



International Plastic Modelers' Society

2026 National Contest Class Specific Rules

CLASS 0 – JUNIORS

A Construction: As noted in the National Contest Rules, all steps involved in the completion of any model in the Junior Class **must be the sole work of the junior entrant**. A senior modeler such as a father, mother, club member, etc. may supervise and coach a Junior modeler as the model is built, but no steps are allowed, under any circumstance, to be completed or re-done by the senior supervisor. All hands-on work on any junior entry must be the sole work by the junior builder. That includes all construction steps, painting, and decal placement.

B If any comment on the entry form appears to indicate that any step was performed by any "helper" other than the Junior entrant, the model in question will be disqualified.

C Out-of-the Box. There are no Out-of-Box or Vintage categories in the Juniors Class.

Class I - Aircraft

Definitions:

A Markings. Aircraft categories are generally defined as Military Aircraft unless otherwise noted. Entries carrying only civil markings will be placed in the appropriate Civil Aircraft category. They do not need to be marked with a national civil registration (e.g., N-number for the USA) to be entered in a Civil Aircraft category. Models of CIA, NASA, Treasury Department, and other government-marked (but non-military-marked) and operated aircraft will normally be placed within the Civil Aircraft categories. Movie planes, war birds, and those with combined civil and military markings (e.g., NASA band and USAF titles) likewise should usually be placed in Civil Aircraft categories.

B Missiles. Winged 'airplane-type' missiles will generally be entered in a UAV Aircraft category. **When a missile's transport vehicle or launcher** is the predominant portion of the system (e.g. Patriot, SCUD), the model will be entered in the appropriate Armor category.

C Military launch vehicles (e.g. V-2, ICBM, IRBM), civilian launch vehicles (e.g. Scout, Saturn), and military launch vehicles modified for civil missions (e.g. Atlas/Agena, Jupiter C) will be entered in the Real Spacecraft category.

D Jets. Jet Aircraft categories include manned, rocket-powered aircraft such as the Me-163, X-1, X-15, X-24, etc.

E. Gliders. As gliders are generally launched by being towed by propeller driven aircraft, they will be included with propeller driven aircraft categories depending on size, as specified in the applicable category. For example, a 1/72 scale Hotspur that has a wingspan under 8.5 inches should be placed in the appropriate Small Prop, Single Engine category. Any nonmilitary/civilian glider should be placed in the appropriate Civil, Sport, Racing, Gliders, and Air Taxis category depending on scale.

F Unmanned Aerial Vehicles (UAVs) 160. The UAV categories are to include drones, flying bombs, winged missiles and other aerial vehicles, powered or glider, designed to fly without carrying a crew. Aircraft originally designed for manned control but converted to remote-control operation (e.g., F6F-5KD, QF104, DeHavilland Queen Bee) will not be considered as UAVs for the purposes of this contest, and shall be entered in the appropriate regular Aircraft categories. Conversely, a pilotless machine does not have to meet the 'modern' definition of UAV to be entered in this category. Qualifying UAV models, regardless of markings, shall be entered in the appropriate UAV category.

G Elevated Aircraft Entries (Aircraft on a Pole) 170, 171. Any aircraft models, (regardless of scale), except for hypothetical aircraft subjects entered in

Miscellaneous categories, and any airships or balloons, that are mounted in an elevated position (i.e., on a stick, pole, stand, or other form of support) will be entered in this category. Crew figures are optional, not required. Also, spinning props or jet exhaust emissions may be simulated, but are not required. **This is not an "in-flight diorama" category;** models will be judged solely as individual aircraft. Correspondingly, this category will not include any model display that is intended to be or constructed as a diorama.

H. 185 and 189: Conversions and Scratch-Built. **Any Conversion or Scratch-Built model must be constructed or must have its silhouette substantively changed by the modeler, using scratch-building supplies (e.g., plastic, brass, tin, wood, etc.).** Scratch-built models may incorporate parts from other kits, but these should be generally unrelated to their original identity, except for minor parts such as wheels, guns, antennae, etc. Computer-design/programming and 3D-machine printing are not considered as "scratch-building" for defining Scratch-Built entries in the national contest. Replacement of kit parts with similar scratch-built parts does not make the entry scratch-built, where the majority of the entry is still kit-based. These models are not allowed to be entered in any categories other than 185 and 189.

I OOB Categories: A. For aircraft models, "Out of Box" entries are limited to kits built in accordance with the kit's instructions using only the parts and materials included in that kit. **Kits with plastic parts only are allowed in this class. Kits that include photo etch and/or resin or 3D printed parts are not allowed to be entered in Aircraft Class OOB categories.**

Out of Box entries must have the instructions displayed with the model. Out of Box construction may include:

- i. Filling seams and gaps
- ii. Sanding off rivets and other fine details
- iii. Scribing of panel lines
- iv. Drilling out gun barrels, exhaust pipes, grilles and the like
- v. Thinning down parts such as doors and trailing edges
- vi. Adding minor antennas (extensive rigging, antennas and radio masts are permitted only if specified in the instructions)
- vii. adding simple seat belts.
- viii. Painting and finish may include brush, spray can, airbrush, metal foil, or natural plastic finish.
- ix. **Decals other than those included in the kit may be used** and modelers may paint markings and details. Weathering is permitted but not battle damage.
- x. Any Out of Box entry must have the kit's instruction sheet placed with the model or the model will have to be moved to the appropriate category for its type or be disqualified.

J. Vintage Categories: Entries are limited to any kit molded by a commercial manufacturer on or before December 31, 1980. Kits which have been re-boxed and or reissued after 1980 but were produced using the same molds used in the original issue are also eligible. Modelers should be prepared to document the age of their kits.

Any aftermarket parts, including photo etch, resin, or 3D printed parts are allowed for vintage entries per the general rules.

Class II: Military Vehicles

Definitions:

All entries in the Military Vehicles Categories must be entered into the categories that best describes the entry, entries that are entered into categories other than the ones that best describes the entry will be asked to move to the appropriate category. Judges have the final decision on the appropriate categories.

A. Conversions and Scratch-Built 225. Any Conversion or Scratch-Built model must be constructed or must have its silhouette substantively changed by the modeler, using scratch-building supplies (e.g., plastic, brass, tin, wood, etc.). Scratch-built models may incorporate parts from other kits, but these should be generally unrelated to their original identity, except for minor parts such as wheels, guns, etc. Computer-design/programming and 3D-machine printing are not considered as "scratch-building" for defining Scratch-Built entries in the national contest. Replacement of kit parts with similar scratch-built parts does not make the entry scratch-built, where the majority of the entry is still kit-based. These models are not allowed to be entered in any categories other than 225.

B. Bases - Military Vehicles. Any model entered into the Military Vehicles Class that is displayed upon a base may have 'basic' groundwork. No part(s) of that base/groundwork may obstruct and/or block a clear view of any section of the model for proper judging. Any vehicle entry that has more than basic groundwork will be evaluated by the judges, if it is determined it blocks a clear view of any section, the model will, at the judge's discretion, need to be transferred to an appropriate Diorama Class category for judging there.

Any model entered into the Military Vehicles Class that includes figure(s) -the figure(s) must be primary crew members only. Figures can be on or off the model, or any combination of. Figures must be finished consistent with the rest of the vehicle but will not be judged. It is the judge's discretion to determine if the entry has more than primary crew members. Entries with more than primary crew members will need to be transferred to an appropriate Diorama Class category for judging. All Judges decisions are final.

Military Vehicle Models that have excessive groundwork will generally be moved to vignette.

Military Vehicle Models that have multiple figures that in the Judge's opinion are not primary crew members will need to be moved. If the model has groundwork, it will need to be moved to the proper vignette category.. Models without groundwork will need to be moved to 760 - Miscellaneous.

C. Closed - Top Category Definition Clarifications – Military Vehicles.

Category definitions for "Allied, Axis, Other. Examples would be that an AFV should go in the following categories:

#202 (Allied, through Korea, U.S.) because.

#1: An AFV produced before the end of the Korean War.

#2: The AFV's markings are of a country that is/was our ally when it was in use before the end of the Korean War.

If the same AFV had markings of a non-allied country it would go in Category: #203 (Other, through Korea) because.

#1: It was produced before the end of the Korean War.

#2: The markings are of a country that is not/has never been our allies when it was used before the end of the Korean War.

#200 or 201: An AFV should go in Axis if it was part of the military alliance primarily composed of nazi Germany which fought against the allied powers.

In summary, the modeler must determine, through minimal research (either based on the kit instructions or accurate historical documentation) which category based on country produced, year of production, alliances for the categories time period and year of operation.

D. Multi or Towed Vehicles – Military Vehicles.

Multi- or Towed Vehicles include any grouping of two or three vehicles (no more), attached to each other. Examples include any towed artillery and prime mover; an artillery piece with a limber; a

tank transporter/trailer, with or without a load vehicle; or any other combination of two or three vehicles that are attached to each other. The attachment system can be a ball & hitch, fifth wheel, whiffletree, or tow chain/cables specifically designed for such purpose

E. Open Hatches. Any AFV model with open hatch/hatch(s) that exposes the interior (including engine hatches) and has complete interior detail will need moved to Category 207/208/209 depending on classification and will be defined as an Open-Top AFV / AFV with Interior. Any AFV model with an open hatch/hatches that exposes the interior of the model THAT DOES NOT HAVE COMPLETE INTERIOR OR HAS PARTIAL DETAIL should have one of the following; all visible interior parts painted flat black or openings blocked off and painted flat black or hatches closed (no bare plastic/material visible), a primary crew member figure finished consistent with the rest of the vehicle may be placed in the open hatch to obstruct the view of the interior which will allow the model to remain in the Closed-Top categories. Figures will not be judged but must meet General and Class specific rules (4.D/Class II, B). Any AFV model with open hatches without complete interior detail and/or partial detail, blocked off openings or figures will not be moved to the open-top categories.

F. Out of Box Categories. The out of box categories for this Class allow any parts that come in the kit. In 2026, entries in the Military Vehicles Class are not limited to plastic only molded kits But the only parts allowed must come with the kit. Kit instructions must be included with the entry, however.

2.Although no additional parts may be added other than what comes with the kit, finishing techniques to texture the surface of a tank with products such as Mr. Surfacer or a TET/putty mix are allowed.

3.Any decal set may be used; Aftermarket decals are allowed. However, their use for OOB entries is restricted to 2-dimensional waterslide or dry-transfer products.

Class III: FIGURES

DEFINITIONS:

A. For this Class, the scales listed will generally conform to the "standard" mm (millimeter) scales offered by many Figures manufacturers, generally within these ranges:

53mm and smaller

54mm to 70mm

71mm and larger

1/72 and 1/48 Figures will compete as 53mm and smaller

1/35 and 1/32 Figures will compete as 54mm.

1/25, 1/24, and 1/16 Figures will compete as 71mm and larger

B Entries will not be classified as vignettes or dioramas by the inclusion of bases and/or accessories supplied in the original figure kit.

C More than one figure on a base will be classified as a vignette or diorama. The Figure Head Judge will be the final arbiter of "one figure" classification.

D Mecha/Gundam entries should be placed in the new Class IX: Gunpla and Mecha.

E. Some Figures, despite the mm designation, may appear larger than the designated size limit depending on their status as a time-keeper, god, goddess, etc. In such cases the entrant must furnish a copy of the instructions or other designation of the manufacturer's specified size of the figure.

Class IV: SHIPS

DEFINITIONS:

The scales referenced in this section refer to the following convention:

1/700 refers to scales 1/451 and smaller.

1/350 refers to scales 1/450 to 1/101 (and larger as applicable)

1/72 refers to scales 1/100 and larger.

Category Definitions*

A Aircraft Carriers: 400 (1/700) and 401 (1/350) - Entries in these categories shall consist of purpose-built or converted ships with large decks whose mission is to launch and recover aircraft. These categories do not include other types of ships which have a flight deck or launch recovery mechanism and may be considered 'aircraft capable' (i.e., partially converted battleships and cruisers, destroyers, CAM ships, landing craft, etc.).

B Battleships, Battlecruisers, and Cruisers 421 (1/700) and 422 (1/350) - Entries in these categories shall consist of large to medium ships whose mission is battleline, scouting, screening, and/or commerce raiding. The time frame of these entries represents the Dreadnought to modern era. See category 410 for earlier time frames.

C Other Surface Ships, smaller than cruiser-sized: 431 (1/700) and 432 (1/350) Entries in these categories shall consist of other medium to small ships, destroyers, escorts, patrol craft, larger landing craft, military support ships and commercial ships. A commercial ship entry may be either a purpose-built ship (cruise ship, container, bulker, etc.,) or a de-militarized ship (e.g. Liberty or Victory-type bearing shipping house markings/flags)

D Sailing Ships. 441 and 442 – Entries in this class shall consist of wind-powered craft with rigging, both historical and modern. Masts, yards, and rigging are expected. The presence of sails is not required. Oar-assisted ships (galleys, bireme/trireme, etc.) are also entered in this category. These components apply to both plastic and wood based entries..

E Early Steam and Sail 445 (all scales) – Entries in this category shall represent the transition period of propulsion power, the time frame is from the pre-American Civil War, through the Victorian/Edwardian period, generally ending in the Spanish-American or Russo-Japanese Wars. This category will include ironclads, rams, and pre-dreadnoughts, as well as sailing vessels with powered propulsion (side wheel or screw).

F Submarines: 451 (1/700, all eras) – Entries in this category consist of small-scale submarines of either submersible or modern type.

G Submarines: 452 (1/350, origins to 1945) – Entries in this category are submersible craft from all eras prior to 1945, with characteristics similar to a surface ship; sharp bow, open conning tower, railings.

H Submarines: 453 (1/350, 1946 and later) – Entries in this category are true submarines in that they have a shape optimized for extended underwater operation; streamlined, enclosed conning tower and few if any rails. The date separation of this and the prior category is based on design dates put forth by Dr Norman Friedman in his reference books on US submarine design.

I Submarines: 454 (1/72 scale and larger, all eras) – Entries in this category are large-scale submarines of either submersible or modern type.

J Boats, Speedboats, Motor Torpedo Boats, Motor Patrol Boats, Landing Craft, etc.: 460 (all scales/eras) – Entries in this category consist of small craft which are capable of being taken out of the water (although not required) for transit on a larger ship or other means of transport.

K Naval Technology: 470 (all scales/all eras) - Entries in this category consist of standalone naval equipment, such as gun turrets, gun or missile mounts, boat davit sets, or aircraft catapults. Chibi Maru/Egg Ships will also be considered in this category.

L Conversions and Scratch-Built: 480 (all scales/eras) –

A Scratch-built entry is one for which there is no commercially available kit. The modeler develops the entry using scratch-building materials and methods to create the parts and model in accordance with plans.

A totally 3D printed model is not considered scratch-built.

Commercially available detail parts (i.e., photoetch, resin, 3D print, metal) may be used in the completion of the model, but will not comprise the major portion of the scratch-built entry.

A conversion entry is a commercially available kit which has its class, configuration, or silhouette SUBSTANTIVELY CHANGED by the modeler, using either a commercially available conversion set, scratch-building materials or parts from another model. The effectiveness or complexity of the conversion or scratch-built entry may be considered.

These models are not allowed to be entered in any categories other than 480.

M Out of Box: 430. For the Out of box category, only plastic components included in the original kit packaging may be used. **If photo etch and/or resin or 3D printed parts are included in the original packaging, they may not be incorporated in the construction of the model.** Additionally, no other aftermarket sets or enhancements may be used. Rigging is only allowed if specifically noted in kit instructions. No scratch building, conversions or kit part modifications are allowed except for simple alterations such as drilling out port holes or opening up solid lattice works using the original kit parts. Aftermarket decals are allowed.

The entry must be accompanied by the complete instruction sheet so that adherence to the Out-of-Box criteria may be confirmed. If the instructions are not provided, or it is determined that additional parts or modifications are included, the model will be moved to the appropriate standard category.

N Some notes about Hypothetical Ship entries:

A true hypothetical ship model could represent a ship which never actually existed beyond the concept phase, or appeared in the presented configuration.

2 for at least the last 20 years, it has been the understanding among the ship model judges that if plans have been drawn (officially or unofficially) and a modeler develops his entry in accordance with those plans, it is not hypothetical and should be entered in the appropriate ship category.

Hypothetical ship entries will go in category 720 or 721..

Class V: Automotive

Definitions:

The scales referenced in this section will follow these guidelines:

1/32 refers to scales 1/32 and smaller.

1/24 refers to scales 1/31 to 1/20.

1/16 refers to scales 1/19 and larger

A Factory Production (500, 501, 502 and 503) includes models of non-commercial automobiles (including cars, pickup trucks, SUVs, and vans) in the configuration they were originally manufactured. Includes models of homologation specials and factory tuners (Shelby Mustangs, Yenko Camaros, AMG Mercedes, etc.) available for sale to the public. Models of unusual vehicles (including unusual colors, options, etc.) should include documentation such as copies of sales brochures to substantiate the vehicle and its features. Models built as Factory Production subjects but with rusted paint, missing parts, etc. should be placed in the **Automotive Technology category (580)**.

B Hot Rods, Street Rods, and Street Machines (510 and 511): include models of automobiles that have been modified for improved performance and/or eye-catching appearance. The model should represent a street legal vehicle (legal for the era represented) and should include standard lights, brakes, exhaust, treaded tires and at least one license plate. Minor modifications to bodywork are allowed as long as the vehicle is still recognizable as the original vehicle. Allowed modifications include:

"Chopped" tops and "channeled" bodies, fenders removed (Category 506 only)

Wheel flares, air dams, spoilers, wings.

Any type of paint and graphics.

Any engine performance part, including hi-rise intake manifolds and superchargers that extend through the hood.

Lowered suspensions.

Any engine swaps.

Any street legal tire wheel and tire swap (no slicks - properly grooved "cheater slicks" if period correct are allowed).

C Customs (512): Models of production automobiles - from any year - that have been extensively modified to change their appearance, and models of specially built (one-off) show cars that are substantially different in appearance than a mass production vehicle. This is an "artistic class" in which the originality and cohesiveness of design will be a factor in judging. This category includes: "Classic customs" (production cars that have been chopped, sectioned, shaved, etc.).

One-off "show cars" produced by either a manufacturer or specialty builder.

Low Riders.

"Phantoms" - cars built in the style of a production vehicle but never actually produced, such as a Mustang station wagon.

Tom Daniel, Ed Roth, Jimmy Flintstone, etc. show car designs.

D Competition Vehicles (520, 521, 522 and 523): A competition vehicle is defined as a car or truck that is principally or solely constructed or modified to compete in an organized racing event and **should include a competition number**. The model should have appropriate representations of speed, handling and safety equipment for the type of racing and era in which the real vehicle would compete, to the extent that these items can be readily seen. Such items include but are not limited to roll cages, safety straps and harnesses, fuel cells, blower blankets, etc. Reference materials to assist the judges is highly recommended.

E Large-Scale (530): This category includes anything larger than 1:20 scale of any complete car or truck, regardless of subject or building technique. Note that aside from this category, large scale models can also be entered in the following categories provided they meet the specific requirements of the category: Category 525 Conversions and Scratch-Built; Category 530 Documented Replica, or Categories 560, 561 or 570, (the OOB and Vintage categories).

F Conversions and Scratch-Built (540): The same general rules for Scratch-Built (Rule IV-1B) and Conversions (Rule IV-1C) apply here. Conversion-category entries must represent a version different from that provided by the basic kit and must contain significant structural modifications to the basic kit involving extensive changes in contour or configuration. This category is for models of cars, trucks and motorcycles that require substantial scratch-building or modification to a manufactured kit to complete. Models with simple part-swapping, such as replacing an engine or changing the markings/badges to represent a different trim level of the vehicle represented in a kit are generally not considered a conversion. Scratch-built models may incorporate parts from other kits, but these should be generally unrelated to their original identity. The scope and complexity of construction work will be considered as part of the judging. **These models are not allowed to be entered in any categories other than 540.**

G. Documented Replicas (545): This category is for models built as a precise replica of a specific real-world vehicle. **The uniqueness of the subject is an important factor in the requirement of the associated documentation which the competitor must also display documentation to authenticate the actual vehicle upon which the model is based** (can include photographs, copies of brochures, magazine articles, etc. -- materials should be collected in a standard binder or file folder for judges' review). Evaluation of the model may include the completeness of the documentation and how well the model agrees with the information presented. As usual, the builder's basic construction skills will still be the primary judging criteria. Adding more documentation will not make a poorly built model compete better than a less-documented better-built model. **Competition vehicles are not to be entered in this category. They should be in the appropriate competition vehicle category. Documentation is encouraged there, as well.**

H Commercial Vehicles: 550: Light Commercial: Any vehicle which could be typically considered or used as a family vehicle but has been put into commercial use as a police car, ambulance or taxi; U-Haul or other small mover, tow truck or ramp truck. Including a trailer with the vehicle does not place the model in Heavy Commercial.

551: Heavy Commercial, on-Highway use: Any vehicle which is purpose-built for heavy duty use and would never be parked in the driveway as a family car. In other words, anything too big to qualify in the Light Commercial category. This includes any vehicle manufactured by Mack, Peterbilt, Kenworth, or Freightliner in the name. These trucks are typically 8 feet wide (about 4" at 1/25 scale) or more in the USA.

552: Heavy Construction and Farm Equipment, off-Highway use: Any vehicle used on the farm such as a tractor, combine harvester, plow, and any vehicle used for heavy construction such as an excavator, loader, bulldozer, grader, backhoe, crane, etc.,

I Motorcycles (560): This category will include entries of all scales, from smallest to largest. And this category will include only civil/personal and racing motorcycles. Note that aside from this category and provided they meet the specific requirements, motorcycle models can also be entered in Category 534, Scratch-Built and Conversion, or Category 535, Documented Replica. Military motorcycles must be entered into soft-skinned or wheeled categories in Class II, Military Vehicles.

J Curbside (570): This category is judged as if the vehicle is parked at the curb. The model must be displayed with hood, trunk, all doors, etc. closed. No engines allowed. No motorcycles are allowed in this category, as the engine is visible. If the engine is included or visible, the model will be moved to the appropriate automotive category. Judges will ignore any detail on the bottom of the model (mirrored bases are not allowed). Body detail will be judged by the basic construction criteria for building flaws such as seams, glue, or other basic faults. There will be no additional credit given to models with added body/structure details.

K Automotive Technology and Culture (580): This category is for models of automotive subjects that do not meet the definitions or requirements of the more specific auto categories. The intent of this category is to provide a format for auto-related subjects that are substantially different in required modeling skill and scope-of-effort compared to the more traditional automotive categories. In particular, this category would include:

1. "Slammer-style" models (models of a complete vehicle with painted-over windows and no interior or mechanical components).
2. Caricature or cartoon versions of vehicles.
3. Small, motorized vehicles not intended for on-road use and not derived from on-road capable vehicles, including go-karts, mini-bikes, quad-runners, powered skateboards, etc.
4. Standalone automobile engines or other mechanical components.
5. Automotive toys, such as pedal cars.
6. Bicycles.
7. Golf Carts
8. Cut-away/engineering models meant to show the internal construction and operation of an automobile or part of an automobile.
9. Wrecked or "junk" vehicles that are no longer complete or drivable (e.g., driveline and/or body panels have been visibly removed).
10. Models of hypothetical, futuristic, or science-fiction-inspired vehicles using speculative technology (e.g., hover-cars).

L. Out of Box Categories 590, 591

For the Out-of-Box category, plastic only kits are allowed excepting rods associated with wheel assembly as well as vinyl or other non-plastic tires. Only materials in the box are used with the kit. In other words, the model must be built exclusively from parts in the kit and built as depicted in the instruction sheet and may not substitute parts from any other kit or aftermarket. No engine detailing other than what is noted in the instructions is allowed.

1. Metal foil product for chrome trim detailing is allowed
2. Drilling out exhaust pipes, injectors, grilles and other parts is allowed.
3. Aftermarket decals are allowed
4. **The instruction sheet must be provided with the model on the contest table.**

M. Vintage Category 570

For the Vintage category in the Automotive Class:

- 1 Metal foil product for chrome trim detailing is allowed
- 2 Drilling out exhaust pipes, injectors, grilles and other parts is allowed.
- 3 Aftermarket decals are allowed.
4. Engine detailing and aftermarket parts are allowed.
5. Evidence of the vintage molding year must be provided as outlined in the general instructions.

Class VI: Space & Science Fiction Vehicles

Definitions:

600 and 601 apply to real spacecraft, and missiles and hypothetical designs, both from kits and scratch-built models.

601, Hypothetical Design. The subject should be a model that may have never launched but was intended to be used, such as Dyna-Soar or an unbuilt lifting body, etc..

605, Star Trek, Space 1999 and others, from kits. All subjects must come from those specified series, and may include Battlestar Galactica, The Outer Limits, etc. The Main exclusions are any subjects from the Star Trek series or subjects from science fiction books that were never featured in any movie or television production, which belong in Categories 60y or 608.

609 includes any non-space faring vehicles or vessels. In other words, entries in this category never went into space. If they flew, they were strictly atmospheric.

615 is intended for conversions and scratch-built Science Fiction models. These models should not be entered in any other category.

Out of Box Category: For the Space and Sci-Fi Class, the main limitation is that nothing can be used to build the model other than what comes with the kit. Per the general rules, plastic only kits are allowed in this Class. However, no major modifications to the engines or exteriors of spacecraft may be done, and no scratchbuilt or aftermarket parts may be added. **Decals other than those included in the kit may be used** and modelers may paint markings and details. **Instructions must be included with the entry.**

For the Vintage Category in this class, entries are limited to any kit molded by a commercial manufacturer on or before December 31, 1980. Kits which have been re-boxed and or reissued after 1980 but were produced using the same molds used in the original issue are also eligible. Modelers should be prepared to document the age of their kits. **Per general rules, any photo-etch, resin, scratch-built parts or any aftermarket parts may be added.**

Class VII: Miscellaneous Subjects

DEFINITIONS:

A. Humor (Category 710): Models entered in the Humor category will be judged on both their humor content and the degree of modeling skill which they present.

B. Vehicle Caricatures (Category 711) This category is for models of vehicles offered by a manufacturer that are humorous in their appearance and exaggerations, but the 'humor' isn't a result of the entrant's own overall composition or modeling skills. Exaggerate the appearance of the vehicle. Examples are Toon tanks, Egg planes, Weird-ohs, Roth Monsters and Super Deformed (SD) vehicles such as Gundam. Figures should be entered into the appropriate Figure category.

C. What If (Categories 720, 721 and 770): In general, models that do not represent a factual, physical prototype will be entered in one of these "What If" categories. Other classes have their own definitions of hypothetical, dependent upon the tradition and practice within that Class. Class Head Judges will determine whether models will be judged within the regular Class categories or moved to one of the Miscellaneous/What If categories. Entrants may choose to enter their

model in either the "What If" categories in this class, or in the regular categories in another appropriate Class (armor, aircraft, etc.). Models placed in Category 720 are based on kits, with the "What If" component being the result of markings, finish, etc. Models placed in Category 721 are "What If" as a result of changes to their structure, being kit-bashed or scratch-built. Models placed in Category 770 must adhere to OOB rules or will be placed in 720 or 721.

D. Triathlon (Category 730 and 771-OOB)- Three models of different classes grouped and displayed as a single entry. The models will be judged as a group, with overall quality determining award placement.

1. Models placed in Category 771 must adhere to OOB rules or will be placed in 730.

2. Credit will be given for diversity of entries.

3. **Entries must be composed of three models selected from three of the Adult Classes.** Categories 730, 740 and 750 are not allowed to be part of any Triathlon entry. Dioramas & Vignettes are allowed but the footprint should be small enough to fit in the category. Remember, if you include a diorama featuring a military vehicle, your other entries cannot feature one.

4. **If your entry includes a Humor type entry or diorama, none of your other two portions of your entry can be a similar vehicle, figure or other related model.**

5. **No more than one of the three models comprising this entry may have won as an individual entry in a previous National Contest.** Models constituting a Triathlon entry may not, simultaneously, be competing in other parts of the contest. **Models comprising a winning Triathlon entry may subsequently be entered individually if they were not themselves previous winners.**

E. Collections (Category 740): A Collection is any group of **five or more** closely related items. Past National Contest winning models may be included as part of a collection if they comprise no more than **40 percent** of the collection. The entire collection must be the work of one person. The closeness of the relationship within the collection is a significant factor in judging. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by a unit. Models comprising a winning Collection may subsequently be entered as individual entries if they were not themselves previous winners.

F. IPMS Chapter/Group Entries (Category 750): The Chapter/Group entry shall be the **only exception** to Rule I-1 calling for the model-making work to be done by a single individual. The intent of this category is to provide an option for displaying a project that is too extensive or complex for a single individual to complete in a reasonable time. It is also intended to provide a vehicle for an IPMS chapter or a group of IPMS members to exhibit a project that may have been prepared for an event or display other than the IPMS/USA National Contest. Subject-matter, timeframe, scale, location, etc., are open. Models comprising a winning chapter/group entry may subsequently be entered individually if they were not, themselves, previous winners. **The individual completing the Chapter/Group entry form must be a current IPMS/USA member. However, non-IPMS members of a club are allowed to build and have included, models that are intended to be part of the entry.**

G. Miscellaneous (Category 760 or 772-OOB) is for models that do not fit anywhere else, such as a train engine, non-propelled nuclear bomb, telescope, horse-drawn circus wagon, etc.

H. OOB Categories (770, 771 772): For the Miscellaneous Class, the main limitation is that nothing can be used to build the model other than what comes with the kit. As there is no separate "Vintage Category" in this class, older kits or any newer kits with plastic parts only are allowed to compete in the OOB categories. Newer kits that may come with photo etch, white metal or brass parts must be entered in the appropriate regular Miscellaneous categories. **Instructions are required with each OOB entry.**

Class VIII: Dioramas and Vignettes.

- A. **Placement of Dioramas or Vignettes** Dioramas and Vignettes will be displayed together but divided by standard classes, aircraft, military vehicles, etc.
- B. **Composition** In diorama categories, regardless of class, the number of subjects (vehicles or figures) will determine in which category an entry is placed. **The only difference between a Diorama and a Vignette is the number of subjects and vehicles. Both Dioramas and Vignettes are the same by "telling a story, conveying a message or depicting a "moment in time".**
 - 1. Entries with a single vehicle and/or no more than five figures will be placed into the Vignette (Small Composition) categories.
 - 2. Entries with two or more vehicles and/or more than five figures will be placed into the Diorama (Large Composition) categories.
 - 3. Figure Vignettes and Figure Dioramas can include groundwork, structures, weapons (non-motorized, e.g. towed AT/AA gun) emplacements, etc. but will not contain motorized vehicles, aircraft, ships, spacecraft, etc. Non-motorized would include animal drawn (artillery, wagons, stagecoach, etc.), or someone pulling a cart. As always, Judges discretion is the primary determinant in final category placement.
 - 4. Vignettes and Dioramas containing motorized vehicles (aircraft, ships, spacecraft, etc.) will be moved to the appropriate category.
- C. **Dioramas** are story-centric and specifically built to tell a story, **depict a "moment in time/location"** or convey a message. Storyline will be considered equally important 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.
- D. **Vignettes** may tell a story, **convey a message** or simply depict a "moment in time"/location.
- E. **Military Vehicles – Categories 822/823** If a model is entered in a Military Vehicles Class that contains more than one vehicle and more than five figures, the entry will be placed in the Military Vehicle Diorama category 822 if the vehicle is a tank, and category 823 if it is any other type of vehicle..
- F. **Ship Diorama** A ship vignette or diorama, determined based on the number of subjects (vehicles or figures as described in VIII.B above, contains one or more ship subjects interacting with the environment, each other, and/or an off-scene element, to present an event or story. The totality of the presentation; model(s), base, finish, action, and strength of story will be evaluated. The strength of the story presented will be given an equivalent weight to that of the model(s).
- G. A previous national contest winner may be used as part of a diorama, so long as it is not the primary focus of the diorama.

Class IX: Gunpla and Mecha

Gunpla subjects include Gundam both painted and unpainted, Maschinen Krieger, and other Mecha. This class is intended for single vehicles. Models depicting two or more vehicles must be entered in the appropriate diorama category, failure to move the model when asked will result in disqualification. Action bases or other stands are encouraged in all Gundam categories to prevent the models from falling down on the display tables.

- A. **Category 901 1/144 scale Unpainted Gundam models** include more basic assembled Gundam kits produced by Bandai that remain unpainted.
- B. **Category 902 1/144 scale Gundam models** include more sophisticated assembly and painted model Gundam kits. Customization is allowed in this category including but not limited to aftermarket, scratch-built parts, weathering, and lighting.
- C. **Category 903 1/100 scale Gundam models** include more basic assembled Gundam kits that remain unpainted.
- D. **Category 904 1/100 scale Gundam models** include more sophisticated assembly and painted model Gundam kits. Customization is allowed in this category including but not limited to aftermarket, scratch-built parts, weathering, and lighting.
- E. **Category 905 Larger than 1/60 scale Gundam models** include unpainted and painted kits. Customization is allowed in this category including but not limited to aftermarket, scratch-built parts, weathering, and lighting.
- F. **Category 906 Maschinen Krieger (all scales)** This category includes only armored fighting suits suitable for one pilot and the AI suits such as the Hunds, e.g. Groberhund. *All other types of kits (flying, hovering or two legged large mechs) must be entered in the appropriate science fiction categories.*
- G. **Category 907 non-Gundam Mecha that are less than 8 inches tall**
- H. **Category 908 non-Gundam Mecha that are 8 inches tall or taller. 907 and 908 Mecha subjects, non-Gundam powered sci-fi robots, armor or machines, with limbed features or humanoid construct. Such models may contain or display an operator figure as long as it is not the dominant part of the model; mechanical features should predominate. Otherwise, an entry with a predominant operator figure will go in the appropriate Figure category.**