



NIMCON JUDGING CRITERIA

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

Exhibits in all categories are judged to reward individual exhibitors 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 exhibitors to assess their skill level and be recognized for their work. It is also our philosophy to recognize our exhibitors pride in their work and courage to have it assessed. Our judges will give the benefit of doubt to the exhibitor when undecided on award level. The following sets forth the criteria utilized by the judges in assessing exhibits.

Criteria for Award Levels

Bronze Award:

Judges will assess the mastery of the basic skills for the type of entry. Minor mistakes in construction or finish that are not obvious and do not significantly detract from an otherwise well-constructed entry will not exclude the entry from Bronze award level achievement. For example, an entry with a slightly noticeable seam or glue mark, minor decal silvering, or slightly uneven detail painting could still be awarded a Bronze award, if the rest of the overall entry shows mastery of the basic skills.

Silver Award:

To achieve the Silver award level, the entry must meet the criteria for a Bronze award but have no obvious mistakes in basic skills for the type of entry. Additionally, the Silver award level considers extra attention to detail such as corrections to the base kit parts, addition of aftermarket details or finishing techniques executed to produce an intended effect. Also taken into consideration is the kit and/or materials used. For instance, the complexity of the kit used and/or effort in conversion and additional detailing will be a consideration for Silver level achievement.

Gold Award:

To achieve the Gold award level, the entry must meet the criteria for a Silver award and exhibit a mastery of all aspects of construction and finish. The Gold level award is for those entries that clearly display a high degree of attention to detail in construction and finish and have flawless execution. Usage of aftermarket parts, scratch building or completion of large or complex entries will not necessarily qualify an entry for a Gold level award, unless the exhibit also represents a mastery of skills for all work completed.

Basic Skills – All Types:

Basic Skills are considered the minimal criteria of a good model. These are: seams filled as appropriate, 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 and evenly, decals applied with no silvering and manufacturer's logos, copyrights or other molded in identification removed. These are the essential skills for all categories and mastery of the basic skills sets the foundation for evaluation of entries by the judges.

Additional Basic Skills – Aircraft:

The alignment and symmetry of wings, horizontal stabilizers and landing gear should be correct for the subject. Seams in rounded areas, such as top of the fuselage, wing tanks, etc. should be rounded with no flat areas.

Additional Basic Skills - Armor (including soft skin and ordnance):

Road wheels and tracks must be in contact with appropriate surfaces. Gun Barrel seams should be round with no flat areas. Tracks should be facing the proper direction and track tension should be appropriate for the subject. Open areas should be addressed to prevent unrealistic appearance from viewing unfinished interior or open areas in the kit (i.e. open sponsons in original kit).

Additional Basic Skills – Automotive:

Wheels and tires should be properly aligned and in contact with the display surface. Hood, doors and trunk lid should be aligned. Frames should be straight with no warpage evident. Clear parts, such as windshield, headlights and taillights should be attached properly with no fogging and no stress cracks. Tints applied to windows, lights, or sidelights should be finished properly with no fogging, runs or heavy spots. Paint finish should be even without blemishes replicating the type of finish applied to an actual vehicle.

Additional Basic Skills – Sci-Fi & Real Space Vehicles:

The basic skills from other types apply based on resemblance to other types. For example, a Sci-Fi or Real Space vehicle that closely resembles an aircraft will be assessed like an aircraft subject.

Additional Basic Skills – Ships:

Deck houses should rest flat on the deck. Any deck guns should be properly aligned in their carriage or turret. Any masts, yardarms, and bowsprits should be at proper angles and not bowed or bent. Any rigging should be at proper tension. Any propellers are properly attached to shafts at the correct angle. Any rudders, periscopes, snorkels or dive planes are at proper angles.

Additional Basic Skills – Figures:

The application of paint, shading and blending of colors should be considered. The effect of light on the exhibit and how shadows and highlights are accentuated should 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.

Additional Basic Skills – Dioramas:

The extent to which the diorama tells a story should be considered; the viewer looking at the exhibit should be able to understand the story that is being conveyed. Figures and objects contained in the diorama should be accessed consistent with criteria for their type.

Juniors and Teens:

It is the Lakes Region Scale Modelers philosophy to encourage junior modelers to participate in the hobby. Junior and teen entries will be reward based on basic skills criteria and extra effort that has been put into the exhibit with the understanding that these exhibitors have less experience. These exhibitors are the future of our hobby and we wish to encourage them by rewarding their efforts, no matter how they compare to rest of the exhibits in the show. We encourage adults to work with juniors and teens to make the experience a positive one. Adults should teach their skills, but not apply them to the exhibits that are entered in the Juniors and Teens 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. The judges will only evaluate what they can see of the exhibit as it sits on the table. Entries may be carefully moved by for space considerations, but will not be picked up to examine different angles. 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 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 of their entry will result in the disqualification of their exhibit. The Head Judge will review any disputes make final decisions related to award level.