



# International Plastic Modelers' Society

## 2024 National Contest Class Specific Rules

*Changes from the 2023 Class Specific Contest Rules to be shown in Red Text.*

### CLASS 0 – JUNIORS

If there is no specific division according to age, Pre-Teen juniors and Teen Juniors will have models judged together.

### Class I: Aircraft Definitions

**A Markings.** Aircraft categories are generally defined as Military Aircraft unless otherwise noted. Entries carrying only civil markings will be placed in the appropriate Civil Aircraft category. They do not need to be marked with a national civil registration (e.g., N-number for the USA) to be entered in a Civil Aircraft category. Models of CIA, NASA, Treasury Department, and other government-marked (but non-military-marked) and operated aircraft will normally be placed within the Civil Aircraft categories. Movie planes, war birds, and those with combined civil and military markings (e.g., NASA band and USAF titles) likewise **should** usually be placed in Civil Aircraft categories.

**B Missiles.** Winged 'airplane-type' missiles will generally be entered in a UAV Aircraft category.

**1** When a missile's transport vehicle or launcher is the predominant portion of the system (e.g. Patriot, SCUD), the model will be entered in the appropriate Armor category.

**C Military launch vehicles** (e.g. V-2, ICBM, IRBM), civilian launch vehicles (e.g. Scout, Saturn), and military launch vehicles modified for civil missions (e.g. Atlas/Agena, Jupiter C) will be entered in the Real Spacecraft category.

**D Jets.** Jet Aircraft categories include manned, rocket-powered aircraft such as the Me-163, X-1, X-15, X-24, etc.

**E Unmanned Aerial Vehicles (UAVs).** The UAV categories are to include drones, flying bombs, winged missiles and other aerial vehicles, powered or glider, designed to fly without carrying a crew. Aircraft originally designed for manned control but converted to remote-control operation (e.g., F6F-5KD, QF104, DeHavilland Queen Bee) will not be considered as UAVs for the purposes of this contest, and shall be entered in the appropriate regular Aircraft categories. Conversely, a pilotless machine does not have to meet the 'modern' definition of UAV to be entered in this category. Qualifying UAV models, regardless of markings, shall be entered in the appropriate UAV category.

**F Elevated Aircraft Entries (Aircraft on a Pole).** Any aircraft models, (regardless of scale), **with the exception of hypothetical aircraft subjects entered in Miscellaneous categories, and any airships or balloons, that are** mounted in an elevated position (i.e., on a stick, pole, **stand**, or other form of support) will be entered in this category. Crew figures are optional, not required. Also, spinning props or jet exhaust emissions may be simulated, but are not required. **This is not an "in-flight diorama" category;** models will be judged solely as individual aircraft. Correspondingly, this category will not include any model display that is intended to be or constructed as a diorama.

**G BKB Categories:** Aircraft models are not required to have antennas, rigging wires, seatbelts, **nor can they be added** unless they're included or noted in kit instructions.

### Class II: Military Vehicle Definitions.

The scales referenced in this section will follow these guidelines:

*1/35 refers to scales 1/35 and larger.*

*1/48 refers to scales 1/59 to 1/36.*

*1/72 refers to scales 1/100 to 1/60.*

**A Conversion and Scratch-Built - Military Vehicles.** Any Conversion or Scratch-Built model (Category 228) must be constructed or must have its silhouette substantively changed by the modeler, using scratch-building supplies (e.g., sheet plastic, sheet brass, tin, or wood). Any Kit-Bashed Conversion model (Category 229) will have its silhouette substantively changed by the modeler using any pre-existing kit parts from another model or manufactured conversion parts/pieces designed for such change by the manufacturer, whether or not they're intended for the particular model to which they are applied.

**B. Bases – Military Vehicles.** Any AFV model that is displayed upon a base may have 'basic' groundwork; e.g., dirt, grass, roadway, a low stone wall, etc. No part of that groundwork may obstruct and/or block a clear view of the model from all angles for judging; trees, buildings, structure(s), chimney, water-tower etc. Any vehicle entry that has more than basic groundwork that is determined to block a clear view of the model from all angles for judging will be defined as a vignette (see Rule IV-1D) and will be transferred to the appropriate category for judging there. Any model entered into an AFV category that is displayed upon a base, permanently or temporarily, may have no more than two (2) figures in total and the figure(s) must be a crew member. **If there are more than two figures total, the entry will be defined as a vignette, and will be transferred to the appropriate category for judging there.**

**C Multi or Towed Vehicles - Military Vehicles.** Multi- or Towed Vehicles include any grouping of two or three vehicles (no more), attached to each other. Examples include any towed artillery and prime mover; an artillery piece with a limber; a tank transporter/trailer, with or without a load vehicle; or any other combination of two or three vehicles that are attached to each other. The attachment system can be a ball & hitch, fifth wheel, whiffletree, or tow chain/cables specifically designed for such purpose. The model may be displayed on a base with or without basic groundwork, either temporarily or permanently affixed to such a base. Like other AFV model entries (see Rule IV-3B), if the multi-vehicle display has groundwork that extends past the highest point of the basic body of the model, or has more than two figures, as defined in Rule IV-1D, the entry will be defined as a vignette, and will be transferred to the appropriate diorama category for judging there.

**D Open Hatches.** Any AFV model with an open hatch that exposes the interior of the model will be moved to Category 206 and will be defined as an Open-Top AFV or AFV with Interior. A figure (see Rule III-3B, above) may be placed in the open hatch to obstruct the view of the interior which will allow the model to remain in the standard categories. To keep an entry from being moved to Category 206, the hatches should remain closed (i.e., don't leave open hatches that invite a view of the interior).

**E BKB Categories:** Military Vehicle models are not required to have closed sponsons, separate tow cables, or radio aerials, nor can they be added unless they're included or noted in kit instructions. Although no additional parts may be added other than what comes with the kit, finishing techniques to texture the surface of a tank with products such as Mr. Surfacer or a TET/putty mix are allowed.

## Class III: FIGURES DEFINITIONS:

For this Class, the scales listed will generally conform to the "standard" mm (millimeter) scales offered by many Figures manufacturers, generally within these ranges:

53mm and smaller  
54mm to 70mm  
71mm and larger

1/72 and 1/48 Figures will compete as 53mm and smaller  
1/35 and 1/32 Figures will compete as 54mm.  
1/25, 1/24, and 1/16 Figures will compete as 71mm and larger

**A** Entries will not be classified as vignettes or dioramas by the inclusion of bases and/or accessories supplied in the original figure kit.

**B** More than one figure on a base will be classified as a vignette or diorama. The Figure Head Judge will be the final arbiter of "one figure" classification.

**C** Mecha/Gundam Subjects should be placed in the appropriate Class VI: Space & Science Fiction Subjects category.

**D.** Some Figures, despite the mm designation, may appear larger than the designated size limit depending on their status as a time-keeper, god, goddess, etc. In such cases the entrant must furnish a copy of the instructions or other designation of the manufacturer's specified size of the figure.

## Class IV: SHIPS DEFINITIONS:

The scales referenced in this section refer to the following convention:

1/700 refers to scales 1/451 and smaller.

1/350 refers to scales 1/450 to 1/101 (and larger as applicable)

1/72 refers to scales 1/100 and larger.

### Category Definitions\*

**A Aircraft Carriers: 400 (1/700) and 401 (1/350)** - Entries in these categories shall consist of purpose-built or converted ships with large decks whose mission is to launch and recover aircraft. These categories do not include other types of ships which have a flight deck or launch recovery mechanism and may be considered 'aircraft capable' (i.e., destroyers, CAM ships, landing craft, etc.).

**B Battleships, Battlecruisers, and Cruisers: 402 (1/700) and 403 (1/350)** – Entries in these categories shall consist of large to medium ships whose mission is battleline, scouting, screening, and/or commerce raiding. The time frame of these entries represents the Dreadnought to modern era. See category 408 for earlier time frames.

**C Other Surface Ships, smaller than cruiser-sized: 404 (1/700) and 405 (1/350)** – Entries in these categories shall consist of other medium to small ships, destroyers, escorts, patrol craft, larger landing craft and commercial ships. A commercial ship entry may be either a purpose-built ship (cruise ship, container, bulk, etc.) or a de-militarized ship (e.g. Liberty or Victory-type bearing shipping house markings/flags)

**D Sailing: 407 (all scales/eras)** – Entries in this class shall consist of wind-powered craft with rigging. Masts, yards, and rigging are expected. The presence of sails is not required. Oar-assisted ships (galleys, bireme/trireme, etc.) are also entered in this category. The inclusion of wooden sail-powered ship models in this category is expected.

**E Early Steam and Sail: 408 (all scales)** – Entries in this category shall represent the transition period of propulsion power, the time frame is from the American Civil War, through the Victorian/Edwardian period, generally ending in the Spanish-American or Russo-Japanese Wars. This category will include ironclads, rams, and pre-dreadnoughts.

**F Submarines: 412 (1/700, all eras)** – Entries in this category consist of small-scale submarines of either submersible or modern type.

**G Submarines: 413A (1/350, origins to 1945)** – Entries in this category are submersible craft with characteristics similar to a surface ship; sharp bow, open conning tower, railings.

**H Submarines: 413B (1/350, 1946 and later)** – Entries in this category are true submarines in that they have a shape optimized for extended underwater operation; streamlined, enclosed conning tower and few if any rails. The date separation of this and the prior category is based on design dates put forth by Dr Norman Friedman in his reference books on US submarine design.

**I Submarines: 415 (1/72, all eras)** – Entries in this category are large-scale submarines of either submersible or modern type.

**J Boats, Speedboats, Motor Torpedo Boats, Motor Patrol Boats, Landing Craft, etc.: 418 (all scales/eras)** – Entries in this category consist of small craft which are capable of being taken out of the water (although not required) for transit on a larger ship or other means of transport.

**K Naval Technology: 420 (all scales/all eras)** - Entries in this category consist of standalone naval equipment, such as gun turrets, gun or missile mounts, boat davit sets, or aircraft catapults. Chibi Maru/Egg Ships will also be considered in this category. Entries in this category were removed from inclusion in the Miscellaneous Class (Category 860) in 2023.

### L Conversions and Scratch-Built: 423 (all scales/eras) –

A Scratch-built entry is one for which there is no commercially available kit. The modeler develops the entry using scratch-building materials and methods to create the parts and model in accordance with plans.

- 1 A totally 3D printed model is not considered scratch-built.
- 2 Commercially available detail parts (i.e., photoetch, resin, 3D print, metal) may be used in the completion of the model, but will not comprise the major portion of the scratch- built entry.
- 3 A conversion entry is a commercially available kit which has its class, configuration, or silhouette **SUBSTANTIVELY CHANGED** by the modeler, using either a commercially available conversion set, scratch-building materials or parts from another model. The effectiveness or complexity of the conversion or scratch-built entry may be considered.

**M Basic Kit Build (BKB): 426 (all scales/eras)** – A Basic Kit Build entry shall be composed of **single-media only built from the contents of a kit**. Only the primary material type contained in the kit may be used in the completion of the entry. No other type of material contained in the kit may be used. The entry must be accompanied by the instruction sheet so that adherence to the single media criteria may be confirmed. If the instructions are not provided or the entry is determined to not be of single media construction the model will be moved to the appropriate standard category.

For the BKB category, Ship models are not required to have railings, radar antennas, or rigging, nor can they be added unless they're included or noted in kit instructions.

All Class Head Judges and the Chief Judge will have final say as to what is permitted for any BKB entries within their Classes.

**N Ship Diorama: 430, 431 (all scales/eras)** - A ship **vignette** or diorama, **determined based on the number of subjects (vehicles or figures as described in VII.A.2, Diorama section)** is one or more ship subjects interacting with the environment, each other, and/or an off-scene element to present an event or story. The totality of the presentation; model(s), base, finish, action, and strength of story will be evaluated. The strength of the story presented will be given an equivalent weight to that of the model(s).

**O Some notes about Hypothetical Ship entries:**

- 1 For example, a true hypothetical ship model could represent a ship which never actually appeared in the presented configuration (example: USS Lexington as a battlecruiser).
- 2 for at least the last 20 years, it has been the understanding among the ship model judges that **if plans have been drawn** (officially or unofficially) and a modeler develops his entry in accordance with those plans, it is not hypothetical.

\*Courtesy of Ed Grune 8/2023

## Class V: Automotive Definitions:

The scales referenced in this section will follow these guidelines:

- 1/32 refers to scales 1/32 and smaller.
- 1/24 refers to scales 1/31 to 1/20.
- 1/16 refers to scales 1/19 and larger

**A Factory Production: 500, 501A, 501B** includes models of non-commercial automobiles (including cars, pickup trucks, SUVs, and vans) in the configuration they were originally manufactured. Includes models of homologation specials and factory tuners (Shelby Mustangs, Yenko Camaros, AMG Mercedes, etc.) available for sale to the public. Models of unusual vehicles (including unusual colors, options, etc.) should include documentation such as copies of sales brochures to substantiate the vehicle and its features. Models built as Factory Production subjects but with rusted paint, missing parts, etc. should be placed in the Customs or Street Rod or Street Machine categories.

**B Hot Rods, Street Rods, and Street Machines: 506, 507** includes models of automobiles that have been modified for improved performance and/or eye-catching appearance. The model should represent a street legal vehicle (legal for the era represented) and should include standard lights, brakes, exhaust, treaded tires and at least one license plate. Minor modifications to bodywork are allowed as long as the vehicle is still recognizable as the original vehicle. Allowed modifications include:

1. "Chopped" tops and "channeled" bodies, fenders removed (Category 506 only)
2. Wheel flares, air dams, spoilers, wings.
3. Any type of paint and graphics.
4. Any engine performance part, including hi-rise intake manifolds and superchargers that extend through the hood.
5. Lowered suspensions.
6. Any engine swaps.
7. Any street legal tire wheel and tire swap (no slicks - properly grooved "cheater slicks" if period correct are allowed).

**C Customs: 512** Models of production automobiles - from any year - that have been extensively modified to change their appearance, and models of specially built (one-off) show cars that are substantially different in appearance than a mass production vehicle. This is an "artistic class" in which the originality and cohesiveness of design will be a factor in judging. This category includes:

1. "Classic customs" (production cars that have been chopped, sectioned, shaved, etc.).
2. One-off "show cars" produced by either a manufacturer or specialty builder.
3. Low Riders.
4. "Phantoms" - cars built in the style of a production vehicle but never actually produced, such as a Mustang station wagon.
5. Tom Daniel, Ed Roth, Jimmy Flinstone, etc. show car designs.

**D Automotive - Competition Vehicles: 516, 517A, 517B, 517C** A competition vehicle is defined as a car or truck that is principally or solely constructed or modified to compete in an organized racing event and normally includes a competition number. The model should have appropriate representations of speed, handling and safety equipment for the type of racing and era in which the real vehicle would compete, to the extent that these items can be readily seen. Such items include but are not limited to roll cages, safety straps and harnesses, fuel

cells, blower blankets, etc. Reference materials to assist the judges is highly recommended.

**E Large-Scale: 529.** This category includes anything larger than 1:20 scale of any complete car or truck, regardless of subject or building technique. Note that aside from this category, large scale models can also be entered in the following categories provided they meet the specific requirements of the category: Category 534 Conversions and Scratch-Built; Category 535 Documented Replica, or Categories 590, 591, 592, (the BKB categories).

**F Conversions and Scratch-Built: 534.** The same general rules for Scratch-Built (Rule IV-1B) and Conversions (Rule IV-1C) apply here. Conversion-category entries must represent a version different from that provided by the basic kit and must contain significant structural modifications to the basic kit involving extensive changes in contour or configuration. This category is for models of cars, trucks and motorcycles that require substantial scratch-building or modification to a manufactured kit to complete. Models with simple part-swapping, such as replacing an engine or changing the markings/badges to represent a different trim level of the vehicle represented in a kit are generally not considered a conversion. Scratch-built models may incorporate parts from other kits, but these should be generally unrelated to their original identity. The scope and complexity of construction work will be considered as part of the judging.

**G Documented Replicas: 535.** This category is for models built as a precise replica of a specific real-world vehicle. The competitor must also display documentation to authenticate the actual vehicle upon which the model is based (can include photographs, copies of brochures, magazine articles, etc. -- materials should be collected in a standard binder or file folder for judges' review). Evaluation of the model may include the completeness of the documentation and how well the model agrees with the information presented. As usual, the builder's basic construction skills will still be the primary judging criteria. Adding more documentation will not make a poorly built model compete better than a less-documented better-built model.

### H Commercial Vehicles:

- 1 **539: Light Commercial:** Any vehicle which could be typically considered or used as a family vehicle but has been put into commercial use as a police car, ambulance or taxi; U-Haul or other small mover, tow truck or ramp truck. Including a trailer with the vehicle does not place the model in Heavy Commercial.
- 2 **540: Heavy Commercial, on-Highway use:** Any vehicle which is purpose-built for heavy duty use and would never be parked in the driveway as a family car. In other words, anything too big to qualify in the Light Commercial category. This includes any vehicle manufactured by Mack, Peterbilt, Kenworth, or Freightliner in the name. These trucks are typically 8 feet wide (about 4" at 1/25 scale) or more in the USA.
- 3 **541: Farm or Construction Equipment, off-Highway use:** Any vehicle used on the farm such as a tractor, combine harvester, plow, and any vehicle used for heavy construction such as an excavator, loader, bulldozer, grader, backhoe, crane, etc.,

**I Motorcycles: 545** This category will include entries of all scales, from smallest to largest. And this category will include only civil/personal and racing motorcycles. Note that aside from this category and provided they meet the specific requirements, motorcycle models can also be entered in Category 534, Scratch-Built and Conversion, or Category 535, Documented Replica. Military motorcycles must be entered into soft-skinned or wheeled categories in Class II, **Military Vehicles**.

**J Curbside: 550** This category is judged as if the vehicle is parked at the curb. The model must be displayed with hood, trunk, all doors, etc. closed. No engines allowed. No motorcycles are allowed in this category, as the engine is visible. If the engine is included or visible, the model will be moved to the appropriate automotive category. Judges will ignore any detail on the bottom of the model (mirrored bases are not allowed). Body detail will be judged by the basic construction criteria for building flaws such as seams, glue, or other basic faults. There will be no additional credit given to models with added body/structure details.

**K Automotive Technology and Culture: 580** This category is for models of automotive subjects that do not meet the definitions or requirements of the more specific auto categories. The intent of this category is to provide a format for auto-related subjects that are substantially different in required modeling skill and scope-of-effort compared to the more traditional automotive categories. In particular, this category would include:

1. "Slammer-style" models (models of a complete vehicle with painted-over windows and no interior or mechanical components).
2. Caricature or cartoon versions of vehicles.
3. Small, motorized vehicles not intended for on-road use and not derived from on-road capable vehicles, including go-karts, mini-bikes, quad-runners, powered skateboards, etc.
4. Standalone automobile engines or other mechanical components.
5. Automotive toys, such as pedal cars.
6. Bicycles.
7. **Golf Carts**
8. Cut-away/engineering models meant to show the internal construction and operation of an automobile or part of an automobile.
9. Wrecked or "junk" vehicles that are no longer complete or drivable (e.g., driveline and/or body panels have been visibly removed).
10. Models of hypothetical, futuristic, or science-fiction-inspired vehicles using speculative technology (e.g., hover-cars).

**BKB Categories: 590, 591, 592** BKB Automotive models are not required to have seatbelts, radio antennas, battery cables, spark-plug wires, or fan belts, nor can they be added unless they're included or noted in kit instructions. Bare Metal Foil is allowed as it is part of finishing/painting. Aside from metal axles, vinyl or rubber wheels, etc. the entry must be single medium and instructions must be included with the entry or the model will be placed in the appropriate category.

## Class VI: Space & Science Fiction Vehicles

### Subjects Definitions:

**A Star Trek & Star Wars subjects** (Category 605 and 606): Only spaceships and vehicles from Star Trek, **Star Wars**, **Space 1999** and other **Science Fiction media productions**.

**B Gunpla subjects** (Category 607): include only characters and vehicles from the Gundam media multiverse. Gunpla is short for "*Gundam Plastic Model Kit*". These kits are becoming more and more popular, and although they are considered part of the Space/Sci Fi class now, in the not-too-distant future, they and Mecha may evolve into their own separate class. Gundam itself is an anime (Japanese animation) show that premiered on April 27, 1979. It was unique for its time—initially, human characters could pilot these robots without worrying about breakdowns or running out of power. Enemies generally were an alien race that wanted to conquer earth. Gundam were represented as more realistic robots that were, essentially, replacements for tanks and jets. They required a pilot to work, could overheat and run out of ammunition, could have weaker weapons and armor, and were expensive to replace if lost in combat. As a result, the robots became dynamic elements of the Gundam storyline, leading to their immense popularity as standalone model kits that could be customized and collected. Since the first release of Gundam model kits in 1980, Gunpla modeling has grown into a commercial industry.

Many Gunpla modelers like to "advertise" themselves when they compete. Many builders place business cards, stickers (known as slaps), and QR codes with their builds. The intent is NOT to sway judging but to advertise their social media and their "brand", allowing them to build a following and connect with other builders. These cards or stickers are acceptable to go with entries during IPMS-related competition.

There are a few basic rules and guidelines that should be applied across all Gunpla categories.

1. **Category 607A** includes more basic assembled kits that remain unpainted. Standard flaws judges will look for include nubs, gashes, or stress marks in the plastic. In unpainted models, there may be "dark spots" where the

sprue tree meets the assembly piece. Due to the molding process, these areas will have had more heat applied than the rest of the parts, causing the spot. The only "painting" allowed is filling in the panel lines with a panel liner (such as the Mr.Hobby/GSI Creos Fine Point Gundam Marker For Panel Lines and the Tamiya Panel Line Accent Color). Another standard flaw is silvering decals; placement of the decals is still a crucial detail to judge.

2. **607B** includes more sophisticated assembly and painted models. Customization is allowed in this category including aftermarket or scratch built parts. Some Gunpla kits may come with a light kit; there are also Bandai-produced light kits that may be purchased separately. **Light kits are allowed in this category, but not in 607A.**
3. Posing of the kit should be taken into consideration. Posing is important because these kits can move initially. Even if the kit ends up being glued into a single pose, it needs to be dynamic.

**C Mecha subjects** (Category 608) Powered sci-fi robots, armor or machines, with limbed features or humanoid construct. Such models may contain or display an operator figure as long as it is not the dominant part of the model; mechanical features should predominate. Otherwise, an entry will go in the appropriate Fantasy or Sci-Fi Figures category.

**D. Basic Kit Build** Standard BKB Rules as explained in the general rules also apply to this class. As with all classes, kit instructions must be included with the model or the entry will be placed in the appropriate non-BKB category.

## Class VII: Miscellaneous Subjects

**A Humor** (Category 710): Models entered in the Humor category will be judged **on both their humor content and the degree of modeling skill** which they present.

**B. Caricatures** (Category 711). This category is for models offered by a manufacturer that are humorous in their appearance and exaggerations, but the 'humor' isn't a result of the entrant's own overall composition or modeling skills.

**C. Hypothetical** (Categories 720, 721 and 770-BKB): In general, models that do not represent a factual, physical prototype will be entered in one of these hypothetical categories. Each Class has its own definition of hypothetical, dependent upon the tradition and practice within that Class. Class Head Judges will determine whether models will be judged within the regular Class categories or moved to one of the Miscellaneous/Hypothetical categories (Class VII). Entrants may choose to enter their model in either the overall Hypothetical categories, or in the regular categories in their Class (armor, aircraft, etc.). Models placed in Category 720 are based on kits, with the 'hypothetical' component being the result of markings, finish, etc. Models placed in Category 721 are 'hypothetical' as a result of changes to their structure, being kit-bashed or scratch-built. **Models placed in Category 770 must adhere to BKB rules or will be placed in 720 or 721.**

**D. Triathlon** (Category 730 and 771-BKB): Three models of different classes grouped and displayed as a single entry. The models will be judged as a group, with overall quality determining award placement. **Models placed in Category 771 must adhere to BKB rules or will be placed in 730.** Credit will be given for diversity of entries. Entries must be composed of three models selected from three of the following Classes: I, II, III, IV, V, VI, and Categories 700, 720, 721, and 760. **No more than one** of the three models comprising this entry may have **won as an individual entry** in a previous National Contest. Models constituting a Triathlon entry may not,



simultaneously, be competing in other parts of the contest. **Models comprising a winning Triathlon entry may subsequently be entered individually if they were not themselves previous winners.**

**E. Collections** (Category 740): A Collection is any group of **five or more** closely related items. Past National Contest winning models may be included as part of a collection if they comprise no more than **40 percent** of the collection. The entire collection must be the work of one person. The closeness of the relationship within the collection is a significant factor in judging. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by a unit. Models comprising a winning Collection may subsequently be entered as individual entries if they were not themselves previous winners.

**F. IPMS Chapter/Group Entries** (Category 750): The Chapter/Group entry shall be the **only exception** to Rule I-1 calling for the model-making work to be done by a single individual. The intent of this category is to provide an option for displaying a project that is too extensive or complex for a single individual to complete in a reasonable time. It is also intended to provide a vehicle for an IPMS chapter or a group of IPMS members to exhibit a project that may have been prepared for an event or display other than the IPMS/USA National Contest. Subject-matter, timeframe, scale, location, etc., are open. Models comprising a winning chapter/group entry may subsequently be entered individually if they were not, themselves, previous winners. **The individual completing the Chapter/Group entry form must be a current IPMS/USA member. However, non-IPMS members of a club are allowed to build and have included, models that are intended to be part of the entry.**

**g Miscellaneous** (Category 760 or 772-BKB) is for models that do not fit anywhere else, such as a train engine, non-propelled nuclear bomb, telescope, horse-drawn circus wagon, etc.

## **Class VIII: Dioramas and Vignettes.**

**A Placement of Dioramas or Vignettes:** Unlike in 2023, Dioramas and Vignettes will be displayed together but divided by standard classes, aircraft, military vehicles, etc

**B. Composition:** In diorama categories, regardless of class, the number of subjects (vehicles or figures) will determine in which category an entry is placed. **Entries with a single vehicle and/or no more than five figures will be placed into the Vignette (Small Composition) categories. Entries with two or more vehicles and/or more than five figures will be placed into the Diorama (Large Composition) categories.**

**C. Dioramas** are story-centric, specifically built to tell a story or convey a message. Storyline will be considered equally to construction and finish of the individual subjects, figures, and other presentation components. A technically well-done diorama with a weak story line will be at a disadvantage to one with a strong storyline.

**D. Vignettes** may also tell a story or may simply depict a 'moment in time/location'. A previous national contest winner may be used as part of a diorama, so long as it is not the primary focus of the diorama.