

Christchurch Model Railway Convention 2010

Timetable (Web version)

Contents

General information.....	1
Site map.....	1
Chairman's welcome.....	1
House rules.....	1
Main programme.....	2
Keynote talk.....	3
About the clinics.....	3
About the workshops.....	3,4
About the in-house layouts.....	4
About the modelling projects.....	4
Special interest groups (SIGs).....	4
About the tour layouts.....	4,5
Alternative programme.....	5
Food services.....	5
Acknowledgements.....	5

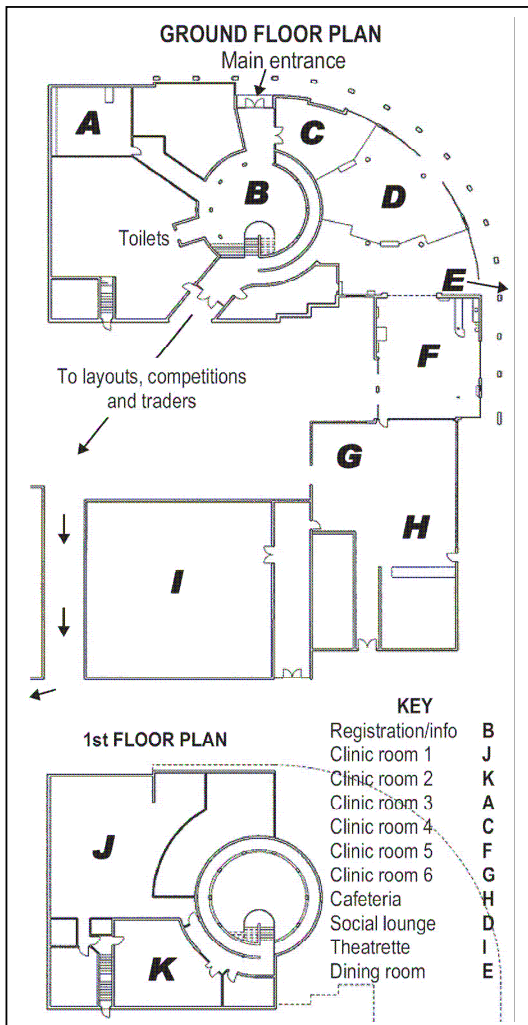
General information

The Information Desk is just inside the main entrance and we will be endeavouring to keep it open at all times.

You may also ask anyone wearing a black KiwiRail cap for assistance.

There are notice boards near the Information Desk where any updates to the timetable, information about layout tours, SIGs and other notices will be posted.

Please review these boards frequently.



Welcome

On behalf of the Christchurch Model Railway Convention 2010 committee and the NZAMRC may I welcome you most warmly to our convention and thank you for coming. I'm conscious that a convention can only be as good as the people who attend.

Your committee has worked tirelessly to make this convention a great success, now it's up to you to take as many of the opportunities it offers as you can.

We trust you will enjoy taking part and at the end leave with fond memories of Easter 2010.

I would like to take this opportunity to thank my very able committee members, Brian Wilkinson (secretary), Allan Guy (treasurer), Bernie Rose, Brent O'Callahan, Bryan Lawrence, Darryl King, Daryl Roe, John Dudson, Kevin Prince, Luke Herbert, Malcolm Cotter, Peter Burke, Stan Agar and Peter Ross. Also Stephen Calvert for the website, and our two "mother hens", Jan Fortune and Jill Boul.

Lastly but most importantly I want to thank Iain Rice for enduring the long flight from the UK, and the many other presenters and layout owners, all of whom have given their time free of charge.

Doug Harrison, Chairman

Please observe these simple rules:

- Do** Wear your lanyard at all times including off-site activities.
- Do** Be punctual for timetabled activities.
- Do** Try to meet as many new friends as possible.
- Do** Enjoy yourself.

Don't Touch or handle anything without first asking. Do not remove any models without permission of those responsible for their security.

Don't Lose contact with a junior under 14yrs for whom you are responsible.

Don't Smoke anywhere within the College buildings or grounds.

Main Programme

Thursday, April 1

- 5:00pm Set up layouts, trade stands, etc
6:00pm Registration desk opens
10:00pm Venue closes
-

Friday, April 2

- 8:00am Breakfast available
8:30am Registration desk opens
9:00am Competition entries open
10:30am Official opening, Theatre
11:00am Alternative programme people report to ground floor social lounge.
11:00am Clinic session 1
 - Clinic 1, Weathering, Clinic room 3
 - Clinic 2, Photographing models, Clinic room 4
 - Clinic 3, Bush tramways, Clinic room 1
 - Clinic 4, Kadee couplers, Clinic room 2

12 noon Lunch
1:00pm *Ricetropective*, Iain Rice, Theatre
3:00pm In-house layouts operating
3:30pm Workshop session #1, Clinic room 5
 - See topic details, pages 3, 4

4:30pm A pictorial tour of Eric Brooman's Utah Belt layouts narrated by Kel Sherson, Clinic room 1
5:30pm Happy hour/dinner
6:00pm Competition entries close
7:00pm Competition judging begins
7:00pm In-house layouts operating
7:00pm SIGs #1
 - On30, Clinic room 4
 - NZ120, Clinic room 3
 - Realistic operation, Clinic room 1
 - TBA, Clinic room 6

8:00pm NZMR Guild AGM, Clinic Room 2
8:00pm Clinic session 2
 - Clinic 5, Layout design 1, Clinic room 1
 - Clinic 6, DCC overview, Clinic room 3
 - Clinic 7, Modelling in the garden, Clinic room 4
 - Clinic 8, Desert scenery, Clinic room 6

9:00pm SIGs #2
 - NZR, Clinic room 2
 - European, Clinic room 3
 - British, Clinic room 4
 - USA modellers quiz, Clinic room 1

10:00pm Venue closes.

Saturday, April 3

- 8:00am Breakfast available
8:30am Registration desk opens
8:30am Layout tour bookings open
9:00am In-house layouts operating
9:30am Clinic session 3
 - Clinic 9, Layout design 2, Clinic room 1
 - Clinic 10, Modelling with CAD, Clinic room 3
 - Clinic 11, Any old iron, Clinic room 4
 - Clinic 14, NZ scenery, Clinic room 2

10:30am Alternative programme people report to ground floor social lounge.
11:00am Clinic session 4
 - Clinic 13, Layout design 3, Clinic room 1
 - Clinic 12, Layout lighting, Clinic room 4
 - Clinic 15, Backscene painting, Clinic room 2
 - Clinic 16, On30, Clinic room 3

- 12 noon Lunch
12:35pm Assemble in the ground floor social lounge in your booked layout tour groups
1:00pm Layout tours depart
1:00pm In-house layouts operating
1:00pm Modelling project: Make trees, Clinic room 2
3:30pm Modelling project: Build a bridge, Clinic room 2
5:30pm Happy hour/dinner
6:00pm Competition results posted
7:00pm In-house layouts operating
7:00pm Workshop session #2, Clinic room 5
 - See topic details, pages 3, 4

7:00pm SIGs #3
 - Onboard sound, Clinic room 3
 - TBA, Clinic room 1
 - TBA, Clinic room 2
 - TBA, Clinic room 4

8:00pm Competition viewing begins
9:00pm SIGs #4
 - Locomotivity, Clinic room 1
 - 9 Mil NZR, Clinic room 2
 - HO American, Clinic room 4
 - TBA, Clinic room 3

10:00pm Venue closes.

Sunday, April 4

- 8:00am Breakfast available
8:30am Registration desk opens
8:30am Layout tour bookings open
9:00am In-house layouts operating
9:30am Clinic session 5
 - Clinic 14, NZ scenery, Clinic room 1
 - Clinic 19, Freelance modelling, Clinic room 2
 - Clinic 8, Desert scenery, Clinic room 3
 - Clinic 21, Image manipulation, Clinic room 4

10:30am Alternative programme people report to ground floor social lounge.
11:00am Clinics session 6
 - Clinic 17, Track matters, Clinic room 1
 - Clinic 7, Modelling in the garden, Clinic room 4
 - Clinic 18, Operation NZ style, Clinic room 3
 - Clinic 20, Adapting RTR locos, Clinic room 2

12 noon Lunch
12:35pm Assemble in the ground floor social lounge in your booked layout tour groups
1:00pm Layout tours depart
1:00pm Prototype tour to Ferrymead
3:30pm In-house layouts operating
3:30pm Modelling project: Paint some figures, etc, Clinic room 2
6:00pm Venue closes
7:00pm Awards dinner, Show Gate, Riccarton Racecourse

Monday, April 5

- 8:00am Breakfast available
9:00am NZAMRC AGM, Clinic room 2
10:30am Official closing, Clinic room 1

Keynote talk

Two 50-minute parts with a 20-minute break between.

"Ricetropective" – a confession of crimes perpetrated in the name of railway modelling. The truth about *Tregarrick*, the *East Suffolk Light*, *Woolverstone*, *The Bringewood Chase Light Railway*, *Bodesmeer*, *Roque Bluffs* and *Trerice*. A litany of imperfection exposed and lessons learned in a misspent modelling lifetime, revealed by an unrepentant sinner.

About the clinics

All clinics are allowed 60 minutes.

Clinic 1: Weathering, Stan Agar

How age and weather affect British, NZ and US prototypes and how to simulate those effects on models.

Clinic 2: Photographing models, Colin Fortune

Understanding your digital camera and how to set up and light models simply and easily ready to take great pictures.

Clinic 3: Bush tramways, Jim Staton

A look at some of the real bush tramways of the West Coast and how they can be modelled.

Clinic 4: Kadee couplers, Paul Hobbs

Improve the operating performance of your trains with consistent Kadee coupler installation. Clinic covers layout design, coupler preparation and mounting methods, and dealing with different manufacturers' cars and locomotives.

Clinic 5: Layout design 1, Iain Rice

More than just a track plan - choice of subject, scale and standards, rationales, layout siting, baseboards, portability, control systems/wiring, basic presentation and lighting. Things you can't ignore and will you ever build it?

Clinic 6: DCC overview, Keith Westoby

Leaving aside the mysteries of digital witchcraft, how does DCC differ from conventional control, what are the advantages, what are the drawbacks, what does it cost? How to choose a brand that's right for you.

Clinic 7: Modelling in the garden, Glen Anthony

A brief introduction to modelling railways outdoors, plus how to save money and increase your enjoyment by building your own models.

Clinic 8: Desert scenery, Craig Galilee

Based on the Sonoran Desert, but applicable to many desert areas, how to model convincing desert dirt and signature plants.

Clinic 9: Layout design 2, Iain Rice

Designing for realism and visual effect - choice of subject, viewing heights/viewpoints, selective compression and other visual trickery, perspective, backdrops, visual composition, colouring, presentation and lighting.

Clinic 10: Modelling with CAD, Mark Andrews

Forget that pencil, knife, file, lathe and drill. Learn about making crisp accurate models out of plastic, metal and wood using only a computer, e-mail and a credit card.

Clinic 11: Any old iron, John Robb

The history of permanent way, how it was and is and why, recounted by a civil engineer on British and NZ Railways.

Clinic 12: Layout lighting, Brent O'Callahan

Brent sheds some light (pun intended) on the much-neglected subject of layout lighting. What are some of the options and what are the pros and cons of each?

Clinic 13: Layout design 3, Iain Rice

Designing for model railways that work as well as they look - the operating framework (working timetables/the rule book), track

planning, signalling, control systems for authentic operation, and some thoughts on couplings.

Clinic 14: NZ scenery, Barry Fitzgerald/John Dudson

Two of the foremost modellers of NZ scenery tell how to model specific plants like flax, cabbage trees, pongas, beeches and willows, plus native bush, tussocks and grassland, dirt roads, water and wetland.

Clinic 15: Backscene painting, Don McAra

How to simply and effectively paint a backscene that will complement the rest of your layout.

Clinic 16: On30, Russell Postlewaight

The modelling of big trains on small tracks is riding the crest of a popularity wave. Learn why, and what there is available, including the attractions of the DIY option.

Clinic 17: Track matters, Iain Rice

What matters in making workable track and what you can get away with. 'Aceing' track for trouble-free operation and finishing for realism. (Based on 4mm and HO with diversions into 3mm/2mm finescale and a nod at O).

Clinic 18: Operation NZ style, Trevor James

How one NZR modeller evolved a system of timetabled operation that works. The approach can be relevant to any prototype, and discussion will be welcome.

Clinic 19: Freelance modelling, Neil Andrews

According to Neil, "Every day is a modelling day, and every shop is a model shop". Things useful for modelling are all around us we just need to break the shackles of strict conformity.

Clinic 20: Adapting RTR locos, Barry Fitzgrald

How to choose a model to adapt; plan and carry out the work to turn a commercial model into one you want but can't get.

Clinic 21: Image manipulation, Gavin Muir

Making use of easily learnt digital photo editing to produce buildings and scenery for use on layouts.

About the workshops

Workshop sessions run for 90 minutes.

During the two workshop sessions several modellers will be demonstrating their approaches to the topics outlined below. You are welcome to move around from one to another, ask questions and generally engage the modellers in conversation. You will often be able to have a go yourself with their guidance and help, but please try not monopolise; let others also see and do.

Workshop session 1

Resin casting: Trevor Corrin demonstrates key steps in the process from master to finished cast resin parts, including the choice of rubber and resin and his approach to two-part moulds and eliminating air bubbles.

Building turnouts: Graham Venning shows how he makes parts and uses templates as an aid to building turnouts that work and look great.

Workshop skills: TBA.

Figure painting: Military modeller turned model railroader, Brendon Lean, shows off his figure painting skills.

Custom decals: With computer and samples, Don Wills shows how he creates artwork for any decal you can imagine, from posters to locomotive liveries, wagon markings or whatever.

Laser cutting: See how Graeme Absalom uses a computer to design the parts and send instructions to his laser cutting machine.

Workshop session 2

DCC uncoupler and other electronics: Graham Dredge demonstrates his nifty shunter's wagon equipped with DCC controlled

Kadee couplers and has some other hints and tips for using electronics in the hobby.

Diecast car bashing: John Dudson takes to some diecast scale model vehicles with various tools. In some cases to correct errors in others to turn them into something else.

Cranky tortoise: Phil Rzoska puts a modified Tortoise point motor through its paces and explains how to do it and the benefits.

Modelling in styrene: Daryl Roe works on another model for his *Waiwera* layout, showing and explaining many of his techniques and methods as he does so.

Weathering: Master weatherer Graham Venning makes some more of his models look truly weather-beaten, knocked about and neglected.

Colouring rocks: Craig Galilee demonstrates his approach to achieving realistic coloured rockwork.

About the in-house layouts

As far as possible the in-house layouts will be operating at the times indicated in the timetable, but this will sometimes depend on operator availability.

Layouts are free to operate at other times.

In-house layouts

TALMR 1:64 scale NZR

Arautu 1:64 scale NZR

One Track Minds 1:64 scale NZR

Colonial Bush Tram 1:64 scale and On30 (NZ).

3-rail TT scale display (British)

Kai-iwi Tunnel 1:64 scale NZR

N scale *Yellow Box*—folds up on itself for transport.

Greytrains NZ120 (NZR).

Wedderburn N scale (freelance).

About the modelling projects

Each of these sessions runs for 90 minutes.

The three modelling project sessions provide an opportunity to learn by doing. Each session is tutored by a modeller proficient in that skill. He or she will set the participants one or more modelling tasks and then provide whatever help is necessary for them to complete them. Tools and materials will be provided and you get to keep your work.

There will be a charge of \$7 per session or \$20 for all three to defray the cost of materials. Numbers are limited, please pre-book at the Registration Desk.

Modelling project session 1

Come and paint some figures: Brendon Lean will be on hand with a supply of figures, paint and brushes to help make figures and associated models look natural in any scale. Bring your own figures and equipment if you prefer.

Modelling project session 2

Come and build a bridge: Barry Fitzgerald will explain the fundamental principles of bridges and then assist each participant to build a simple example. Plans and materials provided.

Modelling project session 3

Come and make a tree: Barry Fitzgerald will pass on a few ways of making great trees and bushes quickly and surprisingly easily. Use materials provided or bring your own.

Special interest group (SIG) topics

Each SIG meeting is allowed 60 minutes.

A SIG can be about anything you and a few others are particularly interested in discussing. There are 16 timeslots scheduled for possible SIGs, but you may arrange a SIG at any other time by consulting the Information Desk about a suitable place to hold it.

At the time of printing, the following SIGs had been arranged, but one of the great things about SIGs is their spontaneity, so keep an eye on the notice boards adjacent to the Information desk for new topics and times.

SIGs session 1

NZ120 (Graham Baker): Latest developments and issues for modellers interested in modelling NZR in 1:120 scale on N-gauge track.

On30 (Lindsay Thompson): Latest developments and issues for modellers interested in modelling a range of prototypes in 1:48 scale on 16.6mm-gauge track (HO).

Realistic operation (Iain Rice): Hints and tips on operating trains on layouts realistically and with purpose. Any prototype, scale or gauge.

USA modellers quiz with Paul Hobbs.

SIGs session 2

NZR modelling: An opportunity for NZR modellers in any scale, whether Guild members or not, to discuss issues and developments.

European modelling (Geoff Elmsly/Daryl King): Latest developments and issues for modellers interested in European trains. Any period, scale or gauge.

British modelling: Latest developments and issues for modellers interested in British trains. Any period, scale or gauge.

Vacant: Room for one more

SIGs session 3

Onboard sound (Peter Ross): Comparing notes on sound decoders, installs and speakers, including programming.

9 Mil NZR (Greg Keay): Latest developments and issues for modellers interested in modelling NZR in 1:34 scale on O-gauge track.

HO American (Doug Harrison): Latest developments and issues for modellers interested in modelling American trains in HO scale.

Vacant: Room for one more

SIGs session 4

Locomotivory: A session wherein Iain Rice shares hints and tips and joins in discussion concerning the modelling of steam locomotives.

Vacant: Room for three more

About the tour layouts

Tour 1 – Christchurch north

Phil Cossar - HO US: A well scenicked layout set in the late 60s to early 70s featuring SP & WP trains and settings.

Spencer Sherlock - English OO: A DCC-controlled work in progress set in the steam to diesel era in countryside traversed by rail.

Keith Spykerman - NZR 1:64 scale: This impression of the Whitecliffs Branch brings the section between Coalgate and the end of line at Whitecliffs back to life.

Brian Allison - G scale: Many will have seen the Wee West layout at train shows, now we can see his big brother in this well landscaped outdoor layout.

Tour 2 – New Brighton

Steve Ball: NZR 1:34 scale - A work in progress featuring big scale NZR modelling with running rights for other O gauge models as well. As a bonus there is a well-detailed 1:64 scale NZR layout also on view.

Carl Ameson - G scale: A large outdoor layout that integrates well with the property's garden greenery and landscaping.

John Nouwens - HO/OO: A large multi prototype layout set up to be controlled from various locations and featuring well-finished settings. (Sadly, John passed away in January but friends will operate the layout.)

Phil Cooke - British OO: A large detailed and scenicked layout that provides a lot of operation.

Tour 3 – Avonhead

Chris Gunn - HO/OO: Still being built, this sectional layout runs rolling stock from many different prototypes.

Doug Harrison - HO US: A DCC controlled look at a small part of UP system.

Colin Duthie - Tinplate: A large display of tinplate models collected over many years and from many manufacturers. Can only be viewed on Saturday.

Grant Hart - British OO: A wonderful collection of Hornby Dublo 3-rail spanning many decades and featuring a lot of special items.

Colin Barry - NZR 1:64 scale: Inangahua to Rewanui on the West Coast. Most is well detailed and complete but parts await some finishing touches.

Tour 4 – Westmorland

Robin Scanes - HO US: A large work in progress depicting Cajon Pass, including Sullivan's Curve and on to Tehachapi Loop.

Andrew Hamers - G scale: A small outdoor garden based layout that shows what any home owner can do with a little spare land.

Ken Henderson - British 7mm scale: A well finished GWR based branch line.

Bill Pierson - On30: A well-finished impression of the wild West Coast and its landscape. Can only be viewed on Saturday.

Peter Parker - British OO: A long-established and well-known fully detailed steam era layout that continues to please.

Skillwise - NZR HO: A DCC-controlled model of Lyttelton port constructed by young people. Well finished. Can only be viewed on Sunday.

Tour 5 – Central

Michele Leigh - G scale: Somerset & Willard is an outdoor well set out layout in the garden with usual plants, etc.

Stan Agar - HO US: A beginning L & N 50s-era layout planned to operate end to end.

Glen Anthony - G scale: Rocky Creek Railway outdoors in a well finished garden setting. Also on display will be the Gn15 narrow gauge Stamping Ground gold mining railway as seen in *The Coupler*.

Neil Andrews - NZR 1:34 scale: Kape to Kairo DCC controlled early steam-era layout set in the wild northern North Island. Well detailed.

Peter Ross - NZR 1:64 scale: A work in progress set in the 50s between Amberley and Waipara, one area is fully detailed and operational and features DCC sound.

Ferrymead Heritage Park

Sunday only. The prototype visit to Ferrymead Heritage Park also provides an opportunity to visit the Maurice Taylor OO-scale GWR layout, plus the Garden City Model Railroad Club's large N gauge and 16.5mm gauge layouts.

About the alternative programme

A programme of alternative activities is available on the Friday, Saturday and Sunday of the convention. This programme is not rigid and can be varied to suit those wanting to take part. All attractions are suitable for adults and older children.

Meet each day at the time in main programme

If you are registered for the Alternative Programme you should report each day to the ground floor social lounge at the time in the programme. You will be greeted there by your guide for the day who will outline a range of optional activities.

Options

Each day's programme will be chosen from the list of attractions in your registration pack. There are some 12 things to see or do that are basically free (although there can be optional paid extras on some), plus another five for which there are significant charges. Some activities require only an hour or two while one or two require the full day. A few are weather dependent.

Limited transport will be available

For activities that require group transport your guide will seek a consensus on what things to do together that day.

Your guide will then drive you as a group to the first place and either accompany you on the activity or arrange to meet you at an appointed time to take you to the next place.

Independent options

For activities that do not require transport as a group, and fit in conveniently with public transport, your guide will provide details of each activity and how to get there, get from one to the other and back to base.

Food services

If you have pre-booked meals it will be possible to have all your meals on site throughout the convention, although for the Awards Dinner on Sunday evening you will have to go to another venue.

It may be possible to book a limited number of meals during the weekend, please check at the Information Desk.

Breakfast is available Friday, Saturday, Sunday and Monday in the cafeteria, also dinner on the Friday and Saturday evenings in the College dining hall.

On the Sunday there is the Awards Dinner at the Show Gate Restaurant at Riccarton Racecourse.

During the day you can choose from a continuous supply of light snacks, hot and cold food and drinks from the cafeteria.

Off site within a short distance you will find a wide range of shops. There are supermarkets at Merivale, which is south along Papanui Rd towards the city, and Northlands Mall in the opposite direction.

These centres also have a variety of other shops and there are more at the west end of Normans Rd and in Papanui Rd before Northlands Mall.

There are taverns, restaurants and fast food outlets at all of these locations, and a McDonalds at Merivale.

Acknowledgements

Convention 2010 is particularly grateful to the following for their assistance with staging the convention:

- Special guest Iain Rice
- The New Zealand Association of Model Railway Clubs Inc
- St Andrews College, and in particular Maria Narbey, Mike Johnson and Eleanor Carter.
- The Christchurch Casino and in particular Madge Bright, Jenna Lester and Brett Anderson.
- Webmaster Stephen Calvert
- The Garden City Model Railroad Club Inc
- KiwiRail
- Tranz Scenic
- Patience & Nicholson (NZ) Ltd
- The BNZ
- Main Station
- Around 30 modellers who gave freely of their time to prepare and present clinics and workshops.
- Around 25 layout owners who burnt midnight oil to have their layouts ready for the tours.
- The crews of the seven in-house layouts.
- Jan Fortune and Jill Boul, the alternative programme's "mother hens".
- Those who made the run-up to the convention so much easier by booking early.