

Pelicon 2023 Judging



IPMS Model Contest Judging Guidelines

What do Judges Look for:

These basic construction/finishing criteria are held in common by ALL CLASSES OF MODELS, however, each class also has additional basic criteria specific to that class.

The Modeling Basics

Construction

- Flash, sink, mold, ejector-pin marks, Trade Marks and any provisions for motorization, etc. are eliminated.
- Seams are filled if not present on the actual prototype.
- Correct cross section of round/cylindrical/oval parts is maintained. IE: Gun Barrel, Drop Tank, etc.
- All components are appropriately aligned.
- The underside of the model, if visible, should have the same attention to these criteria as the rest of the model. Avoid picking up a model to look at the bottom unless it is necessary to determine it is a Gold vs Silver or a Best Of.
- Any clear parts present (i.e. windshields, vision blocks, canopies, etc.) should be free of glue marks or scratches/cracks unless they are part of the weathering of the subject.
- Aftermarket parts and kit bashed or scratch built additions/changes should blend in with the rest of the model.
- Parts that have an opening should be drilled out, eg. Guns and exhausts.

The Modeling Basics

Painting

- Unless irregularities in the actual subject's finish are being duplicated, the finish should be even and smooth. Exceptions should be documented.
- There should be no brush marks, hairs, lint or dust in or on the finish.
- There should not be any "orange peel" or "eggshell" effect and no "powdering" in recessed areas. Any exceptions on the actual subject should be documented.
- There should be no differences in sheen of finish or whitening caused by the misapplication of final clear coats or glossiness caused by washes.
- Paint edges that should be sharp are sharp (i.e. framing on aircraft canopies) with no effects of bad masking. Edges that are supposed to be soft or feathered should be in scale and without overspray.
- Avoid judging a model by the color of paint...this is very subjective and can also be affected by the lighting at the show venue.
- When looking at a weathered model it is not inherently good or bad that it is weathered but can be used in judging to determine how well a modeler executed the weathering, how realistic it appears and how well executed.

The Modeling Basics

Decals and Markings

- Decals should be aligned properly. If the real prototype had a markings anomaly, the modeler should document it.
- There should be no silvering or bubbling of decal film.
- Decals should "snuggle down" around detail/corners smoothly.
- Decals should blend in with the rest of the finish to look painted on.
- Decals should have the same sheen as the rest of the model unless they are simulating a different type of surface such as a glass window.
- Painted on markings using a mask should not have a noticeable paint ridge or bleed-through on the edges.

Class Specific Basics

Figures

Construction and Painting

- Where construction seams have been filled, creases that cross these seams restored.
- Equipment is properly attached, e.g., holsters not hanging in space, canteens attached to belts.
- Straps hang properly. Rifle slings, harnesses, etc. hang/sag properly to depict weight.
- Feet touch the ground/surface properly..
- Blending of highlighted and shaded areas with the basic color should be smooth, gradual, and subtle. No demarcation lines should show.
- The eyes and face are the critical features of a figure. Are the eyes aligned and not “Pop-eyed” looking. Are the skin tones natural looking and blended well?

Class Specific Basics

Dioramas

Definition

- A diorama is a combination of one or more models or figures in a believable setting that tells a story. In addition to evaluating the diorama's individual elements, the judges will consider the strength of the diorama's story line and the overall presentation of the diorama. These three factors are equally important. **A diorama with superbly modeled components but a weak story line and presentation is not as strong as a diorama with well-modeled components and strong story and presentation.**
- All components of a diorama, vehicles, groundwork, figures, and composition are evaluated to determine how well the modeler communicated the story

What Judges look for?

Throughout the judging process the main criteria will concentrate on the basics of good modeling such as :

- » **Construction** – unfilled seams, ejector pin marks, glue marks, misaligned parts, gaps.
- » **Finish** – Sanding marks, silvered decals, dust in the paint, orange peel paint, inconsistent paint finish, brush strokes, paint runs, overspray.
- » **Attention to detail** (effort) – Extra care has been taken with kit detail, what extra effort has been taken with modified models (aftermarket resin accessories, p/e, scratch built details, etc.)
- » **Accuracy** - How well the model reflect the real thing. Documentation to confirm historical accuracy or details modeled.
- » **Presentation/Realism** - (i.e., a very nicely weathered AFV on a realistic base)

Beyond the basics, another important consideration is consistency. A model should exhibit the same standard of building throughout. For example an aircraft model in which the builder has super-detailed the cockpit but not the wheel wells would lack a consistent level of detail. This is also true for finishing. The paint scheme should be consistent with the references, as should any weathering that has been applied.

Judging Gold, Silver Bronze vs First, Second, Third

- GSB is not an elimination process
- Like 1.2.3 models are judged on the basics
- Each model is judged on it's own merits individually, not against other models until the Best-of's selections.
- Multiple awards can be given in each category. A Gold is not necessarily awarded in every category.
- A modeler is eligible for an award for every model entered in a category.

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.