



# Edmonton International AFV Model Show

## Judging Guidelines

Like the Open or AMPS rules models will be judged by the same set of criteria and give a score with a score sheet returned to the entrant with comments from the judges.

### Competition Skill Levels

#### Junior:

1. Any modeler under the age of 16 who does not wish to compete in any of the other skill levels.
2. A modeler under the age of 16 is free to compete in any of the other skill levels but does not have to.

#### Basic:

1. Modelers new to the hobby or with basic modeling skills.
2. Models in this skill level normally are out of the box builds or with just a few minor tweaks.
3. If a model is entered in this category but the judges feel that the skill and quality of the build should be in a higher level the judge team judging the model can ask the head judge to move it up a category. Ruling of the head judge is final

#### Intermediate:

1. Modelers with average to above average skills.
2. Models at this level usually involve the following components.
  - a. Use of photo-etched, resin or other additional details
  - b. Use of aftermarket conversion sets
  - c. Kit bashing (or cross-kitting)
  - d. Scratch built extras to improve detail or correct inaccuracy

### **Advanced:**

1. **Modelers with highly developed skills in all areas from construction to finishing.**
2. **Models in this category include the same type of components as the intermediate level but are constructed and finished to a higher level.**

### **Judging Criteria**

**Each model is to be scored out of a possible 20 points. Each judging team will be assigned a team captain. The team captain will be responsible for handing in the Scoring sheets. And insuring that there are constructive comments on each sheet.**

**Break down of the scoring is to follow these criteria**

#### **Construction: 10 points**

**Basic hull, turret, bodywork – max 4.0 points**

**Running Gear/Drive Train, including tracks/wheels – max 4.0 points**

**Hull, chassis, and turret detailing – max 2.0 points**

#### **Finnish/Weathering: 8 points**

**Finish and marking application – max 3.0 points**

**Weathering – max 3.0 points**

**Continuity – max 2.0 points**

**Degree of Difficulty/Scope of effort – max 2 points**

### **Judging Criteria in detail**

**Please note that we have not setup different Criteria for Dioramas or figures. Please use the guidelines below to give you some reference again the model is marked out of a possible score of 20 points.**

#### **Construction Group (10.0 Points)**

**Basic hull, turret, and body work (4.0 points).** The judges will look at how the hull parts go together; this includes the top of the hull, bottom, hull rear, glacis plate, hatches, grilles, etc. Of equal importance will be how turret halves meet, alignment of hatches to mounts, etc. Judges will look at the parts of the vehicle that make up the hull and turret only. They will look closely to ensure that seams are clean, kit weld marks are not sanded off, any filling that is required is clean, etc.

For ordnance the judges will look at the barrel, equilibrators, breech, recoil system, recoil sled, or in the case of non-artillery the upper operating portion of the equipment, radar dish, light, etc. The judges are looking at the operating portion of the equipment

only. As with the above, look closely to insure that seams are clean, kit weld marks are not sanded off, any filling that is required is clean, etc

**Running gear/drive train including tracks/wheels (4.0 points).** The judges will look at how the suspension and running gear is assembled. Do the tracks/tires sit on the ground and are the tires/road wheels aligned? Are the major attached suspension components installed cleanly? Is there a problem with toe-in/toe-out? For ordnance the judges will look at the towing chassis to include trails or yoke, towing base, wheels, or on a trailer the base towing section and tires. If a trailer/weapon includes a separate set of towing limber (like the 155mm Long Tom or towed 8 inch howitzer), this is also judged under this group. As with the above, do the tires sit on the ground and are the tires/road wheels aligned? Is there a problem with toe-in/toe-out?

**Hull, chassis and turret detailing (2.0 point).** The judges will look at how the modeler has corrected, modified, or enhanced the model, using detailing parts regardless of the source. (Note: Detailing parts can be provided from the kit or from aftermarket or alternate sources). These parts can include but not limited to, pioneer tools, tow cables, tool boxes, grab handles, lights and cables, towing clevises, weapons, tarps, photo-etched or resin accessories, weld seams, rivets and bolts, barrels and track. These detailing parts must be properly cleaned, aligned and installed without glue marks. It is incumbent upon the modeler to provide the judges with a description of their extra work. The format or style of this information is not to be judged. Only the information is important and only as far as it presents the detail work done by the modeler. Judges are not expected to know things the modeler does not tell them.

### **Finnish/Weathering Group (8.0 points)**

**Finnish and markings application (3.0 points).** The judges will look at how the modeler has applied paint and/or markings. Paint should be applied in a smooth, even coat with no drips, splotches or uneven areas. Markings and decals, if applied, should be viewed for edges lifting, silvering etc. Hand-applied painted markings should be viewed "in scale," i.e., the marking must not be too heavy-handed or thickly applied.

**Judges Note:** The absence of markings shall not result in a penalty or "point shifting" in the Finish/Weathering Group. Markings are simply part of the model's finish. Issues regarding the accuracy of markings are properly considered as part of the Research and Reference Bonus evaluation.

**Weathering (3.0 points).** The judges will look at how the vehicle is weathered. The term „weathering“ does not necessarily mean action-related mud, peeling paint, and the like, but refers to treatment beyond the basic finish required to achieve the desired effect. For example, a factory-new vehicle would still have a certain amount of rust on the tracks, or wear on the track teeth. Judges cannot hold it against a modeler if he

chooses not to show wear on a shovel. The judges should score the model as the modeler presents it. A model shown as new should be viewed and scored as such

**Judges Note:** What is important in judging weathering is how the modeler has improved the finish of the model. No technique is mandatory; it is the final effect that counts. The use of washes, powders, dry brushing and paint chipping might be perfect for a vehicle, but if these weathering techniques do not improve the finish of the model, points should not be awarded. A model with no washes or dry brushing could still obtain points depending on possible subtleties in the applied paint.

**Finish continuity (2.0 points).** The judges will look at how the modeler has blended the finish and weathering together to create a visually balanced and homogenous arrangement. Examples that do NOT show a sensible and logically finished model would include a vehicle with muddy road wheels and clean track or mud on the track and suspension with a clean hull. Finish continuity does not mean a vehicle must be *equally* weathered over its entire surface, but it does mean the vehicle must be logically weathered. A full point awarded here means the modeler has considered reality, consistency and presentation.

#### **Degree of Difficulty/Scope of Effort Group (2.0 points)**

**Degree of difficulty and scope of effort (2.0 points).** The judges will look at the effort the modeler made to create a model that is something special. This may be reflected as extensive re-working of and additions to the kit, not merely replacing parts (that is covered in another sub-category). It also may recognize that the modeler built a very difficult resin or multi-media kit. Is it a jewel created from a rock? It is the responsibility of the modeler to provide the judges with details of the work that he has done so that it can be recognized.

**Judges Note:** Judging for Degree of Difficulty and Scope of Effort is a big part of what separates AMPS or Open style judging from all other systems and what we would like to incorporate into this contest to some degree. Judges should look at what the modeler started with, what he/she finished with and what he/she did to get there. This is where photos of the work "in progress" would help the modeler document the depth of difficulty and level of effort involved in building the model.