

**NEW ZEALAND ASSOCIATION OF MODEL  
RAILWAY CLUBS INCORPORATED  
COMPETITION RULES  
Applicable for Trentham Convention 2016 Only**

**1. ENTRY CONDITIONS.**

1.1 Registration.

All entrants in competitions must be registered participants at the convention, or if competing by proxy must pay at least the minimum convention registration fee.

1.2 Entry forms.

(a) A properly completed entry form must accompany each entry.

(b) If inadequate or misleading information is provided the entry may be disqualified.

(c) The Entry Form must include the Entrant's Convention Registration number but not the Entrant's name(s). The entry number will be allocated by the competition supervisor.

(d) A tear off portion at the bottom of the Entry Form is provided for the Entrant's name(s) and contact address and must be handed to the competition supervisor to uplift entry.

1.3 Three entries per category.

No entrant may submit more than two entries in any one category.

1.4 Scale limits.

Models may be in any proportion not exceeding 1:20.3 in relation to a full-sized prototype. includes NZR and others on 45mm gauge

1.5 Builder.

Only models or portions thereof that have been built by the entrant are eligible for competitions.

1.6 Previous winners.

Any entry or part thereof that has won a place or award in any previous NZAMRC competition may not be entered in any future competition.

1.7 Equal terms.

Within each category all models, scratchbuilt or kit based, as defined in 3.1 will be submitted for judging on equal terms.

1.8 Presentation of entries.

All entries 2.1 to 2.6 and 2.8 may not include any display track or case etc. Entries in 2.7 are to be displayed on a plain piece of ready made track.

**2. ENTRY CATEGORIES**

2.1 Locomotives:

Steam, diesel, electric, etc. (Entries in this category will gain additional points if able to run under their own power as defined in 3.7) Entrants are advised to make use of the test track prior to entering.

2.2 Self-propelled:

Railcars, multiple-units, trams, etc. (Entries in this category will gain additional points if able to run under their own power as defined in 3.7) Entrants are advised to make use of the test track prior to entering.

2.3 Passenger rolling stock:

Includes passenger, dining, sleeping, postal, power/heating and crew cars etc.

#### 2.4 Brake vans.

Brake van, caboose, guards van, etc.

#### 2.5 Freight rolling stock:

All freight vehicles in revenue service.

#### 2.6 Non Revenue Rolling Stock:

Non Revenue Rolling Stock includes passenger cars, brake vans, freight vehicles and others which have been converted for other purposes.

#### 2.7 Trains:

Any train consisting of at least one power unit and a minimum of two trailing vehicles and no longer than one metre.

#### 2.8 Railway plant and equipment:

Rail cranes, jiggers, ballast tampers, snow ploughs, hi-rail, etc. add

#### 2.9 Permanent Way:

Trackwork, points, crossings, slips, turntables, signals, level crossings, lighting towers, etc. remove – technically not PW should be considered a structure

#### 2.10 Lineside vehicles:

Road vehicles pertaining to railways: - the likes of lorries, earthmoving, container-handling, or farm machinery; horse-drawn vehicles, mobile cranes, flat-decks, local buses, motorcars, cycles, motorcycles, etc.

#### 2.11 Bridges and Viaducts:

Only incidental scenery permitted. (Note: Any scenery must be of a secondary and incidental nature and will not be considered as a part of the entry.)

#### 2.12 Structures:

Other than, bridges and viaducts, pertaining to railways. Only incidental scenery permitted. (Note: Any scenery must be of a secondary and incidental nature and will not be considered as a part of the entry.)

#### 2.13 Scenes:

Composite models forming a scene or diorama.

#### 2.14 Micro Scenes:

Composite models forming a micro scene under 75 x 75mm footprint.

### **3. JUDGING FACTORS AND POINTS**

Judging must be carried out according to the factors and within the points available as follows:

#### **FACTORS**

##### **3.1 Skill - Up to 20 points.**

###### **(a) Scratchbuilt**

Deals with evident craftsmanship, proper handling of materials and the general approach to construction.

###### **Definition:**

Scratchbuilt refers to models built by cutting, forming and joining basic materials like sheet metal, etched metal, metal bar, rod and shapes, wood, plastic, cardboard etc.

Manufactured parts may be used to add detail or to avoid having to make commonly used items but (except for exempted items -see clause 3.6) these parts will count as non-scratchbuilt when determining what proportion of the entry has been built from scratch.

Manufactured parts such as castings, turnings, and the like, when the entrant makes them or the patterns or masters for them, count as scratchbuilt parts. Manufactured parts that have been etched, laser cut, 3D printed etc, when the entrant creates the files for them, are considered as scratchbuilt parts.

#### (b) Kit based

Deals with proficiency in preparing parts for assembly, aligning parts, and the general approach to construction.

Kit based refers to kitset, modified kitset, and cross-kit models.

In these rules:

(1) A kitset model is one made entirely from a pre-formed kit of parts in any media, 3D prints, laser cut parts etc, supplied commercially or privately, but may require the addition of common parts not supplied, such as wheels or motors.

(2) A modified kitset model is one based on a kitset that has been modified in some important respect. The modifications may apply to size, mechanical elements, appearance, amount of detail or any similar attributes.

(3) A cross-kit model is one made using parts from more than one kitset or ready-built model.)

#### 3.2 Complexity - Up to 20 points.

Deals with the varying degrees of difficulty, including the amount and intricacy of work entailed.

#### 3.3 Conformity (Scratchbuilt) - Up to 20 points

Deals with what is generally termed 'prototype practice' - logical construction, correct application of parts, and inclusion of detail.

#### 3.4 Fidelity/added detail (Kit based) - Up to 20 points.

Deals with fidelity to kitset, amount and accuracy of detail added including any modifications.

#### 3.5 Finish - Up to 20 points.

The proper use of painting, ageing, weathering, lining, lettering and other similar effects, to impart the desired final appearance.

3.6 "Exempted parts" include: paint, electronic components, light bulbs, motors, gears, gearboxes, wheels, couplers and similar items requiring technology beyond the scope of the average home workshop. A ruling on the admissibility of any parts may be obtained from the Competition Committee by letter, or at the time of entry.

#### 3.7 Runability - Up to 20 points.

Categories 2.1 (Locomotives) and 2.2 (Self-propelled)

Entries are required to demonstrate their ability to start smoothly, without hesitation or human intervention and perform well through normal\* speeds.\*(for the type of model)

#### 3.8 Levels of Placings.

(a) Gold with Merit >90% of available marks

(b) 80% < Gold ≤ 90% of available marks

(c) 75% < Silver ≤ 80% of available marks

(d) 50% ≤ Bronze ≤ 75% of available