

Prototype Modellers Forum 12 November 2017

This form works best in Acrobat Reader Version 8 or later

Registration

Please complete this form and email a copy together with details of your payment to: pmfrego@westnet.com.au.

Alternatively, you can post a copy to: PMF 2017 c/o 37 Williamson Road, Mont Albert North VIC, 3129.

Registrations will be acknowledged when confirmation of payment is received. Full details, including session times and a map of the venue, will be sent closer to the date of the Forum.

Registration Fee

Before 30 September 2017, registration is \$60.00. From 1 October 2017, registration is \$70.00. Payment by EFT is preferred.

Note changed VMRS Bank Account. Details: Bendigo Bank. BSB: 633-000 Account Number: 160299509.

Enter your surname and initials in the information field in your bank's payment screen before authorising your payment.

Then confirm your payment details by email to the above address.

To pay by cheque or money order, attach it to your completed registration form and post it to the above address. Make cheques payable to Victorian Model Railway Society.

Name	
Address	
Email	
Phone(s)	
Vegetarian meal required?	Yes
Modelling interests (Prototype, era, scale, etc.)	

Please indicate your session preferences in order 1 to 9 in the spaces below.

Topic	Preference	Office use only	
		Session	Room
Mechanical Signalling on the VR – <i>Ian Weickhardt</i> covers the design, operation and modelling of Victorian Railways mechanical signals.	a		
Safeworking for Model Railways – <i>Phil Jeffery</i> examines some Victorian Railways Safeworking practices, which modellers could implement on their layouts.	b		
Practical Skills To Build A Signal Box In Styrene – <i>John Gilbert</i> details his techniques for building structures in styrene, using a VR signal box as an example.	c		
Mould Making and Casting – <i>Grant McAdam</i> With the advent of newer materials, a mould can be produced in as little as an hour and castings within 10 minutes. Grant will include a practical demonstration of mould making and casting.	d		
Tools, Tips and Techniques – <i>Laurie Green</i> describes the tools techniques and materials he uses to create his scratch built structures, as well as providing tips to really improve your modelling.	e		
Modelling Gum Trees – <i>Dan Pickard</i> details the methods he uses for modelling realistic Aussie gum trees.	f		
Making Tracks in HO – <i>Lindsay Bennett</i> describes his approach to constructing trackwork, turnouts and turnout operation.	g		
Melbourne's Industries As A Source Of Traffic On VR – <i>Matt Winzenreid</i> traces the origins of Melbourne's industrial base in the late nineteenth century and the traffic these industries generated for the VR.	h		
Creating Custom Decals – <i>Lindsay Carroll</i> provides more information than you thought you needed to know about designing, printing and applying custom decals for your modelling projects	i		

Rec'd ____/____/____ Reply ____/____/____ Paid ____/____/____ Direct Deposit Cheque Number