

ACHIEVEMENT PROGRAM MASTER BUILDER PROTOTYPE MODELS JUDGING FORM May 2006

PLEASE ATTACH THIS FORM TO A COMPLETED STATEMENT OF QUALIFICATIONS (SOQ) FORM.

Member's Name:		NMRA #:		
Date Submitted:		Region:		
member, has been pe has 6 models minimu freight car, structure, types of models repre modules large enoug	rsonally examined by two or mo im of an actual railroad, using pl caboose or passenger car and a		The scenic a . There was a built with fou	area judged at least one ar different
CATEGORY	I	DESCRIPTION	POINTS	SCORE
TERRAIN	The ground and all natural features such as rocks, water, trees, hills and depressions, as well as manmade features such as the railroad roadbed, cuts, fills, drainage ditches, embankments, streets and roads.		0-35	
STRUCTURES	Structures are considered from the standpoint of prototypical suitability, placement and appearance as scenic elements. (The quality of construction is covered under the Master Builder Structures category). Structures include: bridges, trestles, culverts, buildings and all other types of structures (towers, power lines, signs, fences, etc.), track and right-of-way appurtenances (such as turnout controls, signaling structures, crossing gates and shanties etc.), turntables and other service structures.		0-35	
BACKGROUND	Treatment of wall, backdrop or ceiling to realistically depict depth and distance, horizon and sky.		0-15	
LIGHTING	Illumination effects from three aspects: railroad cars and signals, etc.; buildings, streets and roads, etc.; overall lighting effects - day and/or night. An entirely daylight scene is acceptable.		0-5	
REALISM/ CONFORMITY	General overall impression that the scene is a believable, miniature representation of prototype railroad.		0-35	
			Total	
JUDGE'S NAME		SIGNATURE	N	MRA#
REGIONAL AP CHAIR:		REGION:	DATE:	