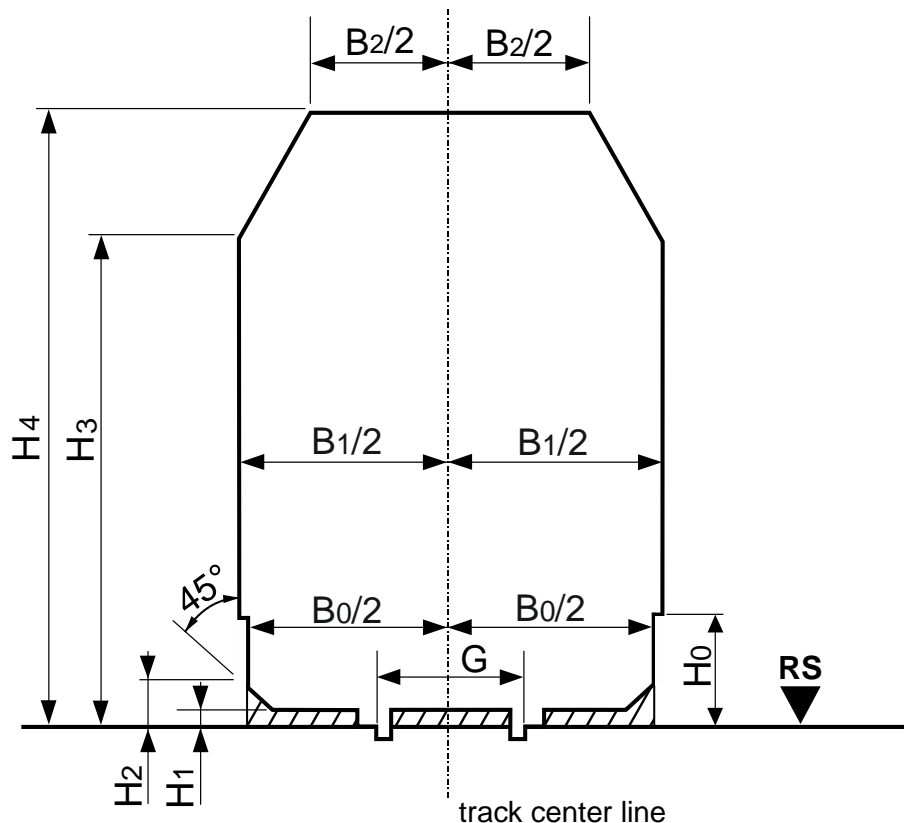




The depicted vehicle perimeters apply to replications of European normal and wide gauge vehicles. It depicts an envelope, or convex hull, within which, on an ideal track, a vehicle must remain at all times, given its movement capabilities under any play and tolerances of parts and construction¹⁾.

Models of prototypical vehicles should be built as true to scale as possible. In all cases, all vehicle parts, including lowered pantographs²⁾, should remain within the specified perimeter.

Functional elements for power pickup, securing or decoupling mechanisms, and similar components may extend into the hatched area above the rail surface.



Dimension Table:

Gauge	G	B ₀	B ₁	B ₂	H ₀	H ₁	H ₂	H ₃	H ₄
Z	6.5	16	17	11	5.5	1	2	17	22
N	9.0	22	23	15	7.5	1	3	24	30
TT	12.0	29	30	20	10	1.5	4	32	40
H0	16.5	39	40	27	13.5	2	5	44	55
S	22.5	53	54	37	18	3	7	59	74
0	32.0	77	78	52	26	4	10	83	106
I	45.0	106	110	73	36.5	5	13	115	147
II	64.0	149	153	103	52	6	20	163	209

- 1) The definition as a kinematic boundary only applies to new constructions of vehicles. Vehicles developed before the publishing of this edition are considered as standards compliant if they meet the table dimensions statically, e.g. as measured directly on the vehicle body.
- 2) On the limitations of the working space of pantographs, see NEM 202. The wheel regions in area **H₁** and below **RS** are specified in NEM 310.