

**Creative Arts  
Division 13  
Models  
Railroads**

**New Mexico State Fair  
September 9-25, 2011  
(Closed Mondays & Tuesdays)**

**Superintendent  
Thresa Montoya**

**Sponsored by  
Rio Grande Valley Model Railroad Club, Inc. (HO)  
President  
Charlie Joerg (453-6376)**

# Creative Arts

## General Rules

1. Entries in this department are limited to residents of New Mexico.
2. Only amateurs who make or craft as a hobby are eligible to compete for prizes.
3. Commercial or professional parties may exhibit for display only if space permits and shall not be judged.
4. No person shall make multiple entries under one class number. Exhibits and parts shall be entered in only one group or section each.
5. Exhibits wrongly classified shall be placed in the proper class.
6. All entries shall comply with the requirements as set forth in the New Mexico State Fair Premium book.
7. The decision of the judges will be final.
8. Please address entries being delivered by UPS, FED EX., etc. in care of New Mexico State Fair, Superintendent, Creative Arts Center, 300 San Pedro NE, Gate 4, Albuquerque, New Mexico 87108. If you mail entries through the United States Post Office, they must be addressed in care of the New Mexico State Fair, Superintendent, Creative Arts Center, P.O. Box 8546, Albuquerque, New Mexico, 87198. **MAILED ENTRIES MUST ARRIVE BY AUGUST 31, 2011.**
9. Exhibitors are responsible for picking up their own exhibits or providing written authorization for pick-up by another individual.
10. Upon presentation of claim checks, all exhibits will be released only on Monday, September 26th, 9:00 A.M. to 6:00 P.M. Any exhibits remaining on the Fairgrounds after the designated pick up date of September 26, 2011 will be considered abandoned and shall become the property of the New Mexico State Fair to be disposed of at its discretion.
11. Exhibitor recognizes that marketing of the Fair and its grounds requires use of photography and video. Exhibitor hereby expressly grants to the Fair the irrevocable, assignable right and license to take, use and publish exhibitor images and property without the need for any other approval. Exhibitor also releases the Fair, its agents or assigns, from all claims related to the licenses that have been granted in this release.

### Entry Date

**Saturday, September 3rd – 12:00 PM to 5:00 PM**

## **Special Rules**

1. Entries accepted: Entries will be accepted at the RGV Railroad Room of the Agriculture Building, Saturday, September 3rd from 12:00 Noon to 5:00 PM.
2. Entries will be picked up at the RGV Railroad Room of the Agriculture Building between 12:00 Noon and 5:00 PM on Monday, September 26th.
3. All model railroad entries must be the product of the owner-builder.
4. Judging will be based on the quality and type of construction, craftsmanship, detail, conformity to proto-type practice and finish.
5. Classification and acceptance of entries will be at the discretion of officials.
6. Displaying of entries will be at the discretion of officials on a space available basis in the Agriculture Building.
7. In any case, ribbons may not be awarded if the judges believe entries do not warrant same.
8. Decision of the judges is final.
9. No exhibitor may enter more than one model under one class number.
10. Any model that has been awarded a first place in a previous New Mexico State Fair may not be entered in the same class in which it was given that award.
11. Each entry must be accompanied by the official entry form and properly filled out by the entrant.

## **Awards**

### **Premiums**

<b>1st</b>	<b>2nd</b>	<b>3rd</b>
<b>Ribbon</b>	<b>Ribbon</b>	<b>Ribbon</b>

## **Sections 461-464**

Section 461 - Classes 1-46 (HO, OO SCALES)

Section 462 - Classes 47-90 (N, Z Scales)

Section 463 - Classes 91-136 (S, 0 & Larger Scales)

Section 464 - Youth, Any Scale (17 years and under)

# **Section 461 (HO, OO SCALES)**

## **Classes 1-46**

### **Standard Gauge**

1. Steam Locomotive - Rod Type - Road
2. Steam Locomotive - Rod Type - Switcher
3. Steam Locomotive - Rod Type-Geared (Shay, Heisler, etc.)
4. Diesel Locomotive - Cab (Type F, E, PA, FA, Cowl, etc.) Single or Multiple Unit
5. Diesel Locomotive - Hood or Road Switcher (GP, SD, RS, RSD, DL, etc.) Single or Multiple Unit
6. Diesel Locomotive - Switcher (Single Unit, Cow & Calf, unit w/ Slug, etc.)
7. Electric Locomotive
8. Turbine & Miscellaneous Locomotives
9. Self-Propelled Passenger Equipment (Gas, Electric, RDC, Inter-urban, Rail Bus, etc.)
10. Trolley or Cable Car (Passenger or Freight)
11. Passenger Car - Wood
12. Passenger Car - Steel - Heavyweight
13. Passenger Car - Steel - Lightweight
14. Box Car
15. Refrigerator Car
16. Stock Car
17. Gondola - Open or Covered
18. Hopper - Open or Covered
19. Tank Car
20. Flat Car
21. Caboose
22. Maintenance of Way Equipment
23. Miscellaneous Non-Revenue Equipment (Instruction Car, Business Car, Display Car, Guard Car, etc.)
24. Miscellaneous Equipment Not Included In Other Classes
25. Passenger Train\*
26. Freight Train (Includes Mixed Train)\*
27. Special Train (Work, Wrecker, Fire, Circus, etc.)\*
28. Tin Plate, Hi-rail
29. Hi-rail

## Narrow Gauge

- 30. Steam Locomotive
- 31. Other Locomotive (Diesel, Electric, etc.)
- 32. Passenger Car
- 33. Box Car
- 34. Refrigerator Car
- 35. Gondola or Hopper - Open or Covered
- 36. Tank Car
- 37. Stock Car
- 38. Flat Car
- 39. Caboose
- 40. Maintenance of Way, Non-Revenue, Special, Misc. Equip.
- 41. Passenger Train\*
- 42. Freight Train (Includes Mixed Train)\*
- 43. Special Train (Work, Wrecker, etc.)\*

## Structures

- 44. Railroad Structures\*\*
- 45. Non-Railroad Structures\*\*
- 46. Diorama - base size limited 16"x24"\*\*\*

## Section 462 (N, Z Scales) Classes 47-90 Standard Gauge

- 47. Steam Locomotive - Rod Type - Road
- 48. Steam Locomotive - Rod Type - Switcher
- 49. Steam Locomotive - Rod Type - Geared (Shay, Heisler, etc.)
- 50. Diesel Locomotive - Cab (Type F, E, PA, FA, Cowl, etc.) Single or Multiple Unit
- 51. Diesel Locomotive - Hood or Road Switcher (GP, SD, RS, RSD, DL, etc.) Single or Multiple Unit
- 52. Diesel Locomotive - Switcher (Single Unit, Cow & Calf, unit w/ Slug, etc.)
- 53. Electric Locomotive
- 54. Turbine & Miscellaneous Locomotives

- 55. Self-Propelled Passenger Equipment (Gas, Electric, RDC, Inter-urban, Rail Bus, etc.)
- 56. Trolley or Cable Car (Passenger or Freight)
- 57. Passenger Car - Wood
- 58. Passenger Car - Steel - Heavyweight
- 59. Passenger Car - Steel - Lightweight
- 60. Box Car
- 61. Refrigerator Car
- 62. Stock Car
- 63. Gondola - Open or Covered
- 64. Hopper - Open or Covered
- 65. Tank Car
- 66. Flat Car
- 67. Caboose
- 68. Maintenance of Way Equipment
- 69. Miscellaneous Non-Revenue Equipment (Instruction Car, Business Car, Display Car, Guard Car, etc.)
- 70. Miscellaneous Equipment Not Included in Other Classes
- 71. Passenger Train\*
- 72. Freight Train (Includes Mixed Train)\*
- 73. Special Train (Work, Wrecker, Fire, Circus, etc.)\*

## **Narrow Gauge**

- 74. Steam Locomotive
- 75. Other Locomotive (Diesel, Electric, etc.)
- 76. Passenger Car
- 77. Box Car
- 78. Refrigerator Car
- 79. Gondolas or Hopper Open or Covered
- 80. Tank Car
- 81. Stock Car
- 82. Flat Car
- 83. Caboose
- 84. Maintenance of Way, Non-Revenue, Special, Misc. Equipment
- 85. Passenger Train\*
- 86. Freight Train (Includes Mixed Train)\*
- 87. Special Train (Work, Wrecker, etc.)\*

## Structure

- 88. Railroad Structures\*\*
- 89. Non-Railroad Structures\*\*
- 90. Diorama - Base size limited to 16" x 24"\*\*\*

## Section 463 (S, 0 & Larger Scales) Classes 91-136 Standard Gauge

- 91. Steam Locomotive - Rod Type - Road
- 92. Steam Locomotive - Rod Type - Switcher
- 93. Steam Locomotive-Rod Type-Geared (Shay, Heisler, etc.)
- 94. Diesel Locomotive-Cab (Type F,E,PA,FA, Cowl, etc.) Single or Multiple Unit
- 95. Diesel Locomotive-Hood or Road Switcher (GP, SD, RS, RSD, DL, etc.) Single or Multiple Unit
- 96. Diesel Locomotive-Switcher (Single Unit, Cow & Calf, unit w/ Slug, etc.)
- 97. Electric Locomotive
- 98. Turbine and Miscellaneous Locomotives
- 99. Self-Propelled Passenger Equipment (Gas, Electric, RDC, Inter-urban, Rail Bus, etc.)
- 100. Trolley or Cable Car (passenger or Freight)
- 101. Passenger Car-Wood
- 102. Passenger Car-Steel-Heavyweight
- 103. Passenger Car-Steel-Lightweight
- 104. Box Car
- 105. Refrigerator Car
- 106. Stock Car
- 107. Gondola-Open or Covered
- 108. Hopper-Open or Covered
- 109. Tank Car
- 110. Flat Car
- 111. Caboose
- 112. Maintenance of Way Equipment
- 113. Miscellaneous Non-Revenue Equipment (Instruction Car, Business Car, Display Car, Guard Car, etc.)

- 114. Miscellaneous Equipment Not Included In Other Classes
- 115. Passenger Train\*
- 116. Freight Train (Includes Mixed Train)\*
- 117. Special Train (Work, Wrecker, Fire, Circus, etc.)\*
- 118. Tinplate, Hi-rail
- 119. Hi-rail

## **Narrow Gauge**

- 120. Steam Locomotive
- 121. Other Locomotive (Diesel, Electric, etc.)
- 122. Passenger Car
- 123. Box Car
- 124. Refrigerator Car
- 125. Gondola or Hopper-Open or Covered
- 126. Tank Car
- 127. Stock Car
- 128. Flat Car
- 129. Caboose
- 130. Maintenance of Way, Non-Revenue, Special, Misc. Equip.
- 131. Passenger Train\*
- 132. Freight Train (Includes Mixed Train)\*
- 133. Special Train (Work, Wrecker, etc.)\*

## **Structures**

- 134. Railroad Structures\*\*
- 135. Non-Railroad Structures\*\*
- 136. Diorama - Base Size limited 16" x 24"\*\*\*

## **Section 464 - Youth, Any Scale Classes 137-157 (17 years and under) Standard Gauge**

- 137. Steam Locomotive
- 138. Diesel Locomotive
- 139. Passenger Car
- 140. Box Car
- 141. Refrigerator Car
- 142. Stock Car

- 143. Gondola Car
- 144. Hi-rail
- 145. Tank Car
- 146. Flat Car
- 147. Caboose
- 148. Maintenance of Way, Non-Revenue, Special Miscellaneous Equipment
- 149. Structure\*\*
- 150. Diorama-base size limited to 16" X 24"\*\*\*
- 151. Tinplate, Hi-rail

## **Narrow Gauge**

- 152. Locomotive
- 153. Passenger Car
- 154. Freight Car-Closed (box, etc.)
- 155. Freight Car-Open (gon, flat, etc.)
- 156. Caboose
- 157. Maintenance of Way, Non-Revenue, Special, Miscellaneous Equipment

\* A train may be powered by any type of locomotive (steam, diesel, electric etc.) and must not exceed eight actual feet in length.

\*\* A structure may not contain any scenery or detailing parts that are not an integral part of the structure.

\*\*\* A Diorama is a structure or structures containing scenery and detailing parts that are not essential to any structure(s), i.e. people, vehicles, animals, etc.

**Best Structure Or Diorama Blue Rosette**

Primary scoring will be based on construction, attention to prototype detailing, and realistic finish, in this order.

**Best Model Of Motive Power Or Rolling Stock Gold Rosette**

Primary scoring will be based on the quality of the construction, adherence to prototype practices, accuracy of details, and realistic finish.