

SCALEFEST 2019 CONTESTANT/ENTRY IDENTIFICATION FORM

(To be Assigned by Show Staff Only)			Modeler's Name: Last: _____	First: _____
Contestant #:			Email: _____	Phone #: _____
Model #	Scale	Category #	Subject Name: (Ex: "USS Lexington," or "Col. George Custer - Bust," or "P-51D")	
1	1/			
2	1/			
3	1/			
4	1/			
5	1/			
6	1/			
7	1/			
8	1/			
9	1/			
10	1/			
11	1/			
12	1/			
13	1/			

Please fill out COMPLETELY! Please PRINT all information!

Instructions for Completing Scalefest Entry Forms

1. Fill out the Contestant-Entry ID Form (above)

- A. Leave the space for Contestant Number blank. Scalefest staff will assign this to you at Model Registration.
- B. List all models you are entering, one model per line. Note the scale and category number for each in the appropriate spaces. Category numbers can be found on the "Contest Categories" sheet. If you have a question about which category your model belongs in, wait to complete this until you actually register the model; Scalefest staff will help you determine the appropriate category.
- C. Please **PRINT** all information!

2. For each model you have listed on the Contestant-Entry ID Form, complete a Table Display Form.

- A. Note the Model Number, Category number, scale, and name/description for each. These should correspond to those recorded on the Contestant-Entry ID Form.
- B. Your Contestant Number is the number assigned to you at registration *and must be included*.
- C. Be sure to check the boxes in the "Comments" section if applicable, in order to make sure your model is considered for any of the special awards. *Scalefest staff are not responsible for any omissions resulting from incomplete/inaccurately completed entry forms.*
- D. On the bottom portion of the Table Display Form, be sure to record your cell phone number. This is in case judges have a question about your model or entry forms and need to contact you.
- E. Please **PRINT** all information in block letters!

3. When you have completed all entry forms, turn in the Contestant-Entry ID Form to Registration staff. Fold Table Display Forms in half, and place each under the corresponding model in the appropriate area on the show tables. Scalefest staff will help you find the correct area to display your model(s).

That's it. Thanks for attending Scalefest and good luck! We hope to see you again next year.

**Scalefest 2019
Contest Categories**

Class 000 - Young Modelers

- 001. Pre-Teen (12 & under): All Entries
- 002. Young Modelers (13-17), Aircraft
- 003. Young Modelers (13-17), Armor
- 004. Young Modelers (13-17), Automotive
- 005. Young Modelers (13-17), Miscellaneous
- 006. Young Modelers (13-17), Dioramas & Vignettes

Class 100 - Aircraft

- 1/144: smaller than 1/144 scale up to and including 1/100 scale
- 1/72: larger than 1/100 scale up to and including 1/60 scale
- 1/48: larger than 1/60 scale up to and including 1/40 scale
- 1/32: larger than 1/40 scale

- 101. Civilian: All Scales/All Eras
- 102. Tilt/Rotary: All Scales/All Eras
- 103. 1/32 Scale and Larger: All Eras
- 104. 1/48 Scale Single Engine Prop: All Eras
- 105. 1/48 Scale Multi Engine Prop: All Eras
- 106. 1/48 Scale Single Engine Jet: All Eras
- 107. 1/48 Scale Multi Engine Jet: All Eras
- 108. 1/72 Scale Single Engine Prop: All Eras
- 109. 1/72 Scale Multi Engine Prop: All Eras
- 110. 1/72 Scale Single Engine Jet: All Eras
- 111. 1/72 Scale Multi Engine Jet: All Eras
- 112. Small Scale Military (Smaller than 1/99)
- 113. Box Stock: All Scales/All Eras
- 114. Scratchbuilt, Vacuforms, and Conversions: All Scales/All Eras
- 115. In-Flight Aircraft, All Scales, All Eras.

Class 200 - Armor

- 1/72: Smaller than 1/72 scale up to and including 1/60 scale
- 1/48: larger than 1/60 scale up to and including 1/40 scale
- 1/32: larger than 1/40 scale up to and including 1/26 scale
- 1/25: larger than 1/26 scale

- 201. 1/25 Scale & Larger, Open & Closed Top, Armor & Softskin, All Eras
- 202. Small Scale (1/72 scale and smaller) Closed Top Armor: All Eras
- 203. Small Scale (1/72 scale and smaller) Armored Car, Halftrack, and Softskin: All Eras
- 204. 1/48 Scale Half-Track, Armored Car and Softskin: All Eras
- 205. 1/48 Scale Armored Tracked Vehicle – Open or Closed Top: All Eras
- 206. 1/30 Scale Half-Track, Armored Car and Softskin: All Eras
- 207. 1/30 Scale Tracked Vehicle - Closed Top, Single Color: All Eras
- 208. 1/30 Scale Tracked Vehicle - Closed Top, Multiple Color: All Eras
- 209. Towed Artillery and Field Rocketry: All Scales/All Eras
- 210. Box Stock: All Scales/All Eras
- 211. Scratchbuilt and Conversions: All Scales/All Eras

Class 300 – Figures

- 1/40: 53mm and smaller, to include 1/72, 1/48, up to and including 1/40 (40mm).
- 1/30: 54mm up to and including 67mm. Includes 1/35, 1/32 and 1/24 scales.
- 1/20: 70mm and larger. Includes 1/18, 1/16 1/9 scales

- 301. Historic Figures 1/40 and smaller (May be split Mounted versus Dismounted)
- 302. Historic Figures 1/30 scale (May be split Mounted versus Dismounted)
- 303. Historic Figures 1/20 scale and larger (May be split Mounted versus Dismounted)
- 304. Fantasy Figures, Media & Creatures: 1/40 & Smaller
- 305. Fantasy Figures, Media & Creatures: 1/30 scale
- 306. Fantasy Figures, Media & Creatures: 1/20 & Larger
- 307. Busts (May be split Historic versus Fantasy)

308. Figure Collections (all scales all subjects)

Class 400 - Ships

- 1/700: Smaller than 1/500 scale (1/1200, 1/700, 1/600, 1/500)
- 1/350 Larger than 1/500 scale (1/450, 1/400, 1/350, and larger)

- 401. Sailing or Early Steam Power: All Scales/All Eras
- 402. Submarines: All Scales/All Eras
- 403. Powered Ships: 1/350 Scale; All Eras
- 404. Powered Ships: 1/700 Scale; All Eras
- 405. Box Stock: All Scales/All Eras

Class 500 - Automotive

- 501. Street Rod All Scales (1948 and older, Street Legal; includes Slammers of similar vintage)
- 502. Street Machine All Scales (1949 to present, Street Legal; includes Slammers of similar vintage)
- 503. Open Wheel Competition
- 504. Closed Wheel Competition
- 505. Trucks, Commercial, and Emergency Vehicles (includes all light and heavy duty)
- 506. Factory Stock (includes conversions to make any non-commercial factory car or truck)
- 507. Motorcycles All Scales/All Years
- 508. Box Stock: All Scales/All Years
- 509. 1/32 Scale and Smaller
- 510. 1/21 Scale and Larger

Class 600 – Missiles, Rockets, & Science Fiction

- 601. Actual Vehicles, Missiles, & Rockets (Real Space), All Scales
- 602. Film & Media Fictional Spacecraft & Aircraft, All Scales
- 603. Film & Media Fictional Surface, Subsurface, Vehicles All Scales
- 604. Gundams, Robots, etc
- 605. Hypothetical/Non-media Fictional Space & Aircraft, All Scales
- 606. Hypothetical/Non-media Fictional Surface and Subsurface Vehicles, All Scales
- 607. Hypothetical/Non-media Real World Designs
(including “Luftwaffe ‘46”, or spurious markings), All Scales

700 Diorama / Vignette

- 701 Diorama - All scales, All eras, All subjects
- 702 Vignette - All scales, All eras, All subjects

Class 800 – Miscellaneous

- 801. Mechanical - All Scales (includes engines, locomotives, tractors, etc.)
- 802. Biological - All Scales
- 803. Collections - All Scales
- 804. Club or Group Builds - All Scales
- 805. Humor in Modeling - All Scales
- 806. Triathlon (models from 3 different categories)

Special Awards

- Best Young Modeler
- Best Aircraft
- Best Armor
- Best Figure
- Best Ship
- Best Automotive
- Best Missiles, Rockets, & Science Fiction
- Best Diorama / Vignette
- Best Miscellaneous
- Judges' Grand Award (Best of Show)

Individually Sponsored Awards

- Annual Theme Award – Yellow
- Best United States Marine Corps Subject (November 10, 1775 to present). Sponsored by Randy Spurr

IPMS /ScaleFest 2019 Contest Rules

1. ScaleFest is open to all modelers. Membership in any modeling organizations is not a requirement to be eligible for participation. All attendees to ScaleFest are required to pay admission. A separate fee is charged for each model entered.
2. Models that have won any award at an IPMS USA National Convention or Region VI Convention or previous ScaleFest event are ineligible for competition. [See rule 11f (Collections) for exception.] They may, however, be placed at the designated exhibit area at no entry fee. Models that have won an award in another IPMS Chapter's contest **are** eligible.
3. Proxy entries are welcomed at the same fees as normal registration (admission and model entry fees). Entrant must include the actual builder's name on the entry form.
4. A model may not be entered in more than one category/class.
5. The Contest Event Director/Head Judge may exclude from public display any entries, which could be deemed offensive to locally and generally acknowledged standards of taste and acceptability. A restricted viewing area may be provided for models falling into the "R" rating. For the purposes of this contest, models with explicit sexual content or graphic violence will be placed in the restricted viewing area.
6. Divisions:
 - a. Adult Modelers are entrants 18 years of age and older.
 - b. Young Modelers are entrants 13 to 17 years of age. At their own discretion, Young Modelers will be allowed to compete in the adult categories.
 - c. Pre-teens are entrants 12 years of age and younger. At their own discretion, pre-teens will be allowed to compete in the Young Modeler categories.
7. Models shall not be restricted from competition due to their material composition. Models made of wood, metal, or materials other than plastic are welcome.
8. "Politicking" for any model, pro or con, will not be tolerated. Any abuse of this rule could result in the disqualification of the model in question and/or the disqualification of all the offender's models. This decision will be the final determination of the Head Judge.
9. ScaleFest uses collapsing/expanding categories. It is generally necessary to have three entries in a category to activate it. Any category having less than three entries may be collapsed into the next available category. A category with numerous entries may be subdivided into other categories at the discretion of the Head Judge.
10. Markings will be a strong factor in determining which category a model is placed. For example, a model of a military version of a DC-3 (C-47) would be placed in its appropriate category based on scale, while a DC-3 in airliner markings will be put in category 101 - Civilian: All Scales/All Eras.
11. Category Definitions:
 - a. **Box Stock** will stress modeling craftsmanship only. No conversion, after market detail sets, or scratch building of any kind will be allowed in this class. Only parts provided in the kit may be used.
 - 1). Modelers will be allowed to "clean up" or "clarify" the parts provided in the kit to best represent the real conditions of the prototype. This may include: thinning trailing edges, elimination of raised surface detail, rigging (radio aerials, biplanes, etc) and drilling out gun barrels, exhaust ports, scoops, etc.
 - 2). Entries will be judged on parts preparation, skill of assembly, seam filling/leveling, painting, decals, and weathering.
 - 3). Any decals may be used and/or substituted for decals included in the kit.
 - 4). **All kits wishing to be considered for the box stock category MUST be accompanied by the kit instructions.**
 - 5). **Any entries which are judged to be outside of the box stock rules will be moved their respective non-stock category.**
 - b. **Conversion, Vacuforms, and Scratch-Built** designates a combined category.
 - 1). A *conversion* must represent a significant change to the silhouette/type of the subject using either commercial or Scratchbuilding materials. The builder **must** detail the changes made to the basic model on the entry sheet or accompanying documentation.
 - 2). *Scratch-Built* is defined as any model where all major structural components of the model are scratch-built by the modeler. Auxiliary details from other sources are allowed.
 - c. **Figures** are defined as models of three-dimensional representations of living subjects — not mechanical subjects.
 - d. **Flats** will be defined as paintings for the purposes of this contest. They will be placed in the miscellaneous category for competition, and will not compete against standard figures. Flats will be broken out when a sufficient number of entries justify a separation.
 - e. **Missiles, Rockets, and Science Fiction** shall include any model of spacecraft, missile, rocket, or ground vehicles that depict actual or fictional hardware subjects.
 - 1). Missiles will be assigned to categories determined by their use. All vehicle-carried missiles/rockets (ground-to-ground or ground-to-air missiles/rockets used as mobile artillery) will be assigned to the appropriate class in the Armor category. All missiles/rockets used in space research, shown in flight, or on landing gear, will be placed in the Missiles, Rockets, and Science Fiction category.
 - 2). Media categories will include any modeling subjects that are based on mass published media. Published media is understood to be television, films, comics, books, computer games, etc.
 - f. **Collection** is defined as any group of five or more closely related items that are the works of one person.

- 1). "Closely related" is defined as a common purpose or designation in relation to a specific era or purpose. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by a unit.
 - 2). The closeness of the relationship within the collection is a significant factor in judging.
 - 3). Past winners at the IPMS National Convention, Region VI Convention, or ScaleFest in other category/classes may be used so long as they comprise no more than 40% of the collection.
- g. **Humor in Modeling** is intended for modelers to display their skills and their sense of humor. Models competing in this category will be judged in a similar manner to dioramas. Models entered in this category must tell a story in a humorous fashion.
 - h. **Dioramas – Vignettes** The number of subjects (vehicles and/or figures) will determine in which category an entry is placed. Entries with no more than five (5) figures and/or a single vehicle subject will be placed into the Vignette category. Entries with two or more vehicles and/or more than five figures will be placed into the Diorama category. Dioramas are story-centric, specifically built to tell a story or convey a message. Storyline will be considered equally to construction and finish of the individual subjects, figures, and other presentation components; a technically well-done diorama with a weak story line will be at a disadvantage to one with a strong storyline. Vignettes may also tell a story, or may simply depict a moment in time/location.
 - i. **Factory Stock** models shall include no non-factory modifications.
 - j. **Street Rods** are defined as any vehicle with modified engine, wheels, interiors, etc. A "Slammer" is defined as a model that is very basic and which does not include interior or chassis components. Windows must be opaque, and doors, hoods, and trunk lids must be closed. Visible blowers, carbs, or injectors will be allowed; no other engine parts may be visible.
 - k. **Customs** are defined as any vehicle that exhibit major body modifications, such as customized fenders, Frenched headlights etc.
 - l. **Open Wheel Racing** are defined as any vehicle intended for racing where the bodywork or fenders are not intended to enclose the wheels.
 - m. **Closed Wheel Racing are** defined as any vehicle intended for racing where the bodywork or fenders are intended to enclose the wheels.
 - n. **Commercial** includes all civilian commercial and public service vehicles.
 - o. **U.S.M.C. SUBJECTS** are defined as Marine Corps subject form their founding on November 10, 1775 to present. *I.e. Shipboard deployments, Infantry, Armor or Aviation (this is an individual sponsored award)*
 - p. **In-Flight Aircraft** are defined as aircraft models in an in-flight, "gear up" condition, mounted on stands. The model must depict a retractable landing gear prototype with landing gear retracted. Spinning props and jet exhaust may be simulated but are not required. Crew figures are optional. This is **not** an "in-flight diorama" category; models will be judged solely as individual aircraft.
 - q. **Scenic bases** will be allowed in all categories and will not be considered in the judging except in the diorama category. A base may be a piece of undecorated wood, plastic, or glass or may depict the natural surface on which the prototype would be found. The base must not be the predominant feature of the entry and must be of a size proportionate to the model. Models on bases may include primary crew figures in a **non-action pose**; **the addition of any other figures or equipment outside of or unattached to the model or depiction of action such as shell splashes will make the model a Vignette or Diorama, which must then be entered in the appropriate category.**
12. Judging will be by a team of judges. Each category judging team will consist of an odd number of judges, each representing a different chapter when possible. Judges will not be allowed to judge categories in which they are entered. Judging criteria will be as follows:
 - a. *Basic craftsmanship.* Removal of flash and/or mold marks, glue application, elimination of seams, construction, alignment, etc.
 - b. *Finish.* Paint and decal application, correctness of weathering, shadowing, and other methods of detailing.
 - c. *Effectiveness of the model.* Based on the realistic look and feel of the finished product.
 13. **"Sweeps."** A person may enter any number of models in any category and possibly win all three awards for that category.
 14. Special Awards:
 - a. Judges' Grand Award (a.k.a. Best of Show) – determined by the Judging Team.
 - b. Annual Theme Award and any other special awards – determined by the Judging Team.
 - c. Special awards– determined by the sponsor of the award in association with the appropriate Judging Team(s)
 - d. The judging team of each category determines "Best of" winners. Models eligible for these awards must have won their respective classes.
 15. All decisions of the Judging Team and the Head Judge are final. The Head Judge is the final authority in all matters concerning the contest, the final classification of all entries and the presentation of any awards.

Judging Criteria

The following items will be used for the purpose of judging all ScaleFest contest entries.

Construction

- Flash, sink, mold, ejector-pin marks, Trade Marks and any provisions for motorization, etc. are eliminated.
- Any openings are blanked off or have the field of vision obstructed (a figure that blocks the view through an armored vehicle's open hatch for example.) to prevent a "see-through" effect or if not, show the appropriate detail inside.
- Seams are filled if not present on the actual prototype. If depicting a subject with visible seams, such detail should be uniform and to scale throughout the model.
- Correct cross section of round/cylindrical/oval parts is maintained.
- 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 parts present (i.e. windshields, vision blocks, canopies, etc.) should be free of glue marks or scratches/cracks unless they are part of the weathering of the subject.
- Detail removed while filling seams, removing sinkholes etc. is restored to a level consistent with the rest of the model.
- Aftermarket parts and kit bashed or scratch built additions/changes should blend in with the rest of the model.

Painting

- The model's surface once painted should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being duplicated, the finish should be even and smooth. Exceptions should be documented.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any "orange peel" or "eggshell" effect and no "powdering" in recessed areas. Any exceptions on the actual subject should be documented.
- There should be no differences in sheen of finish or whitening caused by the misapplication of final clear coats or glossiness caused by washes.
- Paint edges that should be sharp are sharp (i.e. framing on aircraft canopies) with no effects of bad masking. Edges that are supposed to be soft or feathered should be in scale and without overspray.
- Dry-brushing should not be apparent as such.
- Paint colors can vary due to variations from paint batch to batch, different operating environments can change colors in different ways, paints fade from the effects of weather and sunlight, and viewing distance can change the look of virtually any color. Poor initial application and subsequent maintenance compound these problems. Therefore, color shade should not be used to determine a model's accuracy. Models with unusual colors or color schemes should have appropriate documentation.
- Any bare plastic, resin, etc, that is visible should not be recognizable as such. i.e. If the plastic is the correct color for the model, even if a modeler does not paint the model, he should apply a gloss and/or dull coat to make the plastic "look" painted.

- "Weathering" is inherently neither good nor bad. When comparing a model with a weathered finish to a model with a pristine finish, the judges will concern themselves with the degree of success achieved by each builder in depicting the intended finish. An exception is in the diorama categories where appropriate weathering may be necessary to render appropriate realism.

Decals

- Decals should be aligned properly. If the real prototype had a markings anomaly, the modeler should document it.
- There should be no silvering or bubbling of decal film.
- Decals should "snuggle down" around detail/corners smoothly.
- Decals should blend in with the rest of the finish to look painted on.
- Decals should have the same sheen as the rest of the model unless they are simulating a different type of surface such as a glass window on a brick building.