

JUDGING CRITERIA SMC COMPETITION

- **Why these judging criteria?**

The judges of the SMC competition are always invited by the organization and selected from the rows of renowned international modellers and figure painters who have won and often still win prizes in prestigious competitions all over the world.

Nevertheless, judging is a subjective matter by nature and often subject to discussion after a contest. We do not have the illusion that we can change that all together. We only hope that these criteria will help judges to come to a more uniform way of judging, away from preferences for styles, trends, subjects etc. by giving them similar sets of criteria for judging.

On the other hand, these criteria will also help contestants to understand how their models are being judged. They may also help to decide in which class they should enter their models, and finally it can help contestants to understand what it takes, or what their models need, to receive a better or higher assessment (or medal, to put it simply).

The criteria are by no means to be interpreted as absolute rules, as judging scale models in competitions is not mathematics or a science. These criteria are intended to act as a guideline for both judges and contestants. Most, if not all, elements may sound familiar to you. This is no coincidence. We did not try to invent the wheel and moreover, we fully agree with the points of view of some of the leading scale modelling shows in the world.

In case that categories are divided in skill levels, the judges use the same guidelines and criteria balance in each level, but in a beginners class they are supposed to judge more forgiving than in higher classes (standard & master).

- **Competition level indications**

Beginners: For new modellers and figure painters with little or no experience in modelling or competitions. With separate classes for beginners we wish to encourage participation in competitions.

Standard: formerly known as `Advanced` is the level for intermediate modellers and figure painters who may or may not have won prizes in competitions. In case that there is no separate beginners class, beginners and advanced level are united into a standard class.

Master: The level for those modellers who have won prizes in various competitions. Masters are separated from other levels in order not to discourage others from participating in the competition and to enable masters to compete amongst the best.

All levels: It takes little imagination to understand that the classes with this indication have no subdivisions between the levels, and that all levels come together in that particular class.

- **Nomenclature** (a brief explanation about some criteria that may be less obvious)

Construction: comprises all non-painting efforts. In the figures classes this term is replaced by: sculpting skills, anatomy and animation.

Difficulty can mean many things: plain colours or an intricate camouflage pattern on an AFV, plain colour or detailed patterns on clothing, a simple decal or many large decals on an aircraft, difficult or simple pose of a figure, etc. A more difficult, and well executed, skill will be valued higher.

Finishing: In vehicle and aircraft classes this comprises painting & weathering. In class 26, because both painted and non-painted models can be entered "finishing" can also relate to clean construction or tidiness in general. Technically speaking; a full carton model can also be entered.

Technical balance (diorama classes): a well-executed diorama has all of the elements: vehicle, figures, structures, groundwork, foliage etc. well balanced, meaning: of similar level. Painting skills are also considered in the technical balance, except in figure dioramas (classes 11 & 12), where these skills are valued separately.

- **The „Open System“**

The SMC contest is judged according to the Open System. Its principal is that a participants' entries are judged on their own merits rather than against entries from other participants. At SMC it also means that one's entries are judged as a display and that each participant can win a maximum of one medal per class. The entry that is considered the best from the contestants display determines whether the participant is entitled to a medal and which colour the medal should be.

• The classes of the scale modelling contest

1. Junior Modellers.

All levels and scales

In the Junior Class there is no distinction in subject. Entries are judged mildly and with regard to the age and potential of the participants.

2. Ships

All levels and scales

Construction	25%
Finishing	45%
Difficulty	20%
Presentation	10%

3. Civilian Vehicles & Motorcycles **All levels and scales**

Construction	30%
Finishing	40%
Difficulty	20%
Presentation	10%

4. Aircraft

1/72 and smaller All levels

5. Aircraft

1/48 Standard Level

6. Aircraft

1/48 Masters Level

7. Aircraft

1/32 and larger All levels

Construction	35%
Finishing	40%
Difficulty	15%
Presentation	10%

8. Vehicles Fantasy/SciFi

All levels

Additions such as figures, gear, and other embellishments, small conversions and more extensive groundwork are permitted and will be taken into account in, if present, for the overall assessment.

Construction	25%
Painting	55%
Difficulty/Workmanship	10%
Presentation	10%

22. Vignettes

All scales , Standard Level

23. Vignettes

All scales , Masters Level

The most significant difference between a vignette and a diorama is that a Vignette does not necessarily convey a message. A vignette has a maximum size of 25x25 cms (base not included) and has one of more vehicles and one of more figures present. No vehicle = class 11 or 12, no figure = class 8 or 27 to 30. In these classes military, civilian and SciFi/Fantasy subjects are allowed.

Technical Balance	40%
Presentation & Groundwork	40%
Composition	10%
Creativity/Originality	10%

24. Dioramas

All scales , Standard Level

25. Dioramas

All scales , Masters Level

A diorama should contain one or more vehicles and one or more figures. No vehicle = class 11 or 12

A diorama should first of all tell a story and that is why we do not distinguish dioramas by theme. In these classes military, civilian and SciFi/Fantasy subjects are allowed.

Message	25%
Composition	25%
Technical Balance	25%
Presentation & Groundwork	15%
Creativity/Originality	10%

26. Scratched/Converted vehicles **All levels**

For all type of vehicles that are completely or largely scratch build or with extensive conversions. Small conversions such as aftermarket tracks, wheels and equipment are not considered in this class.

We encourage to adding documentation to show the build, to the model on the competition table.

Construction	60%
Finishing	10%
Difficulty	20%
Presentation	10%

27. Small scale military vehicles

1/50 and smaller All levels

28. Single Military Vehicles

1/48 and larger Beginners level

29. Single Military Vehicles

1/48 and larger Standard level

30. Single Military Vehicles

1/48 and larger Masters Level

Vehicles should be presented on a simple base. Additions such as gear, and other embellishments and small conversions are permitted and will be taken into account for the overall assessment. Added figures will not be judged.

Construction	20%
Finishing	50%
Difficulty	20%
Presentation	10%

● The classes of the figure contest

9. Flat figures

Standard level

10. Flat figures

Masters level

Definition of a flat figure: A flat figure of any scale, derived from a sculpted master or engraved mould and cast in metal or any other material.

Painting	80%
Difficulty	10%
Presentation	10%

11. Fantasy Figures in Diorama **All levels**

A diorama conveys a message. Without it, please enter it class 13, 14, or 16

Message	15%
Composition	20%
Painting	20%
Technical Balance	15%
Presentation & Groundwork	10%
Creativity/Originality	20%

12. Historical Figures in Diorama **All levels**

For historical themes. A diorama conveys a message. Without it, please enter it class 13, 15 of 17

Message	20%
Composition	20%
Painting	20%
Technical Balance	15%
Presentation & Groundwork	15%
Creativity/Originality	10%

13. Historical & Fantasy Figures **Beginners level**

Construction	10%
Painting	70%
Difficulty	10%
Presentation & Groundwork	10%

14. Figures Fantasy

Standard level

16. Figures Fantasy

Masters level

Construction	10%
Painting	60%
Difficulty	10%
Presentation & Groundwork	20%

15. Historical Figures

Standard level

17. Historical Figures

Masters level

Construction	10%
Painting	70%
Difficulty	10%
Presentation, Groundwork & Realism	10%

18. Fantasy Figures Green

All levels

*For fully scratched or heavily converted and **unpainted(!)** fantasy figures. Figures should also not be primed. Minor conversions, such as repositioning or re-sculpting of an arm, leg and/or a replacement head are not considered in this class. Changing the entire pose of a commercial figure however, qualifies for this class. Commercial available heads, hands and feet and accessories are allowed.*

We encourage adding documentation, to show the build, added to the figure on the competition table.

Sculpting Skills	35%
Difficulty	30%
Creativity/Originality	25%
Animation	10%

19. Historical Figures Green

All levels

*For fully scratched or heavily converted and **unpainted(!)** historical figures. Figures should also not be primed. Minor conversions, such as repositioning or re-sculpting of an arm, leg and/or a replacement head are not considered in this class. Changing the entire pose of a commercial figure however, qualifies for this class. Commercial available heads, hands and feet and accessories are allowed.*

We encourage adding documentation, to show the build, added to the figure on the competition table.

Sculpting Skills	30%
Anatomy	30%
Difficulty and Animation	30%
Creativity/Originality	10%

20. Fantasy Figures Open All levels

For fully scratched or heavily converted and **Painted(!)** fantasy figures. Minor conversions, such as repositioning or re-sculpting of an arm, leg and/or a replacement head are not considered in this class. Changing the entire pose of a commercial figure however, qualifies for this class. Addition of commercially available heads, hands and feet and accessories are allowed.

We encourage adding documentation, to show the build, added to the figure on the competition table.

Sculpting Skills and Animation	30%
Difficulty	15%
Painting	30%
Presentation & Groundwork	10%
Creativity/Originality	15%

21. Historical Figures Open All levels

For fully scratched or heavily converted and **Painted(!)** historical figures. Minor conversions, such as repositioning or re-sculpting of an arm, leg and/or a replacement head are not considered in this class. Changing the entire pose of a commercial figure however, qualifies for this class. Addition of commercially available heads, hands and feet and accessories are allowed.

We encourage adding documentation, to show the build, added to the figure on the competition table.

Sculpting Skills and Anatomy	35%
Difficulty and animation	20%
Painting	30%
Presentation, Groundwork & Realism	10%
Creativity/Originality	5%

