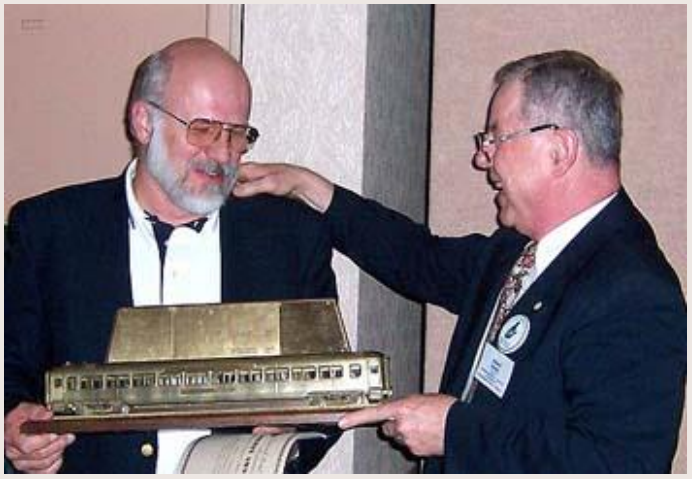
Judging
the
National Model Contest
or
Here Come da Judge; Here Come da Judge

by
Bob Hamm, MMR
NMRA National Model Contest chairman

WHY WOULD ANYONE IN HIS RIGHT MIND WANT TO JUDGE THE MODEL CONTEST?

- **It's a lot of fun.**
- **Great way to improve your modeling skills, even better than entering.**
- **Opportunity to earn AP points toward Association volunteer.**



So What's the Contest all about?

Let's start with what it isn't…

- It's not to see who has the best, the biggest, the most expensive, the sexiest or the most popular model.
- The contest chairman cannot make up the rules

What it is…

- It has a very specific format (set by national; followed by the regions)
- Provides a uniform method of judging, so similar scores would be earned in division, region and the national events
- Allow level competition
- Provide a uniform pass - fail basis for achievement program

Who & what kind of entries will I be judging?

Eligibility

- Member eligibility
  - NMRA membership
  - Cannot be professional model builder
- Model eligibility
  - Must be built (90% min.) by entrant
  - 1st place National models cannot re-compete (region 1st placers can compete at national)

Kinds & Numbers of entries

- All types & scales of locos, cars, structures & scenes
- Typically 60 to 80 models are judged

How & when is the judging done?

Judging is done in teams

- The team leader is an experienced judge & modeler. He guides the others through the process
- New or inexperienced judges are welcome & are given training & guidance

Each team is responsible for judging one of five aspects or factors (more on this later)

Judging schedule

- Typically judging is starts on Wednesday morning
- It usually takes five to six hours depending on the number of models (typ. 60 to 80 models)

How are the models evaluated?

The models are judged on two key aspects.

- **What did the modeler intend to build?**
- **How well did he achieve his goal?**

Point scoring system establishes overall score (Max pts. – 125)

- **Category (structure, car, loco, etc.) ranking determines place awards**
- **Overall score determines eligibility for a Merit Award**

One of the most important aspects of judging is to score models fairly & uniformly with respect to the Merit Award level (87.5 pts. Overall or 70%)

So what are the five factors?

Each of the five factors looks at a different aspect of the model & has specific point allotments.

• Construction	40 pts
• Conformity	25 pts
• Detail	20 pts
• Appearance	25 pts
• Scratchbuilding	15 pts
Total	125 pts

We will carefully examine each factor later

And, what are the model categories?

Eleven categories group models by type

Locomotive - Steam

Locomotives – Diesel & Other

Traction

On-Line & Off-Line Scenes

On-Line & Off-Line Structures

Cabooses

Non-Revenue Cars

Freight Cars

Passenger Cars

Are there any written guidelines?

Yes, we use the - *Achievement Program Judging Guidelines* which provides

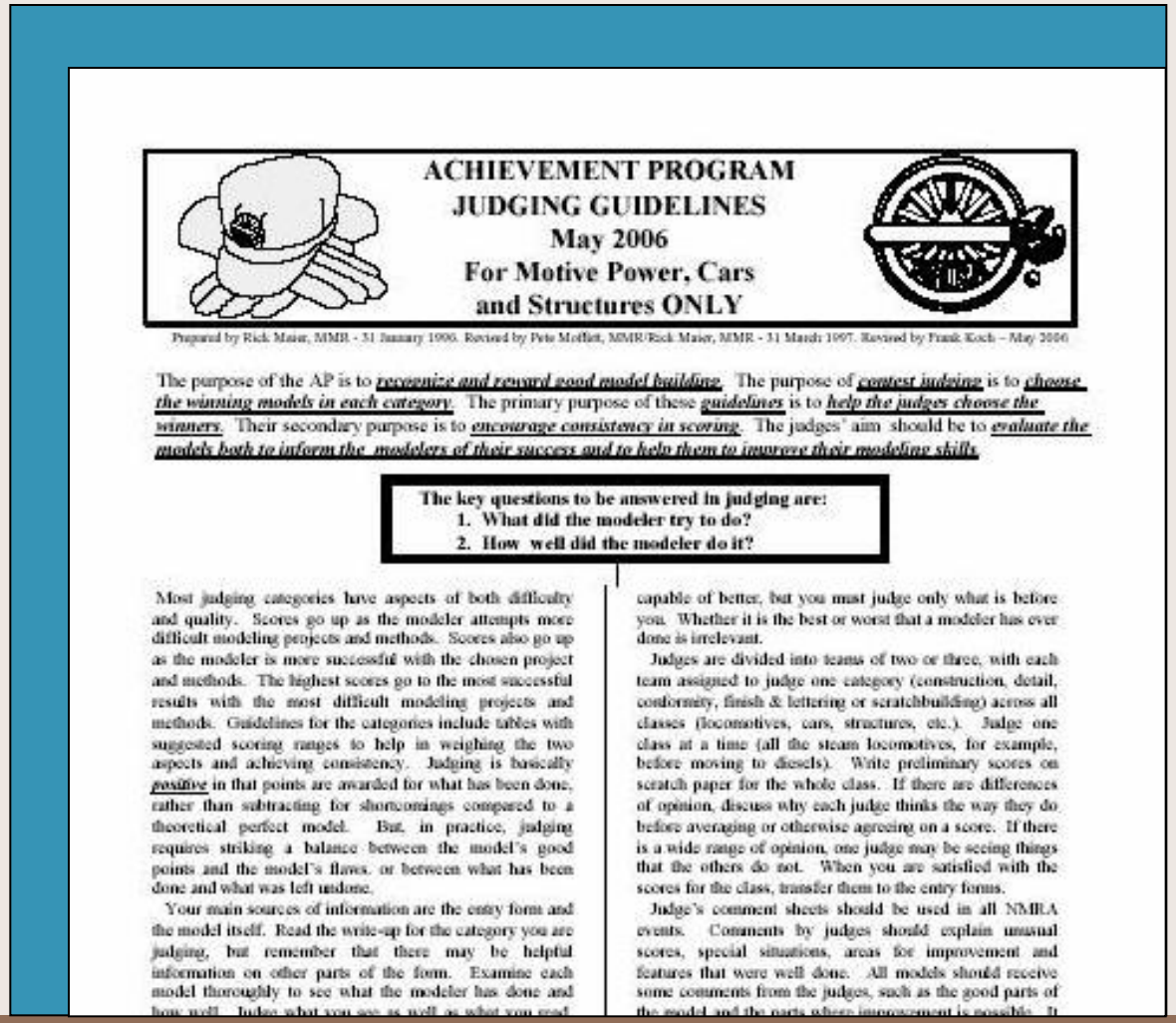
- **Two dimensional judging matrices to combine**
  - **Complexity and scope of the intended model &**
  - **How well was the intention achieved (quality/quantity)**
- **Specific descriptions of what to look for, what to emphasize and other tips**

We also depend the *Model Description form* filled out by the entrant which provides…

- **Model specific information telling us**
  - **What he intended to build (prototype, condition, etc.)**
  - **How much was scratch-built vs. kit or commercial parts**

Achievement Program Judging Guidelines

- The "Judging Guidelines" is the bible for contest judging
- Covers all factors in all categories
- Includes both matrices, tips & step-by-step guidance
- Available on NMRA website



ACHIEVEMENT PROGRAM
JUDGING GUIDELINES
May 2006
For Motive Power, Cars
and Structures ONLY

Prepared by Rick Maier, MMR - 31 January 1990. Revised by Pete Moffett, MMR/Rick Maier, MMR - 31 March 1997. Revised by Frank Koch – May 2006

The purpose of the AP is to ***recognize and reward good model building***. The purpose of ***contest judging*** is to ***choose the winning models in each category***. The primary purpose of these ***guidelines*** is to ***help the judges choose the winners***. Their secondary purpose is to ***encourage consistency in scoring***. The judges' aim should be to ***evaluate the models both to inform the modelers of their success and to help them to improve their modeling skills.***

The key questions to be answered in judging are:
1. **What did the modeler try to do?**
2. **How well did the modeler do it?**

Most judging categories have aspects of both difficulty and quality. Scores go up as the modeler attempts more difficult modeling projects and methods. Scores also go up as the modeler is more successful with the chosen project and methods. The highest scores go to the most successful results with the most difficult modeling projects and methods. Guidelines for the categories include tables with suggested scoring ranges to help in weighing the two aspects and achieving consistency. Judging is basically ***positive*** in that points are awarded for what has been done, rather than subtracting for shortcomings compared to a theoretical perfect model. But, in practice, judging requires striking a balance between the model's good points and the model's flaws, or between what has been done and what was left undone.

Your main sources of information are the entry form and the model itself. Read the write-up for the category you are judging, but remember that there may be helpful information on other parts of the form. Examine each model thoroughly to see what the modeler has done and how well. Judge what you see as well as what you read.

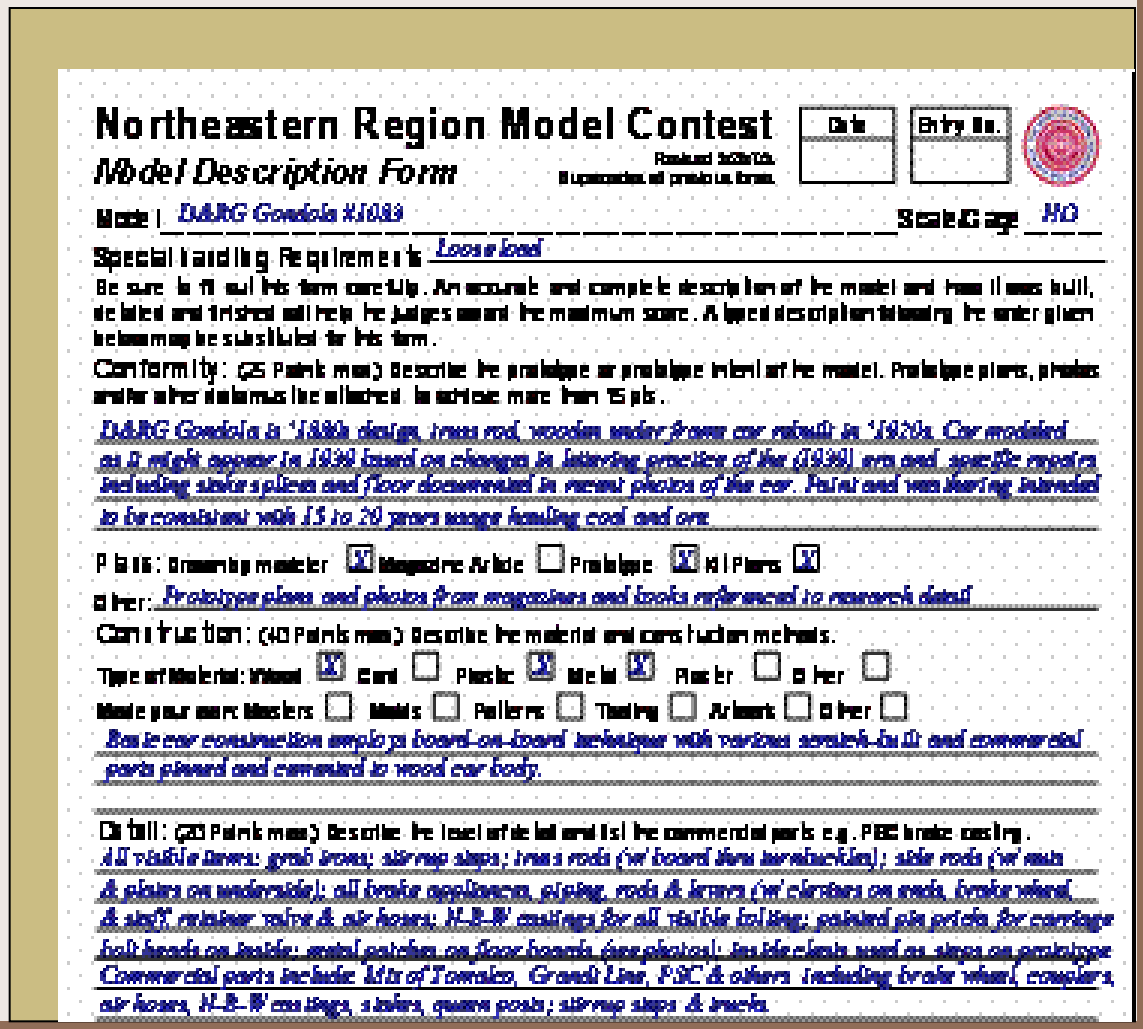
capable of better, but you must judge only what is before you. Whether it is the best or worst that a modeler has ever done is irrelevant.

Judges are divided into teams of two or three, with each team assigned to judge one category (construction, detail, conformity, finish & lettering or scratchbuilding) across all classes (locomotives, cars, structures, etc.). Judge one class at a time (all the steam locomotives, for example, before moving to diesels). Write preliminary scores on scratch paper for the whole class. If there are differences of opinion, discuss why each judge thinks the way they do before averaging or otherwise agreeing on a score. If there is a wide range of opinion, one judge may be seeing things that the others do not. When you are satisfied with the scores for the class, transfer them to the entry forms.

Judge's comment sheets should be used in all NMRA events. Comments by judges should explain unusual scores, special situations, areas for improvement and features that were well done. All models should receive some comments from the judges, such as the good parts of the model and the parts where improvement is possible. It

Model Description Form

- Details by factor
- Basis of model – kit, kit-bash or scratch-built
- Intended prototype & condition
- How model was built & finished
- What parts built by modeler vs. Commercial parts



Northeastern Region Model Contest

Model Description Form

Date | Entry No.

Model: D&RG Gondola #1089 Scale/Gage: HO

Special Handling Requirements: Loose load

Be sure to fill out this form correctly. An accurate and complete description of the model and how it was built, detailed and finished will help the judges award the maximum score. A typed description following the order given below may be substituted for this form.

Conformity: (25 Points max) Describe the prototype or prototype intent of the model. Prototype plans, photos and/or other data must be attached. Be serious: more than 15 pts.

D&RG Gondola is 1880s design, truss rod, wooden under frame car rebuilt in 1920s. Car modeled as it might appear in 1938 based on changes in lettering practice of the 1930's era and specific repairs including stake pilots and floor documented in recent photos of the car. Paint and weathering intended to be consistent with 15 to 20 years usage hauling coal and ore.

Plans: Drawings modeler [X] Magazine Article [ ] Prototype [X] Kit Plans [X]

Other: Prototype plans and photos from magazines and books referenced to research detail

Construction: (40 Points max) Describe the material and construction methods.

Type of Material: Wood [X] Card [ ] Plastic [X] Metal [X] Plaster [ ] Other [ ]

Make your own: Masters [ ] Molds [ ] Patterns [ ] Tooling [ ] Artwork [ ] Other [ ]

Basic car construction employs board-on-board techniques with various scratch-built and commercial parts glued and cemented to wood car body.

Detail: (20 Points max) Describe the level of detail and list the commercial parts e.g. PBL brake casting.

All visible brass: grab irons; stirrup steps; truss rods ('n' board bra turnbuckles); side rods ('n' main & pilots on underside); all brake appliances, piping, rods & levers ('n' clevises on rods, brake wheel & staff, retainer valve & air hoses; N-B-W castings for all visible bolting; painted pin points for carriage bolt heads on inside; metal patches on floor boards (see photos); inside cleats used as steps on prototype Commercial parts include: Kits of Tomalco, Grandt Line, P&C & others including brake wheel, couplers, air hoses, N-B-W castings, stakes, queen posts; stirrup steps & brackets.

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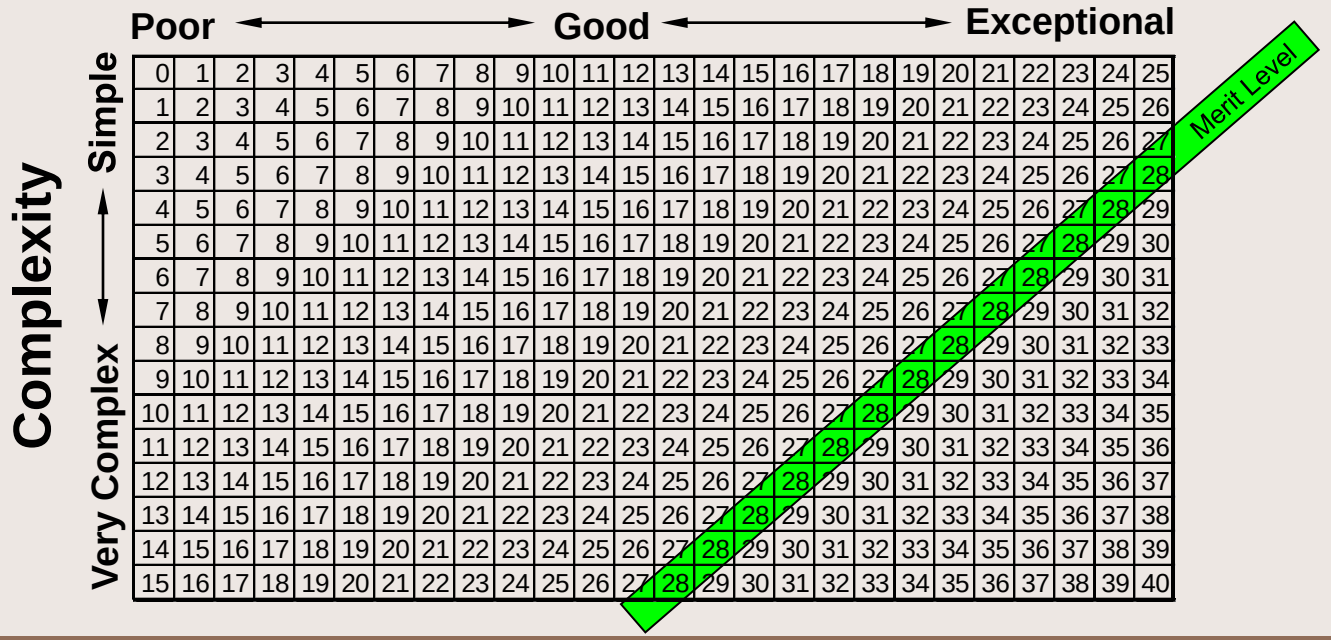
How does the Judging Matrix work ?

Each of five factors are judged based on a matrix which strikes a balance between complexity & quality or quantity

For example,

Construction Factor (40 pts. Total – 28 pts. Merit)

Quality & Craftsmanship



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2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
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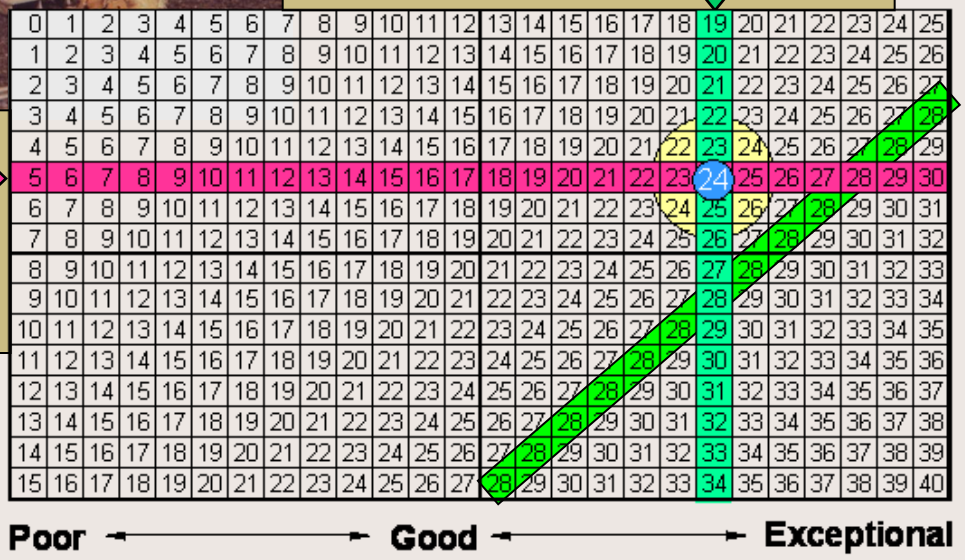
13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

How Did This Small Section House Do?

(40 pts. Total – 28 pts. Merit)

Quality & Craftsmanship
Very good to excellent

Complexity
Relatively small simple structure



Back to the Factors…

Construction (40 pts. Total – 28 pts. Merit)

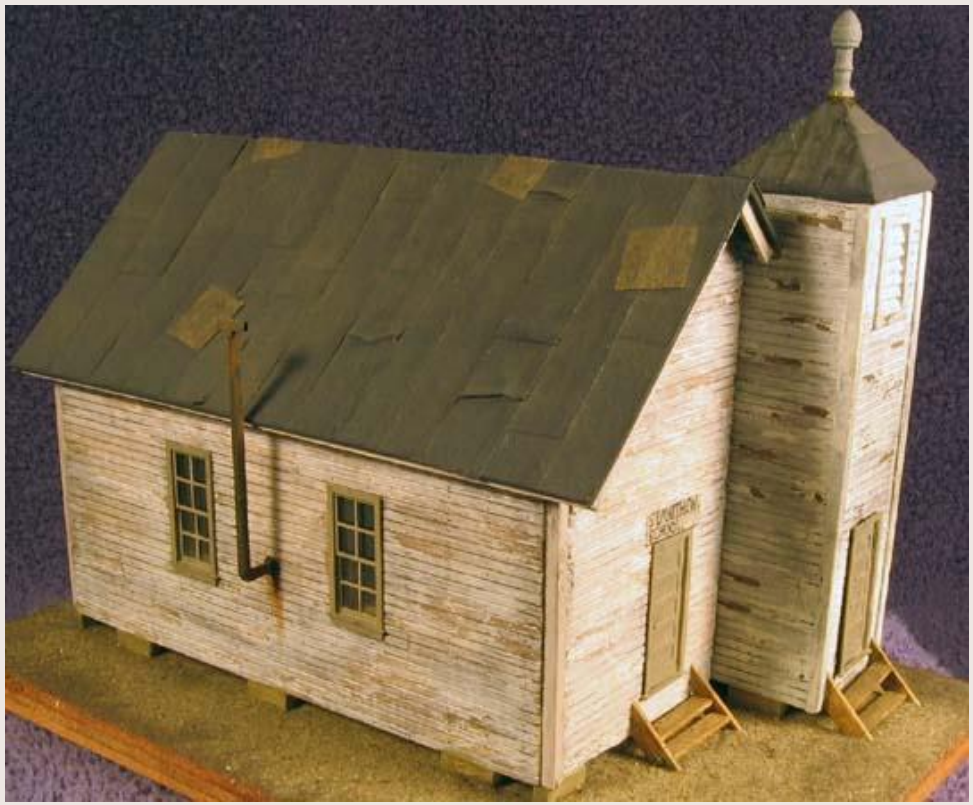
Focus - quality, craftsmanship, modeling skill and execution, proper handling of materials

- Method of fabrication or choice of materials not important
- Work done by modeler very important and dependent on type or basis of model
  - Scratchbuilt — high range scores
  - Modified kits — mid to high range scores
  - Modified R-t-R — mid to high range scores
  - Stick kits — high mid range scores
  - Plastic kits — low mid range scores
  - Ready-to-run — low range scores
- Complexity or scope of model also important (see matrix)

Quality aspects to look for…

- Overall quality of assembly
- Neatness of glued parts, absence of any visible glue
- Fit of parts, no open joints, no bowing or warpage
- Square corners, straight lines
- Evenness,matching ends
- Unsanded or fuzzy wood
- Even spacing of grab irons, windows, etc.
- Excess glue or solder, fingerprints, etc.

Here Are Some Examples Where Quality Could Be Improved…



Neat little church; not a contest model. Lot's of charm,
But some classic construction errors. Let's zoom in…

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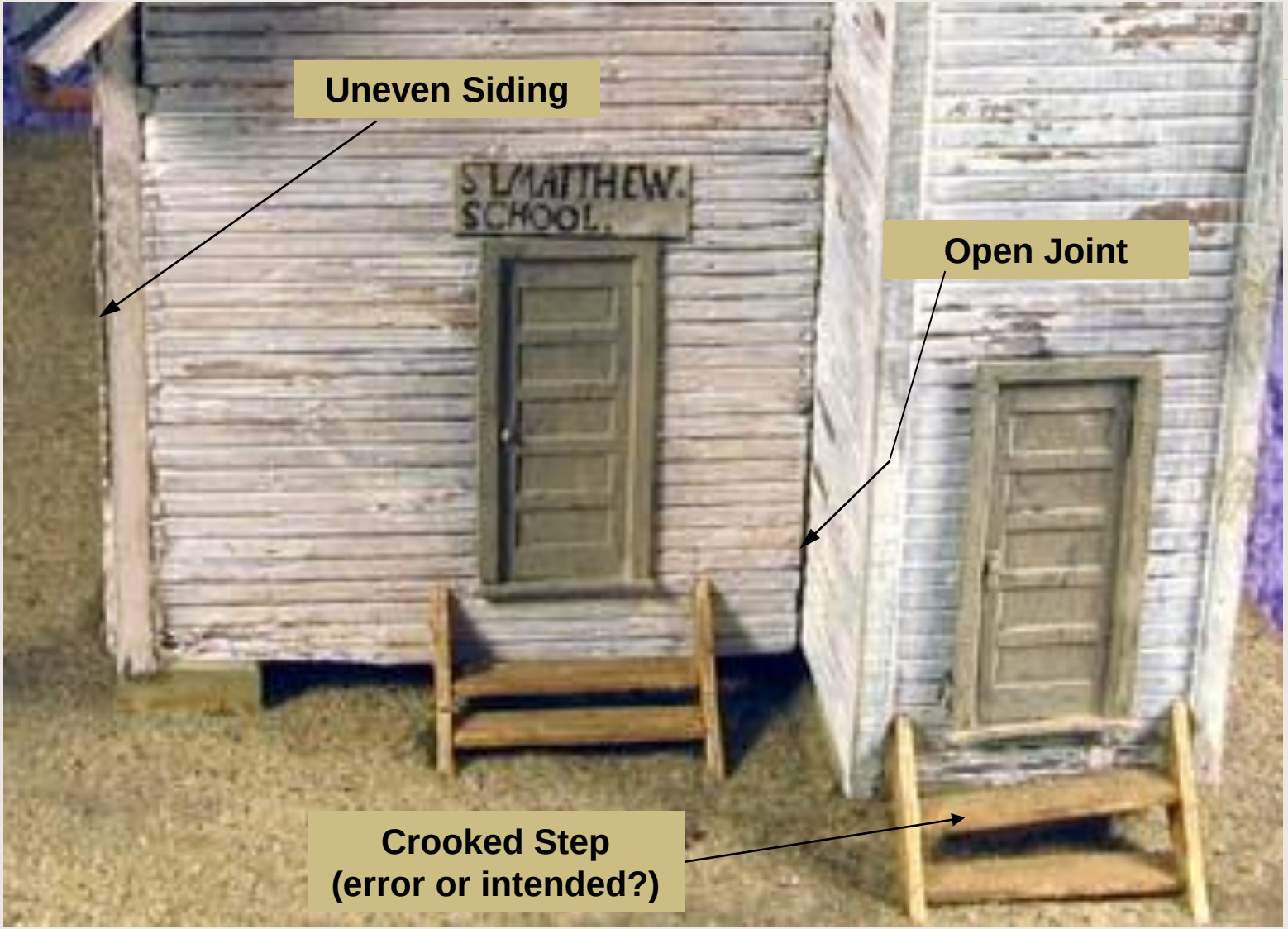
The Neat Little Church



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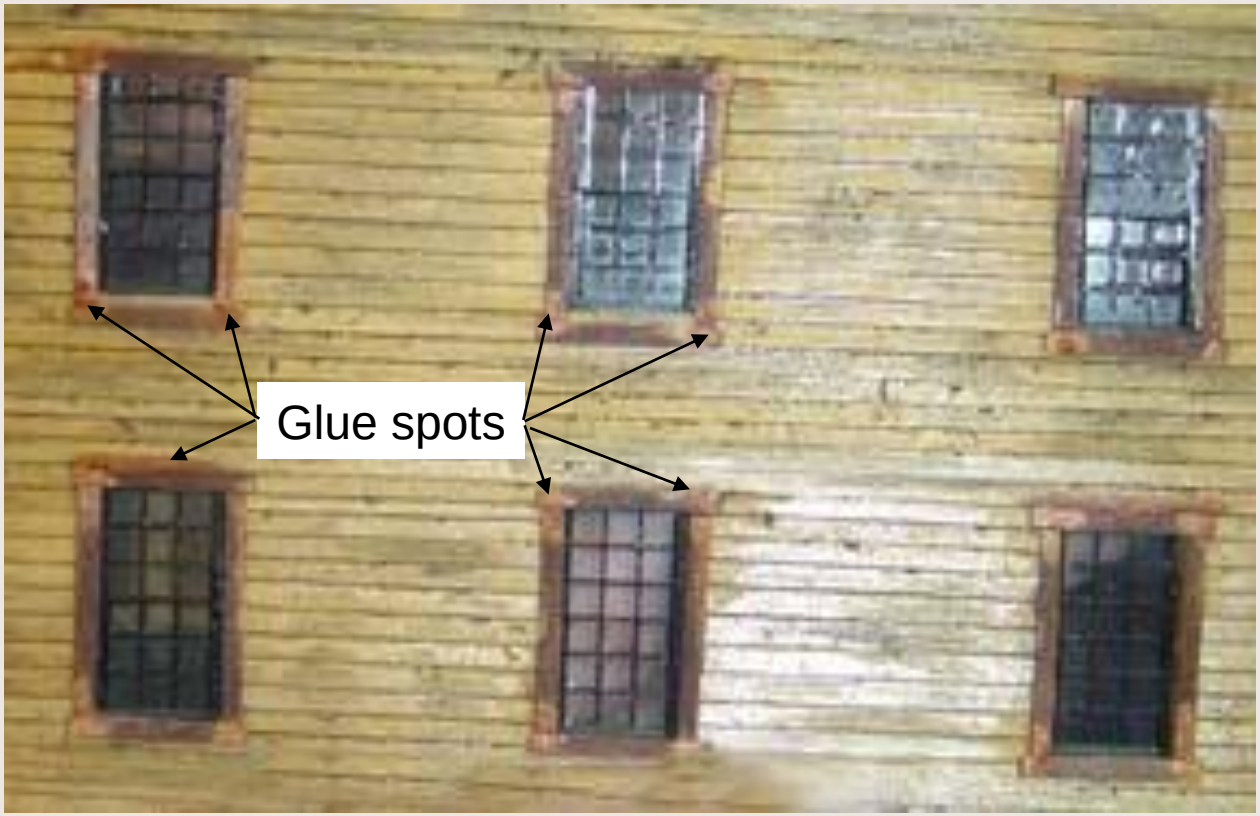
The Neat Little Church

Here is another example. This time it's glue...

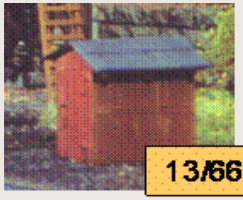


Scratchbuilt wall with lots of glue spots around the windows and quite a sheen on the siding.

Complexity aspects to consider…

- Amount of time and effort to fit multiple parts
- Difficulty of model and construction techniques
- Numbers of attributes such as walls, rooflines, windows and doors
- Example, a 4-6-6-4 is more complex than an 0-6-0
- Example, a center flow hopper is more complex than a flatcar.
- Example, grand central station is more complex than a tool shed

Here's are some Examples of How Scoring Can Increase with Complexity


13/66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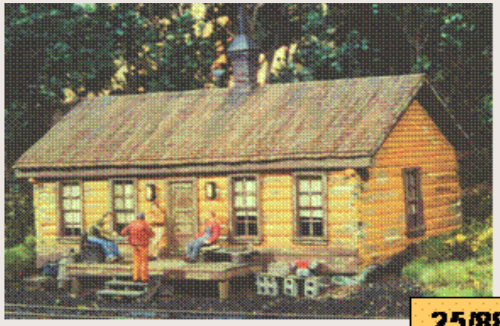
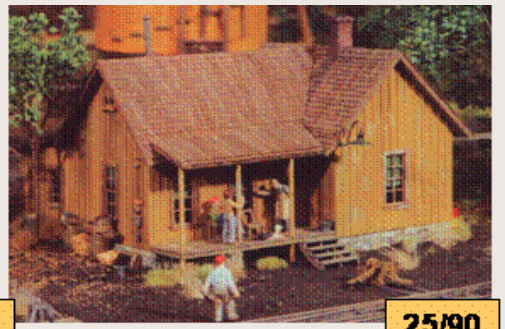
21/85


25/88


25/90

Complexity does count (const. pts / Overall pts.)
Const. pts. go from 13 to 28 / Overall pts. From 66 to 97
(All scratchbuilt except station which is kitbash w/ many scratch features)


28/97

Conformity (25 pts. Total – 17.5 pts. Merit)

Focus - Conformity to prototype or prototype intent

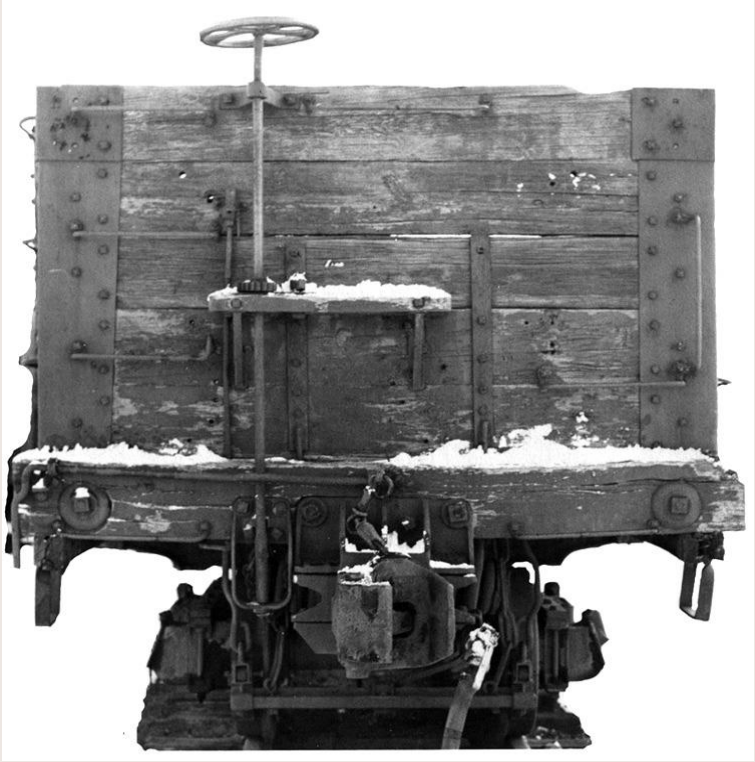
- Replication of prototype features, dimensions, components, simulation of construction materials, and arrangement of detail
- Make it look like the prototype
- For selectively compressed models consider how well model captures important features and balance of prototype
- Freelanced models also need to follow prototype practice
  - Is it logical
  - Would it do the job
  - Would it take the intended loads
  - Does it conform to normal construction practice.
  - If not why?
- Documentation important; show plans, photos, or other items to substantiate your model (15 pts. max. if none provided)

Conformity Matrix (25 pts. Total – 17.5 pts. Merit)

		Prototypicality of Intended Model																				
		Partly Prototypical									Largely Prototypical										Completely Prototypical	
Conformance to Prototype	Minimal	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	Extensive	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Example - Detail Conformance

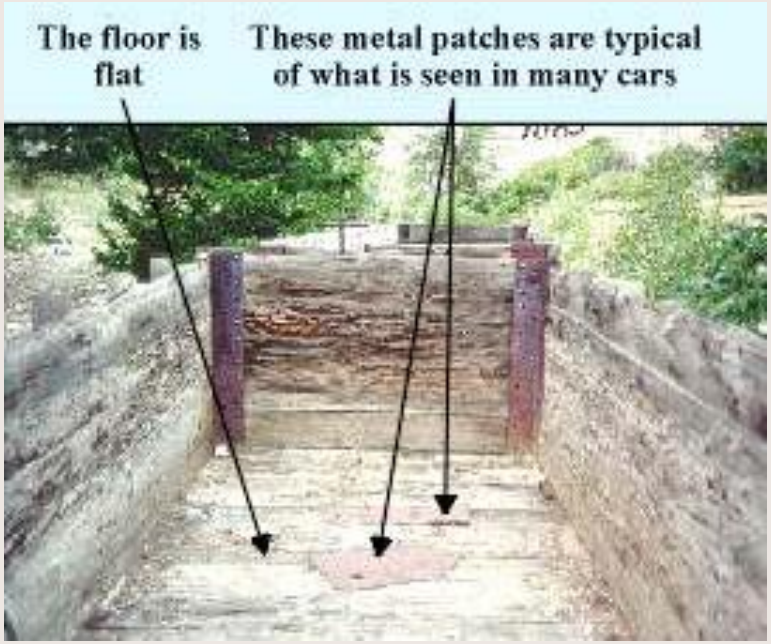
"B" End of D&RGW Gondola #1083



Can you see the differences?

Example – Conformance to Specific Car

Floor patches D&RGW Gondola #1083



Example – Conformance Documentation

Overall Package – D&RGW Gondola #1083

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General References for Free Lance Models

Detail (20 pts. Total – 14 pts. Merit)

Focus – Quantity and Refinement of Detail

- Detail has to be added; cast on detail doesn't count
- Cast-on detail can be filed off and replaced with more refined separate parts
- Detail that is integral to operation of model is more important than incidental detail
- Working detail is more important than non-working detail
- Completeness is important; add everything you can see on model.
- Refined of detail is better than simple parts; a brake cylinder made up of several well made parts is probably better than a single piece filed to shape.

Detail Matrix (20 pts. Total – 14 pts. Merit)

		Quantity & Refinement															
		Little added					Moderate Detail										Extensive & Complete
Complexity	Simple	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	Complex	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Merit Level

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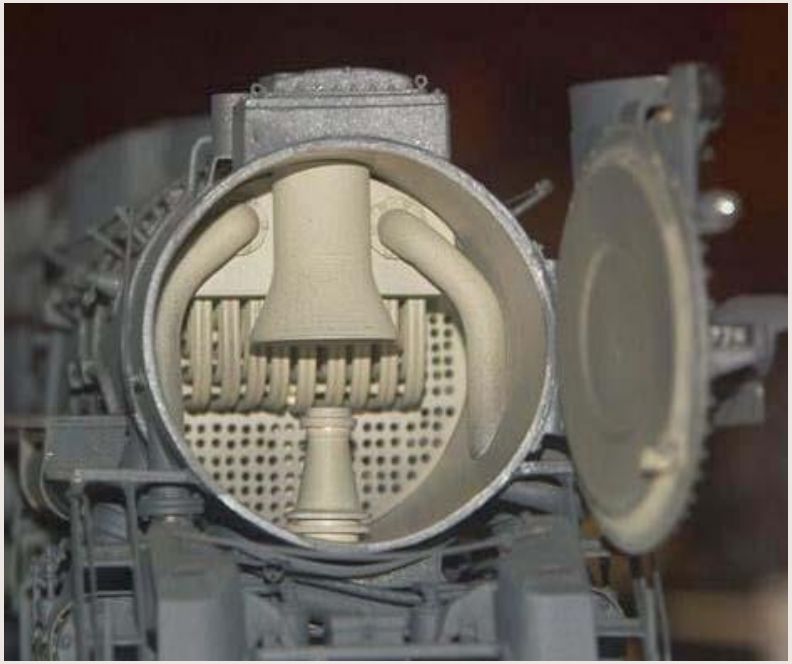
Detail Examples ...



Appearance (25 pts. Total – 17.5 pts. Merit)

Focus – Quality and skill of finish

- Paint quality - smoothness, opacity & evenness,crisp transitions form color to color,correctness of color, and appropriateness of shine or dullness of finish
- Lettering quality – spacing, straightness, evenness, visibility of film (decals), air bubbles
- Important to describe (model description form) state of finish; old/new, weathered/clean, if weathered what it might look like source or circumstances leading to appearance
- Weathering not necessary, but if included appropriateness to usage; is underside weathered, tracks, coupler (everything you can see)

Appearance Matrix (25 pts. Total – 17.5 pts. Merit)

		Quality of Appearance																			
		Poor								Good										Outstanding	
Complexity	Simple	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
		4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	Complex	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Merit Level

Complexity of Finish Counts

Multi-color paint schemes are more difficult and done equally well will score higher than single color paint jobs.

Scratchbuilding (15 pts. Total – 10.5 pts. Merit)

Focus – Amount of model built from scratch

- Specifically aspects and parts of model built form raw materials such as strip stock (wood, plastic, metal), sheet stock, (scribed siding, embossed, etc.) and other forms of basic materials (casting compounds, plaster, wire, etc.
- Casting and photo etching parts is considered scratchbuilding
- Drawing plans is part of scratchbuilding process.
- Complexity aspect refers to complexity of parts that are scratchbuilt.
- Typically trucks, couplers, motors and light bulbs are exempted from scratchbuilding requirements
- Note specific subschedule for point scoring

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Scratchbuilding Matrix

(15 pts. Total – 10.5 pts. Merit)

		Fraction of Model Scratchbuilt										
		Little Scratchbuilt				Partly Scratchbuilt						Completely Scratchbuilt
Complexity	Simple	0	1	2	3	4	5	6	7	8	9	10
		1	2	3	4	5	6	7	8	9	10	11
		2	3	4	5	6	7	8	9	10	11	12
		3	4	5	6	7	8	9	10	11	12	13
		4	5	6	7	8	9	10	11	12	13	14
	Complex	5	6	7	8	9	10	11	12	13	14	15

Merit Level

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Scratchbuilding Subschedule

Point Range		Scratchbuilt Features Required			Point Range
		Structures	**Cars**	**Locomotives**	
	11-15	Add doors, windows, interior/exterior fittings & figures	Add brake cylinder, reservoir, triple valve,ventilators, door latches,diaphragms, ladders, windows,end platforms & steps	Add loco/tender frames, pilot, smokebox front, main/side rods & cyclinder block (steam); frame, side frames, trolley pole/pantograph (other)	**11-15**
	6-10	Walls, foundation, roof and other structural components (except above)	Sides, ends, underbody, roof & other structural components (except above)	Add valve gear, domes, stacks, pumps, marker lights, brake rigging, windows & doors	**6-10**
	0-5			Boiler, cab, tender, platforms (steam); Car body, cab, platforms (other); and other structural components (except above)	**0-5**
	Exempted (all ranges)	Wood/metal/plastic sheets/strips/shapes light bulbs & lettering	Trucks, couplers & lettering	Motors, gears, drivers,wheels, couplers, trucks, light bulbs & lettering	**Exempted** (all ranges)

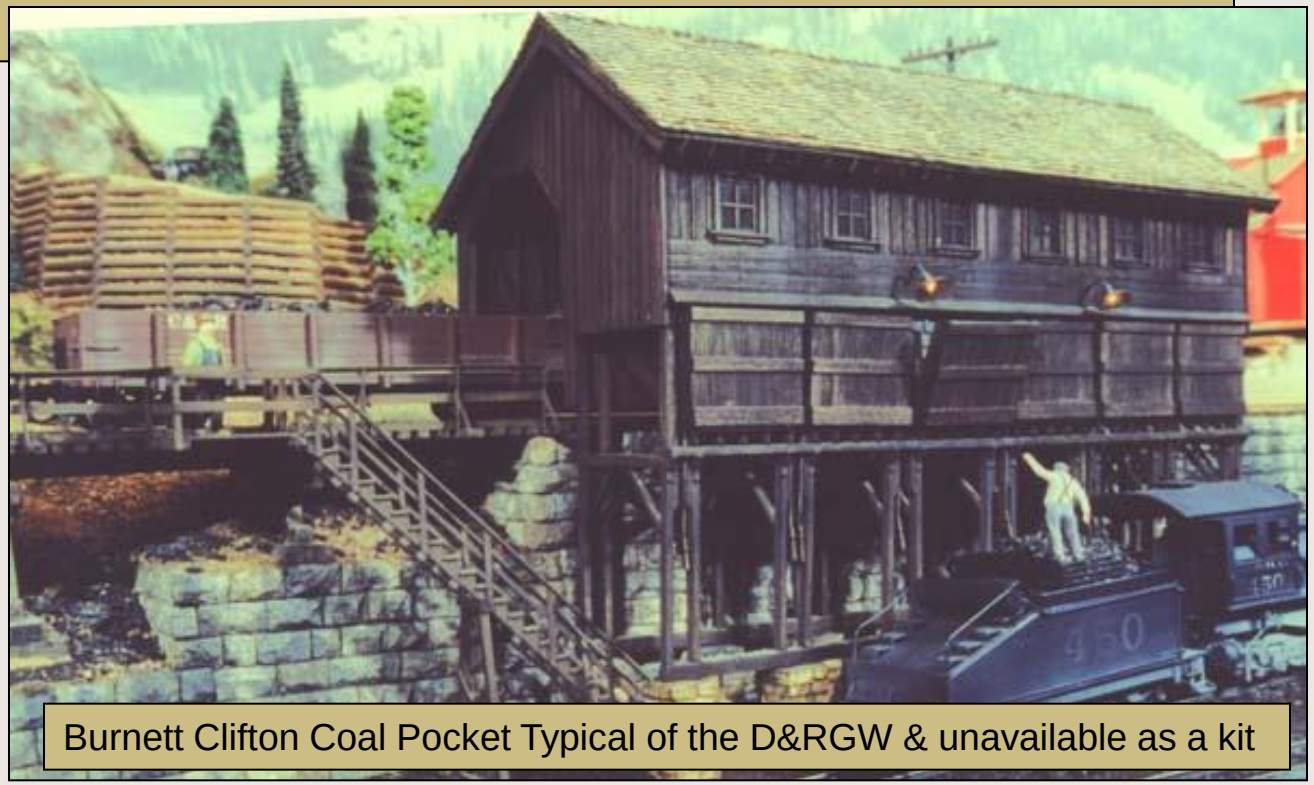
Building exempted parts may result in higher construction scores

Scratchbuilding Examples…

Scratchbuilding this little Howe deck truss based on an old Jack Work article was a lot of fun, (It's for a 24" gauge mine tram), and though fairly small garnered a 99 points!

Scratchbuilding Examples...

This structure was a lot more complex and was completely scratch-built including windows, individual shingles, interior detail and lighting taking 110 pts at the Denver national in '91



Burnett Clifton Coal Pocket Typical of the D&RGW & unavailable as a kit

The Matrices all look very subjective. How do you achieve consistent & uniform scores?

It is difficult. Some think we add up points or subtract points. Neither! Because the value of a point cannot established.

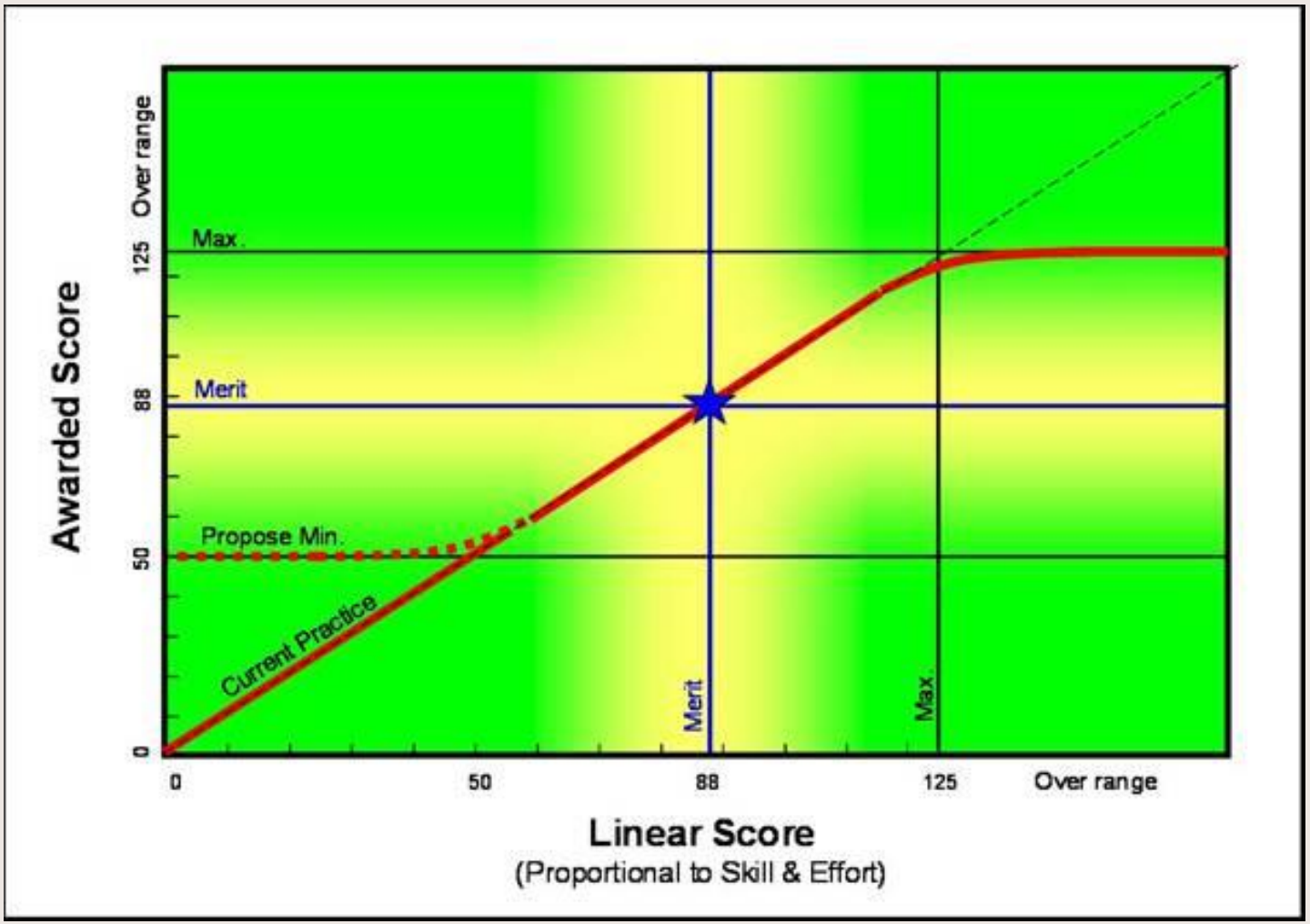
It is even more difficult because very high & very low scoring models are typically graded on a curve.

The answer is CALIBRATION! We calibrate around the Merit Level score, 87.5 pts. This the most important scoring range and why I show the green merit level lines on the matrices.

To become calibrated takes experience achieved by working with experienced judges in contest and/or at-home judging.

This is the primary job of the Team Leader: to teach, to guide, to show, to CALIBRATE newer judges, so merit level models are properly rewarded.

So why do you grade on a curve?
I thought everything was on a straight line



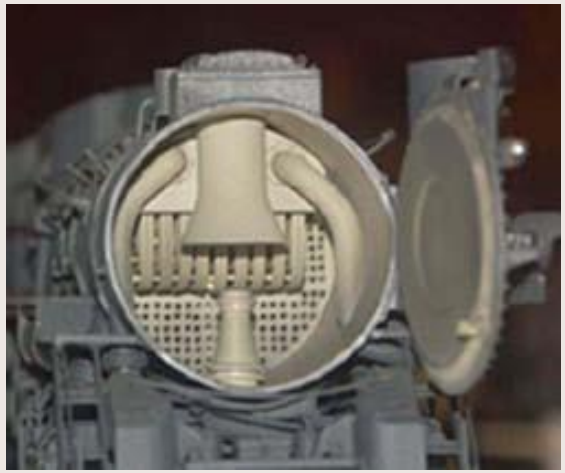
So why do you grade on a curve? I thought everything was on a straight line

- For models in the very high range, 115 and up, scores need to be flattened to leave room for merit level models. A 125 pt. model may take 2000 hrs. at a very high skill level. Would it be fair to make the merit level modeler spend 1400 hrs. (70% x 2000) just to make merit? Hardly!
- In the merit range, 75 to 100, we try for linear scoring, so an incremental increase in skill & effort, results in a proportional increase in scores so modelers can see predictable increases as they improve.
- In the very low range, below 50, giving such low scores serves no end. These modelers are just not calibrated for the contest and will go away angry or embarrassed never to enter again. What good is that?

Scratchbuilding Examples...

This is what a 124 pt. ***totally scratchbuilt*** model looks like! The 2004 NMRA National Gold Award Winner

- Best in Show -



Well That's about It!

If you have any questions or just want to chat, see me (the guy in the middle) or anyone on the contest staff.

Or, better yet sign on as a contest judge. If you've never done it, that's OK. We'll make you part of a judging team and teach you as we go!

Come on in; the water's fine. Judging is a good way to really learn how the model contest works, and it's a lot of fun!

THE END

THE END

THE END

Are there any written guidelines?

Yes, we use the - *Achievement Program Judging Guidelines* which provides

- **Two dimensional judging matrices to combine**
  - **Complexity and scope of the intended model &**
  - **How well was the intention achieved (quality/quantity)**
- **Specific descriptions of what to look for, what to emphasize and other tips**

Because 87.5 pts or 70% is the threshold for Merit Awards we encourage judges to use the 70% level for each of the factors for calibration asking –

Bribing the Judges…

Well… we like money & beer. Mostly the latter!

But seriously you can't bribe us because we already want to give you everything you deserve…

Come on folks. Let's keep it light. It's just a hobby!

Contest Philosophies

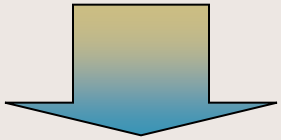
- Some modelers like to bring most of the major models they build.
- Other modelers decide beforehand that they're going to built a model just for contest.
- Still others use the contest to get their merit awards for the achievement program aiming at 87.5 pt. level.

Guess What – It doesn't make any difference. All approaches have their merits. The important thing is to build a model and enter!

Kit or Scratch?

- Make no mistake the contest favors scratchbuilt models, and those that are nicely done will likely reach 87.5 pts.
- On the other hand a nicely done but unmodified FSM structure or Accurail car kit may not make it.

- ***So, with so many great kits out there why scratchbuild?***
- ***And, if I can't get the points with a kit why enter?***



The short answer is it's a multidimensional hobby and you don't have to be <u>just</u> a kit builder or <u>just</u> a scratch-builder. You can do both and enjoy success in the contest. You can have your cake and eat it too!

Do Scratchbuilding for Its Own Sake? It's a Lot of Fun!!

• If you can build a FSM or a Bar Mills kit, then chances are you have the modeling ability to scratchbuild!

They're the same skills folks!!!

The difference is:

- you have to decide on the subject to build
- you have to draw or find the plans
- you have to gather the materials… **That's all!**

Howard Zane, a noted modeler from the Baltimore area and avid scratchbuilder likes scratchbuilding because among other things it's faster and he doesn't have figure out someone else's instruction, or follow their sketches.

Kitbash, A Great Compromise

- Modifications to a kit of even ready-to-run models done properly can elevate your scores to merit award range.
- One trick is to scratchbuild the modifications and make them substantial rather than just splicing on more kit pieces.

AHM “Rico Station kit heavily modified: both station & shed lengthened, new roof, and scratch platform and complete interior – Took 1st & 97 pts.

Kitbash, A Great Compromise

- Another frequently used approach is to strip a molded body shell add individual parts to make it into a very specific prototype.
- Points lost in scratchbuilding & construction can be made up by meticulous researching & replicating the prototype & a super finish.

Malberti's P.R.R. F3 AB (1st Place)

Evan's D&H RS-3 (2nd Place)

NER modelers Bob Malberti & Mike Evans took both Region Honors & 1st & 2nd at the 2005 NMRA National in Cincinnati

Prototype vs. Freelance!

Either choice is OK, but they may require different strategies!

- Tips for prototype models
  - Make the model look like the photos and plans. Simple as that! Get front rear & side views of the real thing & add every detail you see.
  - Narrow down to a specific car or structure at a specific date in time.
  - Look again at the Malberti and Evans models; they do this very well!

- Tips for free lance models
  - It may be free lance, but you'd better establish a firm basis for the design of your car or structure. Use general engineering drawings & practice from Locomotive Cyclopedia, Bridge Handbook by Mallory & NMRA Data Sheets among other sources.

IT'S NOT FOR EVERYBODY *(The Bad!)*

- **Not everybody likes it!**
- **Some don't care for the competition. For those we have..**

MODEL SHOWCASE

- **Some don't like how it's judged…**
  - **Too easy**
  - **Too hard**
  - **Wrong emphasis**
  - **Unfair**
  - **Etc., etc. etc.**

Both NER and national contest staff take judging very seriously and try to give everyone a fair shake, so to the good folks who don't care for the contest….God Bless, we respect your choice, but please don't slow us down.

Oh No.. The Dreaded Forms *(The Ugly!)*

All right I'm just kidding. I did a whole other clinic on the forms, so I'm not going to talk much about them here!

But why even have forms?

There are a couple of reasons.

- We need to know who you are (registration form) - **OK**
- We need to know something about the model (model description form) - **AND WHY WOULD THAT BE! CAN'T THE MODEL STAND ON ITS OWN?**

The main answer is not all models are scratchbuilt.

Most combine scratch and kit parts and we need to know

- What parts you have built (more effort & skill more points)
- What parts are commercial (no effort no points)

Also, we need to know…

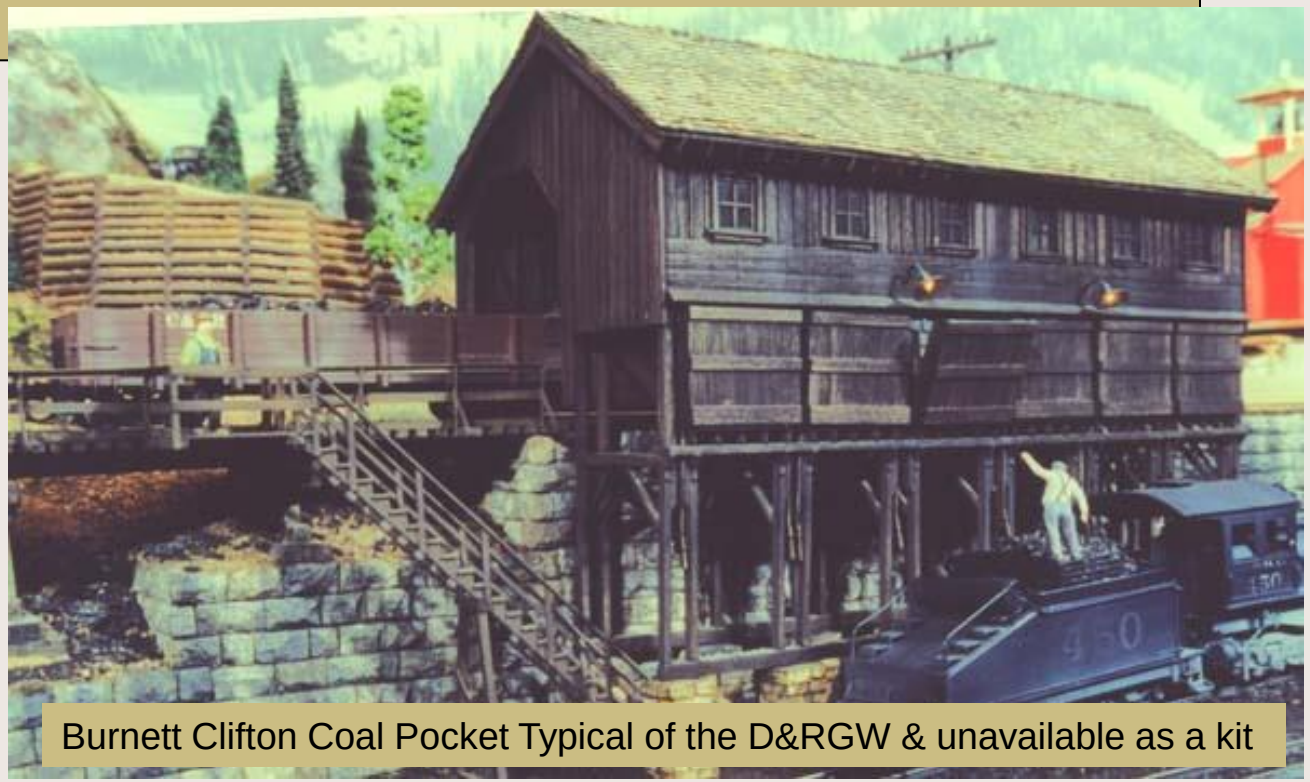
- What you intended to build, the prototype (your goal)
- So we can judge how well you achieved your goal (the closer to the goal the more points)

Appearance Examples…

Case 1 – The ???

Kit or Scratch?

- If you prefer kits than by all means build them!
- But most model railroads have need of cars and structures that just are not available. Scratchbuild these!



Burnett Clifton Coal Pocket Typical of the D&RGW & unavailable as a kit