



PACIFIC COAST REGION NATIONAL MODEL RAILROAD ASSOCIATION CONTEST DIRECTORY

Revision of 24 October, 2009

I. Intent, Scope, and Changes

- A. Pacific Coast Region (PCR) contests are held in conjunction with the annual PCR Convention. This directory is intended to assemble PCR contest materials for the use of the PCR contest committee and PCR members. This directory consists of a main body setting forth official PCR definitions, rules, duties, and procedures, and a series of appendices containing copies of forms, judging guidelines, suggestions for completing forms, and descriptions of current contest practices.
- B. The PCR Contest Manager may make changes to the main body of this directory with the approval of the Board of Directors. Changes to appendices may be made as specified in each appendix.

II. Contest Personnel and Duties

- A. The PCR Contest Manager is appointed by the PCR President and is generally responsible for conducting the PCR contest program. The PCR Contest Manager is specifically responsible for:
 - Working with the Convention Contest Chairman to arrange and conduct PCR contests at the annual convention.
 - Informing the Convention Contest Chairman of contest requirements and estimated contest expenses.
 - Recruiting judges and supervising judging.
 - Creating and maintaining the required forms and records.
 - Arranging for the production, presentation, and engraving of awards.
 - Publicizing PCR contests in the PCR newsletter, and informing the editor of contest winners.

- Informing the Achievement Program of candidate entries for merit awards and of the names of judges and event chairman.
 - Recommends changes to this directory, seeking approval for such changes, and keeping the directory current.
 - Settling contest disputes.
 - Presiding over the Contest Committee.
- B. The Convention Contest Chairman is chosen by the Host Contest Committee, and is generally responsible for arranging facilities and staffing for PCR contests, and working with the PCR Contest Manager to conduct the contests. The Convention Contest Chairman is specifically responsible for:
- Arranging rooms, furniture, equipment, etc., for PCR contests.
 - Arranging clerical staffing and security for PCR contests.
 - Arranging reimbursement for the cost of awards and other convention-related contest expenses.
 - Publicizing PCR contests in convention literature.
 - Assisting the PCR Contest Manager to recruit judges.
 - Arranging for and conducting any contests sponsored by the Host Convention Committee.
- C. The PCR Contest Committee consists of the PCR Contest Manager, the Convention Contest Chairman, and the Division Contest Chairmen. The PCR Contest Committee is responsible for:
- Coordinating PCR and Division contests and contest procedures.
 - Publicizing and promoting PCR and Division contests.
 - Advising the PCR Contest Manager and Board of Directors.
- D. Event Chairmen are appointed by the PCR Contest Manager as needed to arrange and conduct Photography, Locomotive Performances, and Switching Contests, and the PCR Contest Manager will determine their duties.

- E. The Head judge will be appointed by the PCR Contest Manager for the duration of each convention, and is responsible for:
- Direct supervision of judging.
 - Deciding ties.
 - Resolving technical issues in consultation with the PCR Contest Manager.
- F. All contest judges shall be NMRA members in good standing.

III. Entry requirements

- A. NMRA members in good standing may enter all PCR contests with the following exceptions:
- Commercial model builders may not enter model contests.
 - Commercial photographers may not enter photography contests.
- Commercial model builders and photographers are those who derive more than half their income from those activities.
- B. Anyone in the age groups specified may enter Youth or Teen contests, regardless of NMRA membership:
- Youth contests: Under thirteen years old.
 - Teen contests: Thirteen through seventeen years old.
- C. Each entry must be accompanied by a completed PCR entry form and score sheet (see appendix), or substitutes acceptable to the Contest Manager.
- D. Proxy entries will be accepted.
- E. Entries that have won First Place in a PCR or NMRA contest may not be entered again.
- F. There will be no limits on the number of entries other than those specified elsewhere in this directory. There will be no entry fees.
- G. Neither PCR nor the Host Committee or their officers assume any responsibility for loss or damage to an entry.

H. By entering, entrants agree to abide by PCR rules and procedures.

IV. Contest Sponsorship

A. PCR will sponsor all awards for contests described in this directory:

- Trophy or plaque for Best of Show, Levity, and Ingenuity Awards.
- Trophy or plaque and blue ribbon for first place; red ribbon for second place; white or gold ribbon for third place; and green ribbon for honorable mention.

B. The PCR Contest Manager will arrange for the supply of trophies, plaques, awards, and engraving for PCR Contests.

C. The Host Convention Committee is responsible for all PCR contest award expenses. Neither PCR nor the Host Convention Committee will solicit or accept donations for awards or contest sponsorship of PCR Contests.

D. There will be a Popular Vote contest for Models, Crafts and Photography. The ballot for this contest will be provided by the convention organizing committee and will be included in the registration packet for each registered attendee. Facilities will be provided in the contest room for attendees to deposit these ballots. The voting of these awards will be closed when regular contest judging begins.

E. The PCR Contest Manager will conduct no other contests or authorize any other awards. The Host Committee may sponsor other contests. The Convention Contest Chair is responsible for all aspects of such contests.

V. Model Contests

A. The model contest includes five classes and nine categories. Each entry must specify one class and one category on the entry form. There is no limit on the number of entries per person. Each entry can have only one entrant and only the work of that entrant will be judged. Additional documentation may accompany the score sheet, but judges are not required to consult it.

B. The model contest includes these five classes:

1. Open: Anyone who fulfills the entry requirements in Section III may enter the Open class.
 2. Kit: Anyone who fulfills the entry requirements in Section III may enter the kit class if the model is kit-built, kit-bashed, or cross-kitted. A kit entry is generally defined as one built using components, packaged together for commercial sale, although the entrant may modify or supplement such components.
 3. Novice: Anyone who fulfills the entry requirements in Section III and has not previously been awarded (a) more than 87 points in the contest category being entered, (b) more than 100 points in any model contest category, or (c) a model contest Best of Show may enter the Novice class.
 4. Teen: Anyone 13 through 17 years old may enter the Teen class.
 5. Youth: Anyone under 13 years old may enter the Youth class.
- C. There are nine model contest categories:
1. Steam Locomotive: All types of steam locomotives. Entries must be powered.
 2. Diesel and Other Locomotives: All locomotives except steam or traction, including heavy electric locomotives. Entries must be powered; multiple-unit entries must have at least one unit powered.
 3. Passenger car: All types of cars in passenger service other than cabooses, traction or maintenance of way.
 4. Freight car: All types of revenue freight cars, including express and company service cars other than M of W.
 5. Caboose: All types of cabooses, including M of W.
 6. Maintenance of Way: All types of non-revenue equipment not included in categories 3-5 above, all types of trackwork, all types of non-revenue railroad off-track vehicles.
 7. Structures: All structures, other than trackwork, without significant scenery. Scenery, if any, is not judged.
 8. Displays: All dioramas or groups of models with significant scenery.

9. Traction and Self-Propelled Cars: Self-propelled cars, and all models of electrically powered equipment except heavy electric. Models must be powered; multiple-unit entries must have at least one unit powered.

Examples:

- A reefer in express, freight, or company service goes in Freight Car; in M of W service or company service it goes in M of W.
 - A sawmill without a pond goes in Structures; a sawmill with a pond goes in Display.
 - A powered interurban car goes in Traction and Self-Propelled Cars; a non-powered interurban trailer goes in Passenger Car.
 - An office or business car goes in Passenger Car; a high-rail inspection truck goes in M of W.
 - An interurban freight motor goes in Traction and Self-Propelled Cars; a GG1 heavy electric goes in Diesel and Other Locomotives.
- D. Judges and a Head Judge for the model contest will be selected by the PCR Contest Manager for each convention. Entrants may serve as judges, but may not judge a category in which they are entered. Judging will be conducted according to the Judging Guidelines in Appendix C. Judges will consider only work performed by the entrant.
- E. Judges are organized in teams of two or three for each of the judging factors (Construction, Detail, Conformity, Finish, Scratch Building) and judge all entries on that factor. All models in each category will be judged together, without regard for scale or entry class, except for differences specified in the Judging Guidelines. Judging will be conducted in the contest room, with exceptions for large displays or instances determined by the PCR Contest Manager.
- F. The Best of Show will be given to the most outstanding entry. The Best of Show award will preclude a place award in the winners' category and the other places in that category will be adjusted accordingly. The Ingenuity Award will be given for the entry with the most ingenious or innovative features, construction methods, or materials. The winner of the Ingenuity

Award must provide the PCR newsletter editor with a written description of the model's winning features. The Levity Award will be given for the most humorous entry. The winner must provide the Levity Award for the next year's winner. The Best of Show, Ingenuity, and Levity Award winners will be chosen by the PCR Contest Manager, or by judges he or she designates. The PCR Contest Manager will determine the method of selection.

VI. *Module (Portable Layout) Contest*

- A. The Portable Layout contest is open to anyone who fulfills the requirements of section III. Entries may include:
- Portable layouts including small layouts, switching layouts, or layouts composed of non-interchangeable sections.
 - Interchangeable layout modules.
 - Other types of portable layouts or layout sections as determined by the PCR Contest Manager.
- B. There may be six classes in the portable layout contest:
- Individual: Entries on which one person did all the work.
 - Group: Entries on which work was done by more than one person.
 - Teen Individual: Entries on which all work was done by one teen.
 - Teen Group: Entries on which work was done by more than one teen.
 - Youth Individual: Entries on which all work was done by one youth.
 - Youth Group: Entries on which work was done by more than one youth.
- C. The PCR Contest Manager will select Judges for the Portable Layout Contest. Entries will be judged in accordance with factors explained in the entry forms (Appendix A). Where portable layout entries have factors in common with the Model Contest, The Model Contest Judging Guidelines (Appendix C) may be used to supplement the entry forms. Only the work of the entrant(s) will be judged. Rolling stock on the entry will not be judged.

VII. *Switching Contest*

- A. The Switching Contest gives entrants a chance to exhibit operating skills in solving switching problems set up on a "Time Saver" switching layout. The Switching Contest is open to anyone who fulfills the requirements of Section III and to additional entrants as determined by the PCR Contest Manager or the Switching Contest Event Chairman.
- B. Rules, entry forms, and switching problems will be created by the Switching Contest Event Chairman.
- C. Entry classes, scoring, and awards will be also determined by the Switching Contest Event Chairman.

VIII. *Photo Contest*

- A. The Photo Contest includes the Print Contest, which is conducted and judged separately. Anyone who fulfills the requirements of Section III may enter the photo contest.
- B. Prints entered for judging:
 - Must have an image size of at least 5 x 7 inches and at most 8 x 12 inches.
 - Must be mounted on a rigid mounting board at least 11 x 14 inches and at most 12 x 16 inches.
 - Must not be framed or mounted under glass.
 - Must be accompanied by the PCR Print Contest Entry Form (Appendix A).

An entrant may enter a maximum of three prints in any one category, and a maximum of six prints in total. The entrant must have exposed the original negative.

- C. The Print Contest has seven categories:
 1. Model Black & White: black & white prints of model subjects.

2. Model Color: color prints of model subjects.
 3. Trains in Action: color prints of available-light images of prototype railroad equipment in motion.
 4. Track and Structures: color prints of available-light images of prototype railroad track, right-of-way features, or structures.
 5. Working on the Railroad: Color prints of railroad workers in the performance of their duties while working on the railroad. This includes employees of common carrier and private railroads as well as employees and volunteers at railroad museums, but is restricted to full size (12"=1') railroads regardless of track gauge.
 6. General Rail Subjects: color prints of prototype railroad-related subjects not covered in 3 through 5 above. These may include, but are not limited to, images of people (except as covered in Section 5 above), isolated details, or rolling stock; flash-assisted or special effects images; and composite or multiple-exposure images. Computer enhancement beyond what could normally be done in the darkroom is not allowed. If there is any question on this, the region Contest Chair will make the final decision.
 7. Display: Railroad-related prints of all kinds that are displayed in the photo contest room but are not judged.
 8. Special Event: an optional category that may be opened by the Print Contest Event Chairman for entries on a special theme, such as a recent photogenic event. Special events must be announced in the PCR newsletter before the convention.
- D. Procedures for Print Contest judging and selection of award winners, including Best of Show, will be determined by the Print Contest Event Chairman.
- E. By entering, the entrant grants reproduction rights to the PCR newsletter without compensation. The Slide Contest Best of Show winner is usually published in the NMRA calendar, also without compensation.

IX. Arts and Crafts

- A. Categories. Each entry shall be placed in a single category as follows:

1. General (*any non-needlework art of craft: e.g., painting, drawing, sculpture, woodcarving, photo montage, etc.*)

- a. Kit Built (commercially available kit; includes plans/instructions and materials)
- b. Pattern (existing plans/instructions; entrant acquires materials separately)
- c. Original (entrant's own design)

2. Railroadiana

- a. Kit Built (same as General Kit Built, except entry must have a railroad motif)
- b. Pattern (same as General Pattern, except entry must have a railroad motif)
- c. Original (same as General Original, except entry must have a railroad motif)

3. Needlework

- a. Kit Built (same as General Kit Built, except entry is type of needlework – e.g. knitting, embroidery, needlepoint, etc.)
- b. Pattern (same as General Pattern, except entry is type of needlework – e.g. knitting, embroidery, needlepoint, etc.)
- c. Original (same as General Original, except entry is type of needlework – e.g. knitting, embroidery, needlepoint, etc.)

(Note: Quilting and sewing are included in the “General” category, rather than the “Needlework” category. Any quilting or sewing entry with a railroad theme may also be entered in the “Railroadiana” category.)

B. Awards

Awards shall be given for first, second and third place in each category and sub-category:

- General - Original
- General - Pattern
- General - Kit
- Railroadiana - Original
- Railroadiana - Pattern
- Railroadiana - Kit

- Needlework - Original
- Needlework - Pattern
- Needlework - Kit

The awards shall be based on the total number of points assigned to each entry by the Arts and Crafts division judges. The item scoring the most points overall in Arts and Crafts shall receive the Marion Madsen Memorial Arts and Crafts "Best of Show" Award. (As with the other contest divisions, the Best of Show winner will be counted separately and the item with the next-highest point total in that category will become the first-place winner.)

Honorable mentions shall be awarded to all entries receiving at least 87-1/2 points which are not selected as first-, second- or third-place winners in their respective categories.

C. Judges

Judges for the Arts and Crafts division may be judges for other contest divisions as well, or they may choose to judge Arts and Crafts only. Judges who have entered the Arts and Crafts contest may judge entries in any category and sub-category other than those in which they have entered.

Each entry will include a copy of the General Entry Form and a copy of the official Arts and Crafts scoring sheet, so the judges can make their comments and award the appropriate number of points in each section.

The Arts and Crafts entries are judged on the following criteria:

- Correct Execution (maximum 50 points)
- Difficulty (maximum 30 points)
- Finishing (maximum 25 points)
- Neatness (maximum 20 points)

Any questions on judging will be resolved using the standard contest procedures followed by the PCR.

Appendix A: PCR Contest Forms.

The PCR Contest Manager is responsible for maintaining and supplying PCR contest forms and may change forms or introduce new forms as needed.

- Model Contest Cover Sheet
- Model Contest Entry Form – Open, Kit, & Novice
- Model Contest Entry Form – Youth & Teen
- Print Contest Entry Form
- Photo Contest Judge’s and Participant’s Guide
- Portable Layout (Module) Contest Cover Sheet
- Portable Layout (Module) Contest Entry Form
- Portable Layout (Module) Contest Rules and Judging Guidelines
- Arts and Crafts Entry Form
- Arts and Crafts Judges Score Sheet



PCR Model Contest Entry Form Cover Sheet

Entry No. _____
(PCR will assign entry number)

Model Description: _____

Category (check one)

- Steam Locomotive
- Diesel & Other
- Passenger Car
- Freight Car
- Caboose
- Maintenance of Way
- Structure
- Display
- Traction and Self-Propelled Cars
- Special Contest

Contest (check one)

- Open
- Kit
- Novice
- Youth 13 to 17
- Youth 12 & Under
- Non-Judged

Scale: Z N TT HO S

O G Other _____

RR Name _____

Kit Mfgr _____

Instructions: (For full details, see the PCR Contest Directory)

Complete a separate Cover Sheet and Entry Form for each model entered. Only the work you have done is eligible for judging, and only that work should be described on the Entry Form. Additional pages may be attached to the entry form. Supplemental information for the optional use of the judges may be placed with the model

The model shall be removed from the contest room within the period set by the Contest Chairman. A signed, valid claim form must be presented to pick up each entry.

Certification:

I affirm that I am a member in good standing of the NMRA and meet all applicable Entry Requirements in Section III of the PCR Contest Directory. I further affirm that all work described on the Entry Form was performed by me, and agree that only this work will be considered during judging. I also affirm that I have not won First Place in any NMRA National or PCR Regional contest with this entry.

I understand that neither PCR nor NMRA assume any responsibility for loss or damage to contest entries.

Name _____

Region _____

Address _____

Division _____

City _____ State _____ Zip _____

Phone Number (____) _____ - _____

Signature _____

Email address (optional) _____

Model Contest Claim Form

Entrant's Name _____ Entry # _____

Signature required for entry pick-up: _____

NOTE > Pick-up time _____ Location _____

PCR Model Contest Entry Form

DESCRIPTION: _____ CATEGORY _____ <div style="text-align: right;"><input type="checkbox"/> OPEN <input type="checkbox"/> KIT <input type="checkbox"/> NOVICE</div>	ENTRY #																								
INSTRUCTIONS: Check all items that apply and briefly describe all work accomplished under each factor. Repeat information if required to obtain full credit in each section. Attach and refer to additional pages as needed. List all supplementary materials displayed with the model such as photos, plans, jigs, etc. for judging. A PCR Model Contest official will assign and fill in the Entry Number.		Score Judges Only																							
1. CONSTRUCTION: Proper handling of materials, applied labor, skill, and craftsmanship. Max 40 pts																									
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">PLANS</td> <td style="width: 15%;">MATERIALS</td> <td style="width: 15%;">BONDING</td> <td style="width: 15%;">METHODS</td> <td style="width: 15%;">DETAILS</td> </tr> <tr> <td><input type="checkbox"/> Designed</td> <td><input type="checkbox"/> Brass</td> <td><input type="checkbox"/> Solder</td> <td><input type="checkbox"/> Cut & fit basic shapes</td> <td><input type="checkbox"/> Scratchbuilt</td> </tr> <tr> <td><input type="checkbox"/> Prototype</td> <td><input type="checkbox"/> Wood</td> <td><input type="checkbox"/> Cement</td> <td><input type="checkbox"/> Kit or kitbash</td> <td><input type="checkbox"/> Commercial</td> </tr> <tr> <td><input type="checkbox"/> Commercial</td> <td><input type="checkbox"/> Styrene</td> <td><input type="checkbox"/> Epoxy</td> <td><input type="checkbox"/> Photoetched</td> <td><input type="checkbox"/> Cast from patterns</td> </tr> <tr> <td><input type="checkbox"/> Construction Article</td> <td><input type="checkbox"/> Other _____</td> <td></td> <td><input type="checkbox"/> Cast from patterns</td> <td><input type="checkbox"/> Other (explain)</td> </tr> </table>	PLANS		MATERIALS	BONDING	METHODS	DETAILS	<input type="checkbox"/> Designed	<input type="checkbox"/> Brass	<input type="checkbox"/> Solder	<input type="checkbox"/> Cut & fit basic shapes	<input type="checkbox"/> Scratchbuilt	<input type="checkbox"/> Prototype	<input type="checkbox"/> Wood	<input type="checkbox"/> Cement	<input type="checkbox"/> Kit or kitbash	<input type="checkbox"/> Commercial	<input type="checkbox"/> Commercial	<input type="checkbox"/> Styrene	<input type="checkbox"/> Epoxy	<input type="checkbox"/> Photoetched	<input type="checkbox"/> Cast from patterns	<input type="checkbox"/> Construction Article	<input type="checkbox"/> Other _____		<input type="checkbox"/> Cast from patterns
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<input type="checkbox"/> Construction Article	<input type="checkbox"/> Other _____		<input type="checkbox"/> Cast from patterns	<input type="checkbox"/> Other (explain)																					
2. DETAIL: Refinement, the amount of subordinate detail added, and the complexity of the model Max 20 pts																									
3. CONFORMITY: Effort taken to achieve prototype practice and appearance Max 25 pts																									
4. FINISH AND LETTERING: General appearance and proper application of finish and lettering Max 25 pts																									
<input type="checkbox"/> Airbrush or spray <input type="checkbox"/> Hand painted <input type="checkbox"/> Hand striped <input type="checkbox"/> Decal striped <input type="checkbox"/> Decal lettering <input type="checkbox"/> Dry transfers <input type="checkbox"/> Other (explain)																									
5. SCRATCH BUILDING: All parts fabricated from basic materials. Max 15 pts																									
TABULATED BY: _____ VERIFIED BY: _____		TOTAL SCORE 125 POINTS MAXIMUM																							

PCR Model Contest Youth Entry Form

DESCRIPTION _____	CATEGORY _____	ENTRY #			
YOUTH <input type="checkbox"/> 12 & UNDER <input type="checkbox"/> 13-17		PCR will fill in.			
INSTRUCTIONS: Check the boxes and fill in the blanks to describe your model. Repeat information under different categories if needed to tell the judges what you did. You can add separate sheets with more information, and you can display plans, photos, or magazine articles to show the judges how you built the model and what the prototype looked like.		Score Judges Only			
1. CONSTRUCTION: How did you build the model?		Max 40 pts			
Starting Point	Plans or Instructions	Materials	Methods	Bonding	Details
<input type="checkbox"/> Kit	<input type="checkbox"/> Kit plans	<input type="checkbox"/> Plastic	<input type="checkbox"/> Assembled parts	<input type="checkbox"/> Plastic glue	<input type="checkbox"/> In kit
Kit Brand _____	<input type="checkbox"/> Mag. Article	<input type="checkbox"/> Wood	<input type="checkbox"/> Swapped parts	<input type="checkbox"/> Super glue	<input type="checkbox"/> Bought
	<input type="checkbox"/> Photos	<input type="checkbox"/> Metal	<input type="checkbox"/> Cut and fit pieces	<input type="checkbox"/> White glue	<input type="checkbox"/> Altered
<input type="checkbox"/> Kitbashed	<input type="checkbox"/> Prototype Plans	<input type="checkbox"/> Styrene	<input type="checkbox"/> Cast parts	<input type="checkbox"/> Epoxy	<input type="checkbox"/> Made
<input type="checkbox"/> Scratchbuilt	<input type="checkbox"/> Commercial plans	<input type="checkbox"/> Wire	<input type="checkbox"/> _____	<input type="checkbox"/> Soldered	<input type="checkbox"/> Other
Other Info: _____ _____ _____ _____					
2. DETAIL: What new parts or extra details did you add to the basic model?		Max 20 pts			
Sides	Ends	Roof	Underbody	Interior	Other Details
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
3. CONFORMITY: What did you do to make the model more like an actual specific car, structure, etc.?		Max 25 pts			
<input type="checkbox"/> Added Detail <input type="checkbox"/> Changed Detail <input type="checkbox"/> Moved Parts <input type="checkbox"/> Changed Parts <input type="checkbox"/> Changed Basic Model <input type="checkbox"/> Other?					
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
4. FINISH AND LETTERING: How did you paint and letter the model?		Max 25 pts			
<input type="checkbox"/> Painting	<input type="checkbox"/> Striping	<input type="checkbox"/> Lettering	<input type="checkbox"/> Weathering	<input type="checkbox"/> Other	
<input type="checkbox"/> Pre-painted kit	<input type="checkbox"/> Kit striping	<input type="checkbox"/> Kit already lettered	<input type="checkbox"/> No weathering	<input type="checkbox"/> _____	
<input type="checkbox"/> Touched up paint	<input type="checkbox"/> Masked stripes	<input type="checkbox"/> Added lettering	<input type="checkbox"/> Glossy "new" model	<input type="checkbox"/> _____	
<input type="checkbox"/> Painted some parts	<input type="checkbox"/> Decal stripes	<input type="checkbox"/> Changed lettering	<input type="checkbox"/> Flat pain	<input type="checkbox"/> _____	
<input type="checkbox"/> Hand painted model	<input type="checkbox"/> Hand painted stripes	<input type="checkbox"/> Kit decals	<input type="checkbox"/> Hand weathered	<input type="checkbox"/> _____	
<input type="checkbox"/> Airbrushed model	<input type="checkbox"/> Other _____	<input type="checkbox"/> New decals	<input type="checkbox"/> Chalk weathering	<input type="checkbox"/> _____	
<input type="checkbox"/> Stained wood	<input type="checkbox"/> Other _____	<input type="checkbox"/> New Dry Transfers	<input type="checkbox"/> Airbrush weathering	<input type="checkbox"/> _____	
5. SCRATCH BUILDING: What did you make from basic materials like wood shapes, styrene, or wire?		Max 15 pts			
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
TABULATED BY: _____ VERIFIED BY: _____		TOTAL SCORE 125 POINTS MAXIMUM			



PCR PHOTO CONTEST ENTRY FORM

Name _____ NMRA # _____

ADDRESS _____

City _____ State _____ ZIP _____

Email address (optional) _____

Categories

- | | |
|--------------------------------------|-----------------------------------|
| 1. Model Subject – Black & White | <u>Prototype subjects – Color</u> |
| 2. Model Subject – Color | 4. Trains in Action |
| 3. Prototype Subject – Black & White | 5. Tracks & Structures |
| | 6. Other (General) Subjects |
| 7. Display Print (not judged) | |

NOTE: A summary of PCR contest rules and category definitions appears on the reverse side of this form.

List all entries below _____ PCR will fill in Entry # _____

Category	Title or description of entry	Entry #

CERTIFICATION: I affirm that all photographs submitted were composed and taken by me and have not been awarded First Place in any NMRA National or PCR Regional contests. I further stipulate that I am eligible to participate in this contest according to current NMRA PCR rules. I hereby grant permission to publish any award winning entries in official publications of the NMRA and PCR.

Signed _____ Date _____

PROXY STATEMENT

I hereby authorize (name) _____ as my proxy to enter and retrieve the above listed entries in the PCR Photo Contest at (place) _____ on (date) _____. Signed _____

PHOTO CONTEST CLAIM FORM

Entrant's name _____

Entry # (____) (____) (____) (____) (____) (____)

NOTE > Pick-up time _____ Location _____

SUMMARY OF RULES FOR ENTRY (PRINT CONTEST)

1. The entrant must be a member of the PCR in good standing or a member of the NMRA residing outside the boundaries of PCR, and may not enter any category for which he/she is a contest judge. Joint entries are not permitted.
2. Contest entries shall be entered by the attending member or an authorized proxy. Entries must be claimed at the time specified by the host contest chairperson.
3. Exposure of the original negative or transparency must have been made by the entrant personally. Images that have won First Place or higher in any NMRA National or Regional contest may not be entered.
4. An entry form shall be completed by the entrant (or proxy) listing all entries by category on said form.
5. No entrant can enter more than six (6) entries in total. A maximum of three (3) entries may be made in an individual category.
6. Each print must be at least 5x7 inches and no larger than 8x12 inches and must be mounted on a rigid mounting board for ease of display. Said mounting board shall be no smaller than 11x14 inches and no larger than 12x16 inches.
7. Any person deriving more than 50% of their income from employment as a professional photographer is excluded from entering the contest.
8. Entries in Category 7 (Display) may exceed the limitations for size of print and mounting expressed in item #6 (above). No framed pictures or pictures mounted under glass are permitted.

CATEGORY DEFINITIONS

Category

1. Black and white print of any model railroad subject.
2. Color print of any model railroad subject.
3. Black and white print of prototype railroad subject.
4. Color print of available-light picture of prototype trains or rolling equipment in motion.
5. Color print of available-light picture of prototype track arrangements, stations, bridges, signals or other structures appurtenant to railroading.
6. Color print of prototype railroad-related subjects not qualifying under categories 4 and 5 above. These may be (but are not limited to):

Pictures of railroad people
Isolated detail
Static pictures of railroad equipment
Flash assisted pictures
Night scenes
Double exposures
Composite pictures
Multiple images
Pictures using special effects attachments



Photo Contest Judges and Participants Guide

A. Purpose

One of the many attractions of a PCR meet are the railroad photographs on display. To aid judges in rewarding photographic excellence in portraying model and prototype railroading, this guide expands upon the PCR Contest Directory (Section IV). This guide may also be used by entrants.

B. Entries

Size:

Minimum and maximum sizes shown in the rules apply to square cornered single images. Other shapes (i.e. oval) shall be eligible for entry if their shortest dimension meets or exceeds the minimum and their longest dimension meets, or is less than the maximum specified in the rules.

Multiple images (i.e. two or more photos mounted on one board) shall be eligible for entry if: 1) at least one of the images meets the minimum and maximum size requirements, and 2) the total area of all the images on the board does not exceed the area of the maximum dimensions specified in the rules (80 sq. in.). As long as the two conditions above are met, there is no minimum size requirement for additional images on the mount.

Images may overlap one another, but only the dimensions or area visible to the judges shall determine eligibility.

Unusual situations:

Creativity is encouraged but not to the point that it departs from being railroad related, is bizarre or creates unfair competition. The following examples should determine entry eligibility. If in doubt, request a decision from the Photo Event Chairperson.

Sepia tone – enter in black and white category.

Colored black and white (i.e. hand tinted) – must be entered in color category.

Multiple exposures (either in camera or darkroom) – eligible.

Three-dimensional images (i.e. print(s) mounted so that the front of an image is more than 1/8 inch from back of the mount) - Not eligible.

Multiple layers of one or more film images sandwiched with reflective backing - eligible.

Retouched images - eligible if majority of image is photographic.

Xerography or graphic arts images (i.e. color Xerox, black & white high contrast "line shot", posterization) - eligible if a majority of the image is created by action of light on a sensitized surface.

C. Judging

Entries selected for awards should exhibit photographic excellence in portraying model or prototype railroading. It is up to each judge to determine what qualities constitute that excellence. It is entirely subjective: however, each judge must be impartial in evaluating the entries. Bias regarding photo technique, road name, type of motive power and equipment etc. must not be a part of the judging. It is the overall impression of the entry that should be considered.

D. Procedure

1. Entrants complete the appropriate spaces on the entry form and submit the form with entries to the contest clerk. Clerk assigns entry number using entry log and labels each entry with its assigned number and places entries on display. The clerk shall not accept entries that do not meet the contest rules.
2. At the designated time when the contest is closed for further entries, the judges (three in number, or five if available - but not four) assemble with the contest chairperson in the display area. The contest chairperson will give appropriate instructions to the judges. Then, the judges working individually, and without conferring, will review the displayed entries and record their choices for first, second and third places in each category on their individual work sheets. The work sheets will then be submitted to the chairperson.
3. The contest chairperson will list by category all entries shown on the work sheets. These entries are considered to be in the judging finals. In all situations in which the work sheets indicate a judging consensus (e.g. all judges vote for the same entry for a designated award), the award may be made at this step in the judging process. In all categories in which a

judging consensus is not indicated, the judging will proceed to the next step.

4. For each category, the clerk will display each entry separately and the judges will indicate by a secret “yes” or “no” vote whether the entry should be retained or eliminated. Each entry receiving at least two “yes” votes (three, if there are five judges) will be retained. If too many entries still remain at the end of this process in the opinion of the contest chairperson, it may be repeated for further elimination.
5. The remaining entries from step 4 will now be displayed adjacently. The judges, as an open panel, shall reach agreement on first, second, third and honorable mention awards. ALTERNATE METHOD: In the event of a very low number of entries in the category, the contest chairperson may eliminate step 4 and allow the judges to go directly to step 5.
6. Judges are not required to make an award. In the event that the judges do not make an award (e.g. only one entry in category), the contest chairperson may make the award with concurrence of the PCR contest chairperson.
7. Judges are requested, but not required, to enter comments on each entry judges sheet.
8. Print entries will be available for viewing following judging with award winners clearly marked.
9. Entrants, or their proxy, will retrieve their entries. Receipts must be shown.



PCR Portable Layout/Module Contest Cover Sheet

Entry No. _____
(PCR will assign entry number)

Entrant(s) Name(s): _____

Address: _____

City: _____

State: _____ Zip Code: _____

Phone Number: _____

Email address(es) (optional) _____

Category (check one) Individual Group

Module Standards Used, If Any: _____

Entry Description: _____

Instructions: (For full details, see the PCR Contest Directory)

Complete a separate Cover Sheet and Entry Form for each entry. Only the work of the entrant(s) is eligible for judging, and only that work should be described on the Entry Form. Additional pages may be attached to the Entry Form. Supplemental information for the optional use of the judges may be placed with the entry.

The entry shall be removed from the contest room within the period set by the Contest Chairman. A signed, valid claim form must be presented to pick up each entry.

Certification:

I affirm that the entrant(s) is(are) a member(s) in good standing of the NMRA and meet all applicable Entry Requirements in Section III of the PCR Contest Directory. I further affirm that all work described on the Entry Form was performed by the entrant(s), and agree that only this work will be considered during judging. I also affirm that this entry has not won First Place in any NMRA National or PCR Regional contest.

I understand that neither PCR nor NMRA assume any responsibility for loss or damage to contest entries.

Region _____ Division _____ NMRA No. _____

Signature _____

Portable Layout/Module Contest Claim Form

Entrant's Name _____ Entry # _____

Signature required for entry pick-up: _____

NOTE > Pick-up time _____ Location _____

PCR Portable Layout/Module Contest Entry Form

ENTRY: <input type="checkbox"/> INDIVIDUAL <input type="checkbox"/> GROUP <p style="text-align: center;">A PCR Model Contest official will assign and fill in the Entry Number.</p>	ENTRY #
INSTRUCTIONS: 1. Describe the module in detail. 2. Check items that apply and add any other pertinent data..	Score Judges Only
1. CONSTRUCTION: Max 35 pts a. Percentage of kit built plastic structures-----_____% c. Percentage of cross-kitted structures-----_____% b. Percentage of kit built craftsman type structures---_____% d. Percentage of scratchbuilt structures-----_____% e. Scenery other than above. Describe in detail techniques and materials used below.	
2. DETAIL: Max 20 pts Describe the complexity, difficulty, refinement, amount of subordinate parts. List commercial parts used. Point out extra detail.	
3. CONFORMITY: Max 10 pts Give information as to prototype modeled or explain logic of design.	
4. ELECTRICAL: Max 10 pts Give details of electrical features beyond those required by module specs..	
5. FINISH AND LETTERING: Max 20 pts <input type="checkbox"/> Weathered <input type="checkbox"/> Non-Weathered <input type="checkbox"/> Spray <input type="checkbox"/> Brush <input type="checkbox"/> Mask and Spray. Point out method of coloring and texturing employed to finish natural surfaces (rocks, earth, etc.) and man-made surfaces (roads, etc.) <i>Signs and Lettering:</i> <input type="checkbox"/> Decals <input type="checkbox"/> Hand lettering <input type="checkbox"/> Dry Transfers <input type="checkbox"/> Photo Reduction <input type="checkbox"/> Photo Etching <input type="checkbox"/> Other (explain)	
6. SCRATCH BUILDING: Max 25 pts List all parts you have fabricated. Note any special or unusual features.	
7. INGENUITY: Max 5 pts Indicate any features or techniques that you believe to be creative, innovative, and perhaps helpful to fellow modelers.	
SCORE TABULATED BY: _____ VERIFIED BY: _____	POSSIBLE: 125 POINTS DEDUCTION: _____ TOTAL



NMRA PCR PORTABLE LAYOUT/MODULE CONTEST RULES AND JUDGING GUIDELINES

General Categories

Construction-----	35 points
Detail-----	20 points
Comformity-----	10 points
Electrical-----	10 points
Finish and Lettering-----	20 points
Scratchbuilding-----	25 points
Ingenuity-----	5 points
Total Maximum Points----125 points	

Note: *Up to 20 points may be deducted* if your module does not meet the specs for your type of module as determined by your layout coordinator or an officer of your group.

Motive power and rolling stock placed on the tracks on the module are not considered in the judging.

Modules may be entered in the "Individual" category if at least 90% of the work was done by an individual. If more than one person did 10% of the construction work on the module, it is to be entered in the "Group" category.

If you are interested in earning points for the NMRA Achievement Program, their rules call for a section of model railroad at least 60 square feet for O scale, 32 square feet for HO, or 24 square feet for N scale.

Judging Guidelines

Terrain. Construction; modeling; coloring; scale and proportion; selection and use of materials to create realistic natural and man-made features of terrain.

Structures. Prototypical suitability; placement; appearance in relation to the terrain and background of the display - as scenic effects, *not as to construction.*

Background. Artistic handling of line and color; skillful use of paint; backdrops; dioramic structures and/or terrain in creating background; blending of features of foreground with background and horizon.

Lighting. Adequate and realistic lighting effects for signals, buildings, streets, and roads.

Realism. General overall appearance, atmosphere, and feeling of "rightness," or "convincingness" of the total scenic effect as a natural-looking, believable, miniature representation of what might be a section of a prototype railroad and the methods employed to create distance and space.

NOTE: The following is to be completed by an officer or layout coordinator for your module group before entry. If your module conforms to your group's specifications as to size, wiring, track placement, etc., *no points are added or subtracted.* If your module does not meet the specs, *up to 20 points may be subtracted.*

This module conforms to all our module specs. Except for _____

Type of Module _____ By _____



PCR ARTS & CRAFT CONTEST ENTRY FORM

Name _____

Address _____

City _____ State _____ ZIP _____

Email address (optional) _____

Categories

	GENERAL		RAILROADIANA		NEEDLEWORK
	1.a Kit Built		2.a Kit Built		3.a Kit Built
	1.b Pattern		2.b Pattern		3.b Pattern
	1.c Original		2.c Original		3.c Original

- Kit Built: (commercially available kit; includes plans/instructions and materials)
- Pattern: (existing plans/instructions; entrant acquires materials separately)
- Original: (entrant's own design)

List all entries below

PCR will fill in Entry #

Category	Title or description of entry	Entry #

Please complete one copy of the Judge's Score Sheet (without the scores) for each entry.

CERTIFICATION: I affirm that all works submitted were created by me and have not been awarded First Place in any NMRA National or PCR Regional contests. I further stipulate that I am eligible to participate in this contest according to current NMRA PCR rules. I hereby grant permission to publish any award-winning entries in official publications of the NMRA and PCR.

Signed _____

Date _____

PROXY STATEMENT I hereby authorize (name) _____ as my proxy to enter and retrieve the above listed entries in the PCR Arts & Crafts Contest at (place) _____ on (date) _____

Signed _____



Entry No. _____

**PCR ARTS & CRAFTS CONTEST
JUDGES' SCORE SHEET**

Entry Description _____ **Category** _____

Describe your entry in detail. Add other information you feel necessary

1. CORRECT EXECUTION (Maximum 50 points) **Points Awarded** _____

Describe in detail how your entry was made. Note any special materials required or used:

2. DIFFICULTY (Maximum 30 points) **Points Awarded** _____

Describe the complexity of the entry. Note any special techniques required or used.

If Pattern or Kit, were any changes made? Was the project adapted from one medium to another? If a combination of Kit/Pattern/Original, % Kit ____ % Pattern ____ % Original ____

3. FINISHING (Maximum 25 points) **Points Awarded** _____

Describe how the item was prepared for display/use (type of materials, matting, etc)

4. NEATNESS (Maximum 25 points) **Points Awarded** _____

Final Score _____

JUDGES' COMMENTS



Appendix B: Model Contest Entry Form Aids

This is not an official PCR document and is included in this directory for the convenience of contest officials and entrants. This document may be changed or replaced by the PCR Contest Manager at any time.

Each of the articles in this appendix has been included with permission from the author. The author is the copyright holder. Permission to publish copies of any included article must be obtained from the copyright holder.

The articles in this appendix are:

- Model Contest Entry Form Hints and Tips – by Jack Burgess, MMR
- Getting the Most From Your Contest Entry – by Jim Tangney, MMR

MODEL CONTEST ENTRY FORM HINTS AND TIPS

By Jack Burgess, MMR

Many model contest entrants and potential entrants dread completing the required Contest Entry Forms more than any other aspect of contest-level model building; in fact, many models are probably not entered in model contests because of the “hassle” of completing the Entry Form. Moreover, many models that are entered do not receive the points they may be entitled to because of a poorly completed form. This guide is an attempt to rectify this situation and explain what type of information is needed.

First, do not believe that a long “book” is necessary to obtain a high score in model contests. In fact, such “books” are not read by most judges; any more information than 1-2 paragraphs is more of a detriment than a help. The “trick” is to condense all the information needed into those 1-2 paragraphs. To do this, you must first know the type of information the judges need and then how to condense this information on your model into those 1-2 paragraphs.

The easiest way to do this is to “pack” your sentences so that each sentence includes as much information as possible. For example, the statement, *“I painted the completed model using an airbrush. I lettered with decals which I had made from a master I made. I then weathered it with powdered chalks.”* Can be condensed as follows, *“The boxcar was airbrushed and lettered using custom decals produced from my own artwork. Weathering was accomplished using powdered chalks.”*

Remember that points are many times “lost” by not including pertinent information that is needed by the judges in order to allow them to make an “informed decision.” When in doubt, judges are required to evaluate on the conservative side and not award points where there is confusion or lack of specific knowledge. For example, if an entrant does not say that a model or part is scratch built, then judges are required to award points on the basis of the part not being scratch built.

All models are judged in five categories. These categories are CONSTRUCTION, DETAIL, CONFORMITY, FINISH, and SCRATCH BUILDING. In order to properly complete Entry Forms, it is essential that you understand what these categories include. The description of each category will therefore be listed and then discussed.

Each set of judges scores a different category. Don’t expect judges to read other sections of the Entry Form in order to learn needed information related to their area of concern. Therefore, don’t be afraid to restate certain basic information in more than one section of the Entry Form.

CONSTRUCTION

Construction is defined as:

The apparent quality of workmanship. Proper handling of materials, applied labor, skill and craftsmanship as demonstrated by the construction.

Judges evaluate the following factors for each model:

Consider joints, alignment, attachment of parts for quality and neatness. Consider the amount of work done and the results achieved. Consider the materials used and the difficulty in handling them. You are not judging the quantity of scratch-building, but you do judge the construction involved. The quality of details made by the entrant is considered. Judge all scales the same. While an .010” gap looks worse in N than O scale, consider them the same.

The key area in Construction is the amount of work involved and the materials used. Although scratch building and conformity to a prototype are scored in a different category, this is the basic information which also

influences Construction points. It can therefore be worthwhile to first state the overall basis of the model, i.e., “The model is scratchbuilt using styrene and commercial castings based on plans I prepared from photos and prototype dimensions.” This one sentence thus informs the judges that the basic model was scratch built (which indicates the amount of work involved), the fact that it is based on a particular prototype, and that the builder did the research necessary to prepare the drawings and plan the construction.

Do not fall into the trap of describing the actual construction process, i.e., “I cut the 5 stringers from scale 5x9 stripwood which was first stained using Rit dye. The stringers were then glued to the end sills using white glue.” This type of information describes typical techniques and is not that useful.

Judges assume that commercially available parts and raw materials such as stripwood and styrene are used unless mentioned otherwise. Therefore, if you cut your own stripwood, mention that fact to obtain extra points.

Mention the use of any special jigs used in the assembly, castings made from your own patterns, or homemade corrugated siding. Mention too if such items as windows and doors are scratch built rather than commercial castings. Mention also any special, unusual, or extraordinary construction techniques.

A typical entry form using these techniques might read as follows:

This caboose is scratchbuilt from styrene using some commercial parts. A plan was prepared by photo interpretation, “board counting” and overall dimensions. The model was constructed in separate components in order to allow for painting and detailing of the interior. The ladders were built up from photo etched parts from Tarus. The end and side fascia pieces were fabricated from brass and soldered together before adding to the model to allow the ladders to be soldered to the end fascias. The roof and cupola sections are separate pieces to allow the removal of the roof. Jigs were used to fabricate step assemblies. Details include complete underbody, complete interior details, and all exterior visible details. “Brass” door knobs are Contact Timed Release Cold Capsule granules. The calendar is photo reduced from a real calendar. The water cooler is scratch built from a coil spring. All windows and doors are scratch built. Piping elbows are constructed using Detail Associates lift rings.

This type of information first provides the judges with a basic description of the model (scratchbuilt from styrene) and then goes on to provide information regarding the amount of work involved as well as the variety of materials used. Samples of jigs and masters can be exhibited with the model. For kit-bashed models, it helps to have an unmodified model displayed with the entry to allow judges not familiar with the particular model to judge the work involved.

DETAIL

Detail is defined as:

The refinement of the model, the amount of subordinate parts added, and the complexity of the model is considered. Quality of detail is not considered – only quantity.

Judges evaluate the following factors for each model:

The quality and conformity of detail is being considered by others. Working details should be considered as having more quantity than dummy details. Details which are basic part of the item modeled (brakes, turn buckles, opening windows) should be considered superior to “clutter” details like tools and junk. Judge all scales alike. Do not add points to a small scale entry just because it is harder to detail.

This category is basically concerned only with one factor; the quantity of detail. Therefore, you should “list” the extent of detail added to the model. Be careful of stating that the “Model includes all of the detail of the prototype.” Without listing the type or extent of the detail; judges will use the list (or lack of list) to find what details are not included on the model in order to determine the level of detail on the model. Don’t mention

obvious details such as windows and doors but do mention working details and less obvious details. Your goal is to insure that the judges see all of the detail that you have incorporated into the model.

A typical entry might read as follows:

The model includes all visible detail of the prototype including N-B-W castings where required; end doors as on the prototype; all grab irons with N-B-W detail; underbody detail including all elbows and unions on all piping, air cylinder release levers, brake lever hangers; corner and fascia braces; lift bars, and air hoses etc.

CONFORMITY

Conformity is defined as:

Deals with what is commonly called prototype practice. Logical construction and application of parts is considered to be conformity.

Judges evaluate the following factors for each model:

The amount of detail is not of primary importance except that a model with very little detail cannot have more than an average score. Consider how well what has been included conforms. Consider the trouble the entrant took to achieve and to show conformity. If he/she consulted references and he/she lists them, consider giving an above average score. If photos or references accompany the entry, consider an outstanding score. Any unusual item such as a second brake wheel should be explained on the entry; otherwise you may assume nonconformity.

As indicated in the judging guidelines, references are nearly mandatory to receive full points for this category. References can be in the form of photos, measurements, and/or plans and should be displayed with the model if practical. Note that judges will use the same information to insure that your efforts have in fact produced a copy of the prototype.

Be sure to describe any prototype deviations from normal practice. For models based on a prototype for which information is scanty, call out the extent of the prototype conformity.

A typical entry might read as follows:

The prototype for this model is a USRA single sheathed box car operated by Northern Pacific Railroad. The model is complete and accurate and conforms to all dimensions of the prototype. It includes all brake equipment and visible details of the prototype as well as correct lettering for 1939.

For a simple structure which does not follow a particular prototype, the description might read as follows:

This structure is typical of the small maintenance structures used by the Southern Pacific Railroad in the 1930's. It includes all details of such a typical structure including full interior studs, individual board construction, rafters, nail holes, rain gutters, and operating doors. It is painted in the colors used by the SPRR for such structures.

FINISH AND LETTERING

Finish and lettering are defined as:

This factor deals with the general appearance and proper application of finish and lettering (when lettering is a necessary part of the model) as reflected by surface treatment to achieve a specific effect through the proper use of materials. Painting, weathering and special effects are considered finishes.

Lettering, (hand, decal, etc.) is considered for the job done. The quality of commercial decals or pre-lettered parts is not the responsibility of the builder.

Judges evaluate the following factors for each model:

Realistic weathering may be worth additional points, but the presence or absence of weathering does not in itself indicate superiority. Judge all scales alike. Do not allow a larger-scale entry to have proportionately larger defects for the same score.

Finish is judged almost entirely by simply how well the finish and lettering are applied and how realistic the model appears. Therefore, this is one category that doesn't depend too much on the contents of the Entry Form. If the model is not weathered for a reason, mention that in the entry. It is also worthwhile to mention the various types of techniques used (air brushing, hand lettering, etc.)

A typical entry might read as follows:

All brass parts were sand blasted and then air brushed. The natural wood parts of the model were stained using an alcohol based dye. Wood grain was added to all wood pieces and additional staining added to highlight the wood grain using Floquil Driftwood. All lettering was added using individual letters. Small details were hand painted. The entire model was finally weathered using powdered chalks.

SCRATCH BUILDING

Scratch building is defined as:

This deals with all parts of the model which have been **FABRICATED BY THE BUILDER**.
Preformed wood and metal are considered the basic materials for scratch building.

Judges evaluate the following factors for each model:

Consider the parts of the model made from basic materials. Consider the amount of effort required to convert basic materials into finished parts, and consider any planning or design work that was necessary. A scratch-built model made with the aid of kit plans or a magazine article may not involve the effort required to build from prototype plans, photos, or measurements. You are primarily concerned with the quantity of scratch building. The quality is judged elsewhere.

This category is concerned only with the quantity of scratch building, basically as a percentage of the total model. If nearly the entire model is scratch built, state that fact and list the parts not scratch built. If only a small portion of the model is scratch built, list only the items scratch built. Don't try to fool the judges by saying that the model is scratch built and then list everything on the model except the grab irons. Don't bother to list only minor items such as simple wire additions or parts not requiring work (i.e., scrap wood, simple junk, etc.) If you made your own corrugated siding or cut your own wood, mention that in the description.

A typical entry for scratch building might read as follows:

The model is scratch built from styrene with a scratch built body, underbody, cupola, roof, windows, general interior furniture and miscellaneous details. Commercial parts used for the underbody include trucks, couplers, brake cylinder, unions, N-B-W castings, queen posts and turn buckles. Commercial body parts are limited to N-B-W castings, brake wheels, markers, ladders and doors. Interior commercial parts are limited to the chair and stove.

FILLING OUT THE FORMS

Many builders state that they like to keep notes during construction so that they can refer to these notes while filling out the Entry Form later. While this is probably a good idea, it has always required more discipline than I

can muster and really not required. Instead, place the model in front of you before filling out the form and make notes on the items to be mentioned on the form.

Preferably, Entry Forms should be typewritten. If a word processor is available, consider printing the completed statements and tape them onto a blank form and then photocopy the “paste up.”

Don't forget, one of the easiest ways to gain insights into both how to best fill out Entry Forms to receive all of the points that you are entitled to as well as to learn “tricks” regarding building models is to volunteer to judge during the contest!

GETTING THE MOST FROM YOUR CONTEST ENTRY

By Jim Tangney, MMR

Judges get their information on what you did from the score sheet and other items submitted. Most entrants assume each factor writeup is a part of their whole entry, but the trend is towards decreasing judging time so each team has only a few minutes for each entry and they can read only the material concerning the factor they are judging.

You get credit for work you have done so it is vital that judges can distinguish between what you did and what a manufacturer did. They are not supposed to guess. If your entry is not clear you may not get all the credit due. At an airline seat there is usually a magazine and emergency instructions. The magazine, designed to entertain, uses lots of space to say little, while the instructions use graphics and efficient wording to quickly impart information. Use these ideas in your writeup. Get a copy of judging instructions from the Contest Manager and volunteer to judge. You will find that there is much overlapping between factors. Here are some examples:

1. Detail judges consider only quantity of detail you added. Construction judges consider the quality of the work done in adding details as well as work done in making details. Conformity judges consider how well your details conform to prototype practice. Scratchbuilding judges consider the amount of scratchbuilding you did including the work on details. Thus to get all the credit you are due, you may have to include some information about details under not only "Detail" but under "Construction", "Conformity", and "Scratchbuilding" also. The point is usually missed by entrants.
2. Scratchbuilding judges look at the amount of scratchbuilding you did. Since it is work you did, Construction judges will judge its quality. If you scratchbuilt car sides to show the exact number of siding boards as the prototype had, Scratchbuilding, Detail, Construction and Conformity judges all need the information, so again, even though there will be duplication, it should appear more than once.

Generic information such as sample parts, pictures of the prototype with transparent overlays showing details you added, kit instructions, and prototype plans are useful. They can be referred to under a number of factors so the information is available as needed without requiring a lot of writing.

Try to put yourself in the judges' place. They are looking at a lot of unfamiliar models and your entry materials are their only guide to what you did and what someone else did on your entry. Type rather than write. Prefer graphics, samples, and brevity to long writeups. These make judges happy and you are better off with a happy judge than with a confused, doubtful, or unhappy judge.

Enter early so you can look for a well-lighted spot where the model is easy to see. If the underside is detailed, a mirror helps show it. A rotatable base (easily made from a Lazy Susan) makes it easy to see all sides and helps make your entry stand out. If you have interior detail and a removable roof, it may be better to leave the roof in place. Much detail can still be seen thru doors and windows, while the overall appearance of a complete model is better than a partially disassembled one, and you may avoid penalties from such things as the appearance of the otherwise hidden top edges of walls, and an improperly replaced roof.

AP judging, in a non-competitive setting without time limits of a big contest, allows judges to clear up questions left by the write-up. This is a main reason an AP judging often yields a higher score than a contest judging. By careful preparation you should be able to improve your scores in a hectic contest environment.

July 4, 1996

Appendix C: Model Contest Judging Guidelines

The Model Contest Judging Guidelines are presented here for Guidance of the Contest Committee, Model Contest judges, and Model (and Portable Layout) Contest entrants. The Judging Guidelines are an official PCR document. Changes are proposed by the PCR Contest Manager and require the approval of the Board of Directors.



Pacific Coast Region MODEL CONTEST JUDGING GUIDELINES

Version of July 15, 2001

GENERAL GUIDELINES

The purpose of the model contest is to recognize and reward good model building. The purpose of judging is to choose the winning models in each contest class. The primary purpose of these guidelines is to help the judges choose the winners. Their secondary purpose is to encourage consistency in scoring.

The key questions to be answered in judging are:

- **What did the modeler try to do?**
- **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 give tables with suggested scoring ranges to help in weighing the two aspects and achieving consistency. Judging the model contest 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, since many entrants are better modelers than writers. Handle the models carefully, and only as much as is necessary for judging. If the entrant has provided photos, plans, or other documentation, look it over for prototype or model information that will help you judge. Judges are not obligated to read through massive documentation.

Judge the model, not the modeler. You may know or guess who built the model and think the modeler was capable of better, but you must judge only what is before you. Whether it is the best or worst that 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, or Scratch Building) across all contest classes (Steam Locomotives, Freight 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 settling on a score. If there is a wide range of opinion, one judge may be seeing things the others do not. Make sure that the best model has the highest score, and that the others are properly ranked and their scores reasonably spaced. Move models closer together if needed for comparisons. Although the most important thing is for the best model in each class to win, leave some room in the scores for better models in other classes and strive for consistency across all the entries. When you are satisfied with the scores for the class, transfer them to the entry forms.

Judges may add comments to forms to explain unusual scores or special situations. Use pencil, a removable note, or a separate comment sheet so the entrant can use the form again.

Judge the scales alike. Modeling difficulty generally comes from the actual size of parts and materials, not scale size, so judge accordingly. Do not permit a larger scale to have larger flaws because they are less obvious, or assume modeling in smaller scales is always more difficult.

Judge Open, Kit, Novice, Teen and Youth entries alike

If you have questions on a specific prototype or modeling technique, ask other judges. If you have questions on rules, interpretation, or scoring, ask the Head Judge or the Contest Committee Chairman.

CONSTRUCTION

“The apparent quality of workmanship. Proper handling of materials, applied labor, skill and craftsmanship as demonstrated by the construction.” (PCR Contest Directory)

This category has two dimensions: the difficulty or complexity of what the modeler has attempted, and how well the model was constructed

The Construction category focuses on modeling skill, proper handling of materials, and craftsmanship as demonstrated by the finished model. The entry form should show the starting point for the model, the materials and techniques used, and perhaps the major steps in construction. There are many ways to build a good model, and the score should reflect how well the modeler succeeded with the chosen method without favoring one method over another. Examine the model thoroughly, and think through the construction process. Consider the steps required to fabricate, kit-bash, alter, or otherwise prepare individual pieces of the model. Consider the accuracy of their alignment and attachment, and the neatness and quality of joints. Consider the work required to prepare masters or patterns for casting, photo-etching, or similar techniques, and the quality of the duplicates. You are not judging the *quantity* of detail or scratch building, but you do judge the *quality* of the construction involved. Conformity to prototype and finish quality are judged elsewhere. Judge all scales the same. Consider the difficulty of making individual small parts, regardless of whether they are minor details on a large model or major details on a smaller one. Conversely, while construction flaws are more obvious on smaller models, treat similar flaws the same in all scales.

Quality & Workmanship	Simple Model				Somewhat Complex				Moderately Complex				Very Complex or Difficult			
Poor to Mediocre	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
Ordinary	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Good	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Very Good	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Outstanding	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
Exceptional	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
Exceptional	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

DETAIL

“The refinement of the model, the amount of subordinate parts added, and the complexity of the model is considered. Quality of detail is not considered--only quantity.” (PCR Contest Directory)

How much detail has the modeler added or incorporated? How complex was the detailing job?

This category includes the refinement of the model and the addition of subordinate parts. Details that are integral parts of the prototype (parts that are necessary for the prototype to hold together and function) should receive more weight than details that are added for appearance (such as tools on a locomotive or clutter around a structure). Working details (sliding doors, functional brake gear) should receive more points than non-working details of the same type. Ordinarily details are separate parts, but also consider the detail the modeler added to masters or patterns for castings or photo-etchings. It makes no difference if the details were scratch built, included loose in a kit, or purchased separately, but focus on what the modeler has put on the model rather than on what the manufacturer may have incorporated in major kit castings. Do consider details that have been added to replace cast-on versions.

Although the entry form *should* tell you what details were added, examine the model closely to see the significance of the details and to note any added details that the modeler neglected to list.

Judge all scales alike. Do not add points to an entry in a smaller scale just because it is harder to detail (that is considered in Construction). The *quality* and *conformity* of detail is being considered by others.

Complexity of Detail	0	Little Added				A few Details				Moderate Detail				More Extensive				Extensive & Complete			
Simple	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Easy-to-add	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
Hard-to-add	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	25
Complex	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

CONFORMITY

“Deals with what is commonly called prototype practice. Logical construction and application of parts is considered to be conformity.”(PCR Contest Directory)

How well has the modeler reproduced the appearance of the prototype?

Conformity deals with achieving prototypical appearance or following prototype practice in construction and application of parts. Look for the efforts made to replicate prototype features, including adherence to dimensions, simulation of actual construction materials and practices, choice of components, and arrangement of details. Conformity can be achieved through scratch building, through kit bashing, or through adding and replacing details. The amount of detail is secondary, but a model with very little detail is unlikely to score highly. Consider how well what has been included conforms to the prototype. If the model has been selectively compressed from a large prototype, consider how well the compression has captured the features of the original. Consider the trouble the modeler took to determine, achieve, and demonstrate conformity.

High scores ordinarily require the support of references or photos. Prototypical models lettered for fictitious railroads (“proto-freelanced”) should be supported with references to the prototype. Free-lanced models of imaginary prototypes, including structures, should be supported with evidence of conformity to prototype practices (such as photos or drawings of prototypes with similar features) to be awarded more than a few points.

Judge what the *modeler* has done, the effort the *modeler* has made, and the steps the *modeler* took beyond what may have been done by a manufacturer or provided in a kit. You should not need to guess about conformity. While you can and should ask other judges who may have the needed knowledge, it is up to the entrant to explain and demonstrate conformity.

Kit Conformity Scoring Guide

Modeler's Effort	Slightly Prototypical					Partly Prototypical					Largely Prototypical					Highly Prototypical					Completely Prototypical				
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	19	19	20	21				
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22				
Moderate	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	25				
Extensive	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				

Open Conformity Scoring Guide

Slightly Prototypical		Partly Prototypical			Largely Prototypical		Highly Prototypical		Completely Prototypical	
0	1	2	3	4	5	6	7	8	9	10

FINISH

“This factor deals with the general appearance and proper application of finish and lettering (when lettering is a necessary part of the model) as reflected by surface treatment to achieve a specific effect thru the proper use of materials.” (PCR Contest Directory)

There are two dimensions to Finish and Lettering: the complexity, accuracy, or completeness of finish and lettering; and the quality and skill of its application.

This factor deals with the general appearance and proper application of finish and lettering to achieve a specific effect. Consider what was required to reproduce multicolored paint schemes, stripes over irregular surfaces, or other complex finishes. Consider the finish quality. Are the coats smooth and even, the stripes straight, and the color separations sharp? Consider the difficulty of applying the lettering. Was the lettering pieced together, awkward to apply, or particularly elaborate and complex? Consider lettering quality. Are decals neatly applied and straight, without trapped air or apparent film? Do not deduct for flaws in commercial decals or pre-lettered parts, but give credit for correcting flaws or improving commercial finishes and lettering.

Realistic weathering may add points, and or unrealistic weathering may lose points, but the mere presence or absence of weathering is not a factor. Unusual weathering may require explanation or the support of prototype photos to receive a high score.

The *accuracy* of the paint scheme and lettering is considered under Conformity; the Finish category concentrates on *quality*.

Judge all scales alike. Do not allow a larger-scale entry to have larger finish flaws for the same score. Judge the difficulty of finish and lettering by actual size rather than scale size: consider the difficulty of applying a 1/32” stripe or letter, whether it is 1.5 scale inches or 5 scale inches.

Finish Scoring Guide

Complexity	Poor					Good					Better					Outstanding					Exceptional				
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				
Moderate	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				
Complex	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	25				
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				

SCRATCH BUILDING

“This deals with all parts of the model which have been FABRICATED BY THE BUILDER.” (PCR Contest Directory)

How much did the modeler build from scratch, and how difficult was the scratch building?

This category deals with all parts of the model which have been fabricated by the modeler from basic wood, metal, plastic, or other shapes and materials. Are major portions of the model built from scratch, or just some parts and details? Consider the amount of effort required to convert basic materials into finished parts. Bending grabirons from wire, for example, is less difficult than soldering together piping or railings. Consider any planning or design work that was necessary. Drawing your own plans is considered part of scratch building, if the plans are submitted with the model. Scratch building from prototype plans, photos, or measurements is usually more difficult than scratch building from kit plans or a magazine article.

Casting or photo-etching is considered scratch building, although less difficult than making several identical parts from scratch. Did the modeler carry out all the steps from a scratch-built master to finished duplicates, or were either the masters or the duplicates created by others?

You are primarily concerned with the *quantity* of scratch building. The *quality* is judged under Construction.

Open Scratchbuilding Scoring Guide

Model Complexity	Little Scratch					Some/Partly Scratch					More/Largely Scratch					Much/Mostly Scratch					Extensive/Completely Scratchbuilt				
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	19	19	20	21				
	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22				
Moderate	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	25				
Complex	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25				

Kit Scratchbuilding Scoring Guide

Little Scratch			Some Scratch			More Scratch			Much Scratch		
0	1	2	3	4	5	6	7	8	9	10	

Appendix D: PCR Contest Practices

Appendix D describes PCR Contest Practices for the guidance of the Contest Committee, the Host Convention Committee, PCR members, and other interested parties. These practices are not PCR rules, and the descriptions are not binding on the conduct of PCR contests.

D-I Contest Scheduling

Contests are scheduled in conjunction with general PCR conventions. The schedule for contest room hours and judging is usually proposed by the Host Convention Committee and coordinated with the PCR Convention Chairman.

For a convention running Wednesday evening through Sunday morning, the contest room is usually open Thursday through Saturday. The Host Convention committee may or may not keep the contest room open during meal breaks and the evening. The contest room typically accepts entries during open hours up until the time set for judging.

Judging is typically scheduled for Friday evening or Saturday morning, and takes 3-4 hours in either case. Judging Friday evening allows more time for viewing on Saturday, but requires judges to work late and may make recruiting judges more difficult if other events are scheduled for Friday evening. Saturday judging allows judges to work when they are fresher and allows more time for entries, but reduces public viewing time on a popular day and allows less time for compilation of results before a Saturday night banquet.

D-II Contest Facilities

The Host Convention Committee makes all facility arrangements, contacting the PCR Contest Manager as needed.

The Contest Room is typically a section of a hotel ballroom about 20 x 40 feet. Standard tables of about 3 x 6 feet are arranged around the perimeter to display models and provide working space for clerical functions. About 12 tables are required, and about 6 chairs. The Contest Room should not be part of the room required for other purposes; experience has shown that this creates problems with results compilation and entry pick-up.

Good lighting for the contest room is very important, especially for judging. Hotel lighting is often marginal. PCR has clamp-on lights for use during judging, but

using clamp-on light is awkward, and an inferior alternative to a well-lit room. The contest room needs several electrical outlets and extension cords.

Prints for the photo-contest are displayed on racks provided by PCR, usually in the center of the Contest Room. Slides are usually displayed on a light table or slide sorter. A separate, darkened room with slide projector and screen is required for slide judging. A vacant clinic room usually works.

The Switching contest requires 2-4 tables and 6-8 chairs to set up either 1 or 2 Time Saver Layouts. The Switching Contest should be placed in a foyer, lobby, or other area with substantial foot traffic to encourage participation. The Host Committee Contest Chairman should contact the Switching Contest Event Chairman to discuss requirements, location, hours, and staffing.

The Locomotive Performance Contest (the Tug-of-War) requires 2-3 tables and 3-4 chairs. The equipment is supplied by PCR. The Tug of War contest should be located near the Switching Contest. The Host Committee Contest Chairman should contact the Event chairperson to discuss requirements, location, hours, and staffing.

The Portable Layout (Module) Contest needs no special facilities, as entries are normally judged in place in the layout or module room.

D-III Contest Staffing

The Host Convention Committee is responsible for staffing the Contest Room during all open hours. Convention Committee staff will accept and record entries for the model and photo contests, and provide additional clerical support as needed. The PCR Convention Chairman and the Photo and Slide Event Chairman will not remain in the contest room full time.

The hours of operation of the Switching and Locomotive Performance Contests depend on the staffing available, and can be extended by supplementing the PCR Event Chairman's staff with Convention Committee volunteers.

D-IV Judging

Judges are recruited by the PCR Contest Manager, the Host Committee Contest Chairman, and the Print and Slide Event Chairmen, preferably before the convention. The Model Contest requires a minimum of 10 judges (2 for each factor), and should really have 16 (3 for each factor, and a Head Judge to supervise and relieve judges who are also entrants when their entry is being judged). There should be at least one experienced judge assigned to each factor, with inexperienced judges

teamed with them. Judges are usually given their choice of factor to judge, with those who have no preference assigned as needed. Judging takes 3-4 hours.

The Portable Layout Contest requires a team of judges to go around to the entries in the module and display rooms.

The Print and Slide Event Chairmen set the judging procedures, recruit judges, and supervise the judging for those contests. Methods used have varied over the years, varying from judging by committee to individual votes and subsequent tallies. The judging procedure should be determined in advance and documented.

The Switching and Tug of War Contests are scored on time or elimination, and do not need judges.

The Host Convention Committee is expected to provide refreshments during judging (e.g. continental breakfast on Saturday morning or sandwiches and beverages Friday night).

D-V Awards

The PCR Contest Manager usually arranges for production or purchase of all awards, including plaques and ribbons.

Plaques currently consist of a 5" x 7" varnished hardwood base. The Best of Show plaque is larger. Special medallions are attached near the top of each plaque. It is the responsibility of the PCR Convention Chairman to obtain medallions for use with the plaques. Last year's winner (or the winner from the year previous, if none was presented the last year, etc.) provides the Levity Award.

A commercial award manufacturing company has made plaques in the past. The PCR Contest Manager will assist in having them made, but they can also be produced or purchased by the Host Convention Committee.

The PCR Contest Manager has a metal master for casting PCR plaque medallions if they are wanted. The medallions are normally painted a dull silver (simulated metal) for First Place awards, and bright gold for Best of Show and Ingenuity awards.

Plaques are usually awarded without the names of the winners engraved on plates. If the Host Convention Committee wishes to provide personalized plates they may do so, and it will be their responsibility to ensure their appropriate distribution to the winners.

The PCR Contest Manager usually orders award ribbons (blue for First, red for Second, white or gold for Third, and green for Honorable Mention). Separate ribbons are made up for the Model, Photo, and Switching Contests. The Locomotive Performance and Portable Layout winners receive model contest ribbons. As with plaques, the Host Convention Committee may have them produced.

For the PCR Contest in 2000, the number of awards were:

Plaques (Available/ Awarded)

Model Contest - 33/11

Photo Contest - 9/3

Ribbons (Available/ Awarded)

Model Contest - 103/18 (31 ea. 1st, 2nd, & 3rd. 10 Honorable Mention)

Photo Contest - 34/14 (10 ea. 1st, 2nd, & 3rd. 4 Honorable Mention)

Switching Contest - 12/6 (4 ea. 1st, 2nd, & 3rd.)

Other - 25/3 (25 Chairman's Award, Special Recognition)

The "Other" ribbons are not required, and were intended as special awards by the Host Convention Committee.

The cost of extra awards is small compared to the importance of having enough to hand out.

As of 2000, the award costs were:

- Plaques (including engraving): \$199.56

The cost for plaques represents the replacement cost of those used by the previous convention which took advantage of the PCR stockpile.

- Medallions: \$36.39

- Ribbons: \$71.29

The costs for ribbons will vary either up or down depending on a number of factors. The costs would tend to increase with fancier ribbons, with additional print, or with additional set-up charges (e.g. special ribbons for other events).

- Engraving: Cost included above

The engraved plate measures about 3-1/2 x 1-1/2 inches, and typically has three lines. An example follows:

1st Place
Freight Car
Open

D-VI Awards Presentation

Traditionally, contest results are announced and plaques presented at the banquet. Winners are announced in reverse order (Honorable Mention-3-2-1), and the First Place winner called to the front for their plaque. It is important to do this in an organized fashion, without hurrying, to give the winners adequate recognition without dragging out the presentation. The presentation lasts about 30 minutes.

It is also important to record which winners pick up their plaques at the banquet and which do not, so that the others can be mailed or delivered later.

Ribbons, Best of Show, Ingenuity, and Levity awards are placed with the winners in the contest room as results are tabulated. The Best of Show, Ingenuity, and Levity awards are then presented at the banquet after the First Place plaques.