

Gold, Silver, Bronze

Open System Judging Guidelines GSB differs from 1-2-3 judging in that it is NOT an elimination system of judging, though it IS still based on judging basic craftsmanship. Instead of looking for errors, judges should look at the OVERALL result and BALANCE any problems with the good things done on a build. GSB seeks to judge the OVERALL CRAFTSMANSHIP of a build and reward all the models that meet judging standards. Judges are NOT looking to eliminate a model, but looking to reward a build IF (and only IF) it displays the required craftsmanship. Judges should ALSO consider scope of effort and degree of difficulty in the build wherever those criteria may apply. Depending on the quality of models in the category there can be more than one gold awarded or there could be none.

GOLD= SUPERIOR CRAFTSMANSHIP: Mistakes (if any) are VERY hard to see or find; the build exhibits advanced skills in finish and detailing, appears to be head and shoulders above most other build. Is a build you'd *nominate* for a BEST OF AWARD in its genre.

SILVER= ABOVE AVERAGE CRAFTSMANSHIP: The model is extremely well done; mistakes are few, of a very minor, and not distracting from the overall result; the finish and detailing are excellent, but not necessarily flawless or outstanding; no egregious alignment problems, is a build you feel would be in the "final cut" in a 1-2-3 show.

BRONZE= AVERAGE CRAFTSMANSHIP: The model shows that the builder has skills, but is inconsistent in finish and detailing; mistakes will *mostly* be of a minor nature and may exhibit several, but should NOT be "plentiful"; any alignment problems will not be *egregious*: perhaps noticeable, but not *distracting*; basic skills are evident but the builder has not mastered the basics and *the build does not stand out from its peers*.

POSSIBLE DISQUALIFIERS: (More than one of these should be present) - Unpainted parts; *egregious* and/or *numerous* alignment problems that grab your attention; very poor finish with rough paint and/or easily noticed silvering of markings; easily seen seams; fogged and/or glue smeared clear parts; sloppy paint in details, easily seen glue marks. Models disqualified from Bronze level are roughly equivalent to models that would not make the "First Cut" in a typical IPMS First, Second, Third contest.