> Used Prototype Plans | <input type="checkbox"/> Cut and fit metal | <input type="checkbox"/> Made patterns |
| <input type="checkbox"/> Used kit plans | <input type="checkbox"/> Cut and fit plastic | <input type="checkbox"/> Made molds |
| <input type="checkbox"/> Used commercial plans | <input type="checkbox"/> Cut and fit wood | <input type="checkbox"/> Cut and fit cardstock |
| | <input type="checkbox"/> Cut and fit glass | |
| | <input type="checkbox"/> Crosskitted or kitbashed | |

Describe in detail how model was built, complexity of construction , methods used. _____

2. DETAIL (Maximum 20 Points)

Points Awarded

Describe complexity, difficulty, refinement, amount of additional detail parts added.

3. CONFORMITY (Maximum 25 Points)

Points Awarded

Give information as to prototype modeled or explain logic of design. Include copies of photos, drawings and plans.

4. FINISH and LETTERING (Maximum 25 Points)

Points Awarded

Finish: Weathered Non-Weathered Spray Airbrush Mask and Spray.
Signs & Lettering: Decals Hand Letter Dry Transfers Photo Reduction Photo Etching

Describe finish and lettering methods in detail _____

5. SCRATCHBUILDING. (Maximum 15 Points)

Points Awarded

List all parts you have fabricated. Note any special or unusual features added. _____

This space for contest committee only.

Score Tabulated by _____ Verified by _____