



“NIMCON CHICAGO RULES” – AWARDS CRITERIA

All exhibits must be the sole work of the individual whose name is on the entry form.

Exhibits in all categories except the Master Class are judged to reward individual modelers for their level of achievement. Only in the selection of “Best Of” are entries in competition. Lakes Region Scale Modelers believes this method provides the best way for modelers to assess their skill level and be recognized for their work. The following sets forth the criteria utilized by the judges in assessing exhibits.

BASIC SKILLS:

Basic Skills are considered the minimal criteria of a good model. These being: Seams filled, Mold Release Seams removed, Sprue Tree Nubs removed, Mold Ejector Pin Marks removed, no sink marks present, no gaps between surfaces, clear pieces not marred or fogged, surfaces finished smoothly, glue marks or excess glue do not appear, paint applied smoothly, decals applied with no silvering. Manufacturer’s logos, copyrights or other molded in identification removed. All models shall meet these criteria to be considered for an award. These skills are considered the essential building blocks towards creating skilled works of art and are applicable to any type of model. There are no separate Basic Skills for Aircraft, Armor, Automobile, Nautical, Science Fiction, Figures, Dioramas or Juniors. Basic Skills remain consistent from model category to model category. If these skills are not met the modeler has not mastered the basics of model building and advanced work will not be well represented.

AIRCRAFT (INCLUDES HELICOPTERS AND REAL SPACE)

Bronze Award: To be awarded Bronze, the model must meet all the criteria of the Basic Skills. In addition Wings and Horizontal Stabilizers must be symmetrical and properly aligned. Vertical Stabilizer(s) must be straight up and down or if angled vertically such as on an F-18 must be positioned correctly. Landing Gear must be straight and aligned; Tires must touch/contact the display surface.

Silver Award: To be awarded Silver, the model must meet the criteria of the Basic Skills and Bronze Award. In addition, Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit’s finish. Detailing, Aftermarket (Resin, Photo-Etch, etc.) Parts if included, must be applied following the same Basic Skills criteria. Attention to detail is judged on execution such as Gun Barrel(s) drilled, Antenna attached, Exhaust Stubs drilled out, or any other details added to enhance the model. The addition of Aftermarket Parts or extra details does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill and how well they are incorporated into the existing pieces of the model/exhibit. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or extra detail does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

ARMOR (INCLUDES SOFT SKINS AND ORDNANCE)

Bronze Award: To be awarded Bronze, the model must meet the criteria of the Basic Skills. In addition, Road Wheels must be level or in contact with the display surface. Gun Barrel(s) must be round, no flat areas along the barrel where the seam was removed. Individual Track Links or Continuous (Single) Piece Tracks must be applied correctly. Tracks must be applied facing the proper direction, in contact with the display surface, and Track tension must be appropriate for the subject. In the event of Open Sponsons (in the original kit) these shall be filled to prevent viewing light or Tracks and/or Suspension components when viewing down through the Upper Hull or Turret. If Engine Grilles are open for venting or filled with screening than they shall be engineered by the exhibitor to prevent light or interior parts of the subject from being noticeable.

Silver Award: To be awarded Silver, the model must meet the criteria of the Basic Skills and the Bronze Award. In addition, Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibits finish. Detailing, Aftermarket Parts (Resin, Photo-etch, Turned Gun Barrels, Metal Tracks, etc.) if included, must be applied following the same Basic Skills criteria. Attention to detail such as Machine Gun Barrels drilled, Antennas attached, Exhaust Pipes drilled and any other extra detail that enhances the exhibit is judged on its execution. The addition of Aftermarket Parts or extra details does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt exhibits are judged on the execution of skills and

how well they are incorporated into the existing pieces of the model. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or extra details does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

NAUTICAL

Bronze Award: To be awarded Bronze, the model must meet the criteria of the Basic Skills. In addition the Hull seam must not be apparent. Sides of Deck Houses must rest flat on Deck Surfaces with no gaps. Mast(s) must be at the proper angle, not bowed or bent. If Rigged, rigging must not be too tight or too loose. Ratlines do not sag. A Bowsprit on a sailing ship must not be angled above or below its natural plane. Yardarms do not bend upward or downward due to the rigging being too tight. Railings must be vertical and not angled. Propeller(s) are properly attached to shaft(s) at the correct angle. Rudder is aligned. Deck Guns properly aligned in their Carriage or Turret. For Submarines: Periscopes, Masts, Snorkels are not bent or angled. Bow and Stern Diving Planes are horizontal, not bent upward or down as opposed to the dive angle. Stern Diving Plane Horizontal Stabilizers are straight and level. Vertical Rudder Stabilizers are straight up and down without leaning left or right.

Silver Award: To be awarded Silver, the model must meet the criteria of Basic Skills, and the Bronze Award. In addition Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit's finish. Detailing, Aftermarket Parts (Resin, Photo-Etch, etc.) if included, must be applied following the same Basic Skills criteria. Attention to detail such as Main Gun/Cannon Barrels drilled, Antennas attached or, any detail added to enhance the exhibit will be judged on it's execution. The addition of Aftermarket Parts or extra details does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill and how well they are incorporated into the existing pieces of the model. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or extra detail does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

FIGURES:

Bronze Award: To be awarded Bronze, the figure must meet the criteria of the Basic Skills. In addition, the application of paint, shading and blending of colors is considered. The effect of light on the exhibit and how shadows and highlights are accentuated will be considered. The figure should appear to be standing firmly on the display base and not hovering above it. If groundwork is part of the base it should appear realistic to the exhibit.

Silver Award: To be awarded Silver, the figure must meet the criteria of Basic Skills and the Bronze Award. In addition Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit's finish. Detailing and Aftermarket Parts must be executed following the same Basic Skills criteria. Attention to detail such as Plumes, Buckles, Belts, Horse Hooves, Horseshoes and Horseshoe Nails added to Hooves, Gun Barrel(s) drilled out and any other additional details will be judged on it's execution. The addition of extra detail or Aftermarket Parts, does not automatically qualify for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill, and, how well they are incorporated into the existing pieces of the figure. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or extra detail does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

SCIENCE FICTION, FANTASY & COMIC

Bronze Award: To be awarded Bronze, the model must meet the criteria of the Basic Skills. In addition Hull seams must not be apparent. Any Wings, Horizontal/Vertical Stabilizers must be positioned correctly. Landing Gear must be straight and not mis-aligned. Wheeled or tracked vehicles must meet the same criteria as Armor or Automotive subjects..

Silver Award: To be awarded Silver, the model must meet the criteria of Basic Skills and the Bronze Award. In addition Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit's finish. Detailing, Aftermarket Parts (Resin, Photo-Etch, etc.) if included must be applied following the same Basic Skills criteria. Attention to detail such as Main Gun(s) or Cannon Barrels drilled out, Antenna attached, any details added to enhance the model is judged on its execution. The addition of Aftermarket Parts, or extra detail does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill and how well they are incorporated into the existing pieces of the model. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or additional detail does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

AUTOMOTIVE - CAR / TRUCK / MOTORCYCLE

Bronze Award: To be awarded Bronze, the model must meet the criteria of the Basic Skills. In addition, Wheels and Tires must be straight, not out of alignment and must contact the display surface. Hood, Doors and Trunk Lid must be aligned. Frames must be straight with no warpage evident. Chrome pieces must not be crazed or marred. Front Windshield, Rear and Side Windows must fit properly. When Bare Metal Foil or similar products are used, they must be applied properly. Clear Headlights and Taillights must be attached properly with no fogging and no stress cracks. Tints applied to Windows, Lights, or Sidelights should be finished properly with no fogging and no runs or heavy spots.

Silver Award: To be awarded Silver, the model must meet the criteria of Basic Skills and the Bronze Award. In addition Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit's finish. Detailing, Aftermarket Parts (Resin, Photo-Etch, etc.) if included must be applied following the same Basic Skills criteria. Attention to detail is judged on its execution such as Exhaust Pipes drilled out, Engine Wiring, Engine Hoses and Accessory Drive Belts, Brake and Steering Components or any details added to enhance the model. The addition of Aftermarket Parts or extra detail does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill and how well they are incorporated into the existing pieces of the model. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or extra detail does not automatically qualify the exhibit for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

DIORAMA

Bronze Award: To be awarded Bronze, the Diorama must meet the criteria of Basic Skills. In addition, the application of paint, shading and blending of colors is considered. The effect of light on the exhibit and how shadows and highlights are accentuated will be considered. The figure(s) should appear to be standing firmly on the display base and not hovering above it. If groundwork is part of the base it should appear realistic to the exhibit. Additionally the Diorama must tell a story; the viewer looking at the exhibit should be able to understand the story that is being conveyed.

Silver Award: To be awarded Silver, the Diorama must meet the criteria of the Basic Skills and Bronze Award. In addition Dry-Brushing and Weathering techniques are considered in the execution of detail and the exhibit's finish. Detailing must be executed following the same Basic Skills criteria. Attention to detail such as individual Blades of Grass, Tree Leaves, Building Rubble and Accessory Equipment is judged on its execution. The addition of extra detail does not automatically qualify the exhibit for a Silver Award.

Gold Award: To be awarded Gold, the model must meet the criteria of Basic Skills, Bronze, and Silver Awards and exhibit a mastery of both construction and finish. Conversions and Scratchbuilt items are judged on the execution of skill and how well they are incorporated into the existing pieces of the Diorama. The addition of Aftermarket Parts, Conversion or Scratchbuilt items or additional detail does not automatically qualify for a Gold Award. An entire Scratchbuilt exhibit does not automatically qualify for a Gold Award.

JUNIORS:

It is the Lakes Region Scale Modelers philosophy to encourage Junior modelers to participate in the scale model building hobby and reward the Junior modeler appropriately based on their meeting Basic Skills criteria and extra effort that has been put into their exhibit. We encourage parents to work with the Junior modeler to make the experience a positive one. We discourage the adult modeler from using their own modeling skills to improve the Junior exhibit.

MASTER CLASS

The Master Class category is for modelers to bring exhibits that have previously won at NIMCON, any Regional or any National level show (including AMPS, IPMS, MMSI, etc.). The winner will be determined by popular vote of the modelers who place exhibits in this category. The intention is a friendly competition among skilled modelers who bring out their best work to display for the inspiration and enjoyment of all who come to the show. The Head Judge will work with other lead judges to determine winners in the event of a tie when tabulating voting ballots in this category.

A WORD ABOUT JUDGING

Teams of three volunteer judges will evaluate the exhibits in each category in accordance with these criteria. A Team Leader is selected by the Head Judge to insure the integrity of the team's decisions. The judges will only evaluate what they can see of the exhibit as it sits on the table. Entries will not be lifted or picked to examine different angles. The judges may need to carefully move entries for space considerations. Judges take the utmost care, but if an unfortunate breakage occurs, a note will be recorded on the sheet that is placed with the exhibit and this will not count against the entry.

If an entry is broken in transit or during placement, the modeler should note this on the sheet that is placed with the exhibit and the judges will not count this against the entry. If there is extra work in the model, the exhibitor is encouraged to write in a description of the extra work on the sheet that is placed with the exhibit.

The judging teams are directed to work as efficiently as possible to evaluate all the exhibits and require the exhibitor's cooperation by providing them with adequate room while they perform their task. Any interference by an exhibitor in the judging process will result in the disqualification of their exhibit. The Head Judge will review any disputes and his decision will be final.