

IPMS /Scalefest 2022 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. Awards will be given for First, Second, and Third-place entries.
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. **Basic Kit Build** See description on page 3
 - 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. While it may be difficult to account for an individual modeler's sense of humor, the entry's strength of humor demonstrated may be a factor in judging.
 - h. **Dioramas** are story-centric, specifically built to tell a story or convey a message. Storyline will be considered first with quality of construction and finish considered second. A technically well-done diorama with a weak story line will be at a disadvantage to one with a strong storyline.
 - i. **Vignettes** may also tell a story, or may simply depict a moment in time/location, but will be judged primarily on the quality of construction and finish.
 - j. **Factory Stock** models shall include no non-factory modifications.
 - k. **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.
 - l. **Customs** are defined as any vehicle that exhibit major body modifications, such as customized fenders, Frenched headlights etc.
 - m. **Open Wheel Racing** are defined as any vehicle intended for racing where the bodywork or fenders are not intended to enclose the wheels.
 - n. **Closed Wheel Racing** are defined as any vehicle intended for racing where the bodywork or fenders are intended to enclose the wheels.
 - o. **Commercial** includes all civilian commercial and public service vehicles.
 - p. **U.S.M.C. SUBJECTS** are defined as Marine Corps subject from their founding on November 10, 1775 to present. *I.e.* Shipboard deployments, Infantry, Armor or Aviation (this is an individual sponsored award)
 - q. **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.
 - r. **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.
 - d. The modeler's attempt at accuracy shown in their entry is noble, but it is difficult for a judge to determine unless they have access to the same knowledge and references that the modeler may have used. The judges' understanding of "Accuracy" may be used as a final determiner between entries which are otherwise similar in craftsmanship, finish, and effectiveness.
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.

Basic Kit Build (BKB)

The Basic Kit Build categories replace the former Out of the Box categories. The general BKB approach is to build the model build using only the predominant material contained in the kit; plastic, resin, metal, or other material. In some cases, this may result in a perceived incomplete or inaccurate model. While prior guidelines for out-of-the-box were modified for exceptions/inclusions, the BKB approach will return to “what came in the kit box”.

- You are not required to make-up for any perceived kit deficiencies/inaccuracies based on detailing accessories. Some examples are:
- Aircraft models aren't required to have antennas, rigging wires, seatbelts, nor can they be added unless they're included or noted in kit instructions.
- Automotive models aren't required to have seatbelts, radio antennas, battery cables, spark-plug wires, or fan belts, nor can they be added unless they're included or noted in kit instructions.
- Military Vehicle models aren't required to have closed sponsons, separate tow cables, or radio aerials, nor can they be added unless they're included or noted in kit instructions.
- Ship models aren't required to have railings, radar antennas, or rigging, nor can they be added unless they're included or noted in kit instructions.

All Class Head Judges and the Chief Judge will have final say as to what is permitted for any BKB entries within their Classes.

Models that meet the Basic Kit Build criteria (outlined below) may be entered in the BKB categories, but they are not required to be entered there. Modelers may, therefore, choose to place their model in a standard category, where it will be judged against the other entries with no reference to it being a BKB kit.

Basic Kit Build (BKB), Specific Guidelines: The BKB entries will be governed by the following rules:

- A. Kits. Any commercially available kit may be used as long as the kit is constructed as a predominantly single-medium product. It can consist of an all-polystyrene kit, an all-resin kit, an all-photoetch kit, or any other 'single' material. Kits with various other materials included (e.g., cast-resin or 3D-resin detailing accessories, etched metal detailing frets, turned-metal detailing parts, and other similar detailing parts) will not be permitted. If the selected kit contains these detail materials and these detail parts have analogous kit-included parts which are of the predominant single medium, the kit may be entered in a BKB category if ONLY the predominant material parts are included in the build. There are other material parts which may be allowed in the BKB categories. Examples are:
- Kit-supplied vacuum-formed windscreens/canopies/windows for Aircraft and Automotive models;
 - Kit-supplied rubber/vinyl tires and poly-caps to retain wheels and/or parts attached to pylons;
 - Kit-supplied metal gearboxes, screws, and/or metal-rod axles for Armor and Automotive models.

As a general guideline, kit parts that are necessary to complete and support the overall structure of the completed model are allowed. However, other kit parts that provide enhanced surface-detailing to a completed model will not be allowed for a BKB entry.

B. Construction. The modeler may fill seams and gaps; sand off rivets; drill out gun ports, exhaust pipes, or other appropriate openings; thin to-scale such parts as trailing edges, flaps, and doors; re-scribe panel lines lost in construction, and add rigging and antennas, if shown on the kit's instructions. No major reconstruction or modifications will be allowed for BKB entries.

C. Decals: Decals other than those included with the kit may be used. They may be used to replace old/damaged/missing kit decals. They may also be used to provide alternative insignia and markings to those originally provided with a kit. However, their use for BKB entries is restricted to only 2-dimensional water-slide or dry-transfer products. 3-dimensional products such as 3D-printed or resin-dot printed instrument panels, access panels, fasteners, bolts, rivets, stitching, etc, which are commercially offered as after-market improvement or detailing products, and so fall outside of the intended/accepted usage as decals for BKB entries.

D. Finish. All painting/finishing techniques are allowed. Insignia, markings, and instrument panels may be hand-painted instead of using decals. Weathering is permitted.

E. Exclusions. It is not permitted to vacuum-form, manufacture, or replace any part, or substitute parts from another kit; cut or separate canopies, surfaces, hatches, doors, etc. (no major surgery); combine a standard kit with a conversion kit; add anything other than specified on the instruction sheet.

F. Instruction Sheets. Modelers must attach the instruction to the entry form so that it is accessible to the judges for review during judging. Models entered without an attached kit instruction sheet cannot be considered for a BKB award, since judges then cannot verify if the builder used only kit-supplied parts

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.
 - A. Wings/tailplanes: same dihedral or anhedral on both sides. Rudders aligned with each other.
 - B. Engine nacelles/cowlings: lined up correctly in front, side, and plan views.
 - C. Landing gear: components properly aligned with airframe and with each other in front and side views.
 - D. Ordnance items (bombs, rockets, pylons, etc.) aligned correctly with aircraft and with each other.
- 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.