

Judges' Guide And Judging Standards For IPMS Santa Rosa Fall 2024 Show

Thanks for your interest in judging! The 2024 Fall IPMS Santa Rosa show will use the Gold, Silver, Bronze ("GSB") style of judging (sometimes known as Open Judging), which is based on the fundamentals of modeling. While this Judges' Guide And Judging Standards is not the ultimate guide for judging, it is intended to provide a solid reference regarding judging the GSB style. Judges should look at the overall result and balance any errors or flaws with the areas that were executed well. They should also consider how egregious any errors or flaws may be. Not all errors should be weighted the same.

The goal of GSB is to judge the craftsmanship of a build and reward models that deserve an award. GSB judges each model against a standard, which is the current standard of modeling in the hobby. It does not judge the models against the entries of the other entrants. GSB judging does not look to eliminate a model, but rather to reward a model if the craftsmanship meets the standard of GSB. Level of effort as well as degree of difficulty also apply, it is not intended to provide a 'participation award' and should set a high standard that remains consistent year on year.

Always remember if there are questions or concerns, consult your Category Head Judge or Contest Head Judge.

Evaluation Of Fundamental Modeling Skills:

1. **Seams.** Eliminating seams is one of the basic fundamental skills in modeling. If there is a seam, consider just how egregious the error is. Did the modeler attempt to fix the seams? Or did they just leave them alone and not even try to eliminate the seam? If they didn't even try, stop right there and do not give an award. However, if the modeler attempted to eliminate the seam, but there is a slight indentation (AKA: Ghost Seam), you can still give an award. Judges need to determine how bad and/or significant the seam error is and the level of effort that was applied to eliminate the seam. Just because there is a seam showing, doesn't mean there is not an award given. It just may get a Bronze instead of a Silver/Gold. Just use sound judgment and be reasonable.

2. **Glue.** Another simple modeling skill. Glue application is easy to see if done poorly. If you see glue blobs in several places, stop right there; no award. If the model is otherwise in great shape and all the other fundamentals are executed well, but there is a minor glue blob that is fairly visible, an award might still be appropriate. Again, judges must decide on the level of effort and how egregious the glue blemish is.

3. **Alignment.** Ugh... alignment. Better known as *mis*-alignment. This is a really tough fundamental that many models suffer from. Even the slightest misaligned item can stand out. If there are several significantly misaligned parts, that's a show stopper. A model with one misaligned wheel or part, if it's not egregious, however could still be an award winner. It just depends on the number of errors and how egregious they are. Remember, just because a model has a misaligned part, that doesn't mean it is automatically out of an award.

4. **Paint/Finish.** While still a fundamental skill, this tends to involve a subjective element and sometimes a question of style which is not ideal. Some prefer a gloss or semi-gloss finish more than a matte finish. Some prefer heavily weathered finishes and effects as compared to hardly any or zero weathering. Some may think that the finish or color choice is "not accurate." That is *not* what is judged. Judge a finish by whether it has a consistent, even, and well executed finish and coloration. Is it matte just over the decals and not the rest of the model? Is the finish uneven and splotchy? Is it grainy and pebbly? Is there cracking or peeling? Does the surface reflect poor preparation or show embedded particles or matter that detracts? These are the questions Judges should ask. Stay away from allowing any accuracy, weathering or color preference issues to influence decision making.

5. **Clear Parts.** This is an easy fundamental for a modeler to make mistakes on. There is generally only one shot with clear parts and sometimes they fight you all the way and there is nothing a modeler can do. As with judging other fundamental modeling skills, use your best judgment in evaluating clear parts. Just because there is a flaw or error on clear parts, doesn't necessarily mean the model does not deserve any award. You should decide how egregious and visible the flaw or error is, then decide if notwithstanding the model is still deserving of an award.

6. **Decals.** Decal quality and application has generally become much better in recent years with better quality decals being provided by kit manufacturers or by

~~aftermarket~~ ~~after market~~ companies, along with the availability of a wide variety of solutions to assist with application. Sound decal application resulting in a painted on look has become expected in top quality models. Visible carrier film, wrinkled, cracked, melted decals and silvering are all undesirable. A small area of silvering in one or two areas may still be acceptable. Again, in evaluating decals, Judges must decide how egregious and numerous the errors are.

Standards of GSB models:

There is no limit to the number of Gold, Silver or Bronze that can be awarded in each category. For example, if there are 3 models in the category that meet the standard for a Gold, then 3 Golds should be awarded. At the same time, there is no requirement to make any award or any minimum number of awards in each category. For example, if in a particular category there is no model that the Judges feel meet the Gold standard, then no Gold should be awarded in that category.

1. **Gold.** *EXCEPTIONAL CRAFTSMANSHIP.* Mistakes, errors, or flaws (if any) are extremely hard to see or find. The build exhibits advanced skills in finish and detailing and really stands out. Fundamentals are very well executed. There are almost zero (if not any) fundamental flaws. A Gold award should be tough to earn.

Note that All Gold award models should also be considered for a “Best of” award in ~~their~~ ~~there~~ category.

2. **Silver.** *SUPERIOR CRAFTSMANSHIP.* The model appears to be very well done. Mistakes are very few and minor in nature, and they do not detract from the overall result. The finish and detailing are excellent, but not flawless. There are no egregious fundamental issues. If there are errors or flaws in the fundamentals, they are minor and are very few.

3. **Bronze.** *ABOVE AVERAGE CRAFTSMANSHIP.* The model exhibits that the modeler has skills, but there are some errors and/or inconsistencies with finish and detailing. There are flaws or mistakes, but they are not egregious, and most are minor. Errors are not plentiful, and do not detract from the overall model. Minor errors are noticeable, but not distracting. Basic modeling skills are evident,

but the builder has not quite mastered all the fundamentals, and the build does not stand out from its peers.

Examples Of Possible Disqualifiers:

1. Unpainted parts;
2. Egregious alignment issues that stand out and grab your attention immediately;
3. Very poor finish with rough paint;
4. An abundance of easily noticed silvering of decals;
5. Easily seen significant seams;
6. Easily seen fogged or glue smeared clear parts;
7. Sloppy painted details; or
8. Easily seen glue marks or blobs.

Junior Category: All Junior Category entries should receive an award.

Multiple Awards: Multiple awards in an individual category may not be awarded to a single individual modeler. If there are more than one model entered in a single category by the same modeler deserving of an award, only a single award for the highest level model should be given (*e.g.*, if there were 3 entries in a single category which respectively met the Gold, Silver and Bronze standards, only one award for the Gold level model should be given to the individual in that category). Multiple awards to a single individual are permitted for models in different categories.

Please keep this Guide with you as you judge and always ask questions of your Category Head Judge or the Contest Head Judge if you are unsure of how to proceed or need guidance on a particular area.

Thank you again for volunteering to judge and for your support!