

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, advanced & master).

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.

- **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: indicates the level for 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 standard level are united into a standard class.

Advanced: Especially in the fantasy category we found that the step from Standard to Masters is quite daunting. Therefore we have this intermediate level class as an in-between step. Only applies to the fantasy figures category.

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)

Scale Modelling: 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 30, 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 storytelling (classes 7 & 8), where these skills are valued separately.

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Storytelling: The main criterion for work entered into one of the storytelling classes, whether in ordnance or figures, is that the work should have a narrative (tell a story). The story, composition, as well as originality, creativity, and execution are essential elements on which your work 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 storytelling classes are open to all themes and subjects.

Historical/Realistic: in order to clarify why a certain piece belongs in the historical classes (or fantasy, for that matter) or not, we added the term "realistic" to historical figure classes. The term realistic does **not refer to the painting technique, but to the figure itself**. The historical figure category is for figures **depicting real people**. These can be military, ancient figures, or civilian. Therefore, cartoon-style figures of any subject, or comic figures like superheroes, are not eligible for the historical classes.

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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

Painting	70%
Construction	10%
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. Figures Sculpting **Standard Level**

6. Figures Sculpting **Masters Level**

*For fully scratched and **unpainted(!)** historical or 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	25%
Animation	25%
Creativity/Originality	20%

7. Storytelling Figures **Standard Level**

8. Storytelling Figures **Masters Level**

If a clear story or message is not present, we strongly recommend that you enter your work in painting classes 9 to 15

*For all historical and fantasy figure related projects such as a diorama, vignette, ambiance, expression **that convey a clear narrative or message**. Because the story is key we do not make a distinction between themes or subjects.*

Narrative/Message	40%
Painting	20%
Composition	15%
Technical Balance	10%
Creativity/Originality	10%
Presentation/Groundwork	5%

9. Historical/Realistic Figures **Standard level**

10. Historical/Realistic Figures **Masters level**

For historical figures larger than 40mm

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

11. Figures Fantasy **Standard level**

12. Figures Fantasy **Advanced level**

13. Figures Fantasy **Masters level**

For fantasy figures larger than 40mm

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

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

14. Gaming Figures Painting	Standard level
15. Gaming Figures Painting	Masters level
<i>For all figures of 40 mm tall and smaller. For single figures or groups and squads up to 10 figures</i>	
Painting	70%
Construction	10%
Difficulty	10%
Presentation & Groundwork	10%

16. Figures Open	All levels
<i>For fully scratched and painted(!) fantasy and historical figures or multiple figure projects. Minor conversions, such as repositioning or re-sculpting of an arm, leg and/or a replacement head do not qualify 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.</i>	
Sculpting Skills, Anatomy and Animation	30%
Painting	30%
Difficulty	15%
Creativity/Originality	15%
Presentation, Groundwork	10%

• The classes of the scale modelling 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.

17. Scale Modelling Beginners	All subjects and scales
<i>This class is exclusively for true beginners in the hobby and/or modellers entering a competition for the first time. All subjects are allowed.</i>	
Finishing	40%
Construction	40%
Presentation	20%

18. Ships	All levels
Finishing	40%
Construction	30%
Difficulty	20%
Presentation	10%

19. Civilian Vehicles & Motorcycles	Standard Level
20. Civilian Vehicles & Motorcycles	Masters Level
Finishing	40%
Construction	30%
Difficulty	20%
Presentation	10%

21. Civilian Vehicles "Dirty, battered & bruised"	All Levels
<i>For utility vehicles and civilian vehicles that have 'suffered from the elements and conditions': battered, heavily weathered and/or rusted, etc.</i>	
Finishing	45%
Construction	25%
Difficulty	20%
Presentation	10%

22. Aircraft	1/72 and smaller	Standard Level
23. Aircraft	1/72 and smaller	Masters Level
24. Aircraft	1/48	Standard Level
25. Aircraft	1/48	Masters Level
26. Aircraft	1/32 and larger	Standard Level
27. Aircraft	1/32 and larger	Masters Level
Finishing	40%	
Construction	35%	
Difficulty	15%	
Presentation	10%	

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• The classes of the scale modelling contest (*continued*)

28. Rise of the Machines

Standard Level

29. Rise of the Machines

Masters Level

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.

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

30. 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. Painted and unpainted vehicles are allowed to enter.

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

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

31. Small scale military vehicles

1/50 and smaller

All levels

32. Single Military Vehicles

1/48 and larger

Standard level

33. Single Military Vehicles

1/48 and larger

Masters Level

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.

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

34. Storytelling: Dioramas&Vignettes

Standard Level

35. Storytelling: Dioramas&Vignettes

Masters Level

Projects entered in these classes must contain one or more of the following objects: a vehicle, vessel, aircraft, architecture, etc. Without such objects they should be placed in figure storytelling classes 7 or 8.

*For all projects in these classes, such as a diorama or vignette, it is key **that has a clear narrative or message.** Adding figures/animals will enhance an atmosphere further. In these classes conveying a clear **narrative or message.** will result in a higher score. Because the story is key we do not make a distinction between themes or subjects.*

In case a clear narrative or message is missing we strongly recommend that you enter your model in one of the other scale modelling classes.

Narrative/Story	30%
Composition	20%
Technical Balance	25%
Presentation & Groundwork	15%
Creativity/Originality	10%