IPMS JUDGING AT THE UTAH SCALE MODEL SHOW

WE DO NOT OPERATE ON A POINTS SYSTEM

Judging is inherently subjective. That is why we do not have a points sheet.

There is no established way to set a criteria for example whether a silvered decal is worth more than a seam.

We will look at all the criteria and evaluate flaws in order of severity.

The handbook does not “weigh” a particular flaw over another flaw. It is **not a _____ first** mentality but is a **look at the basics** and what can be **noticed from afar or obvious** for the first cut.

Paint errors are not “worth” more than a construction flaw and vice versa.
For example, *model 1* has a minor construction flaw but major paint issues and *model 2* has a minor paint issue and a major construction issue, they may be deemed equal when only looking at these two instances only. To determine which model is better would require more investigation with the criteria.

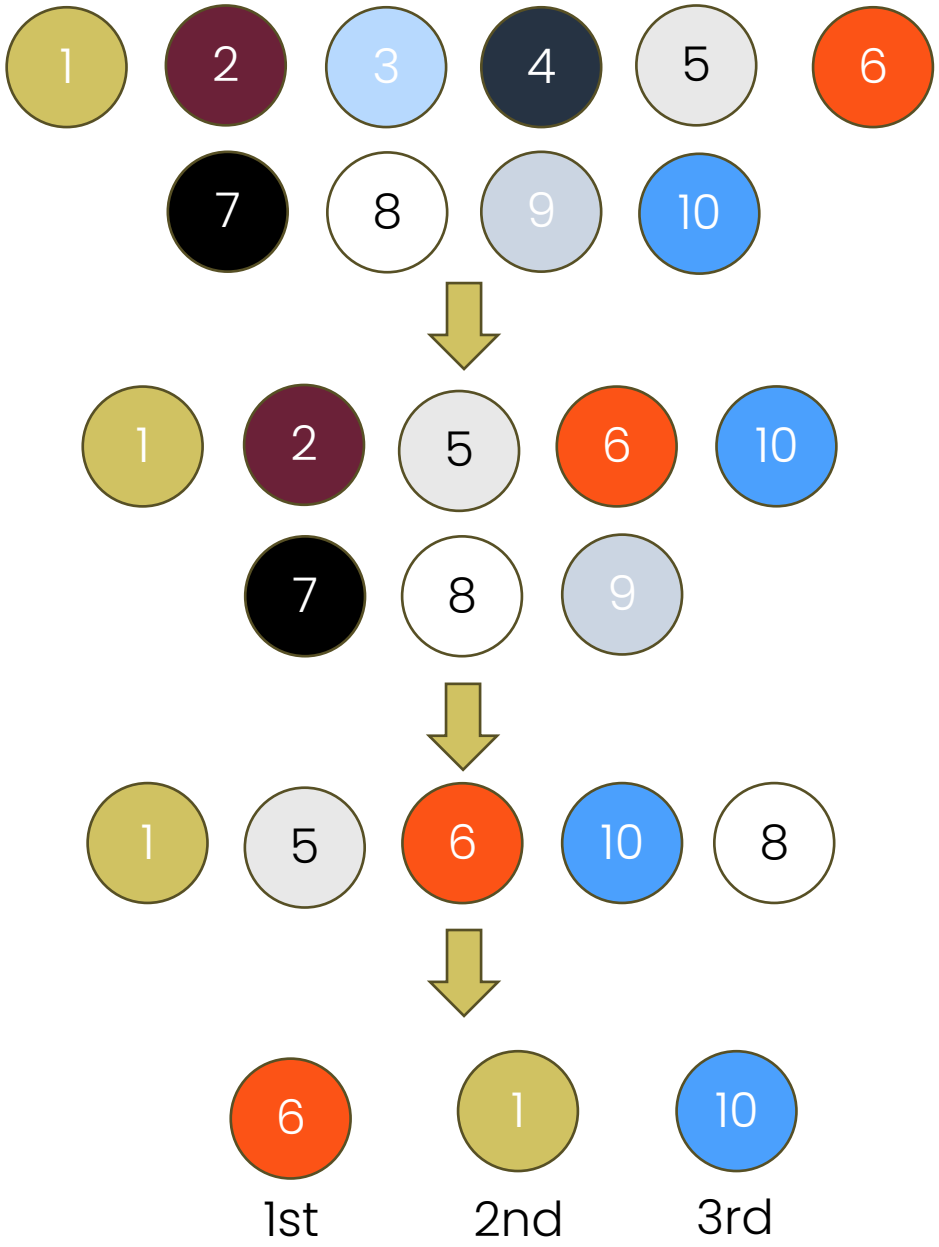
USING ALL THE CRITERIA

When looking at the entire category, it is often easy to remove a portion of the models from contention. This is the **first cut**.

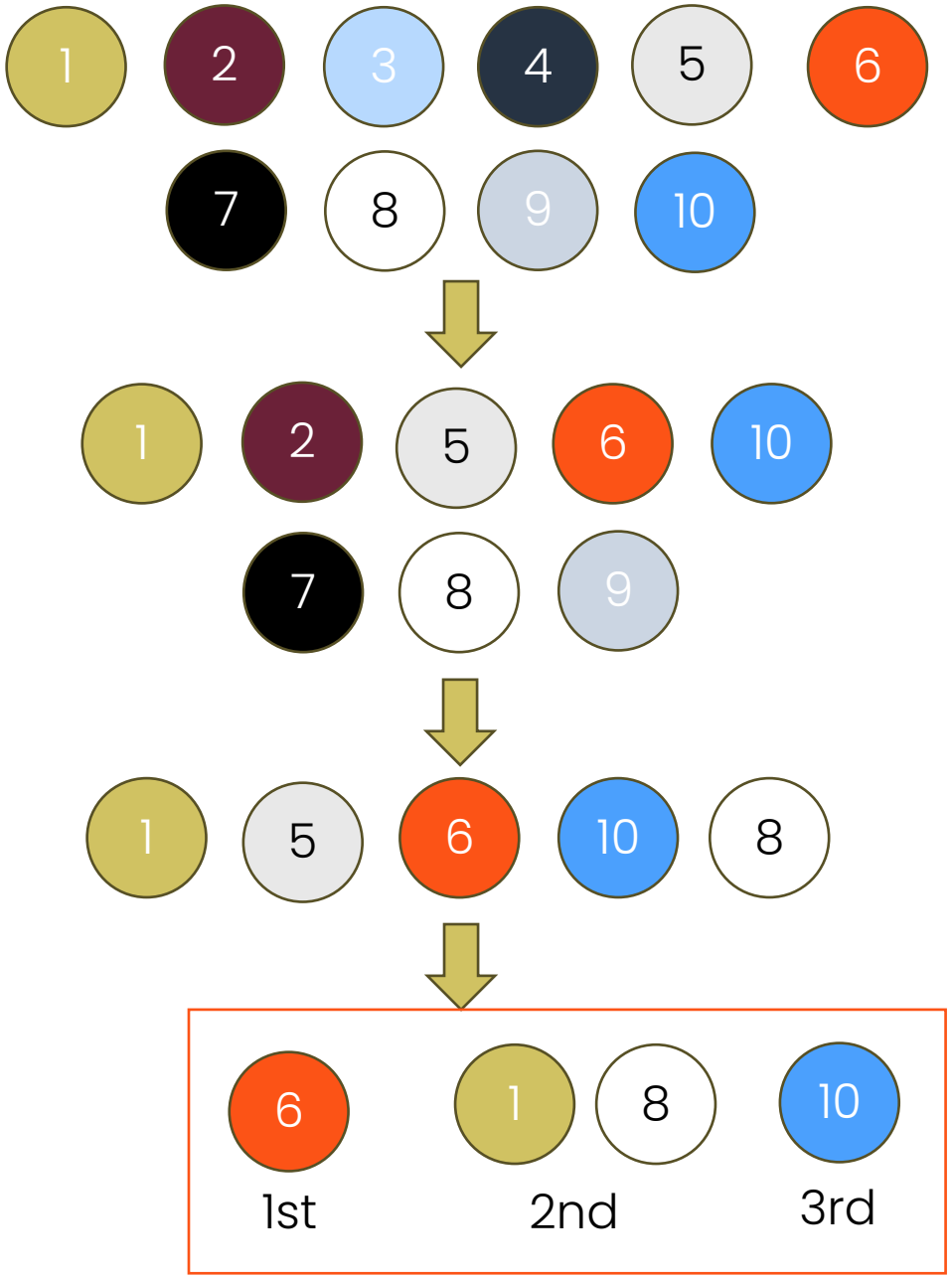
From this point, models are **deeper evaluated** and more cuts are made.

If you are unable to get to a decision on let's say which model is 1st and 2nd, If they are so close then **we can give out two 1st place medals.**

FIRST CUTS



Rather than spend 20 minutes trying to figure out 1st and 2nd place because they are so close, you can reward 2 awards in 1st/2nd/3rd Think of it as a tie.



MAKING JUDGING EASIER

NO SWEEPS

The National Contest Committee over the past several years has implemented a “No Sweeps” rule, meaning that a **single modeler can only win one place award,** regardless of the number of models he/she has entered in a category. This means that Judges will identify the same builder by observing entry numbers and **ensure that only the best of that builder’s entries will be considered for an award.**

CRITERIA

- Presentation
- Basic Construction
- Detailing
- Paint and Finish

PRESENTATION

Have a clean model

A model entry should be presented free of dirt, dust, & debris.

Fill out your forms

Model entry forms should be filled out complete and with all important build information.

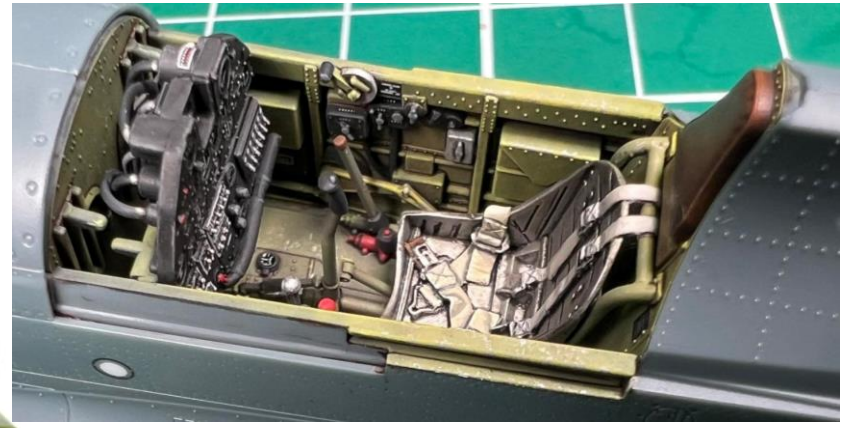
Other important considerations

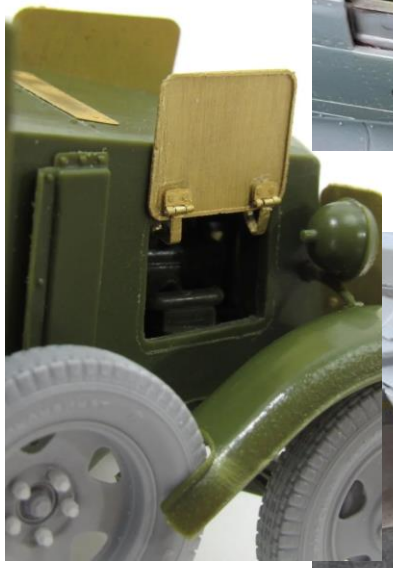
With the exception of the Diorama category, bases will not be evaluated as part of the model entry. However, bases with structures, vegetation, {trees, walls, shrubs, etc.} that are taller than the model or block the view of the model from all angles, or contain more than 2 figures, (those 2 figures must be crew members), will be moved to the vignette/diorama category, even if that was not your intent.

Display cases with covers may be used while the contest room is open for general-public display but must be removed by the modeler for judging. Models in enclosed cases will not be judged, except in instances where the removal of the cover could cause damage, and in the judgement of the Chief Head Judge the case will not impede effective judging. An arrangement must be made prior to judging and noted in writing on the entry form by the Chief Head Judge.

BASIC CONSTRUCTION

- No **glue strand**s or fingerprints
- **Flash, visible trademarks, mold seams, sink marks, ejector-pin marks, and similar molding flaws** eliminated.
- **Seams filled**. Details lost by filling/sanding will **be re-scribed/replaced.**
- **Cylindrical items will remain round**. They must not be sanded to an oval shape.
- Any openings are blanked off or have the field of vision obstructed to prevent **a "see-through" effect** or if not, show the appropriate detail inside.
- 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.
- **Any clear part** present should be free of **glue marks.** There should be **no scratches, or cracks** unless they are part of the weathering of the model.





- All **small parts** should be **thinned** as close **to scale** as possible.
- **Small details sanded off** during construction should be **replaced** with scratch-built or aftermarket material.
- Aftermarket parts, kit bashed, scratch-built additions, and changes **should blend in with the rest of the model.**
- Gun barrels, exhausts, vents, wheel openings, etc. should be drilled out whenever possible.
- Sailing ship & aircraft rigging, antennas, and other types of wire and lines should be correct for the era being modeled. It should be appropriately taut and attached properly (no frayed or flyaway ends at tie-off points).
- Photo-etched detail parts:
  - Nubs and burrs where parts are removed from sprue must be eliminated.
  - Painted photo-etch that should be covered completely should show no metal color at nicks, cracks, cuts, or bends.
  - Parts should not be unintentionally damaged or bent.
  - Glue marks and buildups should not show. They should appear seamlessly blended.
  - Parts should not overlap.
  - Corner (box) seams created when parts are bent to shape should be filled.

DETAILING

PAINTING AND FINISHING

No paint fingerprints.

The model's surface once painted should show no signs of the construction process such as glue, filing, or sanding marks.

Paint should be even and smooth, exhibiting no brush marks, masking ridges, or "orange-peel" effect. Unintentional overspray of adjacent surfaces is minimized. If the actual subject's finish irregularities this information should be noted on the model's Entry Form.

Dry brushing should not be obvious as dry brushing with for example, noticeable brush marks.

Decals

- Aligned properly. Unusual markings or markings placement must be documented.
- No silvering or bubbling of decal film. Decal film should be eliminated or hidden to make the markings appear painted on.

Weathering should be consistent and appropriate across the entry.

- Paint clean and the wheel wells filthy
- Heavily faded paint with bright markings

SCOPE OF EFFORT

Since more complex builds have more room for errors, scope of effort will be taken under consideration. We also want to encourage modelers to take risks and bring more complex builds

Execution is still key. A poorly made big model would not be ranked above a small perfect model.

Items include but not limited to:

- Added details
- Scratch built parts
- Complex paint schemes
- Parts counts
- Kit difficulty

STOCK BOX

F. Out-of-Box (OOB). In most cases, these categories are designed to return IPMS to its roots, or "the "P" in IPMS-*plastic*" . **In Aircraft, Ships, Automotive, Space/Sci Fi and Miscellaneous Classes, only models which come with plastic parts exclusively are eligible. Exceptions only to the Military Vehicle Class and Ships where rigging is with the kit and specified in the instructions..** .Second, emphasizes that founding principle of any IPMS model- *fit and fin* focus is on the basics of modeling. Construction, alignment paint, etc. Pick out your favorite kit and showcase your basic skills with an Out of the Box Masterpiece!

If the model comes metal reinforcement parts that are not visible, the model is allow yl/Rubber tires are acceptable along with metal axle rods in the A e Class.. The following steps are allowed to enhance your

and gaps
2. Add weig the model sit correctly
3. Sanding off rivets an details
4. Rescribing panel lines lost d truction
5. Drilling out gun barrels, exhaust pipe and the like
6. Thinning down parts such as doors and trail
7. Adding antennas as shown on the box art or specifie instructions
8. Adding simple seat belts (paper or tape).
9. Paint/finish may include brush, spray can, airbrush, metal foil, or natural plastic finish.
10 Decals other than those included in the kit may be used and modelers may paint markings and details. However, 3D decals are not allowed anywhere on the model
11 Weathering is permitted, but not battle damage.
12 Kit instruction sheet must be available for Judges.