

# 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. However, these criteria can 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 beginner's 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 and/or competitions. With separate classes for beginners we wish to encourage participation in competitions.

**Standard:** also referred to as `Advanced` indicates 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)

**Ordnance:** in short, refers to all models that do not belong to the figure categories. Includes military vehicles, aircraft, ships, cars, Gundam, etc.

**Construction:** comprises all non-painting efforts. In the figure's classes Green and Open, 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 and weathering. In class 27, 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 or ambient (classes 7 & 8), where these skills are valued separately.

**Dioramas:** The main criterion that determines whether something is a diorama is the presence of a narrative (story). The story, composition, as well as originality, creativity, and execution are essential elements on which your diorama will be judged. It makes no difference how, with what and in which setting or era your story is told. One can tell the same story by using two soldiers and a tank, or with two figures and a robot, or a plane. For this reason, the diorama classes of the scale modelling (ordnance) contest are open to all dioramas.

- **The „ Open System “**

The SMC contest is judged according to the Open System. Its principal is that participants' entries are judged on their own merits rather than against entries from other participants. At SMC it also means that your entries per class 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 contestant's display determines whether the participant is entitled to a medal and which colour the medal should be.

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## • The classes of the figure contest

### 2. Historical & Fantasy Figures **Beginners level**

This class is intended for beginning figure painters or for figure painters that take part in a competition for the first time. All subjects are permitted, historical and fantasy, including flat figures

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

### 3. Flat figures **Standard level**

#### 4. Flat figures **Masters level**

*The 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%

### 5. Historical Figures Green **All levels**

*For fully scratched and **unpainted(!)** historical figures. Figures may be traditionally or 3D-sculpted. Using commercially available heads, hands and feet and accessories is allowed with traditional sculpts. For 3D sculpts only your own, unique designs are allowed.*

*If the figure is primed, **it is mandatory** to add photos of the figure without primer on the competition table.*

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

### 6. Fantasy Figures Green **All levels**

*For fully scratched and **unpainted(!)** fantasy figures. Figures may be traditionally or 3D-sculpted. Using commercially available heads, hands and feet and accessories is allowed with traditional sculpts. For 3D sculpts only your own, unique designs are allowed.*

*If the figure is primed, **it is mandatory** to add photos of the figure without primer on the competition table.*

Sculpting Skills	30%
Difficulty	30%
Creativity/Originality	25%
Animation	15%

### 7. Historical Figures in Diorama **Standard level**

#### 8. Historical Figures in Diorama **Masters Level**

*A diorama should tell a story. If a clear story is not present, we strongly recommend that you enter your work in classes 11, 12, 17, or 18.*

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

### 9. Fantasy Figures Ambient **Standard level**

#### 10. Fantasy Figures Ambient **Masters Level**

*This class is for fantasy figures in diorama (i.e. with a story) as well as for fantasy figures on a background that reflects an atmosphere (ambiance) or places one or more figures on that background in a context (also ambiance) without necessarily telling a story. Figures without a clear story, context or background, as intended for this class, should be entered in classes 13, 14, 15, 16, 19, or 20.*

Narrative/Story/Ambiance	20%
Composition	15%
Painting	20%
Technical Balance	15%
Presentation & Groundwork	10%
Creativity/Originality	20%

### 11. Historical Figures **Standard level**

#### 12. Historical Figures **Masters level**

*For historical figures larger than 40mm*

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

### 13. Figures Fantasy **Standard level**

#### 14. Figures Fantasy **Masters level**

*For fantasy figures larger than 40mm*

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

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# JUDGING CRITERIA SMC COMPETITION

## • The classes of the figure contest (*continued*)

### 15. Small Scale Figures

Standard level

### 16. Small Scale Figures

Masters level

*For all figures of 40 mm tall and smaller. For single figures or groups and squads up to 10 figures*

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

### 17. Historical Figures Open

Standard level

### 18. Historical Figures Open

Masters level

*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 do not qualify a figure for this class. Changing the entire pose of a commercial figure however, qualifies a piece for this class. The addition of commercially available heads, hands and feet and accessories is allowed.*

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

### 19. Fantasy Figures Open

Standard level

### 20. Fantasy Figures Open

Masters level

*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 do not qualify a figure for this class. Changing the entire pose of a commercial figure however, qualifies a piece for this class. Addition of commercially available heads, hands and feet and accessories is allowed.*

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

## • The classes of the ordnance contest

### 0. Out of Competition.

*Not a competition class, hence no judging. Only to exhibit your work ... out of the competition.*

### 1. Junior Modellers.

All subjects 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.*

### 21. Scale Modelling Beginners

All subjects and scales

*This class is exclusively for true beginners in the hobby and/or modellers entering a competition for the first time. All subjects are allowed.*

Construction	40%
Finishing	40%
Presentation	20%

### 22. Ships

All scales Standard Level

### 23. Ships

All scales Masters Level

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

### 24. Civilian Vehicles & Motorcycles

All scales Standard Level

### 25. Civilian Vehicles & Motorcycles

All scales Masters Level

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

### 26. Civilian Utility Vehicles

All scales Standard Level

### 27. Civilian Utility Vehicles

All scales Masters Level

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

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# JUDGING CRITERIA SMC COMPETITION

## • The classes of the ordnance contest (*continued*)

<b>28. Aircraft</b>	<b>1/72 and smaller</b>	<b>Standard Level</b>
<b>29. Aircraft</b>	<b>1/72 and smaller</b>	<b>Masters Level</b>
<b>30. Aircraft</b>	<b>1/48</b>	<b>Standard Level</b>
<b>31. Aircraft</b>	<b>1/48</b>	<b>Masters Level</b>
<b>32. Aircraft</b>	<b>1/32 and larger</b>	<b>Standard Level</b>
<b>33. Aircraft</b>	<b>1/32 and larger</b>	<b>Masters Level</b>
Construction	35%	
Finishing	40%	
Difficulty	15%	
Presentation	10%	

<b>34. Rise of the Machines</b>	<b>All scales</b>	<b>Standard Level</b>
<b>35. Rise of the Machines</b>	<b>All scales</b>	<b>Masters Level</b>

*Additions such as figures, gear, and other embellishments, conversions and more extensive groundwork are permitted and, if present, will be considered in the overall assessment.*

Construction	25%
Painting	45%
Creativity/Originality	10%
Difficulty/Craftsmanship	10%
Presentation	10%

### **36. 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%

<b>37. Small scale military vehicles</b>	<b>1/50 and smaller</b>	<b>All levels</b>
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<b>38. Small scale military vehicles</b>	<b>1/50 and smaller</b>	<b>All levels</b>
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<b>39. Single Military Vehicles</b>	<b>1/48 and larger</b>	<b>Standard level</b>
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<b>40. Single Military Vehicles</b>	<b>1/48 and larger</b>	<b>Masters Level</b>
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*Vehicles can be presented on a simple base. Additions such as figures, gear, and other embellishments and small conversions are permitted and will all be considered for the overall assessment.*

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

<b>41. Vignettes</b>	<b>All scales</b>	<b>Standard Level</b>
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<b>42. Vignettes</b>	<b>All scales</b>	<b>Masters Level</b>
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*Vignette is a small scene (composition) that requires to have a vehicle in an ambience. Adding figures/animals and a story will enhance further an atmosphere. The overall dimension should not exceed 20cm x 20cm, excluding frame. All themes and subjects are allowed to be entered in these classes. **No vehicle means: class 7, 8, 9, or 10.***

Technical Balance	40%
Presentation & Groundwork	30%
Composition/Story/Context	20%
Creativity/Originality	10%

<b>43. Dioramas</b>	<b>All scales</b>	<b>Standard Level</b>
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<b>44. Dioramas</b>	<b>All scales</b>	<b>Masters Level</b>
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***A diorama or vignette contains one or more vehicles and one or more figures. No vehicle means: class 7, 8, 9 or 10.***

*A diorama first of all tells a story and for this reason we do not make a distinction between themes or subjects. In case a story is missing we strongly recommend that you enter your model in one of these classes.*

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