



Sunrise Herald

December 2015 Volume 8, Number 12

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Next Meeting

Our next meeting will be Thursday, January 7,
 2016 at Holy Love Lutheran Church, South
 Chambers Road at 7:15.

Upcoming Clinics for 2016

January – Stockpens and Meat Packing
 February – Tree Making
 March – Homemade Resistance Soldering
 April - TBA

May - TBA
 June - TBA
 July - TBA
 August - TBA
 September - TBA
 October - TBA
 November - TBA
 December - TBA

Upcoming Tool Times for 2016

January: Drills and drilling
 February - TBA
 March - TBA
 April - TBA
 May - TBA
 June - TBA
 July - TBA
 August - TBA
 September - TBA
 October - TBA
 November - TBA
 December - TBA

Upcoming Show 'n' Tell Themes for 2016

January - TBA
 February - TBA
 March - TBA
 April - TBA
 May - TBA
 June - TBA

July - TBA
August - TBA
September - TBA
October - TBA
November - TBA
December - TBA

December Meeting Notes



.Getting ready for the December meeting

Steve Schweighofer opened the meeting at 7:25 with 15 members present. The only announcements for the December meeting were for the Rocky Mountain Train Show at the Denver Mart, December 12 and 13. There was a call for volunteers when we will again set up and display our modular layout. With no further business we adjourned for goodies that various members brought. The main event for the

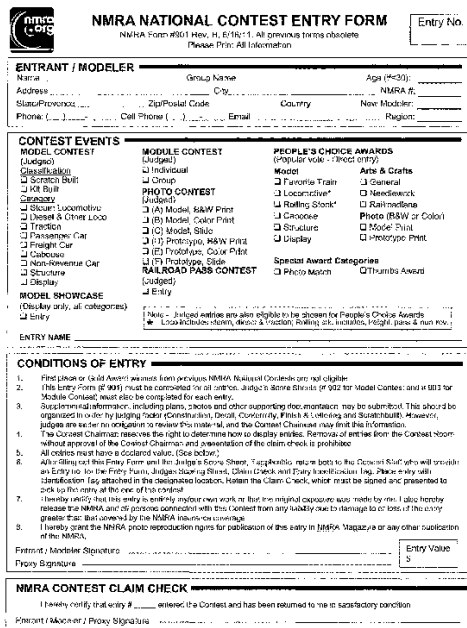
evening was a movie. Gary Myers brought in three for consideration. The group decided to watch *Santa Fe*. This film was about building the Santa Fe main line from eastern Kansas to the Colorado border and included the story of four brothers who had been displaced from their farm in Virginia after the Civil War. Three of them turned outlaw. A few scenes dealt with the skirmishes between the Santa Fe and the Denver and Rio Grande railroads over the right to build over Raton Pass and the Royal Gorge. Both skirmishes actually happened, but not in the historic sequence that was portrayed in the film.

Model Contests

One of the advantages of being an NMRA member is the opportunity to test your modeling skills. Do this by entering the model contest that occurs at every regional convention. There is a wide scope of model categories which you can enter: locomotives, rolling stock, structures, dioramas (show case), photos, etc. If I didn't include your favorite, you can probably enter that too. It can be any scale or size, but you must be able to get it into the model contest room. Why enter a contest? If you are interested in qualifying for an Achievement Program (AP) award in the Cars, Motive Power and Structures categories, a percentage of your models must achieve a merit award of at least 87 ½ points.

To enter a model into a contest you must submit two forms at the time of entry, shown below. The first is the entry form itself. Here you must identify yourself with your name and address, your group name (e.g. Sunrise Division), your age (only if you are under 30), your NMRA membership number, your region (if you are entering a national contest), your phone number and E-mail address. Next you must indicate the model category and whether it is scratch built or kit built. There is a separate section for photo

entries. Finally you may optionally enter your model for the People's Choice Award.



NMRA NATIONAL CONTEST ENTRY FORM
 NMRA Form #901 Rev. H, 6/16/11. All previous forms obsolete.
 Please Print. All Information

Entrant / Modeler: Name, Address, City, State/Province, Zip/Postal Code, Country, Phone, Cell Phone, Email, Age (if 18+), NMRA #, Region.

CONTEST EVENTS

MODEL CONTEST (Judges)
☐ Scratch Built
☐ Kit Built
☐ Scratch/Locomotive
☐ Diesel & Other Loco
☐ Traction
☐ Passenger Car
☐ Freight Car
☐ Caboose
☐ Non-Railroad Car
☐ Structure
☐ Display

MODEL SHOWCASE
 (Display only, all categories)
☐ Entry

PEOPLE'S CHOICE AWARDS
 (Popular vote - 1st place only)
☐ Model
☐ Locomotive
☐ Rolling Stock
☐ Structure
☐ Display
☐ Photo (RAW or Color)
☐ Model Print
☐ Prototype Print

Special Award Categories
☐ Photo Mosaic
☐ Thumbprint Award

ENTRY NAME

CONDITIONS OF ENTRY

- First place or (a) Award winner from previous NMRA National Contest is not eligible.
- This Entry Form (if 901) must be completed for all entries. Judges' Score Sheets (if 902 for Model Contest and if 903 for People's Choice Contest) must also be completed for each entry.
- Supplemental information, including plans, photos and other supporting documentation, may be submitted. This should be organized in order by judging order (Construction, Detail, Conformity, Photo, Kit Building and Scratch Built). However, judges are under no obligation to review material, and the Contest Chairman may limit this information.
- The Contest Chairman reserves the right to determine how to display entries. Removal of entries from the Contest room without approval of the Contest Chairman and verification of the claim check is prohibited.
- All entries must have a declared value. (See below).
- Also fill out this Entry Form and the Judges' Score Sheet. Photographs must be taken by the Contest Staff who will provide an Entry tag for the Entry Form, Judges' Score Sheet, Claim Check and Entry Identification tag. Place entry with Identification tag attached in the designated location. Have the Claim Check, which must be signed and presented to pick up the entry at the end of the contest.
- Display and/or that this entry is entirely your own work or that the original exposure was made by me. I also hereby release to NMRA and its personnel and with this contest from any liability due to damage to or loss of the entry greater than that covered by the NMRA insurance coverage.
- I hereby grant the NMRA photo reproduction rights for publication of this entry in NMRA Magazine or any other publication of the NMRA.

Printed / Modeler Signature: _____ Entry Value: \$ _____
 Printed / Modeler / Proxy Signature: _____

NMRA CONTEST CLAIM CHECK
 I hereby certify that entry # _____ entered the Contest and has been returned to me in satisfactory condition.

Printed / Modeler / Proxy Signature: _____

Contest Entry Form

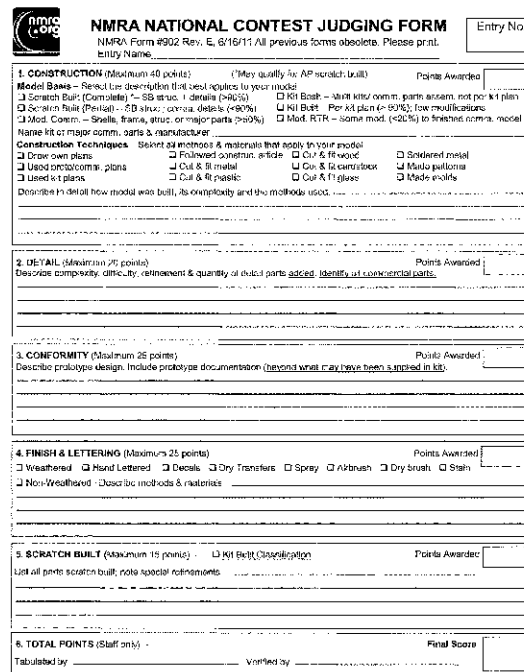
The following conditions of entry apply:

- If your model has won a first place or gold award from a previous contest, it is not eligible.
- You must submit this form and the Contest Judges Form (shown to the right).
- You may submit supplemental information such as drawings, photos and other supporting information describing how you built or modified the model. Organize this information in the order shown on the judging form: Construction, Detail, etc. However the judges may not consider this information if it is too lengthy.
- The contest chair has the right to decide how to display your entry. You may not remove your model from the contest room without the chair's approval.
- You must declare the value of your entry.
- When your two entry forms have been filled out, give them to the contest staff who will give you an identification tag that will

accompany your model. The contest staff will give you a claim check for your model. You will need this check to retrieve your entry after the contest.

- Personal certification: Your signature at the bottom certifies that the model is your own work. Here you also provide a valuation for the model (for insurance purposes.)
- The reproduction rights allow the NMRA to photograph your model for publication in the NMRA magazine.

The Contest Judging Form is the second form that you must submit. This is where you provide details about the model in five categories. Each of these categories will be judged and points awarded accordingly.



NMRA NATIONAL CONTEST JUDGING FORM
 NMRA Form #902 Rev. E, 6/16/11. All previous forms obsolete. Please print.
 Entry Name: _____

1. CONSTRUCTION (Maximum 40 points) (They qualify for AP scratch built) Points Awarded: _____
 Model Built - Select the description that best applies to your model.
☐ Scratch Built (Complete) ~ 50 struct. details (>90%) ☐ Kit Built - Kit into own parts, no assembly, not per kit plan
☐ Scratch Built (Partial) ~ 25 struct. details (>50%) ☐ Kit Built - Per kit plan (>50%); few modifications
☐ Mod. Comm. - Shell, frame, struc. or major parts (>50%) ☐ Mod. RTR - Some mod. (<50%) to finish comm. model
 Name kit or major comm. parts & manufacturer: _____
 Construction Techniques: Select all methods & materials that apply in your model.
☐ Draw own plans ☐ Followed pattern, article ☐ Cut & fit wood ☐ Soldered metal
☐ Used precast comm. plans ☐ Cut & fit metal ☐ Cut & fit ceramic ☐ Metal patterns
☐ Used kit plans ☐ Cut & fit plastic ☐ Cut & fit glass ☐ Made molds
 Describe in detail how model was built, its complexity and the methods used. _____

2. DETAIL (Maximum 25 points) Points Awarded: _____
 Describe complexity, difficulty, refinement & quantity of detail parts added. Identify all commercial parts. _____

3. CONFORMITY (Maximum 25 points) Points Awarded: _____
 Describe prototype design. Include prototype documentation (beyond what may have been included in kit). _____

4. FINISH & LETTERING (Maximum 25 points) Points Awarded: _____
☐ Weathered ☐ Hand Lettered ☐ Details ☐ Dry Transfers ☐ Spray ☐ Airbrush ☐ Dry brush ☐ Stain
☐ Non-Weathered - Describe methods & materials: _____

5. SCRATCH BUILT (Maximum 15 points) ☐ Kit Built (Classification) Points Awarded: _____
 List all parts scratch built, note special refinements: _____

6. TOTAL POINTS (Staff only) Final Score: _____
 Tabulated by: _____ Verified by: _____

The Contest Judging Form

- Construction methods: There are a series of check boxes where you indicate what construction methods you used to create the model including kit built, scratch built or a combination of kit and scratch. If kit built, name the manufacturer. There are four lines

where you may describe your methods in more detail. Instead of filling out information here you may supply separate documentation and simply reference it here. Documentation may include drawings and photos. Photos may show step-by-step progress in making the model. You can be awarded up to 40 points in this section.

2. Detail: Here you may describe the work you did to make detail parts. Also identify all commercial parts you used. You may be awarded up to 20 points on this section.
3. Conformity: Here you describe how well your model conforms to the prototype. Provide additional information beyond what is supplied in the kit if the model is kit-built. Again prototype photos and drawings are quite helpful. You may be awarded up to 25 points on this section.
4. Finish and lettering: This section provides check boxes to indicate how you painted, weathered and lettered your model. Again there are blank lines to provide additional details. For example, if you used non-commercial decals, describe how you made those decals. You may be awarded up to 25 points on this section.
5. Scratch built: If part of your model was scratch-built, identify those parts and describe how you made them. Again, photos may be helpful. You may be awarded up to 15 points on this section.

You may fill out each form when you submit your model at a convention, but it might be to your advantage to fill it out in advance so you don't feel rushed at the door. You should find a copy of each form attached to the E-mail that delivers this Herald. To qualify for a merit award, your model must receive at least 87 ½ points. When providing supporting documentation, strive to keep it brief. Contest judges reportedly spend an average of eight minutes judging each model. If your write-up is

too long or rambling, it probably will not be read. Initial appearance is important also. A contest judge will make an initial assessment:

1. Well under merit,
2. Well above merit, or
3. In the merit range.

Obviously you want your model to fall into the last two categories. There is an excellent article in the December 2015 *NMRA Magazine*, *Judging the Contest*, page 26, that will provide some additional insight.

When evaluating a model judges will consider the following:

Construction:

- The quality, skill, workmanship, and complexity.
- The proper handling and selection of materials.
- The quality of assembly of components and pieces.
- The neatness of glued parts: are ladders square, roof walk centered, etc.
- The fit of components (there should not be any open joints).
- Mismatched scribed siding, off-vertical or off-square siding.
- Uneven roofs and/or eaves overhang.
- Un-sanded, fuzzy wood, excessive wood fibers, saw or file marks, badly cut ends, and dents.
- Windows, doors, hatches, etc. that are out-of-plumb.
- Check that repeats of multiple parts are evenly spaced, e.g. grab irons, gingerbread, roof rafters etc.
- Check for excess glue or solder, glue cobwebs, glue on windows.
- Look for fingerprints.
- What did the modeler try to do?
- How well did the modeler do it?

Complexity:

- The amount of effort, or hours to fit multiple parts.
- The difficulty of the model and/or construction techniques.
- The number of roof valleys.

- The number of walls compared to a simple structure.
- Consider multiple sides compared to a round or square structure.
- Consider the complexity of a center flow hopper compared to a simple boxcar.
- A 4-6-6-4 would be more complex than a 4-6-4.
- The repeat use of the same part is not necessarily more complex, but does indicate additional effort.

Detail

- The amount and complexity of the detail and the number of subordinate parts added.
- The refinement of the model.
- Remember to evaluate the quantity of detail and not quality
- The amount of underbody detail, air lines, brake rigging, brake cylinders, etc.
- Is there coupler cut lever detail and are there appropriate safety devices?
- Check for board-by-board construction instead of scribed siding.
- Look for fascia boards, eaves, troughs, downspouts, gutters, etc.
- Examine the model for missing bolt heads, nail heads, door knobs.
- Evaluate the accuracy, completeness and placement of both the colors and the lettering on the model.

Finish and Lettering:

- The influence of artificial lights on colors when judging the appearance of the colors.
- The quality of application of paint, brush marks, unevenness, runs, thickness.
- Check if the paint is too glossy or flat.
- The amount and method of application of lettering.
- Check decal applications: straight, even spacing, air bubbles, decal sheen and excess film. Close trimmed decals should be the norm for above average scores.
- The quality of the decal itself is not the responsibility of the modeler.
- Check if a stencil was made to letter a portion of the model.

- The amount and appearance of the weathering.
- Make sure separation lines are clean and even.
- The overall amount of work.
- The number of colors and separation lines.

Upgrade your Layout

By the time of our next meeting we will be beginning a new year. Many of us will be making New Year's resolutions about many things. How about our layouts? If you don't have a layout yet, is this the year to begin building one? Remember you don't have to start with a huge one; in fact starting small offers a lot of advantages. Perhaps your first layout might be part of a larger one to be built someday, or perhaps it will be a small switching or industrial yard. Do you lack room? Perhaps a small shelf layout that takes up little or no floor space would be a good first layout. Fold-away layouts are another possibility.

Do you already have a layout? Are there some upgrades you could make? Let's consider scenery. Your scenery is what makes your layout realistic and interesting. Good scenery not only makes your layout appear bigger but it also gives it some reason for being. A good place to start is with your structures. Do you have enough industries to justify the traffic in your railroad and are the industries appropriate for the freight cars you are running? If your industries are adequate, do they have enough 'detail' to make them look like they are in business? Most prototype factories are often surrounded by a lot of 'junk' and leftover or unused shipping materials. The simplest industry to model is a team track where freight can be loaded or unloaded without supporting structures and only a road for delivery trucks. An industry could be represented by a backdrop building or photo with only a track beside it.

Provided you have space for them, do your commercial and residential areas look convincing? Do your commercial structures have signs advertising their business? Around high traffic areas, such as railroad depots, commercial buildings will often have advertising signs painted or displayed on their exterior walls. Signage is an easy and inexpensive way to dress up your structures. Do your businesses have interior lighting or do they appear to be out of business and ready to be boarded up? Interior lighting is another detail that is easy to add, but it now requires some interior detailing so it doesn't look empty. Such detailing can take a lot of time and effort, but it could easily be supplied by taking interior photos of real businesses, re-sizing them to correct scale, gluing them to interior walls or partitions and placing them in your businesses.

Houses and the upper stories of commercial buildings may also need some interior lighting, but here you can often forgo interior details by covering the windows with curtains and drapes so that little is visible inside. Unless a house contains teenagers, you probably don't want every light in the house on. If you are using a single bulb, black out some windows with black paper, installed behind the curtains, of course. Not every house needs to be lighted, either. Also, if you are providing interior lighting, make sure your circuits do not exceed the rating of your power supply.

Street lights are another way to dress up a community. If you add them, keep them appropriate to the size of your community. Very small towns may have only one or two street lights and usually not very fancy ones at that. Other details might include fire hydrants, mail boxes, utility poles, etc. For a commercial district, parking meters might be appropriate. New clothing often comes fastened with pins with globular heads. From a distance these might make passable parking meters.

Next, take a look at your vegetation and trees. Even in arid regions, inhabited areas often include a lot of trees and shrubbery where they can be watered. In the countryside weeds shrubs and ground cover abound, but usually not as green as you find in towns. There are many sources of ground cover in addition to hobby stores, such as craft stores. Trees require more effort than ground cover, but look around for weeds that make good tree facsimiles. Once painted, they may require some additional foliage to make them look more filled-out. Don't fear that your first attempts may not be good enough; trees grow and fill out, and you may replace early projects with better ones in time. Hobby magazines such as *Model Railroader*, *Model Railroad Craftsman* and the *NMRA Magazine* contain hundreds of articles on tree-making if you keep your back issues.

Another attention grabber is static grass. The grass material is inexpensive but the applicator is not. However you may have a fellow modeler who has one who is willing to loan it to you. Just don't keep it too long.

Backdrops also add a tremendous dimension to your layout if you have vertical walls behind your foreground. Painting your own backdrops is an art all by itself, but a backdrop doesn't have to be perfect to be effective. Sometimes simply blue sky, with or without clouds, is effective. If you don't have the artistic skills to paint, perhaps you have a friend or family member to help you out. There are also occasional magazine articles that can be used as a guide. Of course backdrops don't have to be painted. There are commercially available prints that you can buy. Your digital camera, a color printer and perhaps a photo-shop software program can also be invaluable. Take a series of shots from a common vantage point to provide continuity. There are also software applications that will help you blend the shots together. This is particularly useful for capturing urban and

industrial backgrounds with their intricate details.

Rockwork and terrain is one of the trickier aspects of scenery making, but essential for dividing your layout into separate scenes. Such separation goes a long way toward making your layout look larger and disguising some of the unrealistic track curves that we are forced to live with. Rock molds are a great way to model realistic rockwork, but investment in rubber molds can be expensive, particularly if you want a lot of variety. However you may have a fellow modeler who has completed his scenery who may be willing to lend you his molds for a time. Such resource sharing has not been explored much.

Once your terrain is in place, consider how you are going to color it. Again variety is the spice of layout life. Rock painting is a tricky process. I originally painted all my rockwork a uniform gray, primarily because it was easy to airbrush it. This works well for a base coat since the paint will fill-in all the cracks and crevices in a way that brush painting will not. But if you observe rocks in nature, they are seldom a uniform color: different layers will have different colors that are sometimes very subtle. There will also be intrusions into the rocks, particularly in granite areas, with widely different layer colors. Here you may want to look at and photograph actual sites, such as Clear Creek Canyon, Bear Creek Canyon and Glenwood Canyon for inspiration. Areas with seeping, running or falling water will often have different colors from being stained by minerals in the water. Upgrading your rock coloring will add a further dimension to your scenery. Another trick to bring out the detail in your rock castings is to add a light wash of diluted India ink. If you wet the surface first before dripping the ink at the top, the dark ink will settle into the crevices to enhance the detail further.

One thing about scenery is that if you don't like what you currently have you can easily paint over it, replace it or add to it without impacting the rest of your layout.

Russ T. Rayles