

# VALOURCON CONTEST JUDGING CRITERIA

## For FIGURES

**Although the figures are judged on a somewhat more extensive list of detailed criteria, the following is an abbreviated, general list of those elements that the Judges take into consideration. There are several two-person teams of Judges; each model is evaluated by a single team.**

All elements to be consistent with good construction and finishing techniques:

- Construction: flash, sink marks, seams, ejector marks, adhesives [10 pts.]
- Equipage: manufactured items, weight or heft of equipment [10 pts.]
- Detail: manufactured items accurately rendered, openings, texture [15 pts.]
- Paint and Finish: realistic and appropriate, shading and flesh tones [45 pts.]
- Groundwork: realistic representation, including figure weight [10 pts.]

**Total Max. Points: 90**

**[Gold 86-90    Silver – 81-85    Bronze 76-80]**

## **[DIORAMAS]**

**Note:** Construction, finish criteria and scoring are the same as those for “**Individual Models**”. However, the following are also taken into consideration:

- There should be a theme or story line. If the subject is a historical representation it should be historically correct in all its detail;
- The diorama should make visual sense;
- Groundwork includes all elements of buildings, roads, vegetation, terrain materials, vegetation etc.;
- All elements should come together as a single, cohesive unit with no elements, or parts of elements, out of place within the diorama as a whole.

**Note: A base not classified as a diorama is considered to be for display purposes only and is not judged as part of the model.**

# VALOURCON CONTEST JUDGING CRITERIA For

## INDIVIDUAL MODELS [EXCLUDING FIGURES]

Although the models are judged on a somewhat more extensive list of detailed criteria, the following is an abbreviated, general list of those elements that the Judges take into consideration. There are several two-person teams of Judges; each model is evaluated by a single team.

### PART “A”: CONSTRUCTION

All elements to be consistent with good construction techniques:

- Seams filled; flaws and blemishes eliminated [10 pts.]
- Details removed in the construction process restored [5 pts.]
- All parts to be properly aligned [10 pts.]
- All parts and elements to be in scale [5 pts.]
- Visible edges, openings or clear parts etc. to be appropriately rendered [5 pts.]
- Construction: overall appearance/prototypical authenticity [5 pts.]

**Max. Points Part “A”: 40**

### PART “B”: FINISH and OVERALL APPEARANCE

All elements to be consistent with good finishing techniques:

- Finish & markings must be free of flaws, marks and debris [13 pts.]
- Finish, markings & weathering shall be consistent overall [12 pts.]
- Colour(s) must be smooth and without rough edges [10 pts.]
- Paint shall show no evidence of bleeding or transparency [10 pts.]
- Finish: overall appearance/prototypical authenticity [5 pts.]

**Max. Points Part “B”: 50**

**Total Max. Points: 90**

**[Gold – 86-90    Silver 81-85    Bronze 76-80]**

**Note: A base not classified as a diorama is considered to be for display purposes only and is not judged as part of the model.**