

•WHAT JUDGES LOOK FOR

2026 PRESENTATION

**WHY PRESENT OUR
INFORMATION THIS
WAY?????**

ENTER THE MODERN AGE!!!

WE HAVE DETERMINED THAT WE WILL REACH MORE OF YOU BY DOING OUR PRESENTATION VIA AN ONLINE PRESENTATION RATHER THAN DOING A SEMINAR. YOU CAN LEARN FROM US AT YOUR LEISURE AT HOME RATHER THAN SPENDING TIME AT THE CONVENTION.

WHO ARE WE????

**WE ARE FELLOW MODELERS LIKE YOU THAT
HAVE SEVERAL YEARS OF EXPERIENCE
JUDGING AT LOCAL, REGIONAL AND IPMS
NATIONAL CONTESTS DEVOTED TO KEEP
OUR CONTEST TO THE HIGHEST
STANDARDS AND TO HELP YOU IMPROVE
YOUR OWN MODELING SKILLS AND
ENJOYMENT OF COMPETITION!!**

WHO IS IN CHARGE HERE??

**PHIL PERRY, NCC CHAIR
AND CHIEF JUDGE**

**DICK ENGAR, NCC VICE
CHAIR AND ASSISTANT
CHIEF JUDGE**

CLASS Head Judges

National Contest Committee

Juniors

Gordon Ensing

Comstock Park, Michigan

Aircraft

Bill Engar

Cherry Hill, Utah

Military Vehicles

Michael Tsoumbas

Sun City West, Arizona

Figures

Frank Landrus

Burleson, Texas

Ships

Steve Lau

Walton, Nebraska

Automotive

Andrew Brezinski

Madison, Alabama

Space & Science Fiction

Rob Schorry

Cincinnati, Ohio

Miscellaneous Subjects

Phil Peterson

Kearns, Utah

Dioramas

Peter Palombi

Parker, Colorado

Gunpla and Mecha

Jay Andry

New Orleans, Louisiana

OUR JOB: To compare and judge categories of many differing model subjects



How do you decide between so many models of similar subjects?



An IPMS contest, at any level, should be guided by the proposition that every entry is a modeler's creative work of art and an example of their craftsmanship based on research on history and model type.

As all our judging is done within the framework of the biases, opinions, and preferences of all of us, and since that framework varies from person-to-person, all judging - by definition - is **subjective.**

Throughout the judging process, the first and most important things the judges consider are the **basics**. Judges first identify models that exhibit flaws in **basic construction and finishing**, and then through a series of 'cuts', eliminate entries with more flaws. They continue to narrow the field until the top three winners have been decided.

Only when the basics don't allow for a clear-cut ranking do the judges begin to look **deeper**.

Aspects of your work that we consider . . .

- ✓ **Construction** – *the first and most obvious aspect!*
- ✓ **Painting, Finishes, Weathering** – *including decals*
- ✓ **Improvements and Added Details** – *both after-market and scratch-built*
- ✓ **Scope of Work** – *how difficult was one model to do, compared to the others; how much overall work was done*
- ✓ **Accuracy** – *sometimes the most difficult to verify, so it's the **least critical feature** in judging your craftsmanship*



Accuracy?

What is the story here? Accuracy is hardly ever an issue, except as a final tie-breaker, if all other features are equal! If constructed and painted well, this entry too can be an award winner!

JUNIORS
CLASS 0

**GORDON ENSING, CHIEF JUNIORS
JUDGE**

THE MOST IMPORTANT RULE APPLYING TO THE JUNIOR CLASS:

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.

BASIC GUIDELINES APPLICABLE TO ALL JUNIOR MODELS AS NOTED EARLIER:

- ✓ **Construction** – *the first and most obvious aspect!*
- ✓ **Painting, Finishes, Weathering** – *including decals*
- ✓ **Improvements and Added Details** – *both after-market and scratch-built*
- ✓ **Scope of Work** – *how difficult was one model to do, compared to the others; how much overall work was done*
- ✓ **Accuracy** – *sometimes the most difficult to verify, so it's the **least critical feature** in judging your craftsmanship*

ANOTHER FACTOR TO CONSIDER:

In the Junior Class there are no Out-of-Box categories. That means that you are welcome to add any scratch built or aftermarket parts and any decals to your model to jazz it up if you so desire.

So, have at it and good luck!

A FINAL BUT IMPORTANT SUGGESTION:

CHECK OUT THE SPECIFIC CLASS SUGGESTIONS THAT FOLLOW AS YOU SHOULD CONSIDER THESE TO BE INSTRUCTIONS THAT WILL ALL HELP YOU IMPROVE YOUR MODELS THAT YOU ENTER IN ANY OF THE JUNIOR CLASS CATEGORIES!

AIRCRAFT
CLASS I

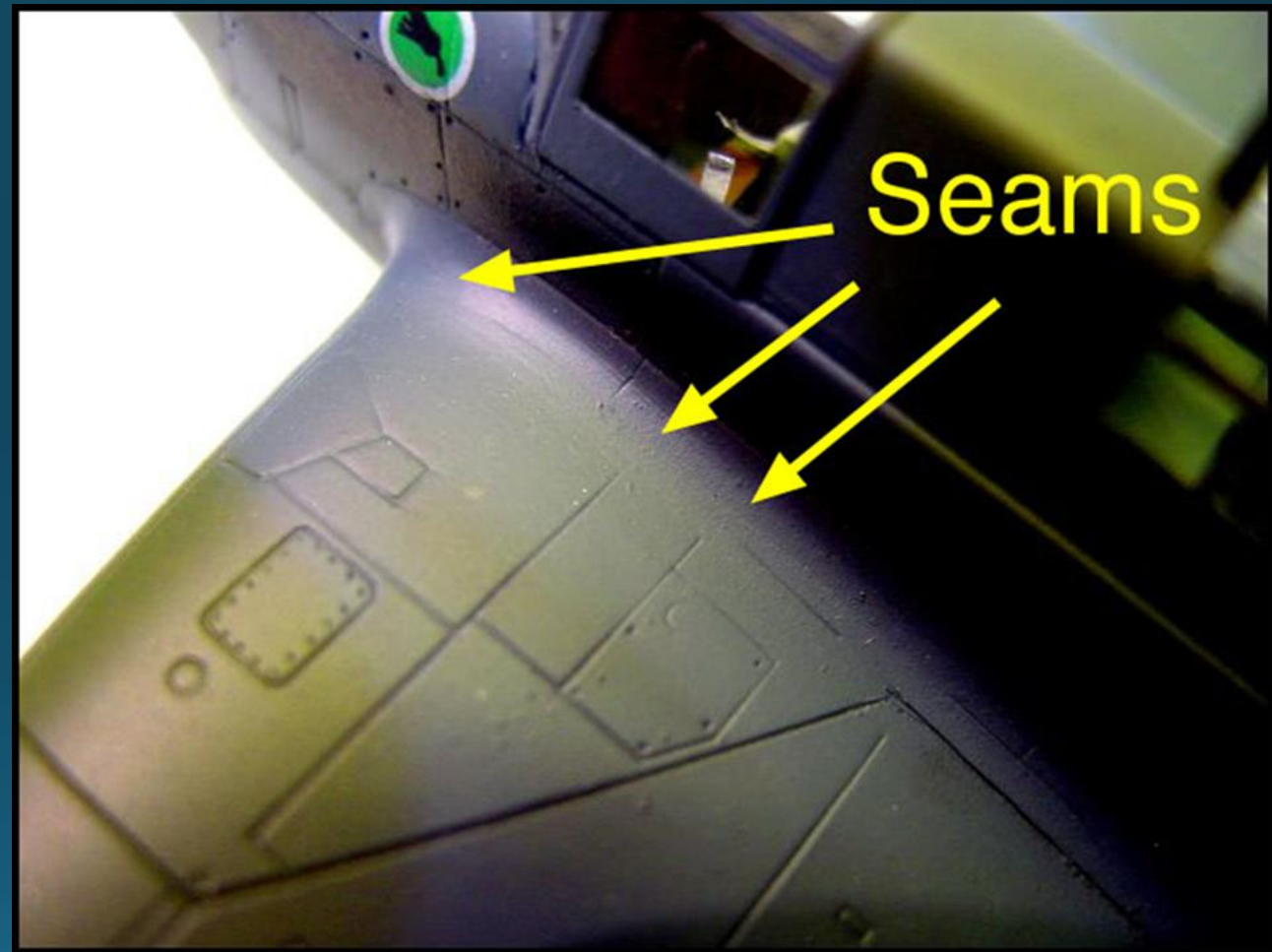
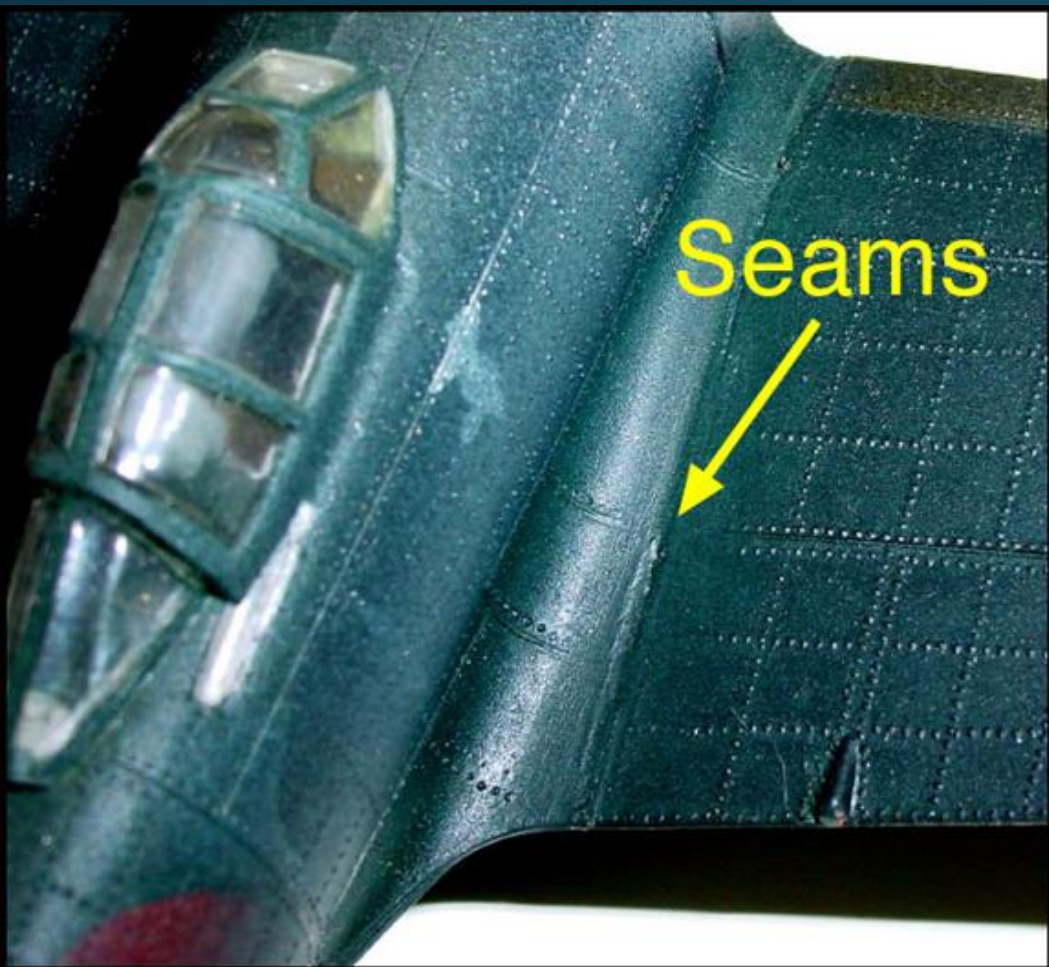
BILL ENGAR, CHIEF AIRCRAFT JUDGE

CATEGORIES TO CONSIDER...

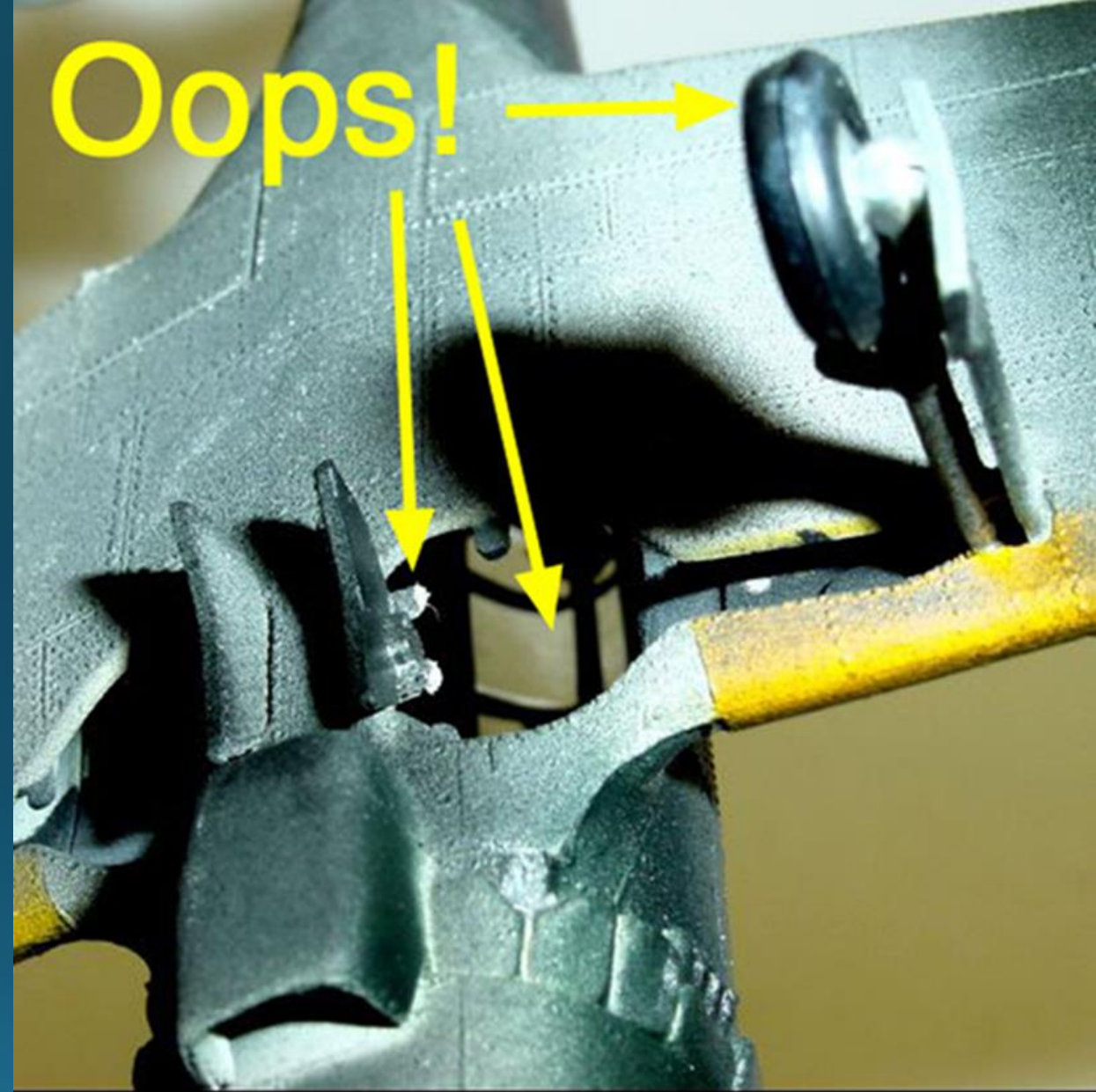
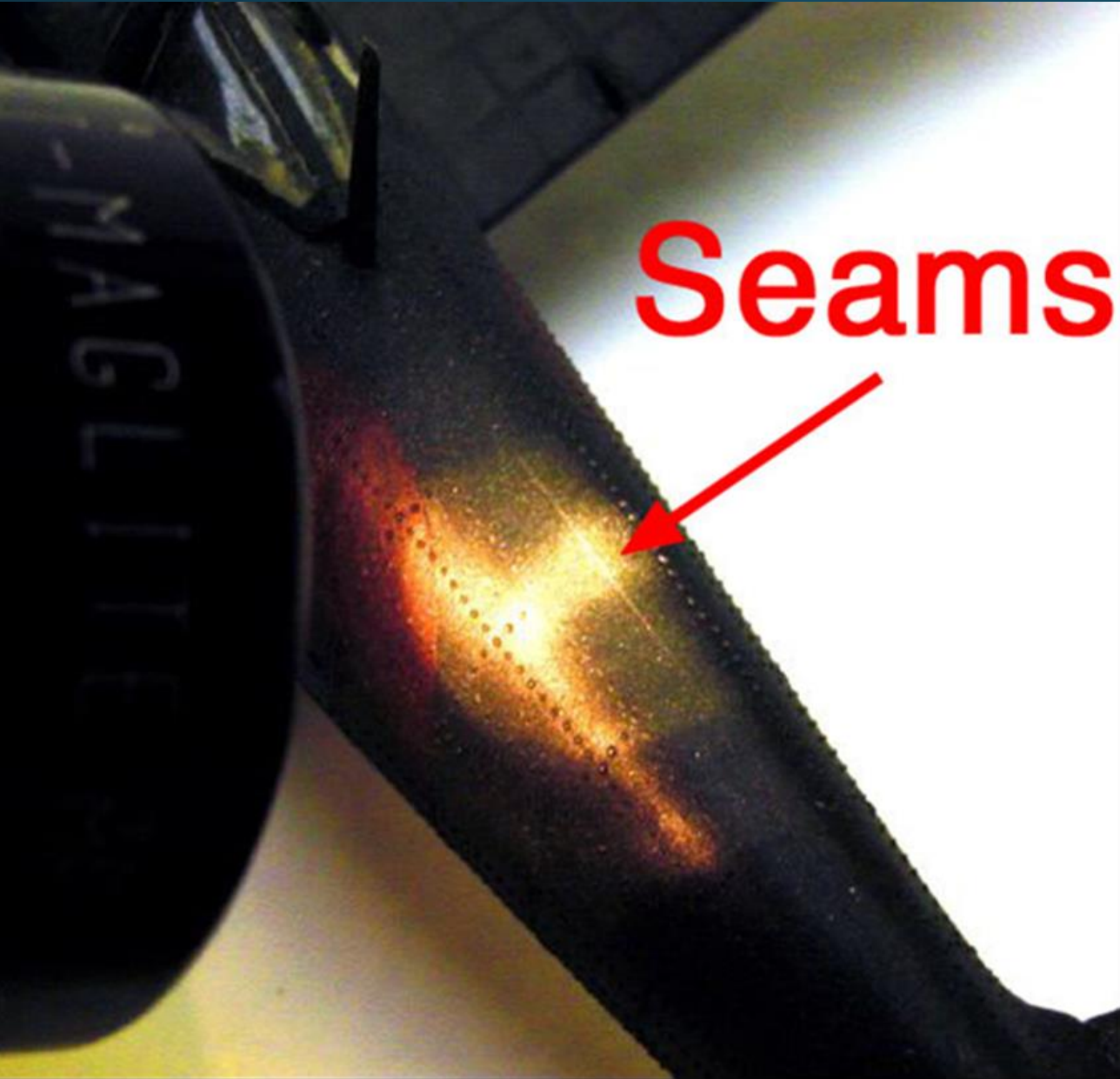
IN PRE-TEEN, MILITARY VEHICLES, FIGURES, REAL SPACE, DIORAMAS, MISCELLANEOUS and GUNPLA ARE GOOD CATEGORIES TO ENTER TO HAVE AN EXCELLENT CHANCE OF GETTING AN AWARD!

IN TEEN, FIGURES, AUTOMOTIVE, MISCELLANEOUS AND GUNPLA ARE GOOD CATEGORIES TO ENTER TO HAVE AN EXCELLENT CHANCE OF GETTING AN AWARD!

We start with Construction . . .

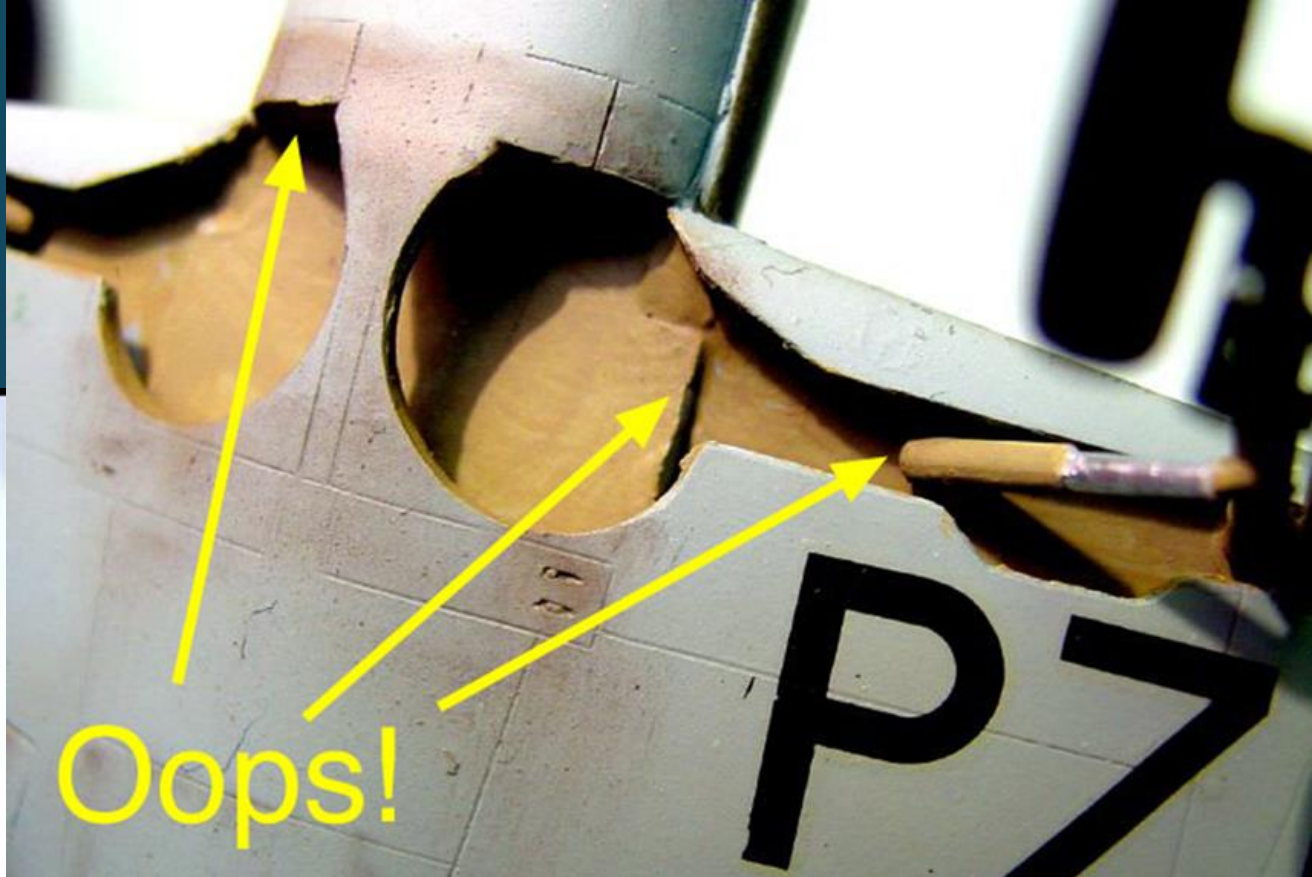
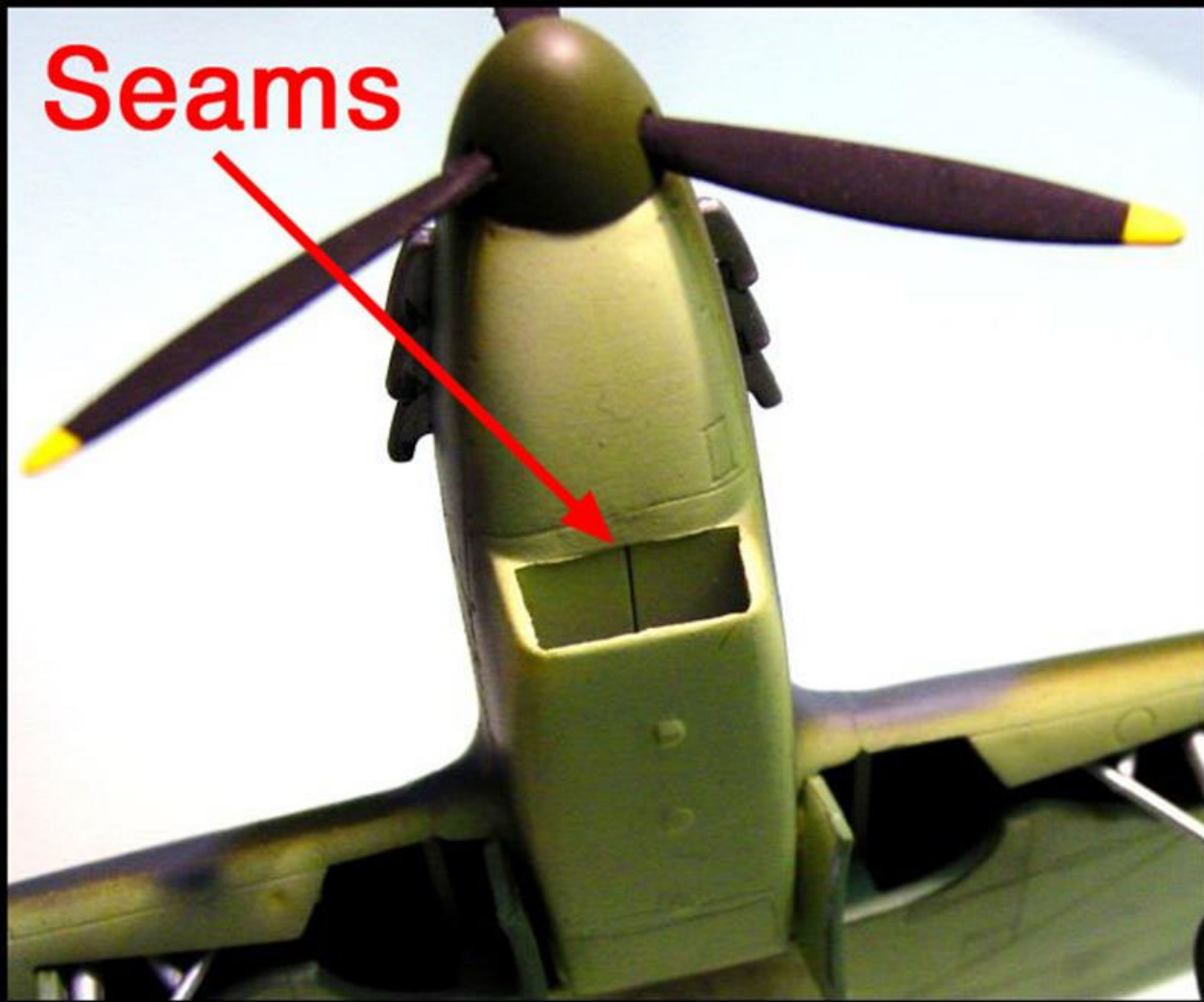


Seams need to be filled, if not present on the actual prototype. If depicting a subject with visible seams, such detail should be uniform and to-scale throughout the model.



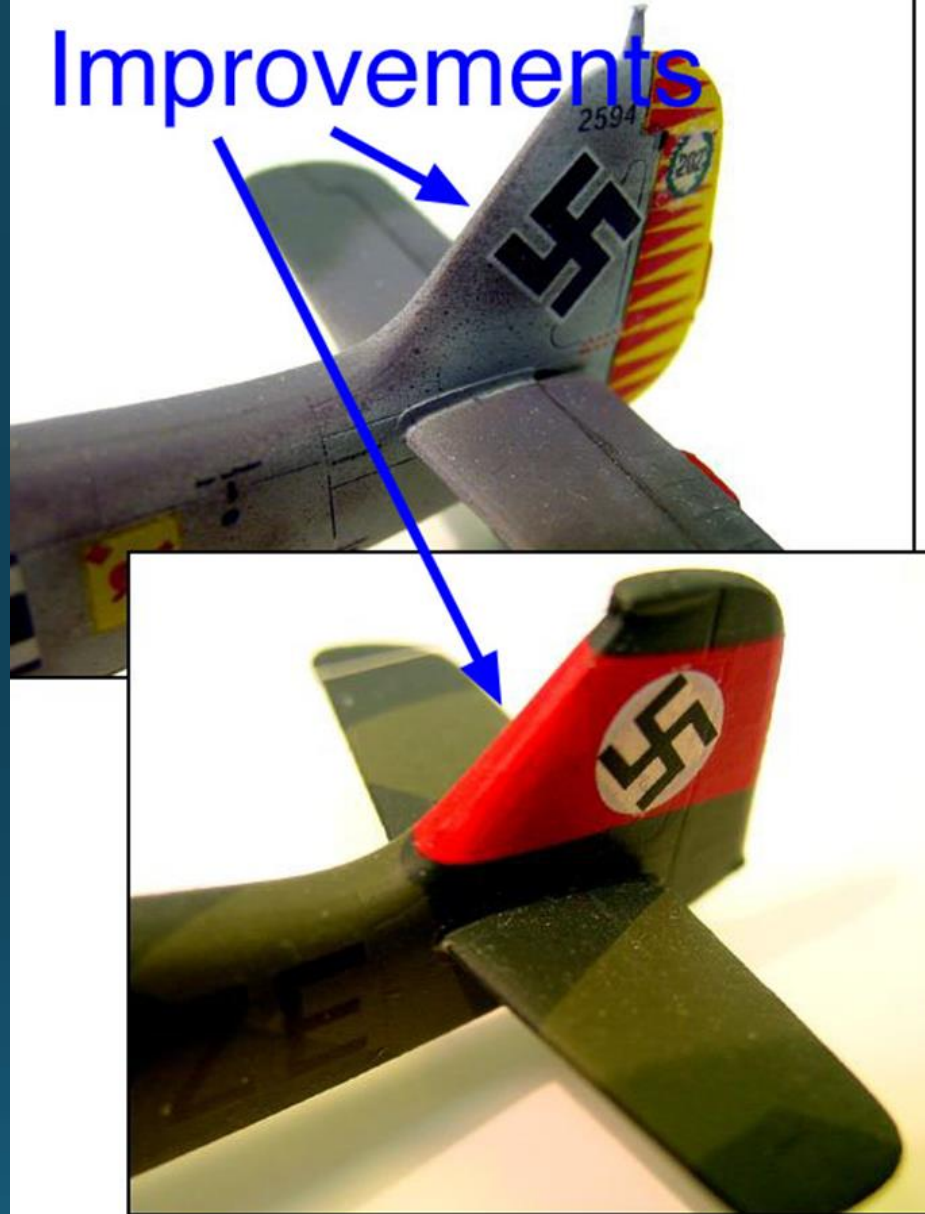
- And don't forget to fill voids that aren't in the actual prototype! Don't want to? Do it gear-up and enter it in the *In-Flight* category.

Doing the TOP seams is good,
but don't forget to do all the



BOTTOM seams and joints!

Improvements

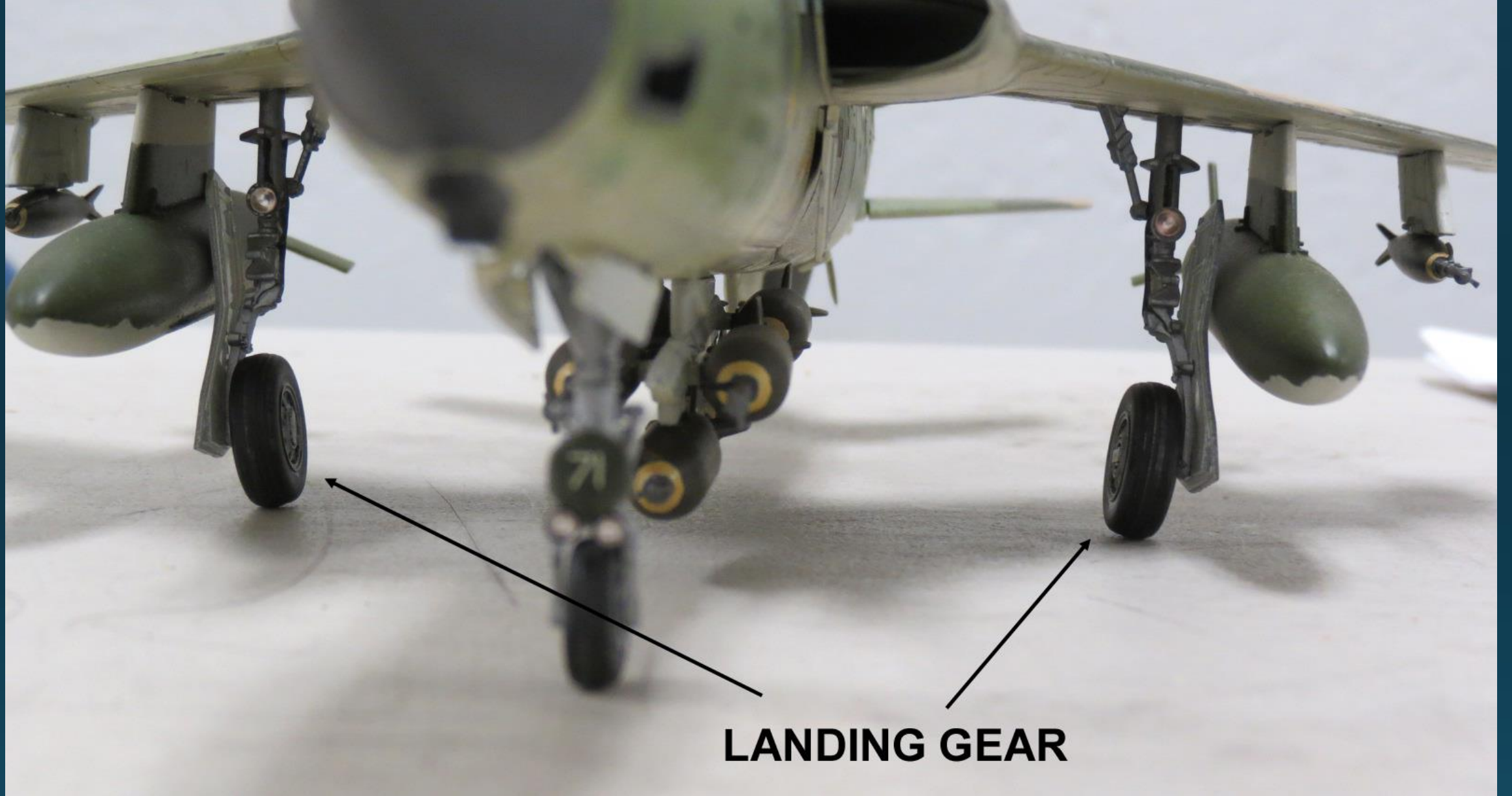


The kit you choose to build can determine how much work you'll have to do to present a competitive model.

How much do you want to fix on the model you got? Top image is of a nice Hasegawa FW-190, bottom is a MPM kit. The leading edge of the MPM kit looks like the bow of an aircraft carrier. It's good enough for a display in your model case, but it won't be as competitive here.



This F-105 looks pretty good from here! But look it over more closely . . .



LANDING GEAR

Not all aircraft landing gear should have toe-in like a FW-190 !

A subtle trap of the unwary is

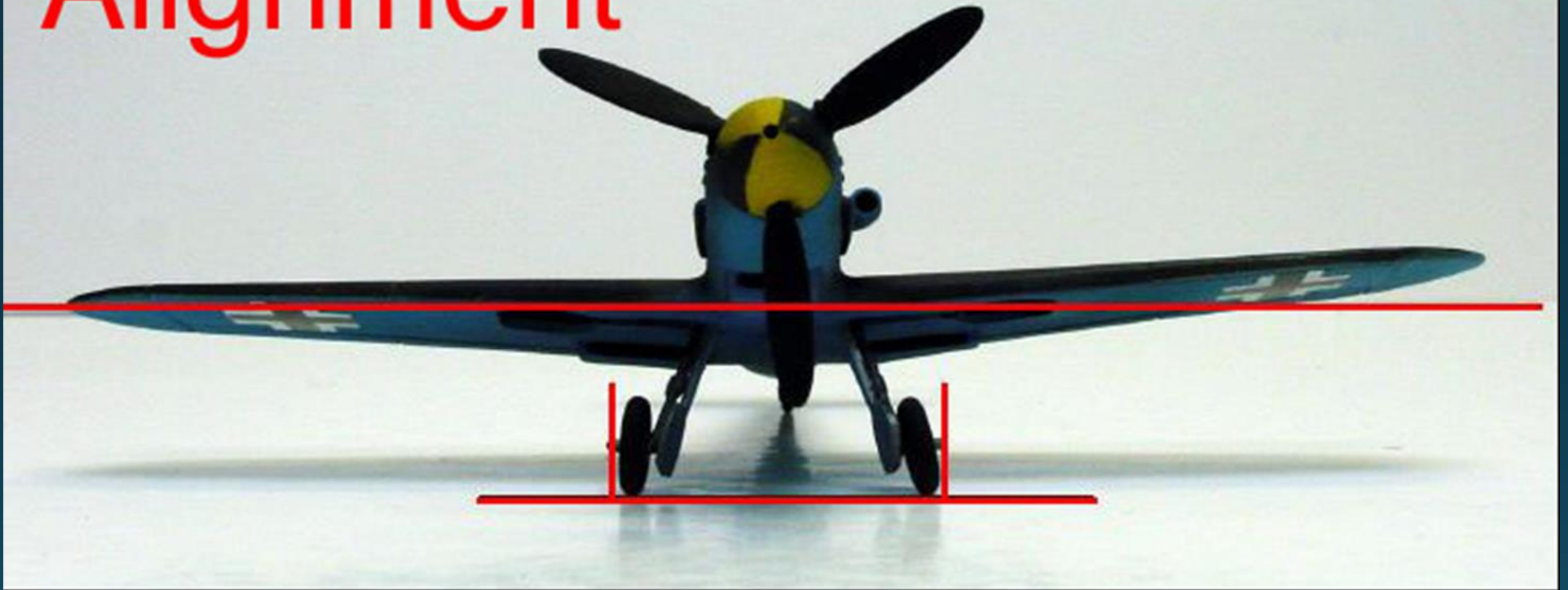
Alignment



Are the things that should be --
straight, parallel, perpendicular, plumb, symmetrical?

Real narrow-track aircraft might set a little out-of-level,

Alignment

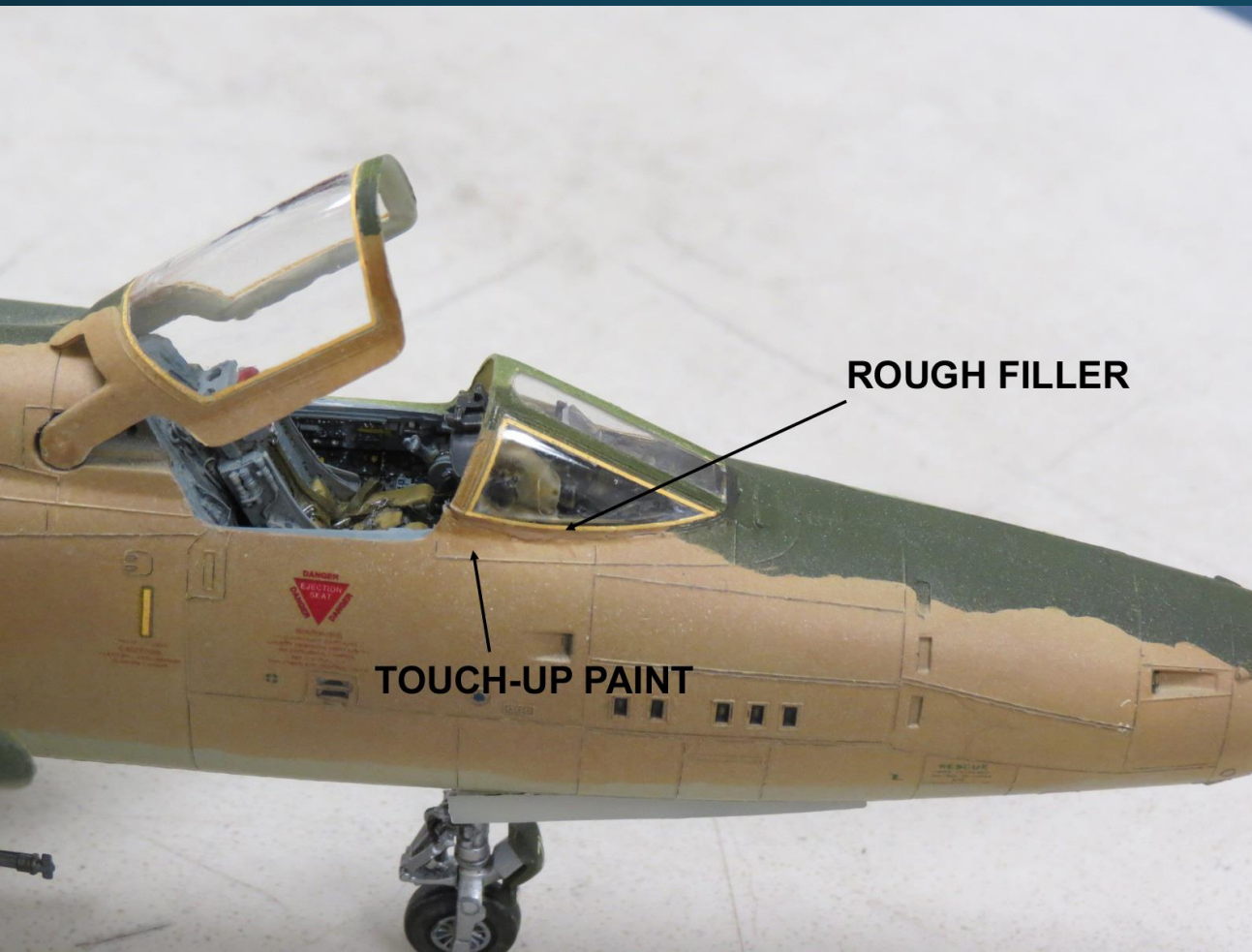


but this looks more like a case of slipping while the glue dried!



This Zero looks pretty good from here! But look it over more closely too . . .

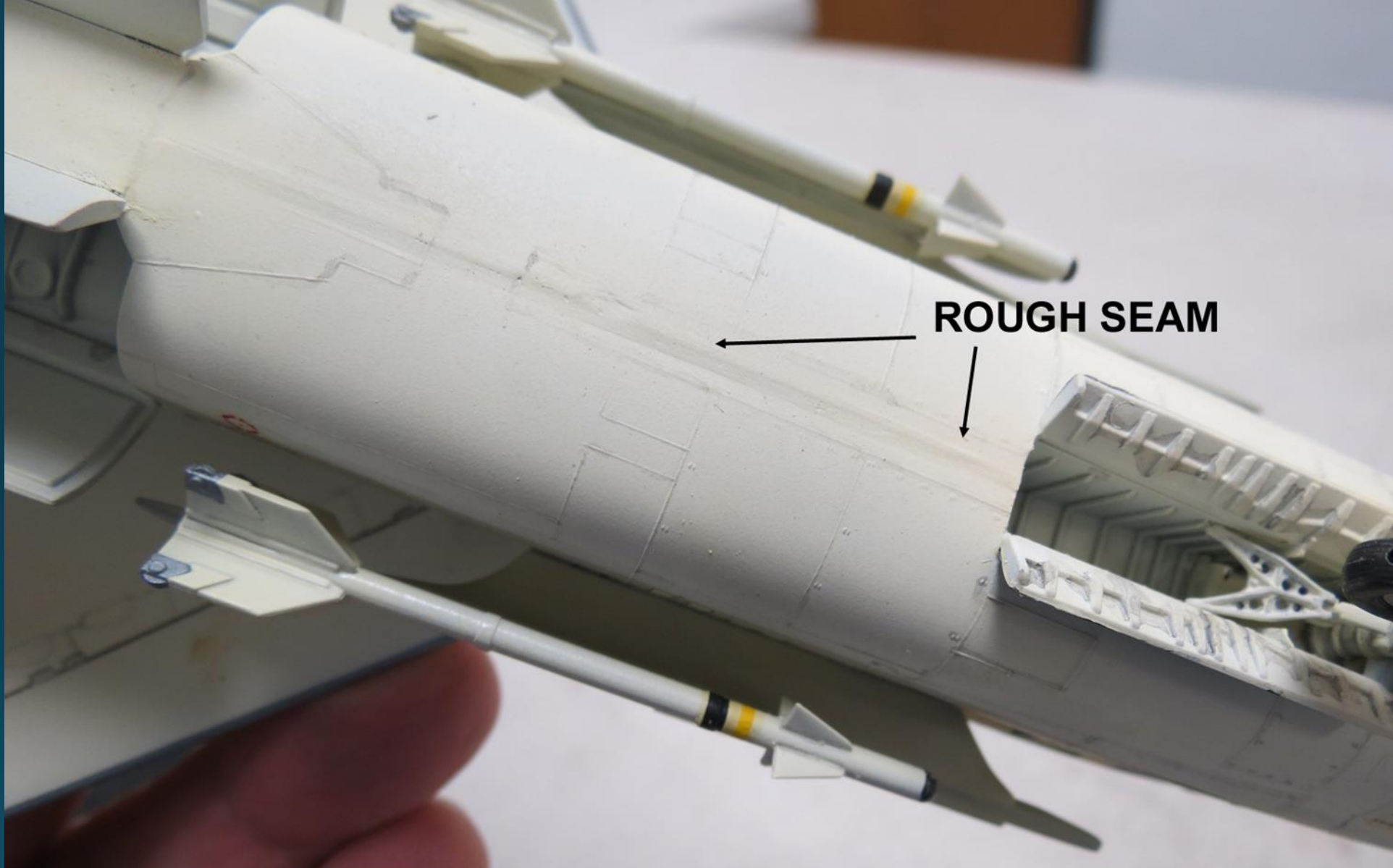
Blending-in the fixed portions of
windscreens is an often-overlooked
or often difficult task – but necessary.



But remember to not blend-in the
movable sections of the canopy!



This F-8 looks pretty good from here too! But look it over more closely . . .



That's a rough centerline seam, especially compared to the adjacent details and paint finish. It stands out.

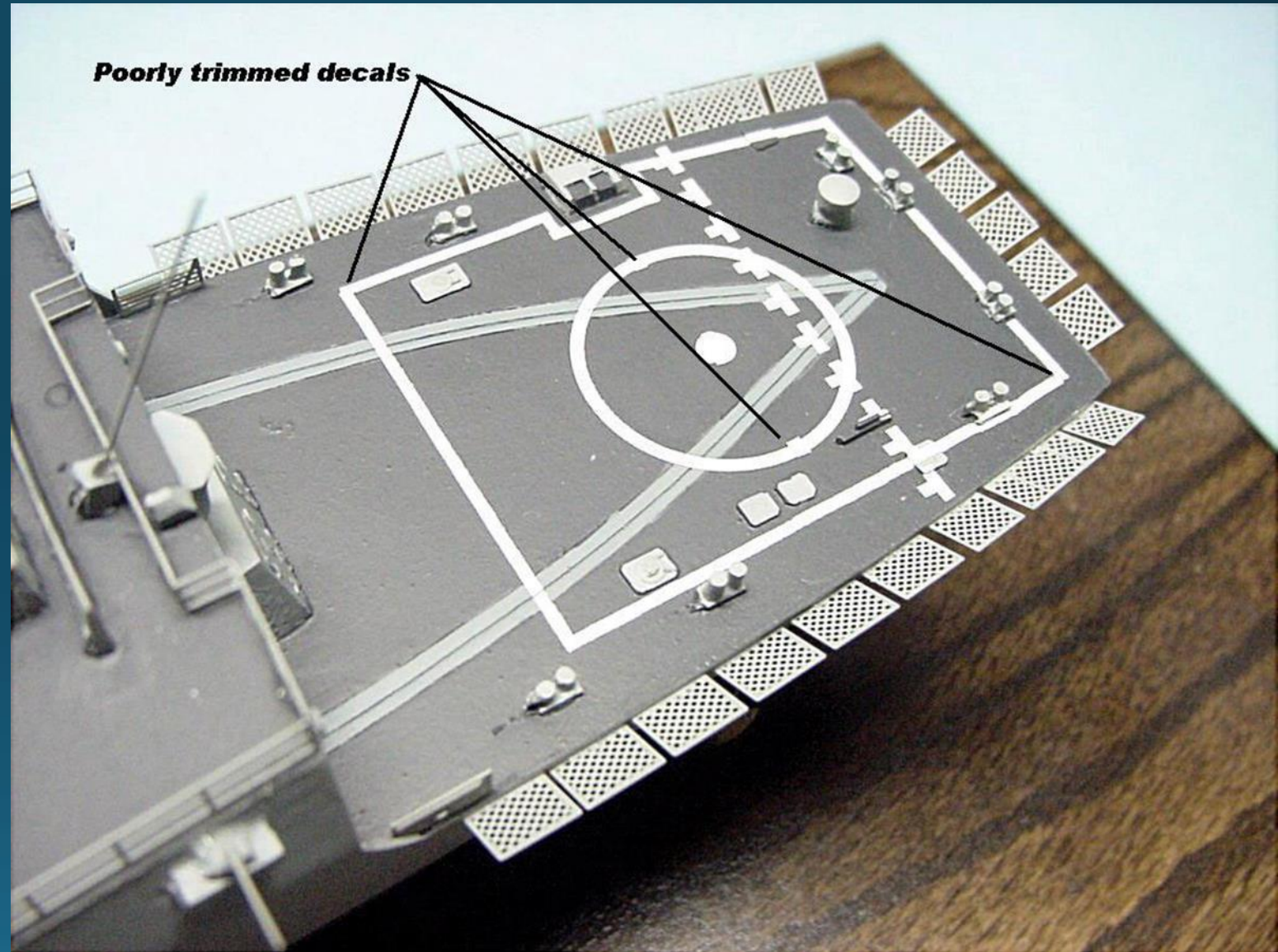


And this F-18 looks pretty good from here too. But close-up . . .



We can see yellowed decal film, poor canopy fit, and a dirty canopy.

Getting decals to look like part of the overall surface finish is always difficult . . .



ChartPak tape is over-thick to use here, for this scale.

Consistency . . .

In working to master the basic techniques, strive to be

Consistent in achieving them on your model –

Top, Bottom, Front, Back, Sides - Outside and Inside.

If you skip an area that you think the judges likely won't see,

well, that's the area one of them *will* see –

and they'll point it out to the rest of the judging team!



Consistency



Consistency

You can go to a lot of trouble in one place, like a detailed cockpit, or using a #80 drill bit to make more realistic-looking hollow exhaust pipes!

But does the rest of your model reflect the same level of workmanship?
Build your entire model to a consistent level of workmanship.

MILITARY VEHICLES.....
CLASS II

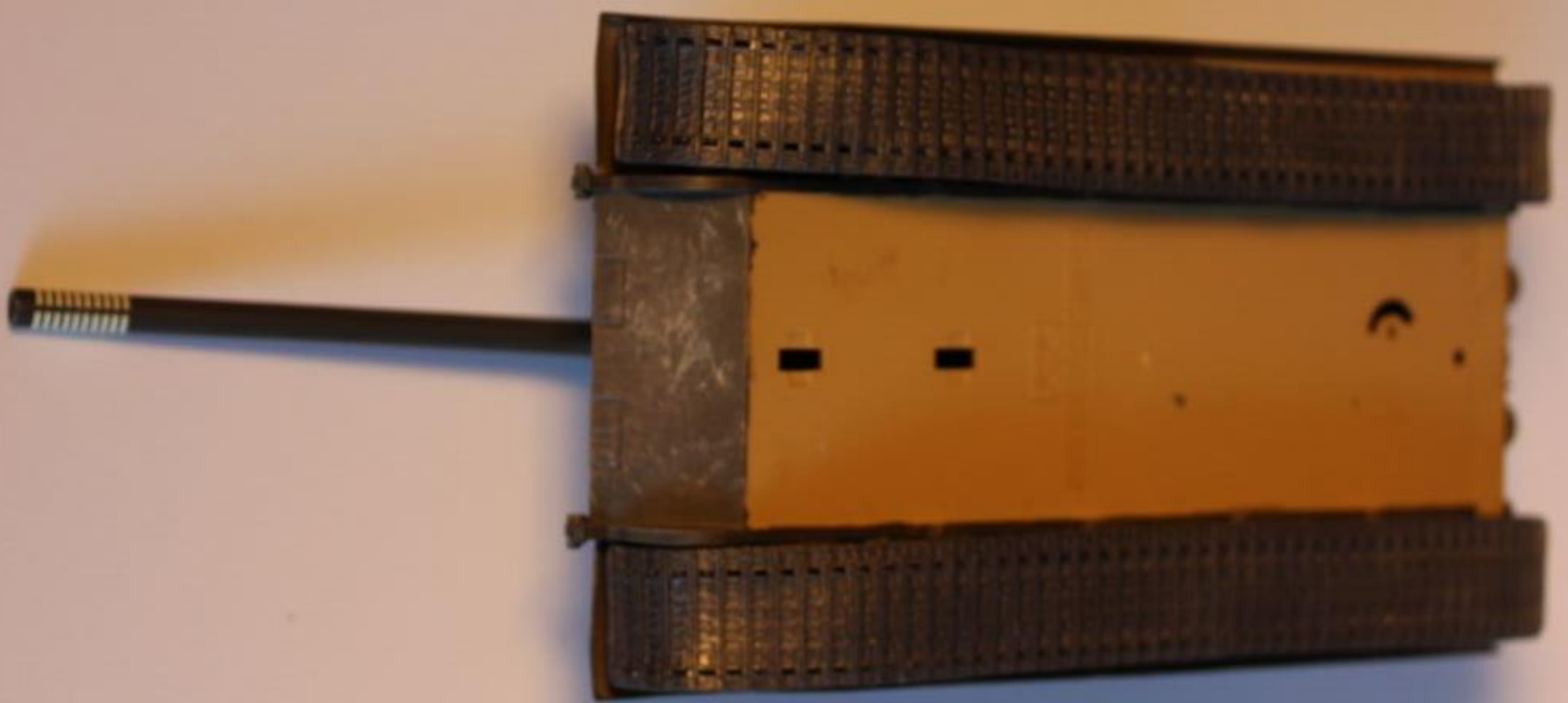
**MICHAEL TSOUMPAS, CHIEF MILITARY
VEHICLES JUDGE**

What do Armor model judges look for?

- **The same general criteria: first is construction**
 - **Seams & Joints between parts**
 - Fill them if they're not on the prototype; okay to leave them if they are on the prototype – but appearance should be consistent.
 - Fixing of multiple similar parts should be consistent.
 - **Alignment of individual parts and vehicle sub-assemblies**
 - Turrets should be evenly spaced from the hull – not tight along one side and gapped on another side.
 - Watch that fenders are evenly aligned side-to-side. If not, are you realistically depicting damage or hiding rough assembly?
 - Heavy metal tracks don't 'float' above wheels.

What do Armor-model judges look for?

- Then they consider the overall finish
 - Paint application
 - Smooth – not pebbly/orange peel
 - No runs, no drips, no errors -- *to quote Johnny Bench and the Krylon commercial!*
 - Level of gloss/reflectance or flatness is appropriate for the specific subject; a *few* AFVs are glossy, but not many!
 - Color/shade accuracy?
 - I wasn't there – I can't judge it.
 - Often conflicting references, even from those who were there.
 - When the pigment hits the plastic – it is right!



How many modelers think the underside won't be seen? We make 3-D models of 3-D real subjects – so the judges will also judge 3-D. Don't want to do it? Fix your model to a display base.



Open grills and open hatches
invite a look inside.
But is anything in there to see?



Seams

And weathering won't hide
mismatched seams.

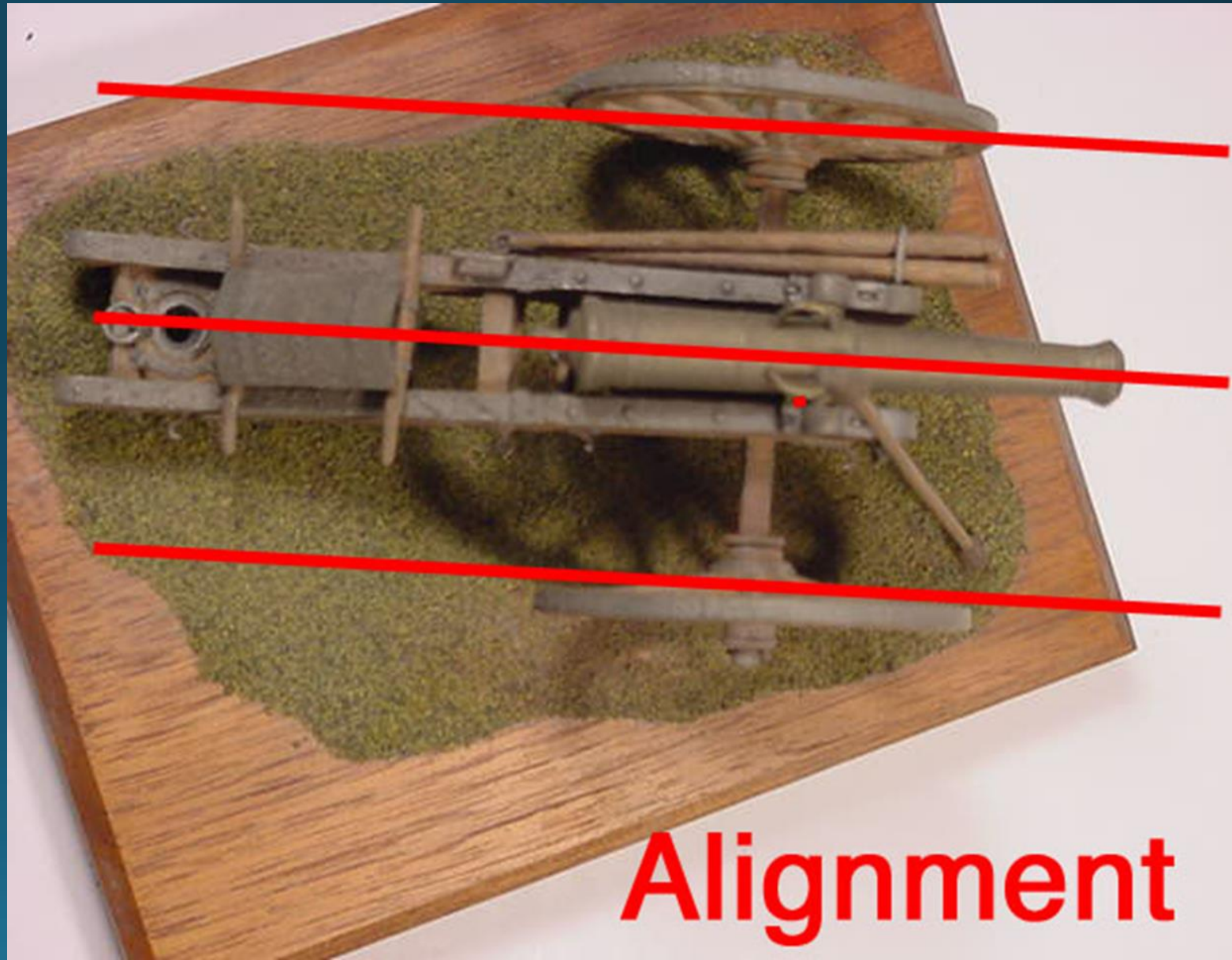
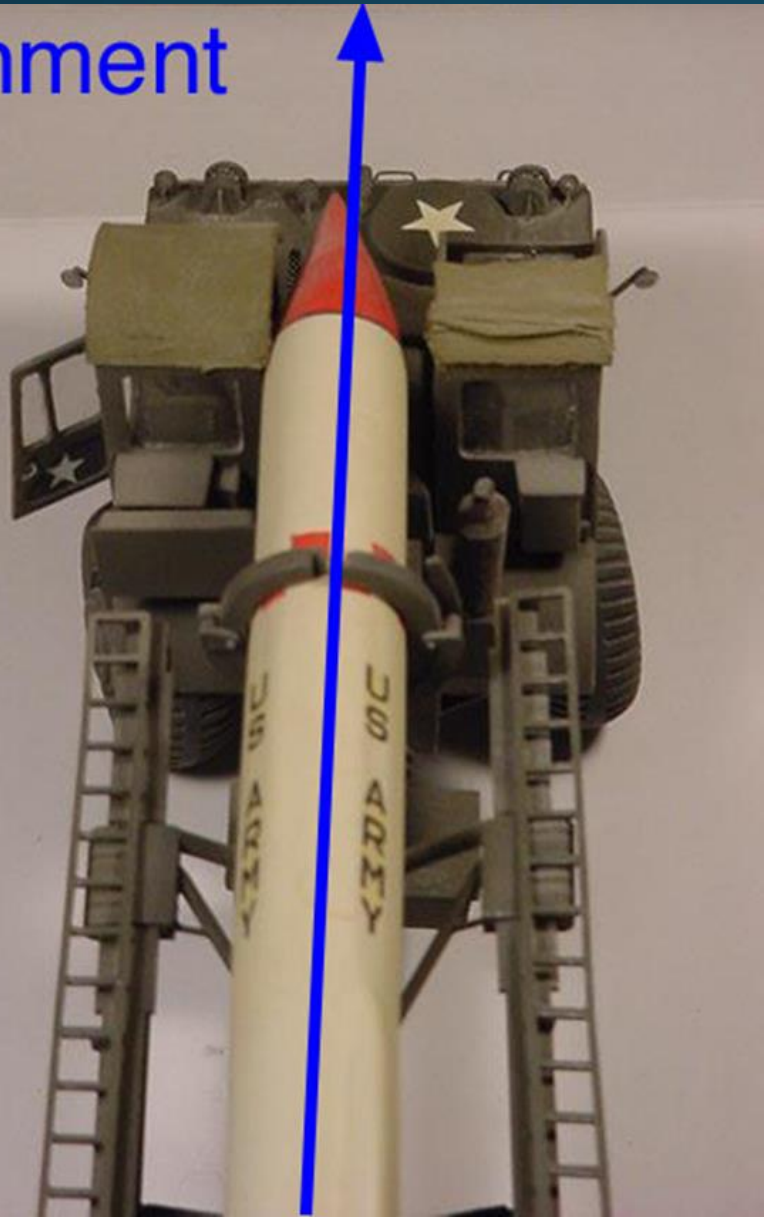
Painting, Finishes, Decals, Weathering . . .



Decals should blend into the surface finish, not sit on top like a piece of clear tape. Decals won't settle into a flat finish. And weathering won't always hide decal film.

Alignment can be a problem with any model subject.

Alignment



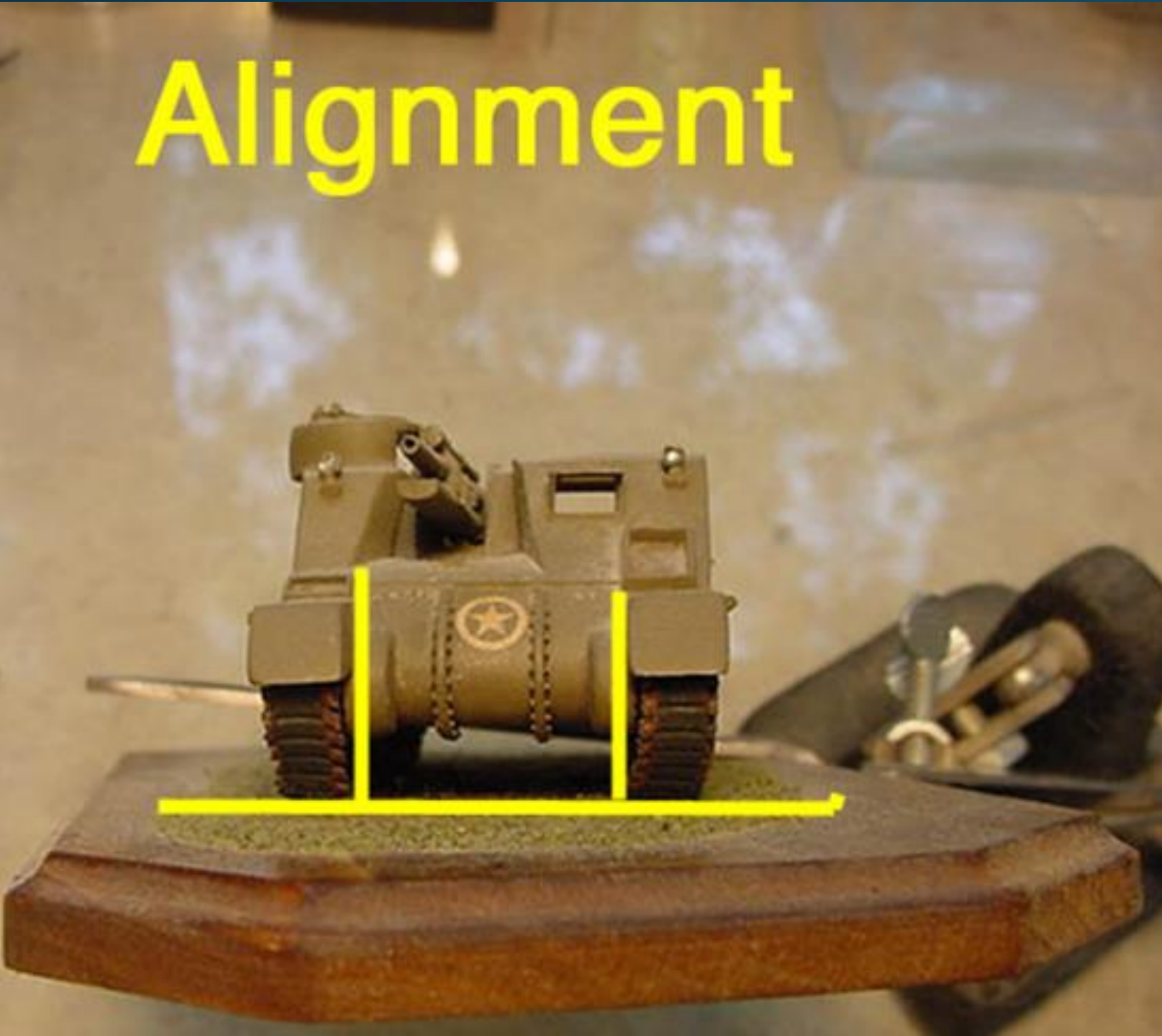
Alignment



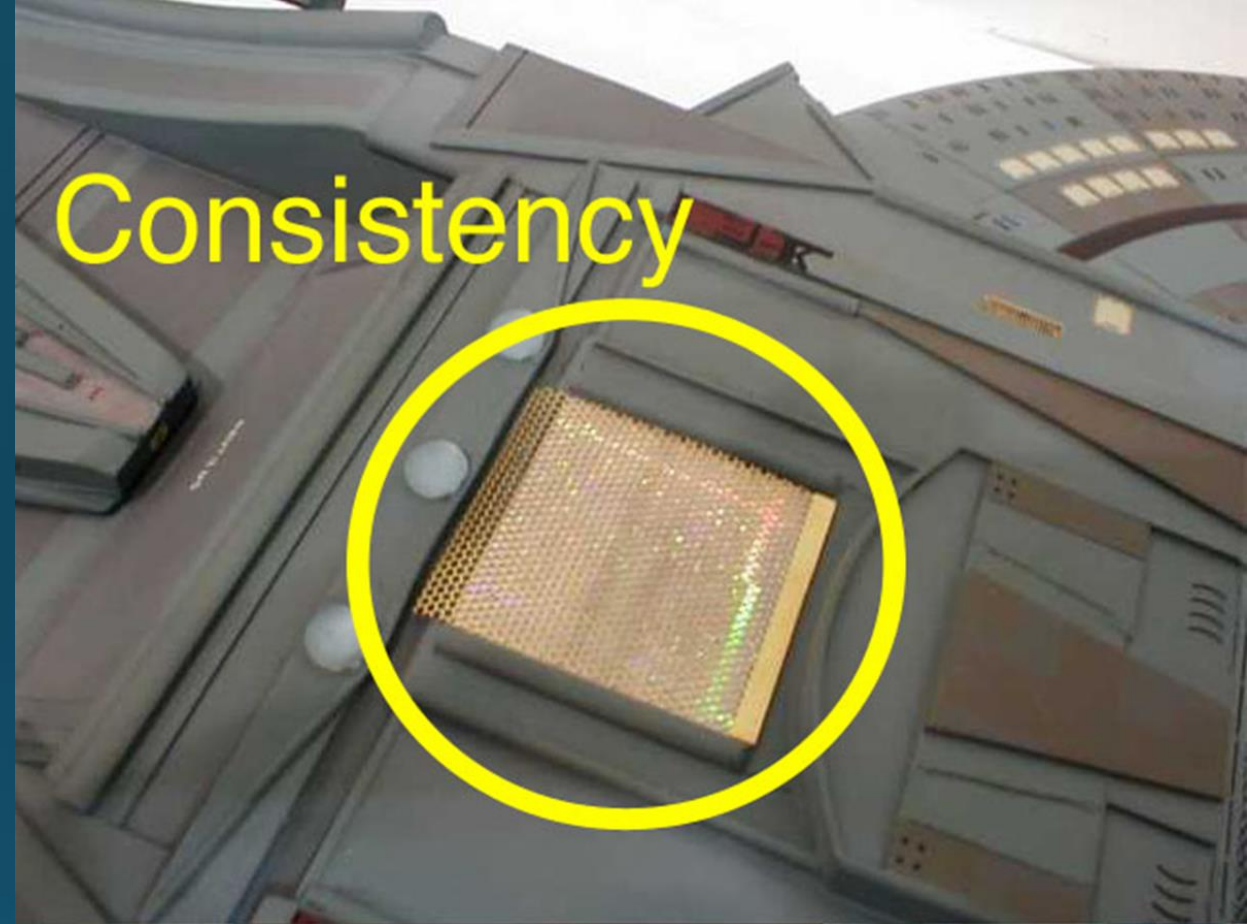
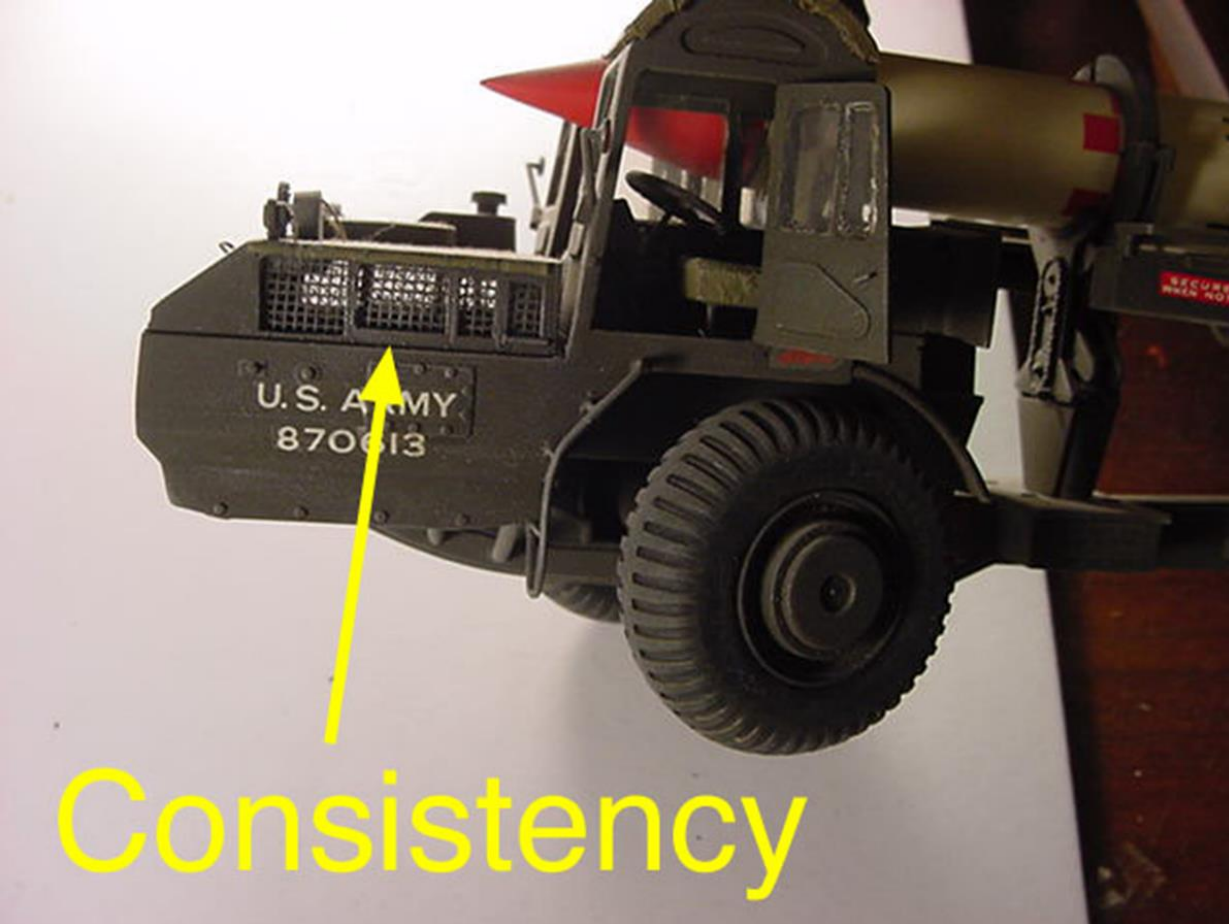
And unless they're on really uneven ground, a vehicle's tracks and wheels will all rest on the ground. Putting these models on a natural-terrain base may help hide such misalignment.

And tracks on a real AFV probably won't show camber or toe-in. On small-scale armor models, this problem is particularly difficult to correct – but it needs to be done as best as you can.

Alignment



Alignment

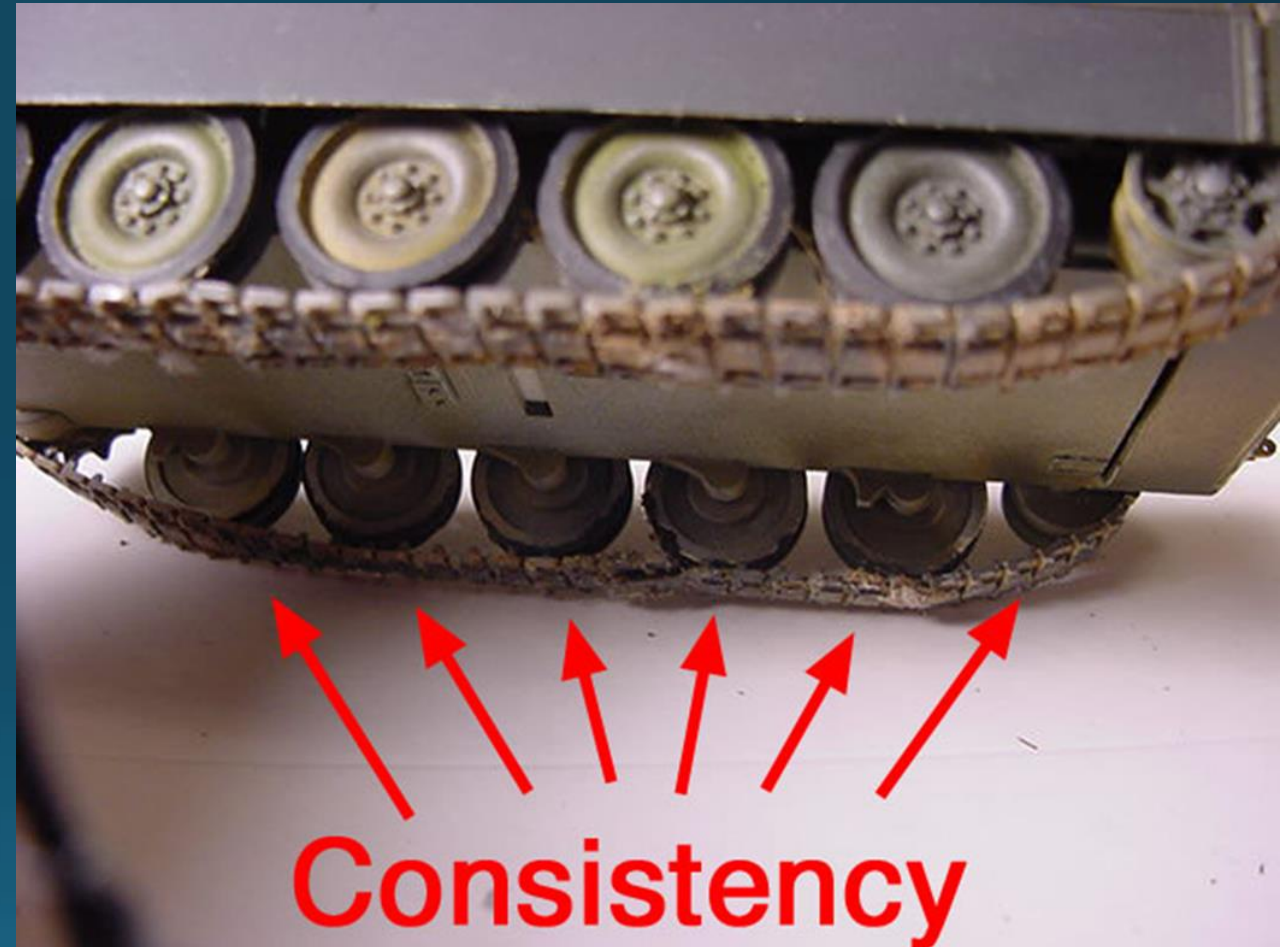


Details should appear consistent with the rest of your model's features. If you try to finesse molded-on features, don't forget what may be behind them: where's the engine? Make added-on details look integral, not as if they're simply added on top.

G.I. Joe looks a little nervous!



That's supposed to be a thin fender, not thick armor plating or melted plastic.



Gaps and holes on the underside, and the tires aren't painted on their backsides.

Added (or missed !) Details . . .

Consistency



What's missing? An engine? Block-off the see-through area.
Would heavy sandbags set up so high and straight, or sag?

Consistency



These added-on canvas covers have inconsistent appearances: A roughly wrinkled cover in the rear, tight in front; smooth on top, rough on the sides. Relatively minor items, but they do catch the judges' attention.

FINAL SUGGESTIONS TO CORRECT FLAWS WE MOST OFTEN SEE IN THE MILITARY VEHICLES CLASS:

- 1. TRACKS, WHEELS AND TANK GUNS OUT OF ALIGNMENT.**
- 2. INCONSISTENT PAINT APPLICATION; EG FLAT OR SHINY SPOTS THAT STAND OUT.**
- 3. GLUE MARKS NOT CLEANED UP**

FIGURES
CLASS III

FRANK LANDRUS
HEAD FIGURES JUDGE



ARE CLOTHING ITEMS USUALLY GLOSSY?



DO YOU LIKE THE DETAILS AND HER GOWN?





DO YOU
NOTICE THE
EXCELLENT
DETAIL AND
SHADOWING
DONE WITH
THIS
FIGURE?



DO THE
EYES
LOOK LIKE
THEY ARE
POINTING
IN THE
RIGHT
DIRECTION
AND
REALISTIC?



IS THE
SHADOWING
IN THE
CLOTHING
REALISTIC
OR IS IT TOO
STARK?

NOTHING WRONG AS FAR AS ADDING DETAILS AND
AFTER MARKET PARTS TO HELPE IMPROVE YOUR
FIGURES. NO OUT OF BOX RULES AS FAR AS FIGURE
CATEGORIES!



SHIPS
CLASS IV

STEVE LAU
HEAD SHIPS JUDGE

What do Ship model judges look for?

- Ship models are just like other modeling genres. The things which will draw the judges' eyes are similar.
- **Craftsmanship**
 - Remove/repair: flash, sinks, mold marks, ejector-pin marks, trademarks, etc.
 - Construction: molding seams to be removed, joints matched;
 - Ejector-pin marks removed or filled;
 - Round things remain round – not sanded to an oval!
 - Glue marks removed – especially between plastic and metal parts.

What do ship model judges look for?

- Alignment

- Masts to be aligned laterally and fore-&-aft (*unless documented otherwise – show your references*).
- Yardarms are square to masts (*sailing ships may get a pass here, especially if shown hove-to*).
- On sailing ships, masts may be set back from vertical ('rake'); they hardly ever lean forward. If depicted under sail, yardarms can be set at an angle to the mast – but should match closely going up each mast, and from mast-to-mast.
- For gun mounts, gun barrels should be parallel to the axis of the gun mount, not catty-wampus. (*that's a nautical, technical term!*)

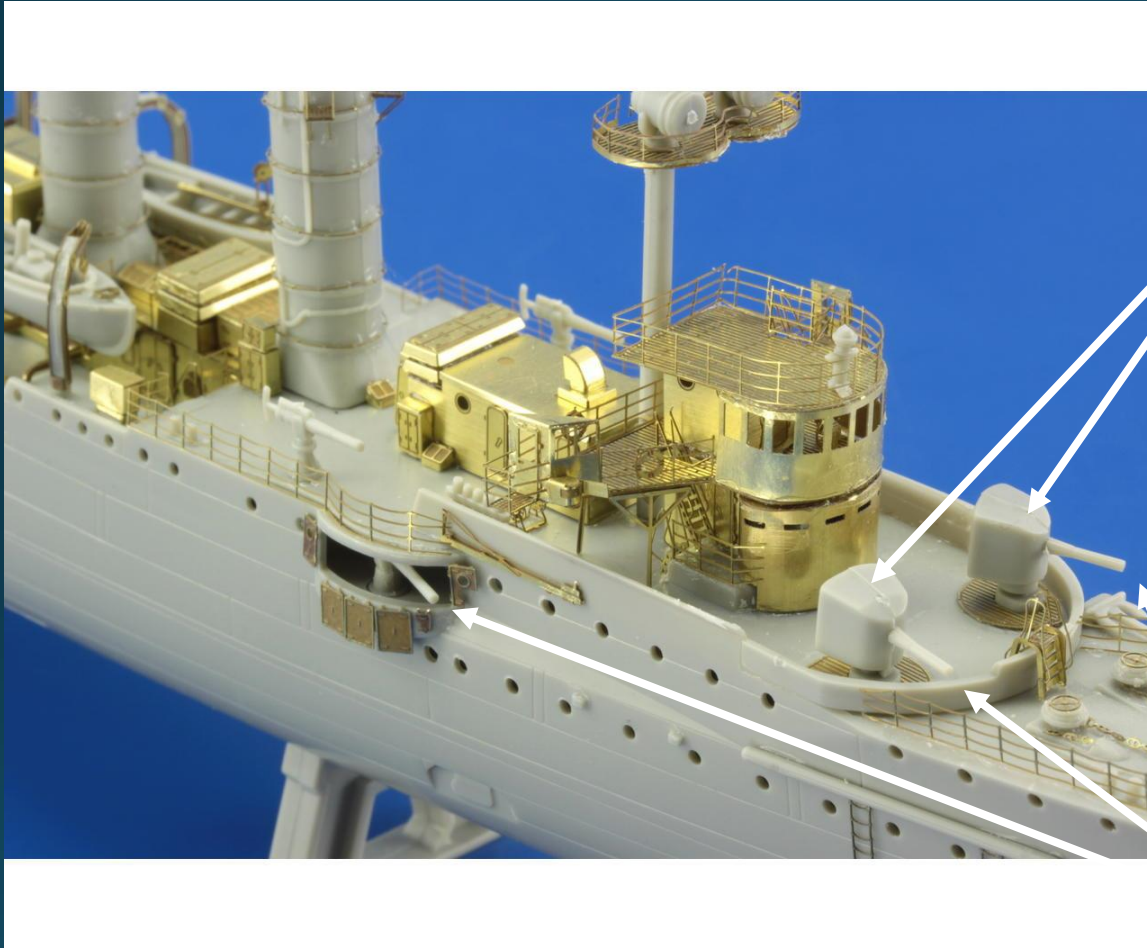
What do ship model judges look for?

- Finish
 - Paint application
 - Smooth – not pebbly/orange peel
 - No runs, no drips, no errors -- *to quote Johnny Bench and the Krylon commercial !*
 - Level of gloss/reflectance is appropriate for the subject
 - Color accuracy?
 - I wasn't there – I can't judge it.
 - Often conflicting references, even from those who were there.
 - When the pigment hits the plastic – it is right! {in my opinion}

What do ship model judges look for?

- Decals
 - Application
 - Correct alignment (e.g., draft marks are vertical)
 - Smooth – no wrinkles
 - No silvering
 - Should look like they are painted on – not taped on!

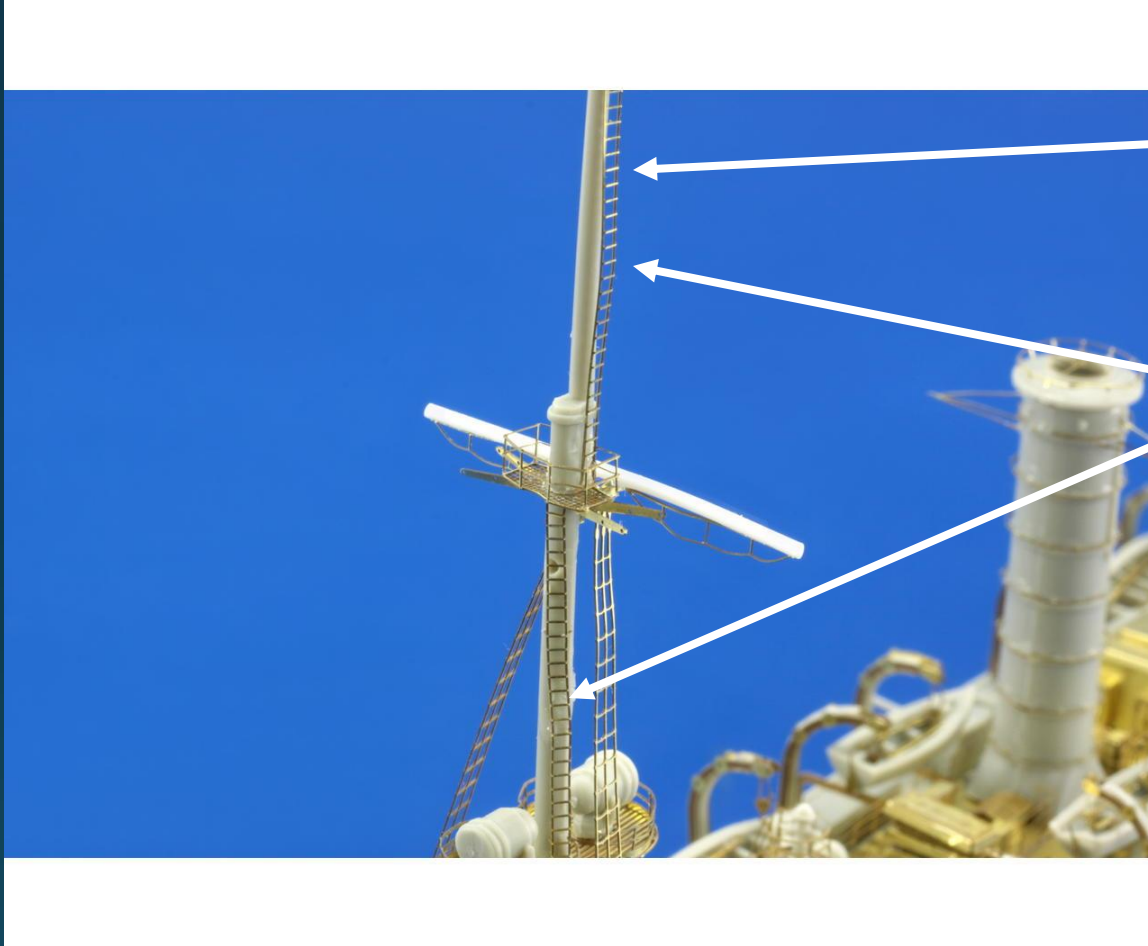
Molding Seams



Like other genres, molding seams should be sanded and made flush (unless prototypical).

And gun barrels should stay round!

Vertical Ladders

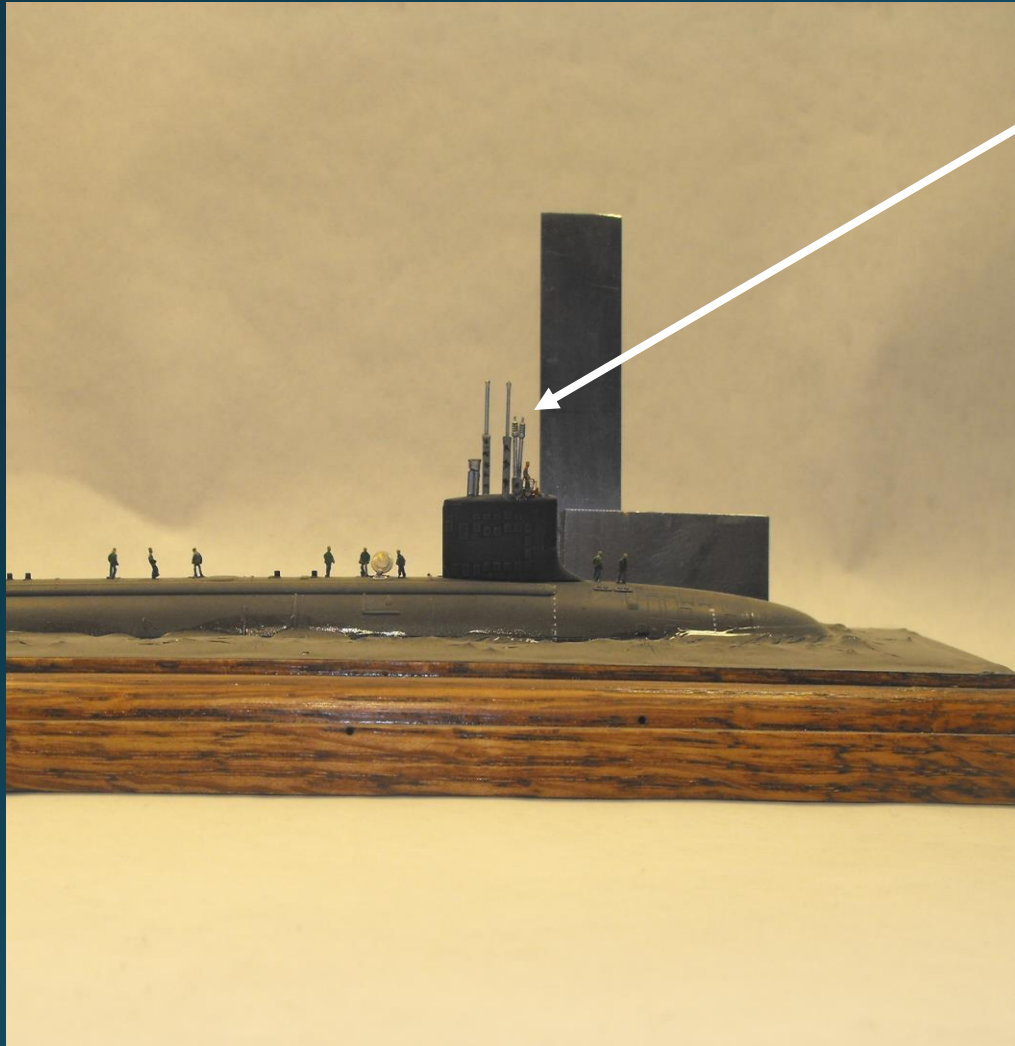


Vertical ladders should be, well, vertical!

Not bowed or rippled.

Support ladders in the middle if necessary.

What do ship model judges look for ...



We don't expect that you will use a square to determine if the masts are properly aligned. Your eyeball will do.

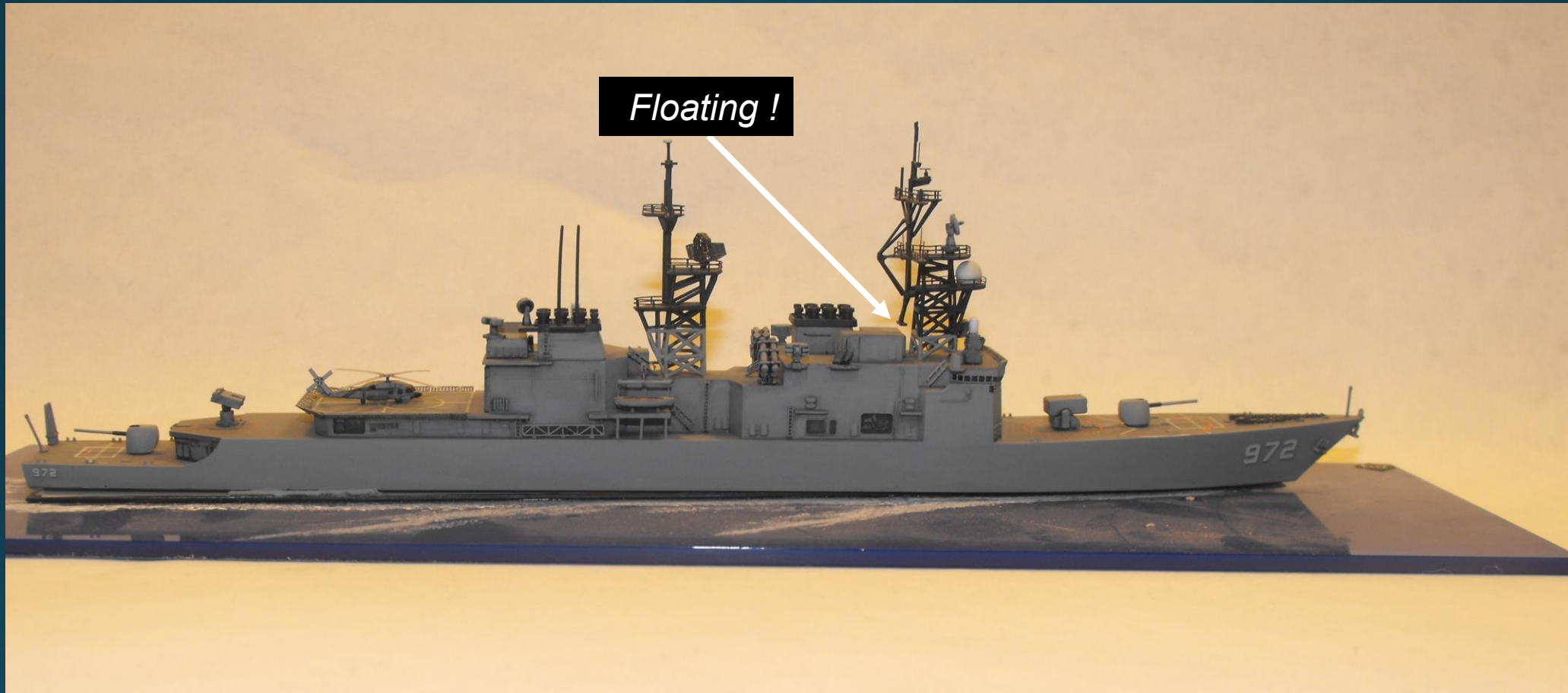
Generally, masts and yardarms should be vertical and square. A cockeyed one will be noticed.

What do ship model judges look for ...



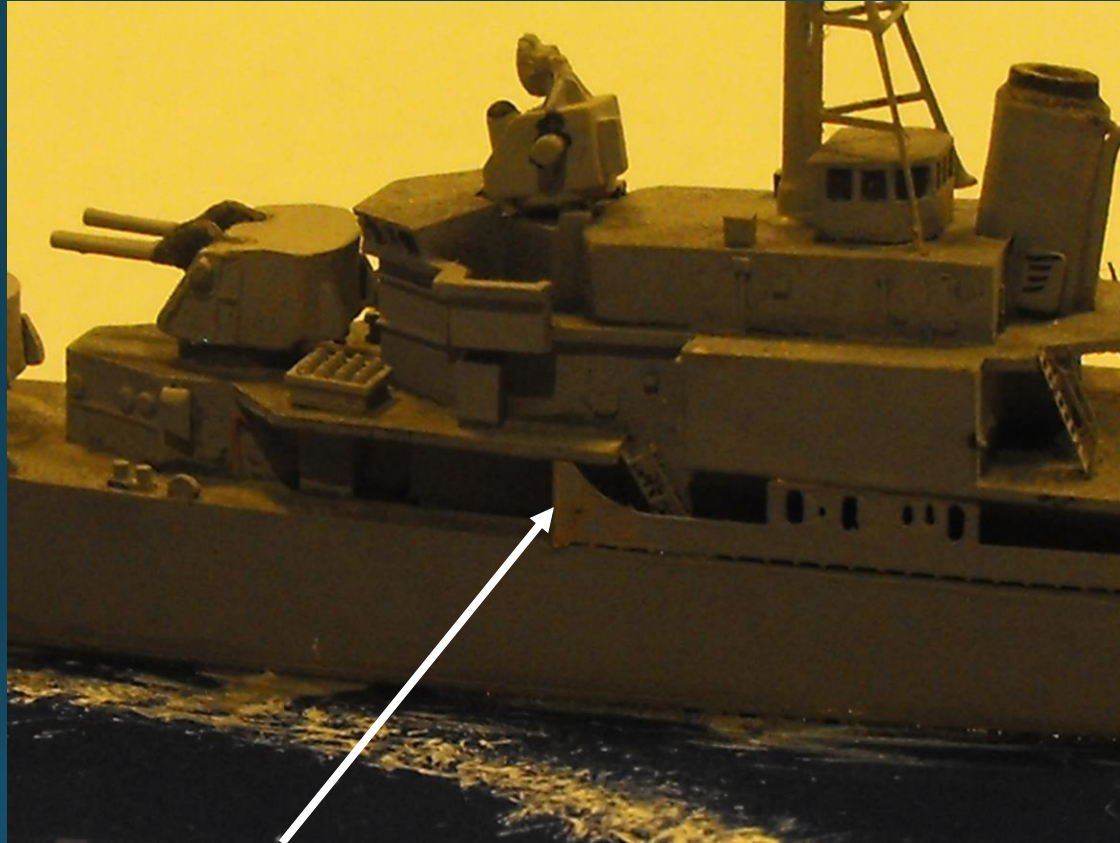
Hey, that model looks pretty good, but ...

What do ship model judges look for ...



No visible means of support! Upper works and platforms need correct – and complete - attachment points.

What do ship model judges look for ...



Make sure to paint *all* the photo-etch surfaces.
A glint of brass shining through is sure to get noticed.

What do ship model judges look for ...



Ooh, there is so much to work on here! Crooked railings, wavy railings, fly-away railings, fret attachment nubs, bent antennas.

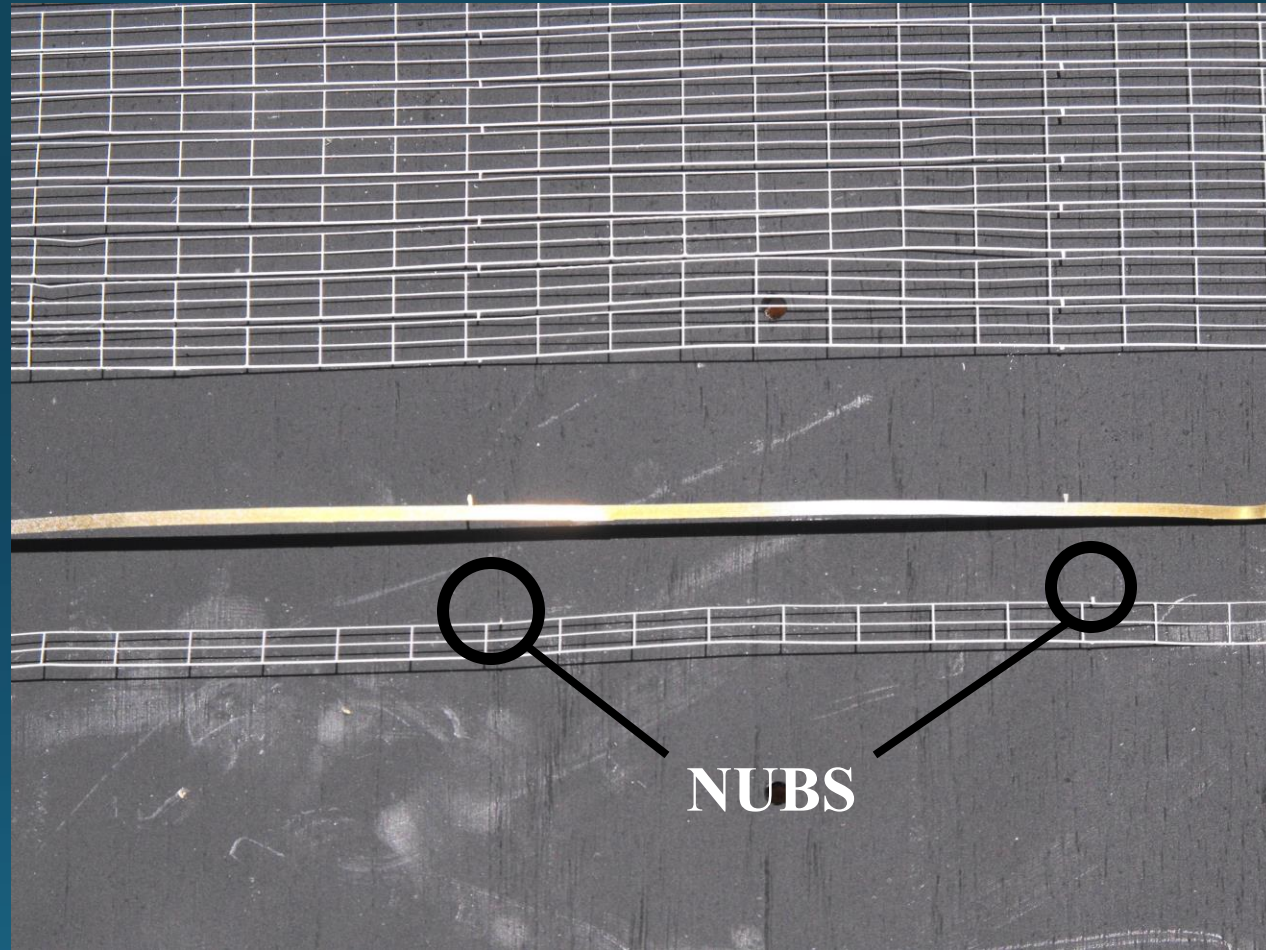
'Nubs' or 'Nubbins'

(a term coined by former head Ships judge Rusty White)

Leftover fret-
attachment points;

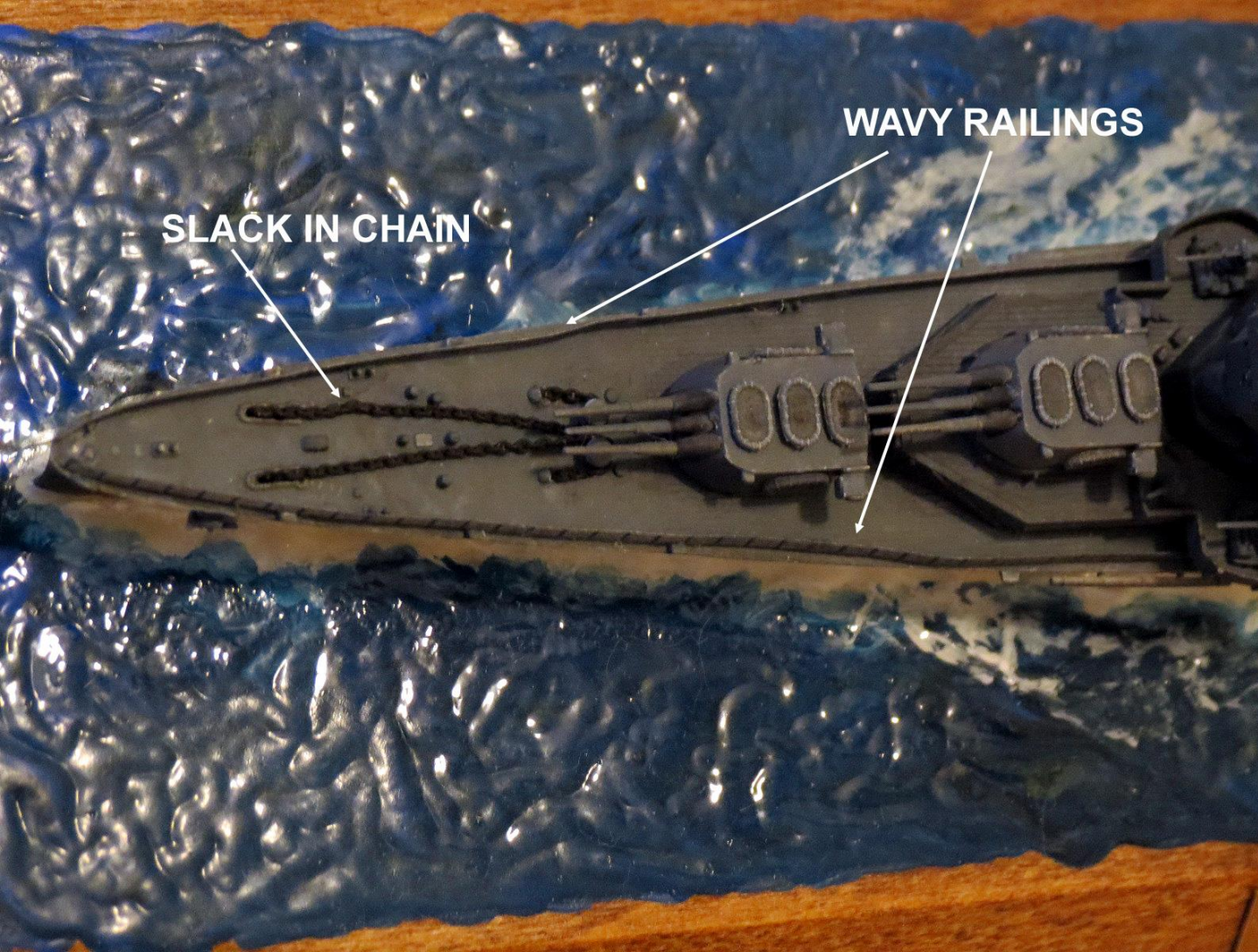
File or sand them
smooth.

Be sure to touch-up
the paint so that
there is no metal
shine.

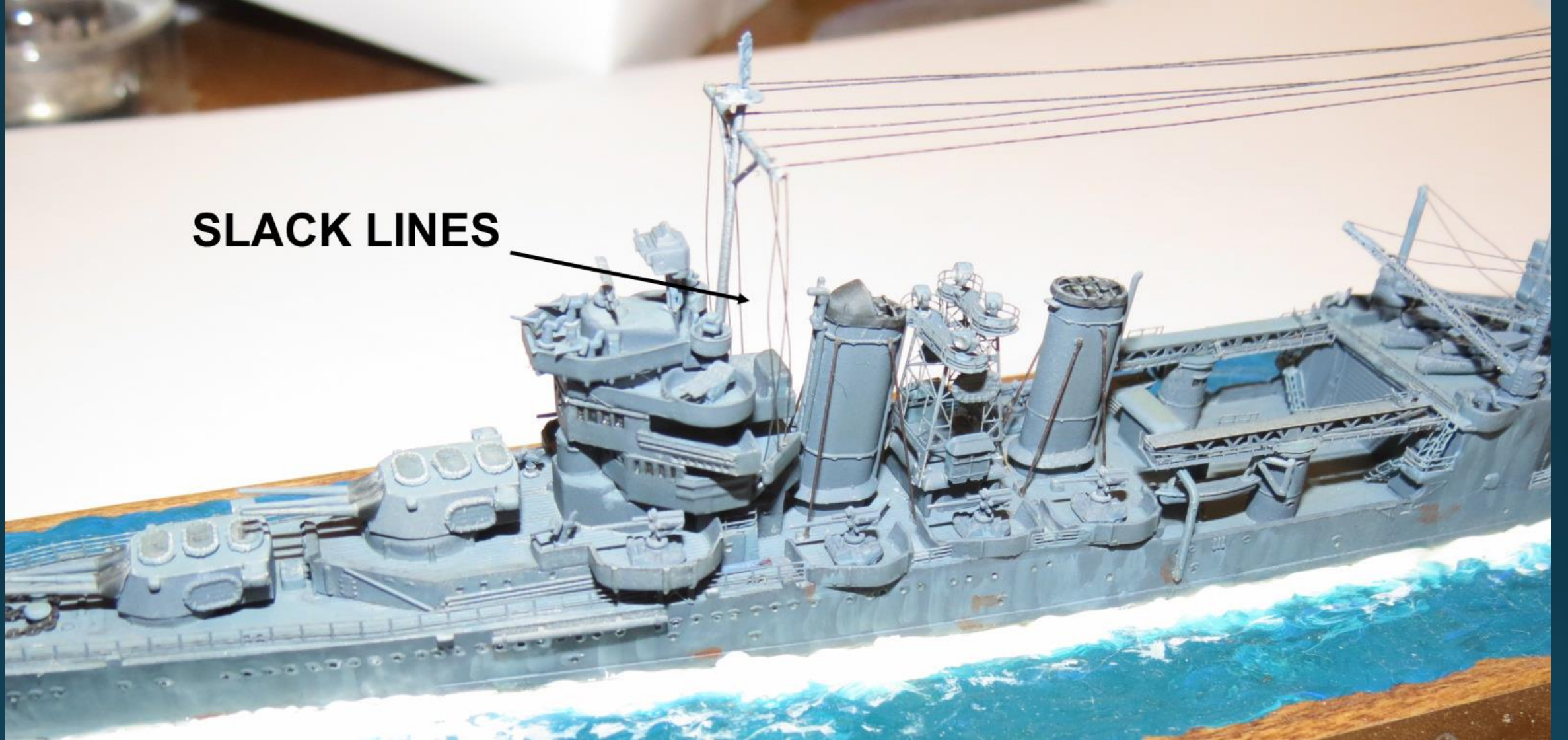




A nice small-scale model of a Cruiser – and shown underway on an attractive water-covered display base. If you look closer . . .

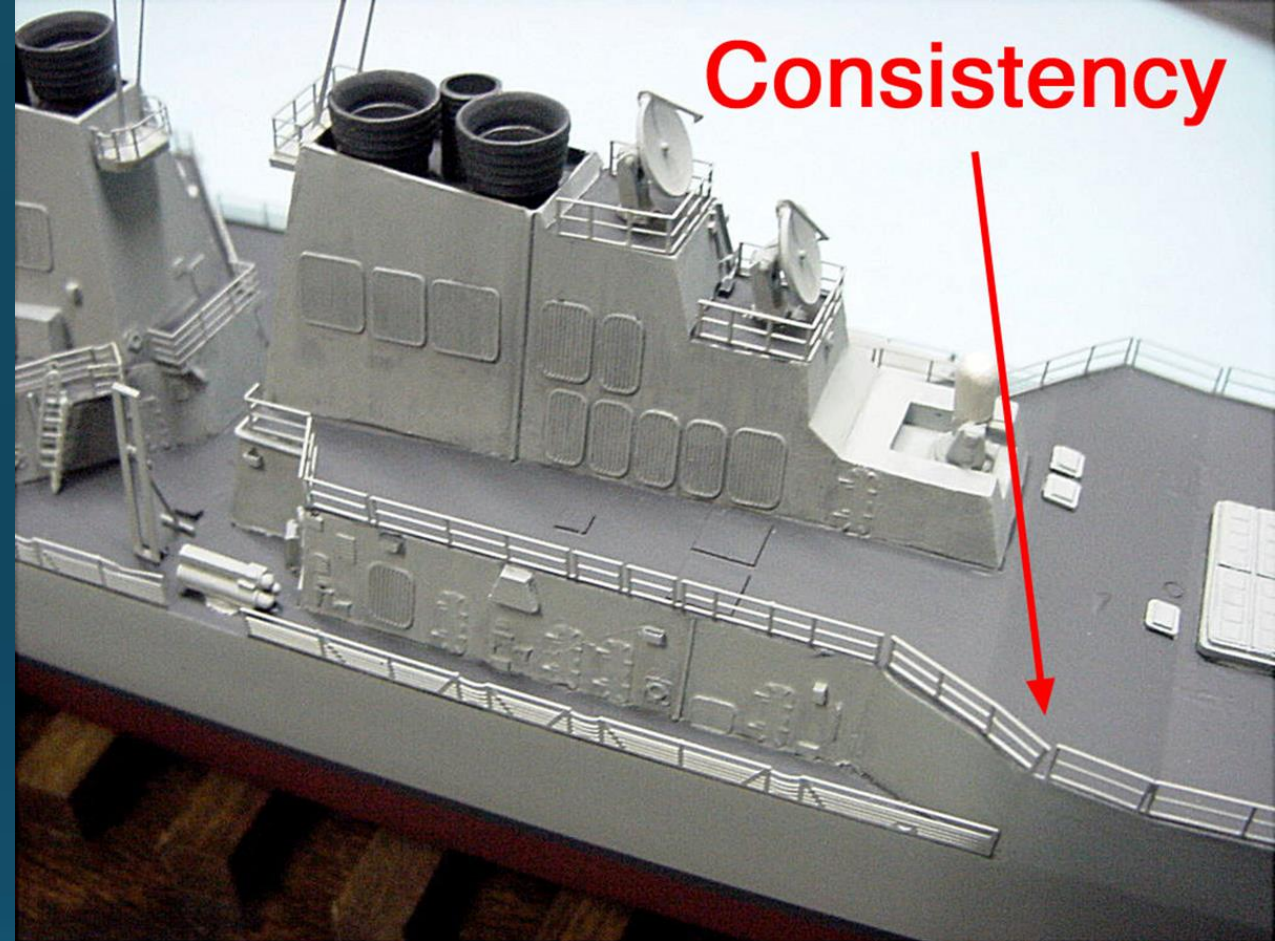
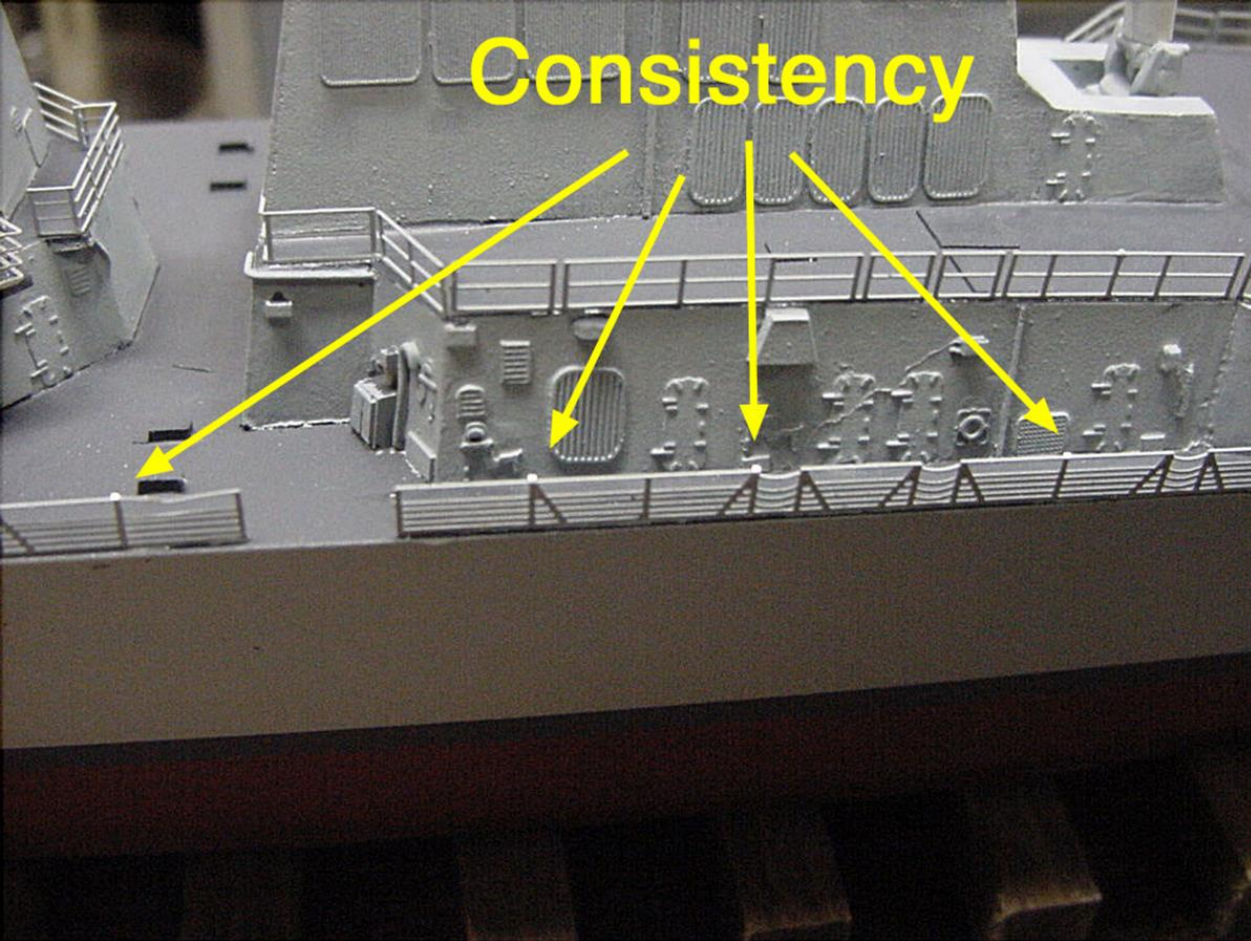


On deck, there's excessive slack in the anchor chain, 'rippling' in some runs of the railings, and some misalignment of the main gun barrels . . .

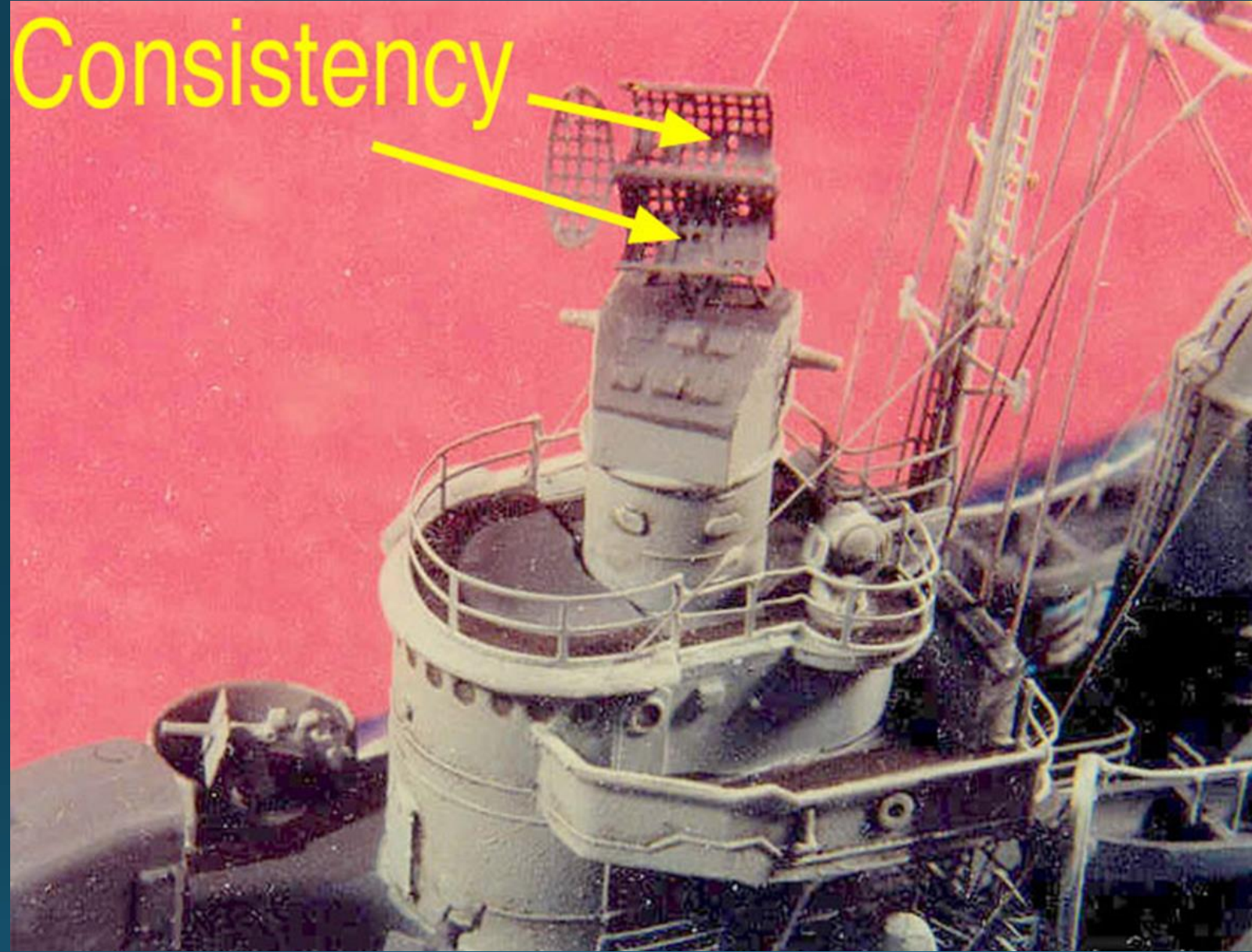


SLACK LINES

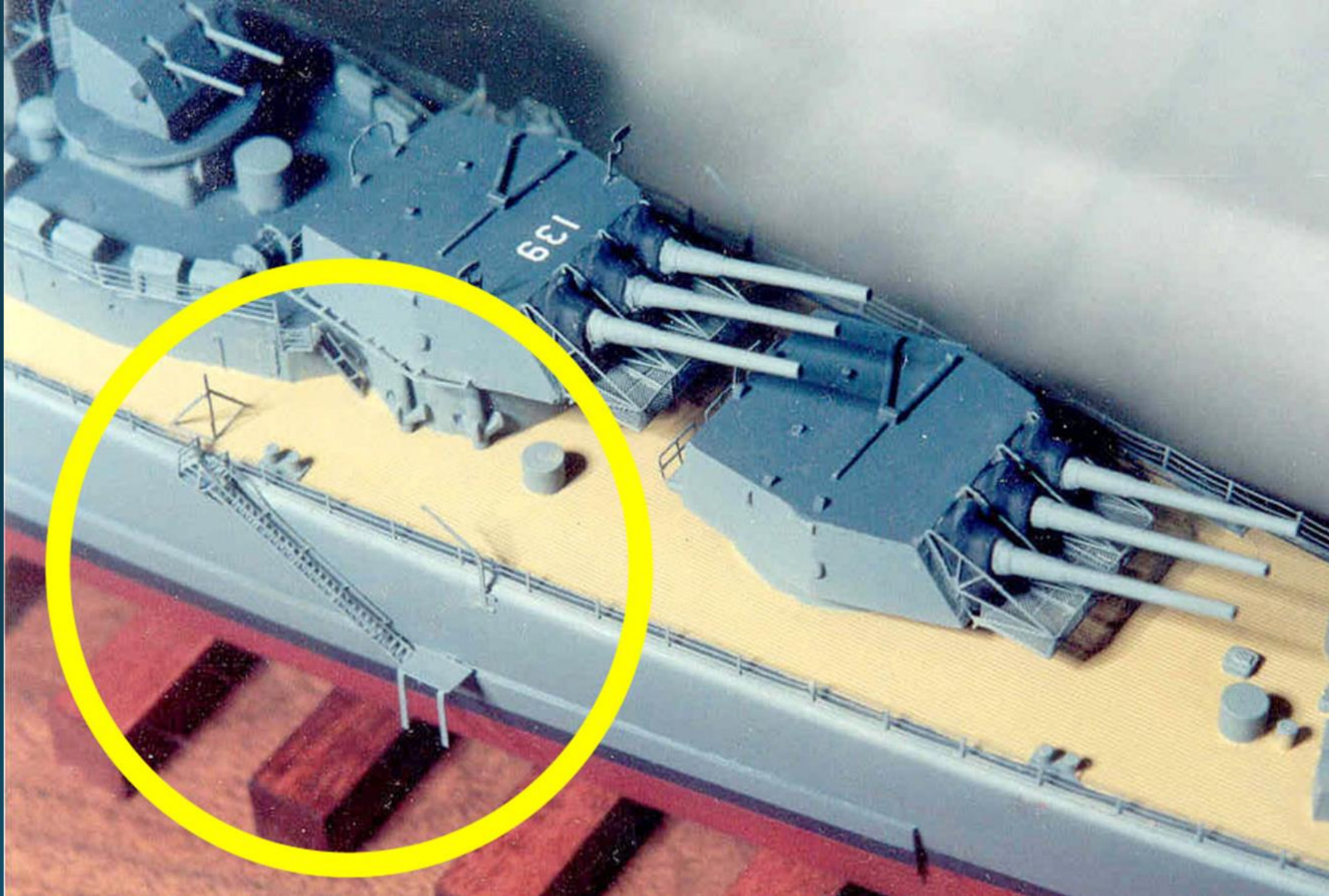
. . . and further up, slack rigging lines, and irregular spacing of them.
All these are items the judges noticed.



Inconsistency in the application of after-market detailing sets is a problem that happens to many builders. Too many glitches can negate any additional competitive benefit the builder may have hoped for. Difficult to accomplish – but were your competitors able to do so?



Added details that aren't well-aligned, or are roughly painted, won't give you any competitive advantage.



This boarding ladder is a nice addition! Regrettably, it's placed backwards.

Closing items for Ship models . . .

- Finishes on wood-made parts of ship models:
 - End grain versus long grain will absorb the finish differently.
 - We often see brush marks – smooth the finish.
- Wooden ship model planking that runs uneven or wavering. Think of them like symmetrical and parallel seams.
- On full-rigged ships, the standing rigging should be taut; the running rigging may have some slack, but shouldn't seem to 'float'.
- Full-rigged ships shouldn't have 'fuzzy' rigging lines.

Closing items for Ship models . . .

- Railings, crew, or lines laid out on the deck in a shiny pool of glue will be noticed.
 - They look like they're standing in separate little puddles of water!
 - Spray a quick coat of clear flat finish to kill the 'shine'.
- Remove build-ups of paint in between the bars on small-scale railings, gratings, radar screens, etc.

AUTOMOTIVE
CLASS V

ANDREW BREZINSKI
HEAD AUTOMOTIVE JUDGE

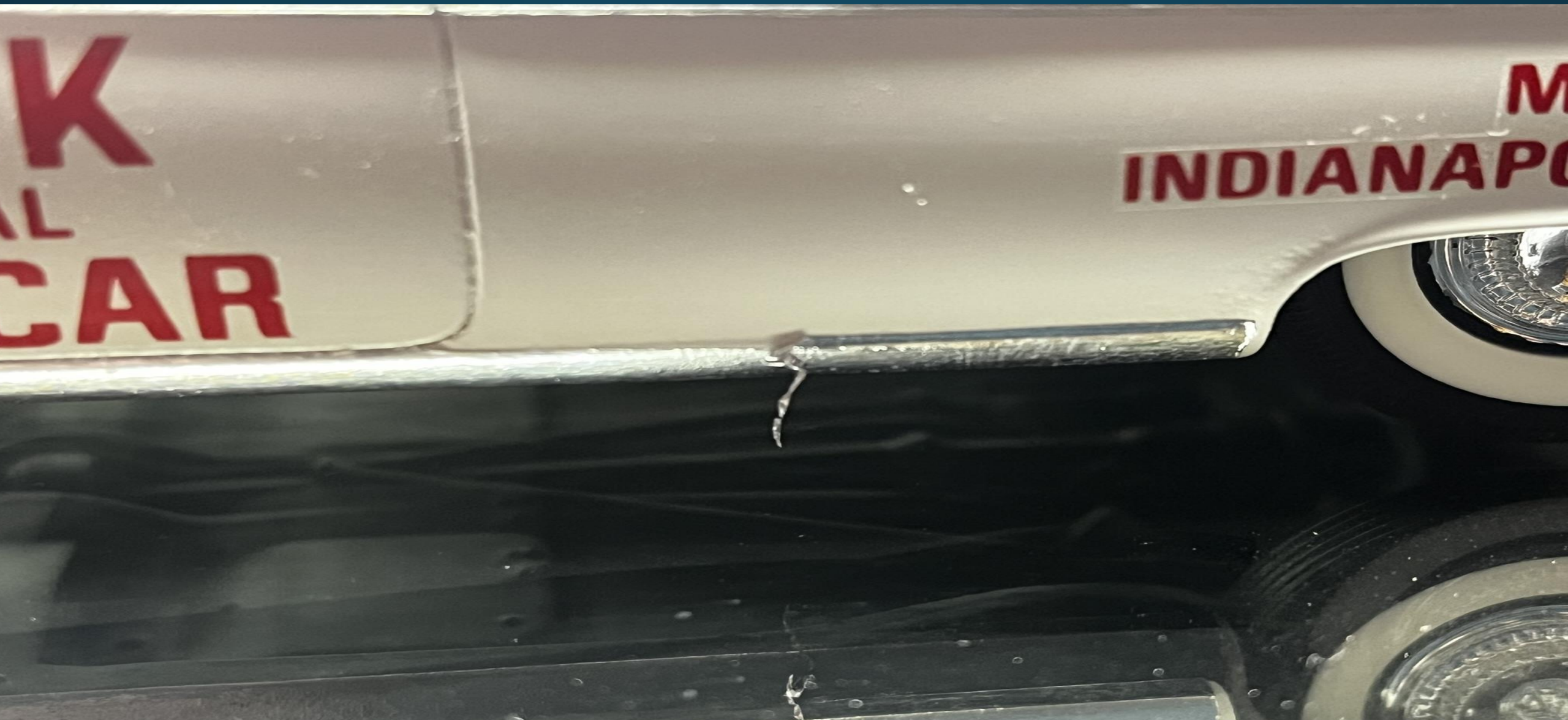
**INTERIORS HAVE VARIOUS TEXTURES AND
THE FINISH SHOULD REFLECT THAT!**



SHINY AND CLEAR WINDSHIELDS USUALLY WORK IN YOUR FAVOR!



**MAKE SURE YOUR BARE METAL FOIL IS PROPERLY
ADHERING TO THE MODEL!**



ARE THESE GAPS A LITTLE BIT TOO MUCH??



ORANGE PEEL FINISH DOES NOT MAKE FOR A WINNING MODEL!



What Judges Look For

2026 IPMS/USA National Convention – Fort Wayne, IN

Class VI - Space & Sci-Fi

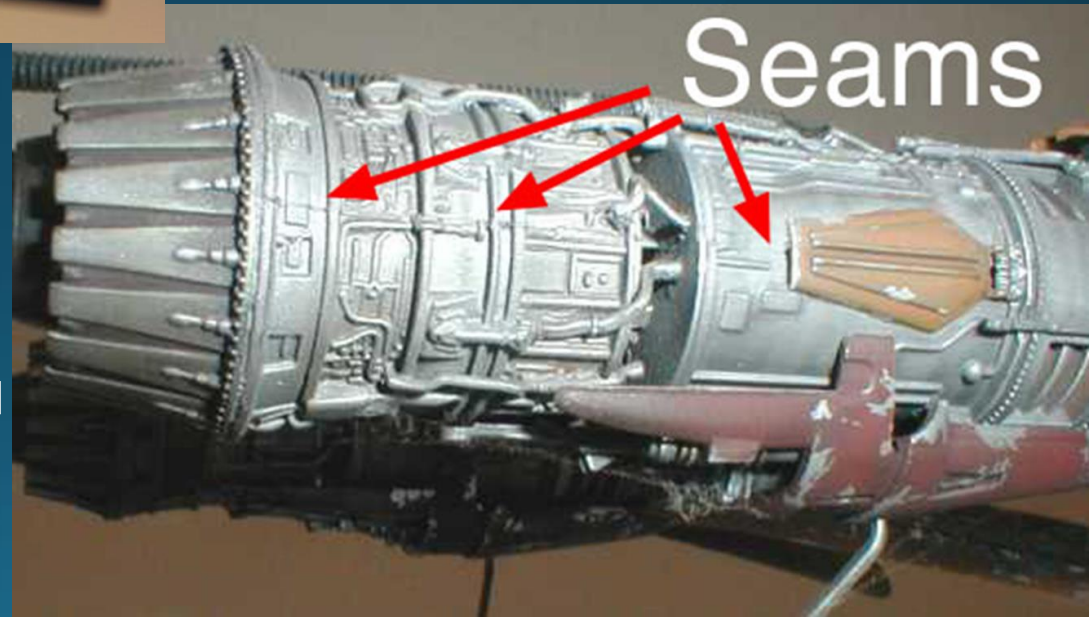
Head Judge:
Rob Schorry

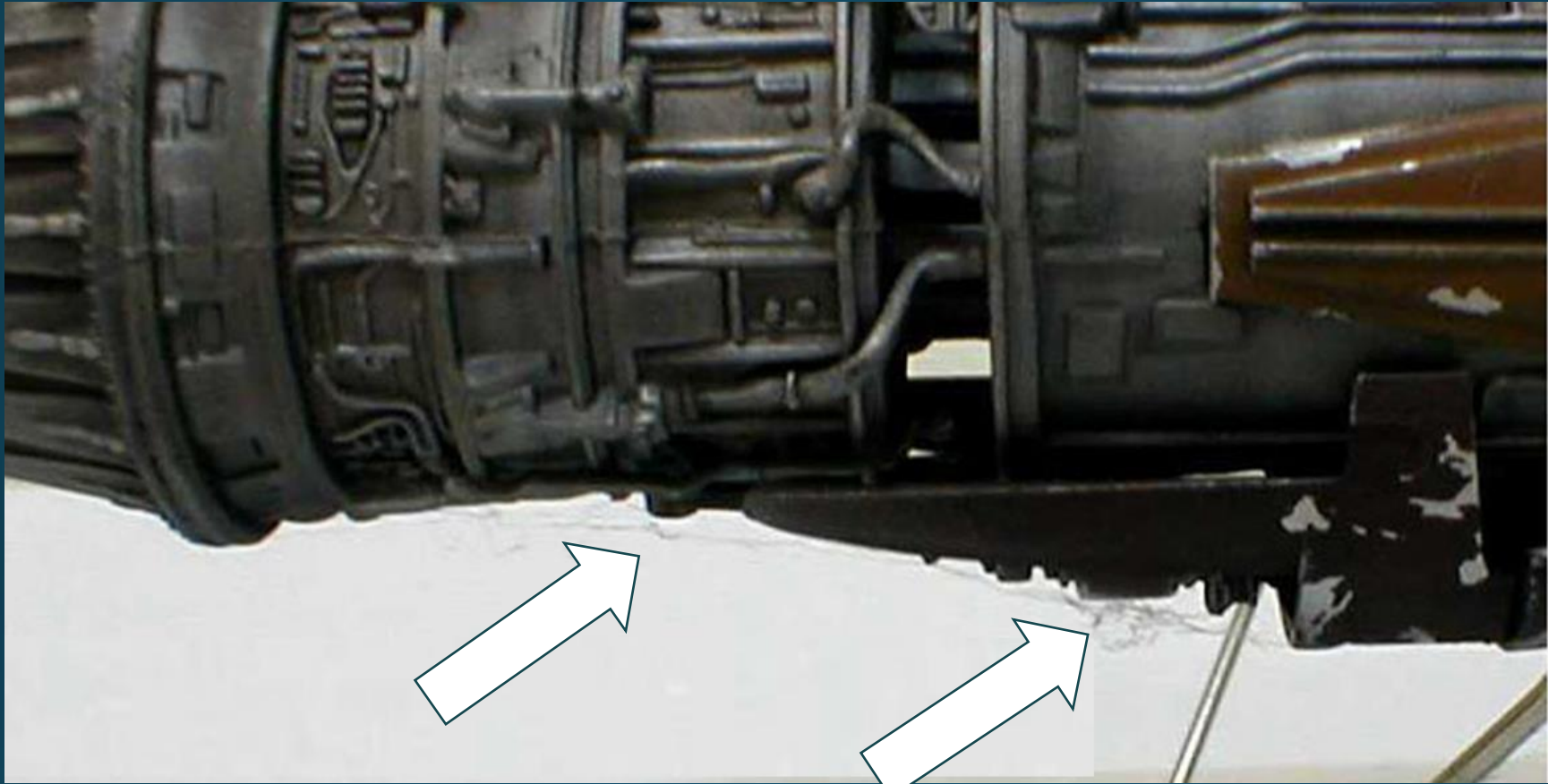




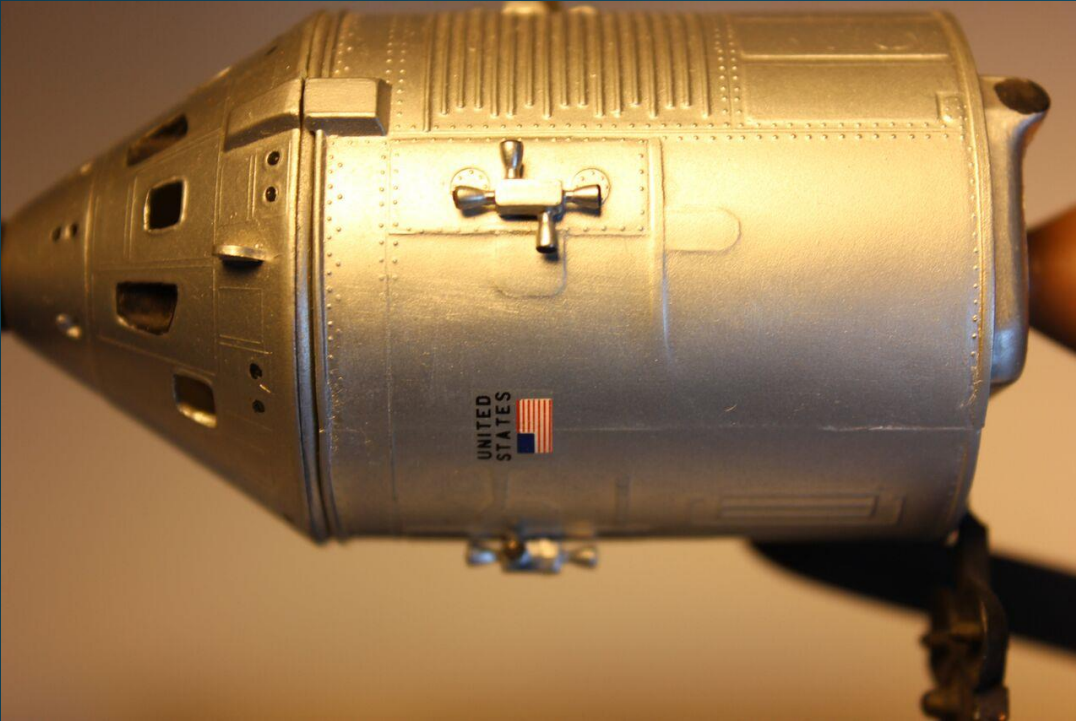
Seam and joint issues are common problems for all model subjects...

... especially where they cross-over other details. Difficult to eliminate, but they will stand out if you don't work on them.





There should not be any hair, lint, or dust, in or on your model. Don't expect to earn an award if you don't take the time to clean your model! Your competitors may have cleaned theirs. Yes, I know that your cat likes to inspect your models. We can tell! 😊

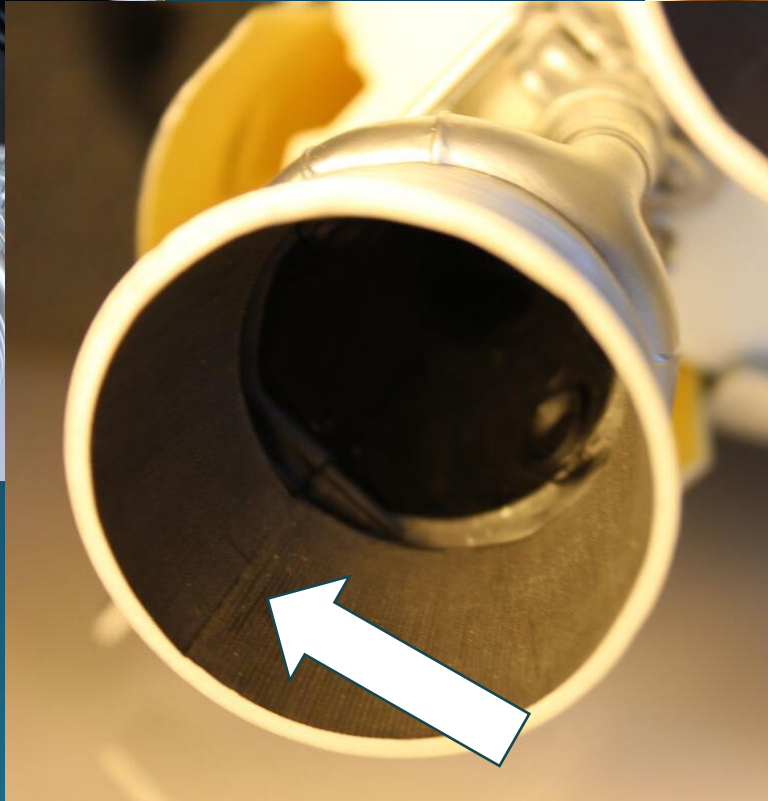
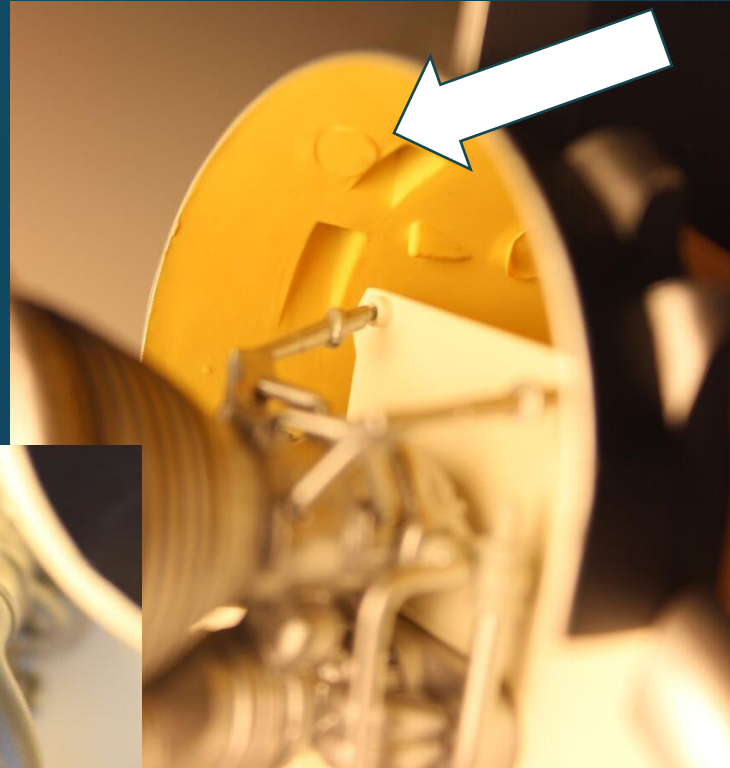


Sometimes, surface details fade away at edges of parts, from molding or your own filing and blending.

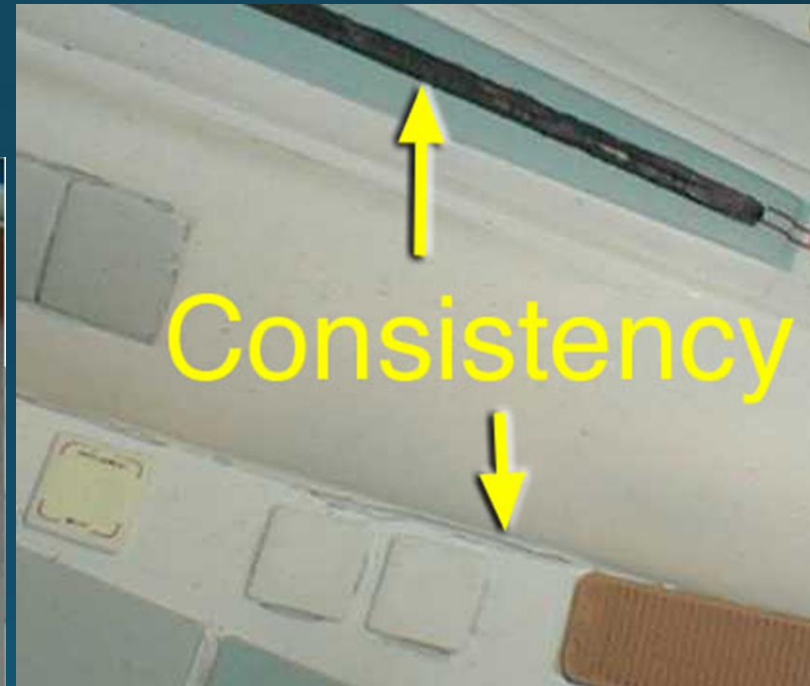
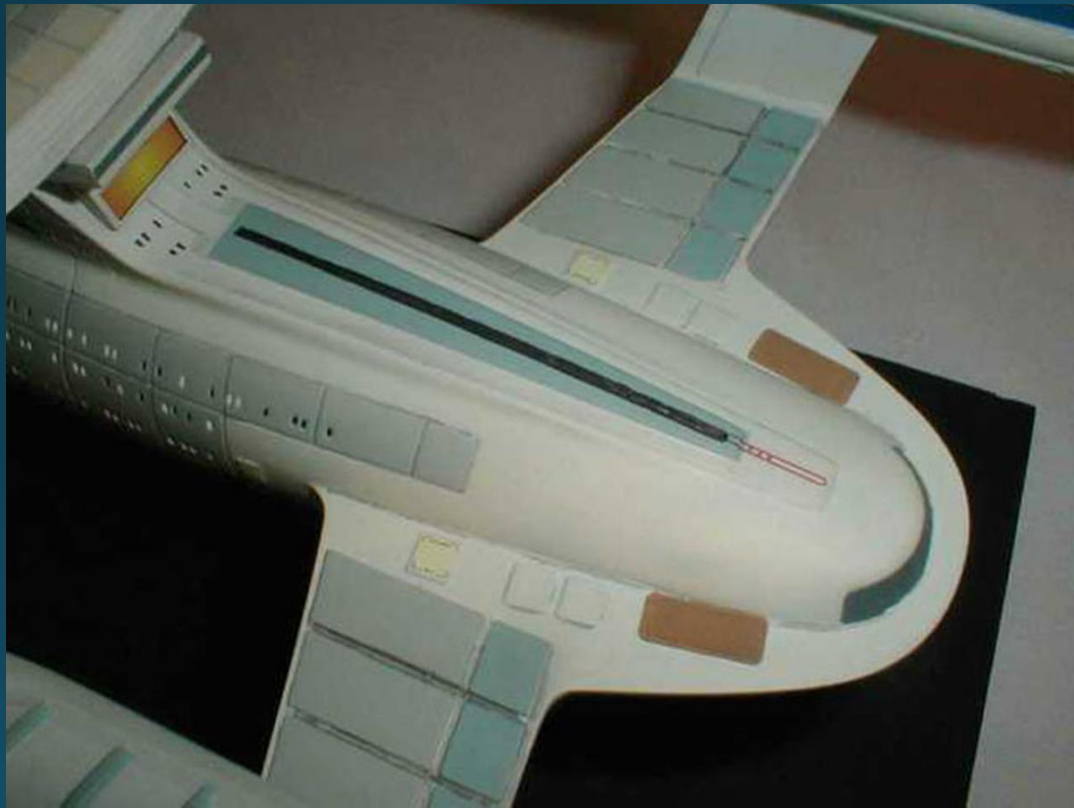
Restore incomplete or removed surface details. You want a consistent appearance of your surface detailing. This is where shining a **flashlight** at an angle will expose these easily.



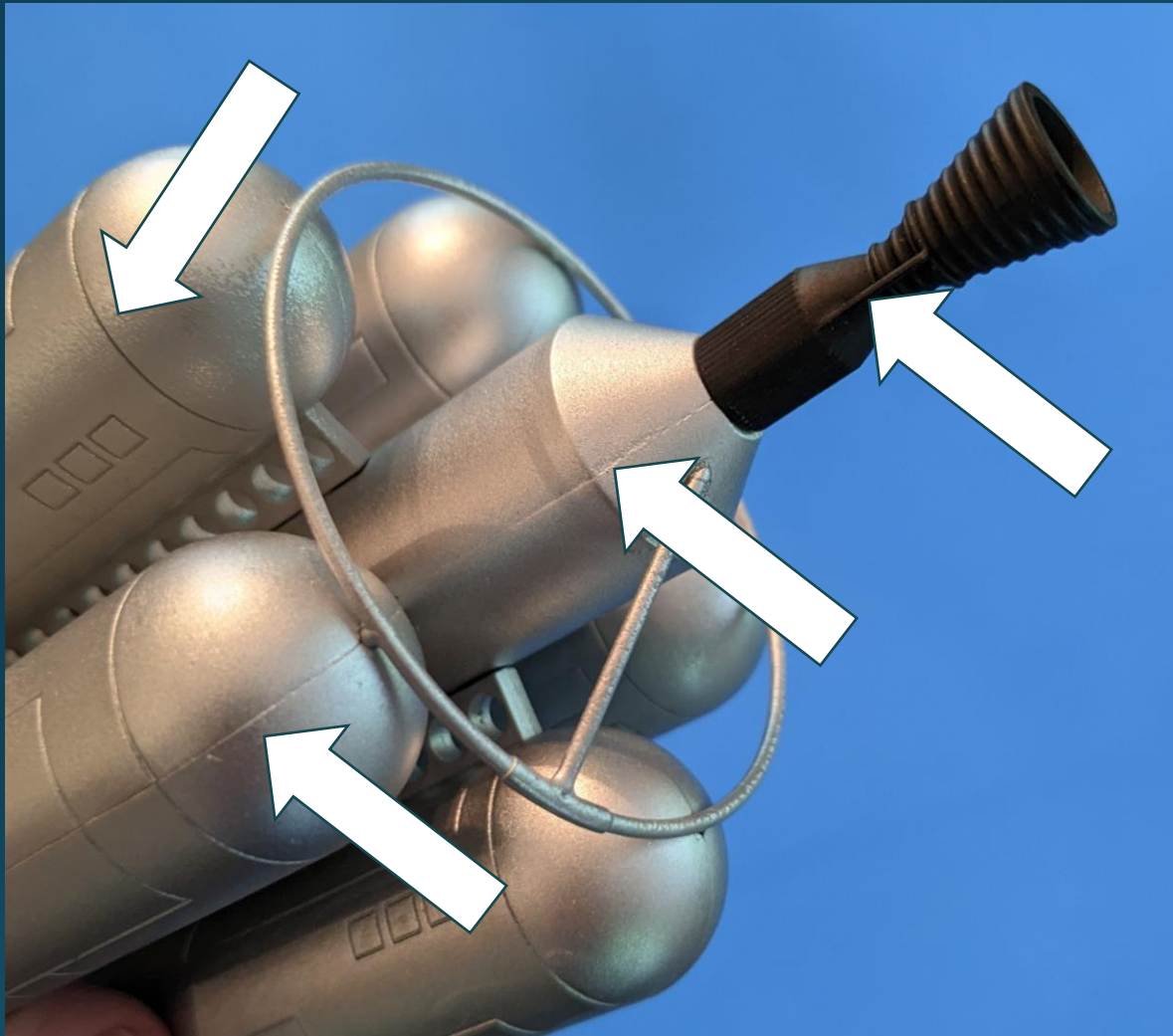
See any
seams here?
See any
knockout-pin
marks?



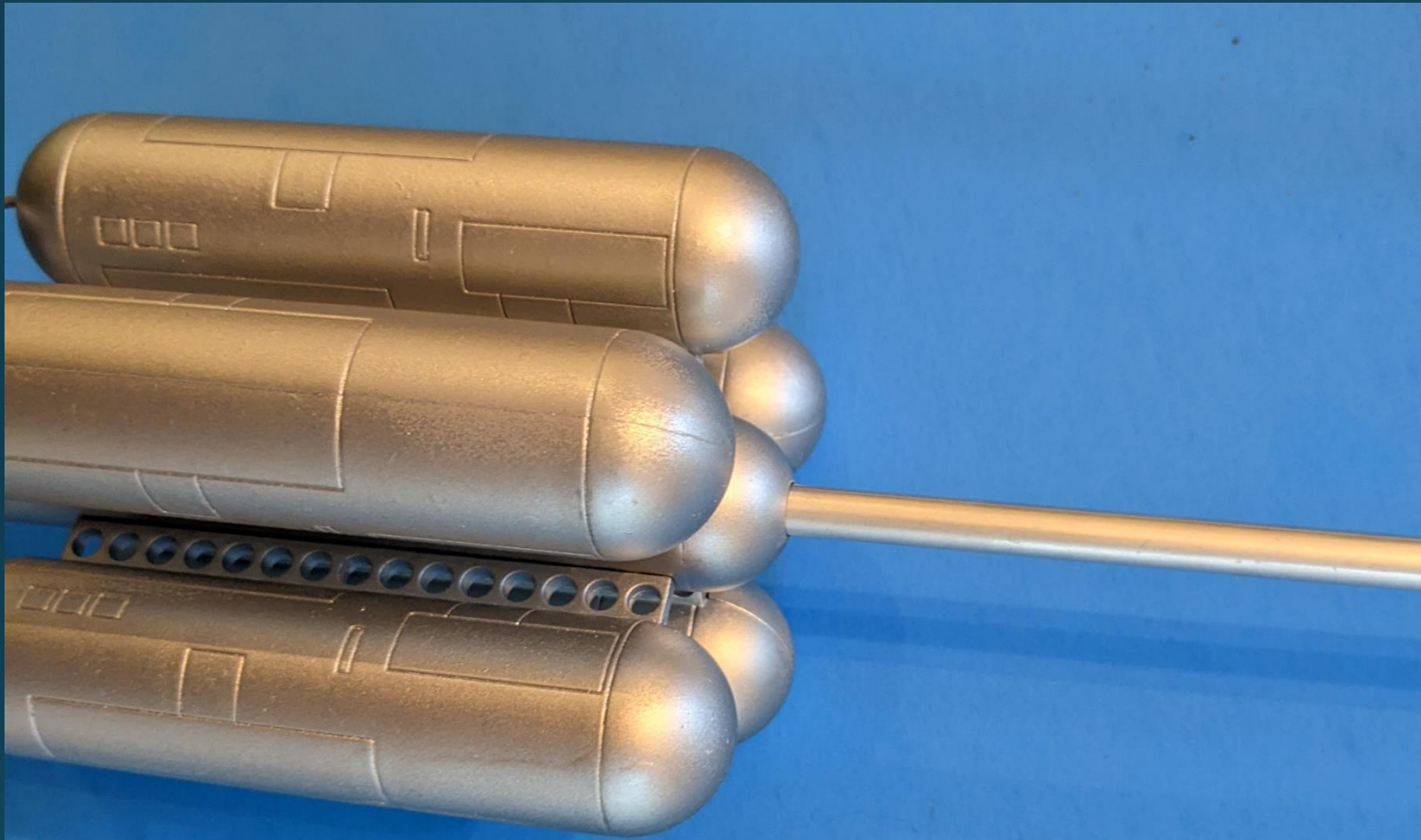
Irregular painted lines, lumpy fillets and badly painted surfaces will stand out.



Is the type of finish appropriate for the subject?
Is it consistent on all surfaces? Top and bottom?



'Seams' we have a few problems here.
Plus the paint finish is uneven.

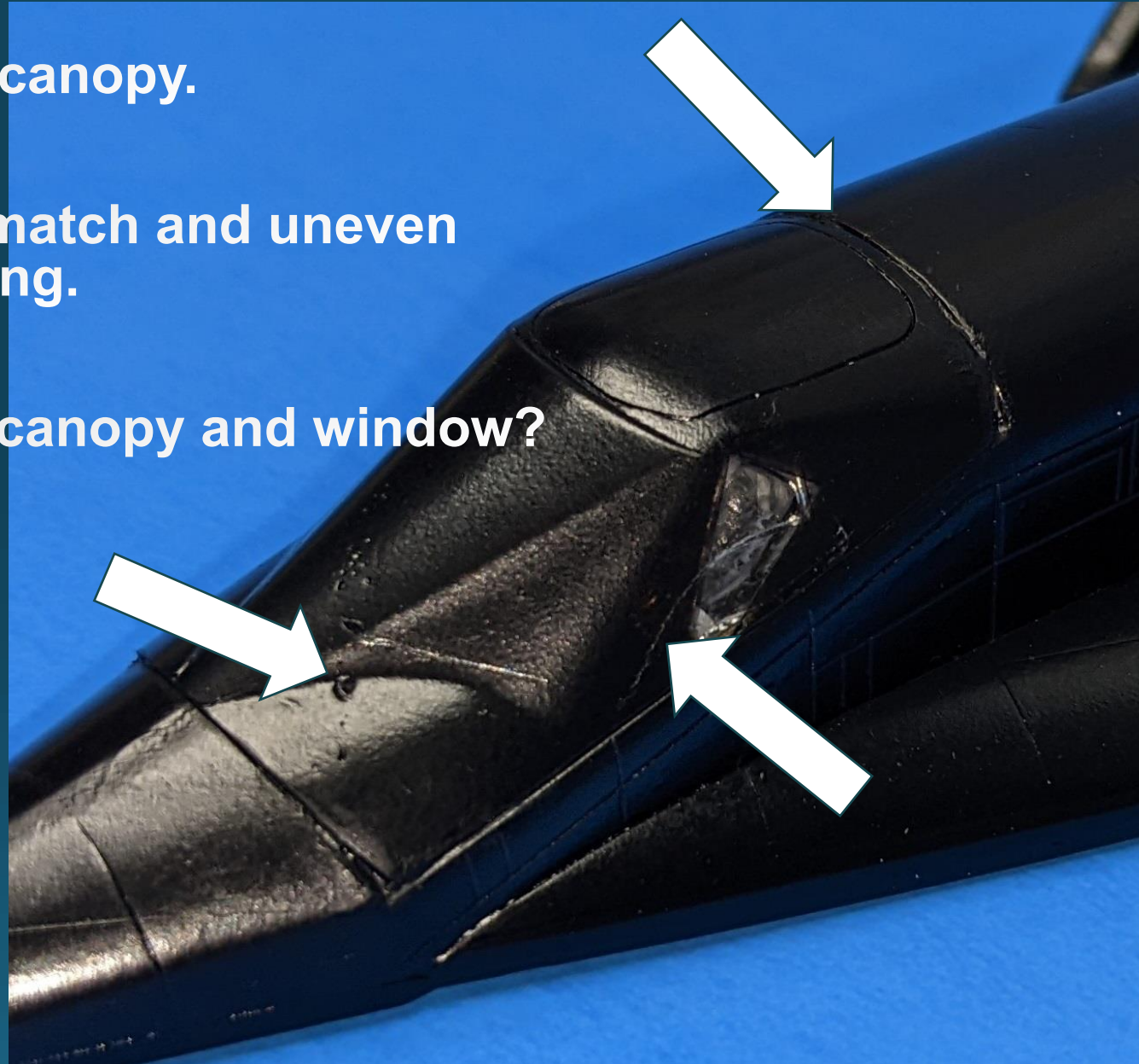


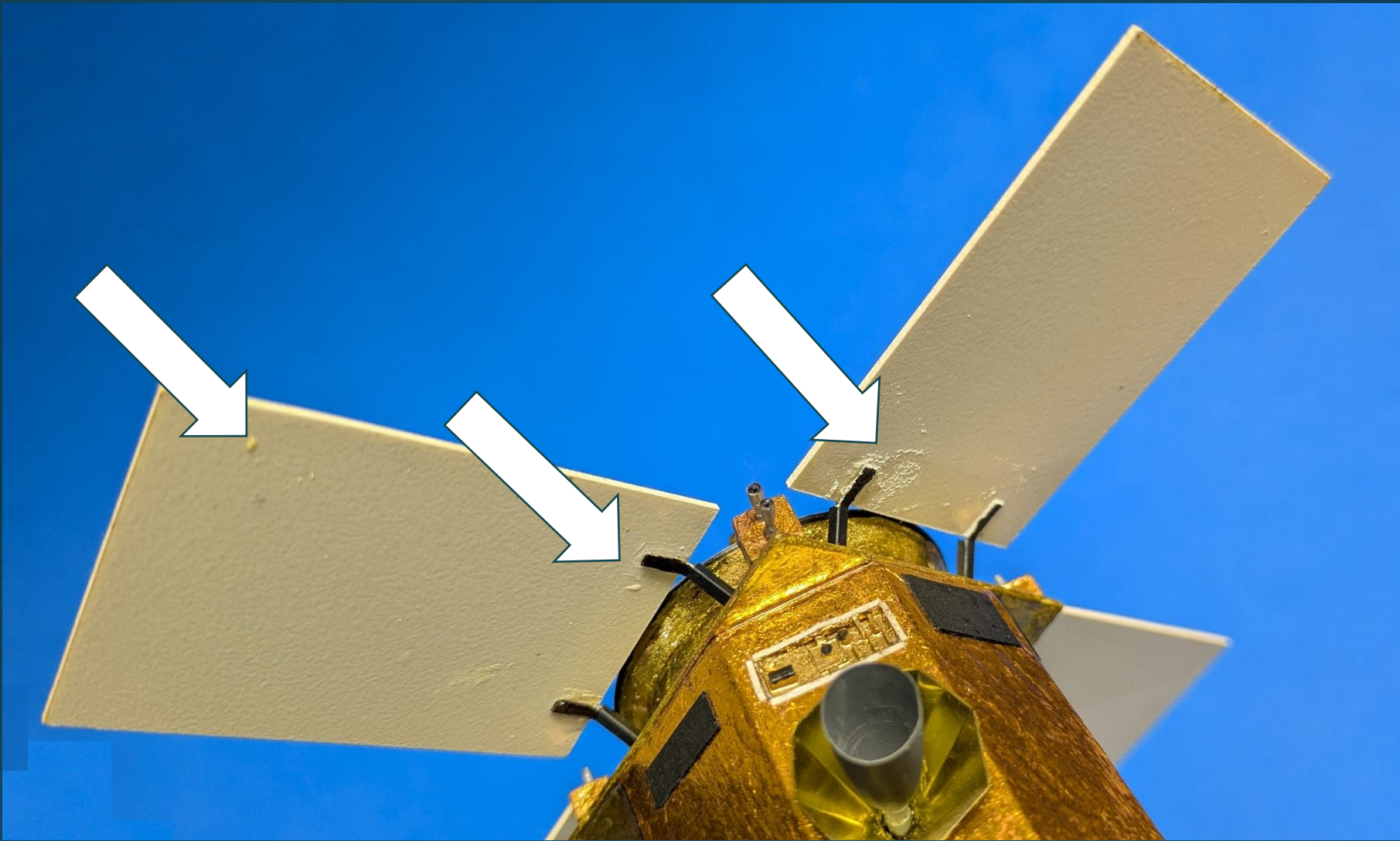
The fuel tanks and end domes are molded in halves. Although difficult to do, better seam work (fill, sand, prime, fill, sand, prime - repeat as necessary) could have made all these joints 'seamless.'

Divot on canopy.

**Part mismatch and uneven
seam filling.**

Crack in canopy and window?





Paint blobs and 'orange peel.'
Glue smears by the solar array hinge.

MISCELLANEOUS
CLASS VII

PHIL PETERSON, HEAD
MISCELLANEOUS JUDGE



ALMOST ANYTHING GOES!!

The Miscellaneous Categories may include vehicles and/or figures which will be judged using the appropriate rules.

Remember that Humor is subjective. What may be funny to you might not be funny to the judges.

**Wile E Coyote is a nice figure,
enter him there.**

**Wile E Coyote on an ACME
rocket is funnier, fits in Humor.**

**Wile E on a rocket hitting a
canyon wall, well, we laughed at
it a lot when we were younger.**

Lots of things can fit in the “What If” categories but can also fit in other areas. A lot of Sci Fi models are what if in nature, so are a lot of cars. But these usually perform better in their main categories.

Triathlon categories can include small vignettes or dioramas as one of the entries as long as the main model in the dio is also not similar to one of the other entries.

So if you use a tank in a diorama, don't use another armored vehicle as one of your three components.

**Collections that are similar
are stronger entries.**

**So 5 P-51 Mustangs is a
stronger entry than 5 USAAF
fighters.**

**Again the basics still come
into play.**

Group Builds just need to be worked on by 2 or more people. It can be 1 model or 100 but less may be better.

A FINAL WORD ON THE MISCELLANEOUS CLASS:

If it doesn't fit in any other category, your model will end up in Miscellaneous. Animals, buildings, railroad cars, and others will all compete together.

DIORAMAS & VIGNETTES
CLASS VIII

**PETER PALOMBI, HEAD DIORAMAS
JUDGE**

Dioramas and Vignettes

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.

Vignettes may tell a story, convey a message or simply depict a "moment in time"/location.

Although we emphasize "the story" in dioramas, every Vignette is a story, a "snapshot" or "moment in time". The vignette may not tell a completed story, but there is still a "story". A little girl holding out a drink of water for a passing soldier, a soldier huddling in a foxhole shivering, a tank commander looking in the distance with binoculars, they all tell a "story" being in a "moment".

In Dioramas, unlike
the other categories,
we judge everything.

In Dioramas and Vignettes, the first thing we follow is Basis Model Build.

This includes Seams, glue marks, paint, scale, fingerprints, level wings etc.

Gap

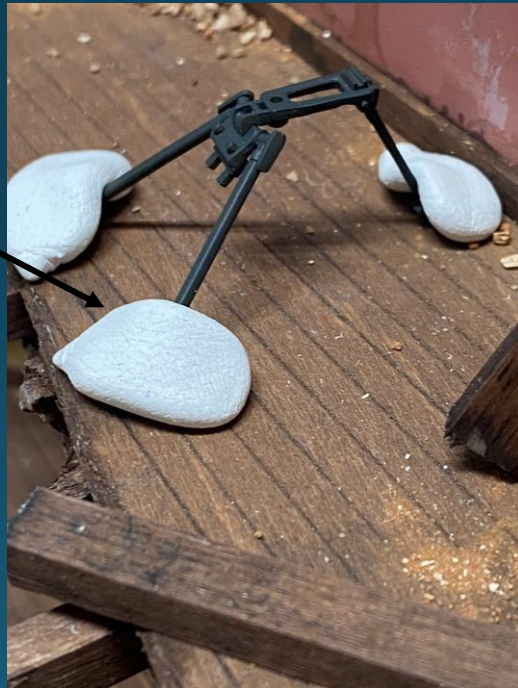


Seam
s

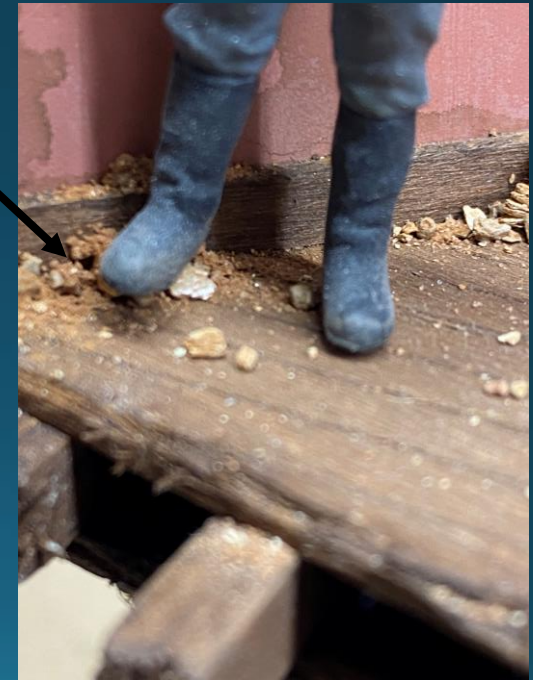
Floaters

Figures/vehicles/weapons should be touching the ground and simulate weight.

Sand bags sag
over
framework and
touch the
ground



Floaters
Feet and
body not
in contact
with the
ground

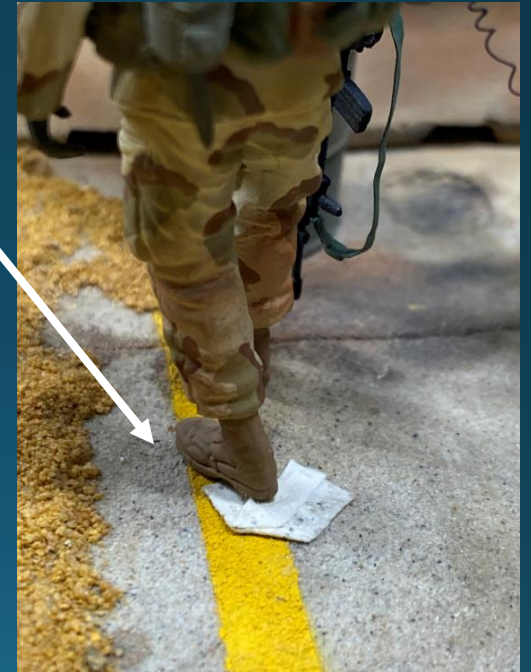


Figures

- Feet should be on the ground.
- If a figure is running, jumping, leaping, the foot, leg, hand should be firmly grounded while the other foot, leg, hand is showing motion.



Feet firmly on the ground, some "sunk in" on soft ground.



Kneeling or sitting figures, weapons and objects, should show “weight” where it is grounded. You can also have items around the area of contact that show contact with the ground.

Also, straps, slings, and other objects need to show weight, dangle down in the direction of gravity unless in movement.

Boots on the ground



Sling hanging down in direction of gravity



Feet, knees, weapon and sling are grounded



- Tires being flat on the bottom and small bulges out the side.
- All wheels should be touching the ground.
- Tracks should have sag. Make sure the track touches the ground and on soft ground, maybe sink into the ground.
- Water should touch the sides of the vessel, no gaps.



non-bulged tire



Bulged tire



Sagging tracks

Vehicles and Buildings

Hollow areas, windows, hatches and openings.



Frames are made for the windows and glass inserted. Detail at the windows

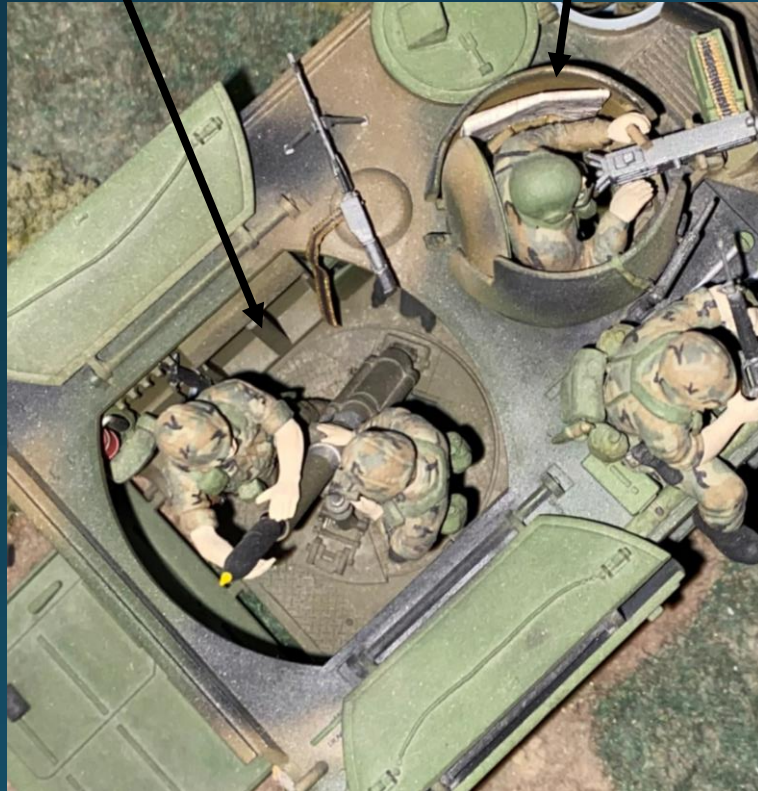


Electrical boxes and switches



Either detail the area inside of hatches and other openings or block or close the hatches and cover the openings.

Open hatches have detail or are blocked



Bases

There should be no bare spots on the base.

Cover the base with as much realistic detail, landscape, buildings, water, vehicles with life like materials as possible.

Damage should be shown appropriately.

Damaged building



Building rubble



Everything your eye sees should have detail.



In Closing

**Remember, the story
is the key element in
any Diorama and
Vignette.**



GUNPLA

JUDGING GUIDE

By Jay Andry, Chief
Gunpla Class Judge



Gundam or Gunpla

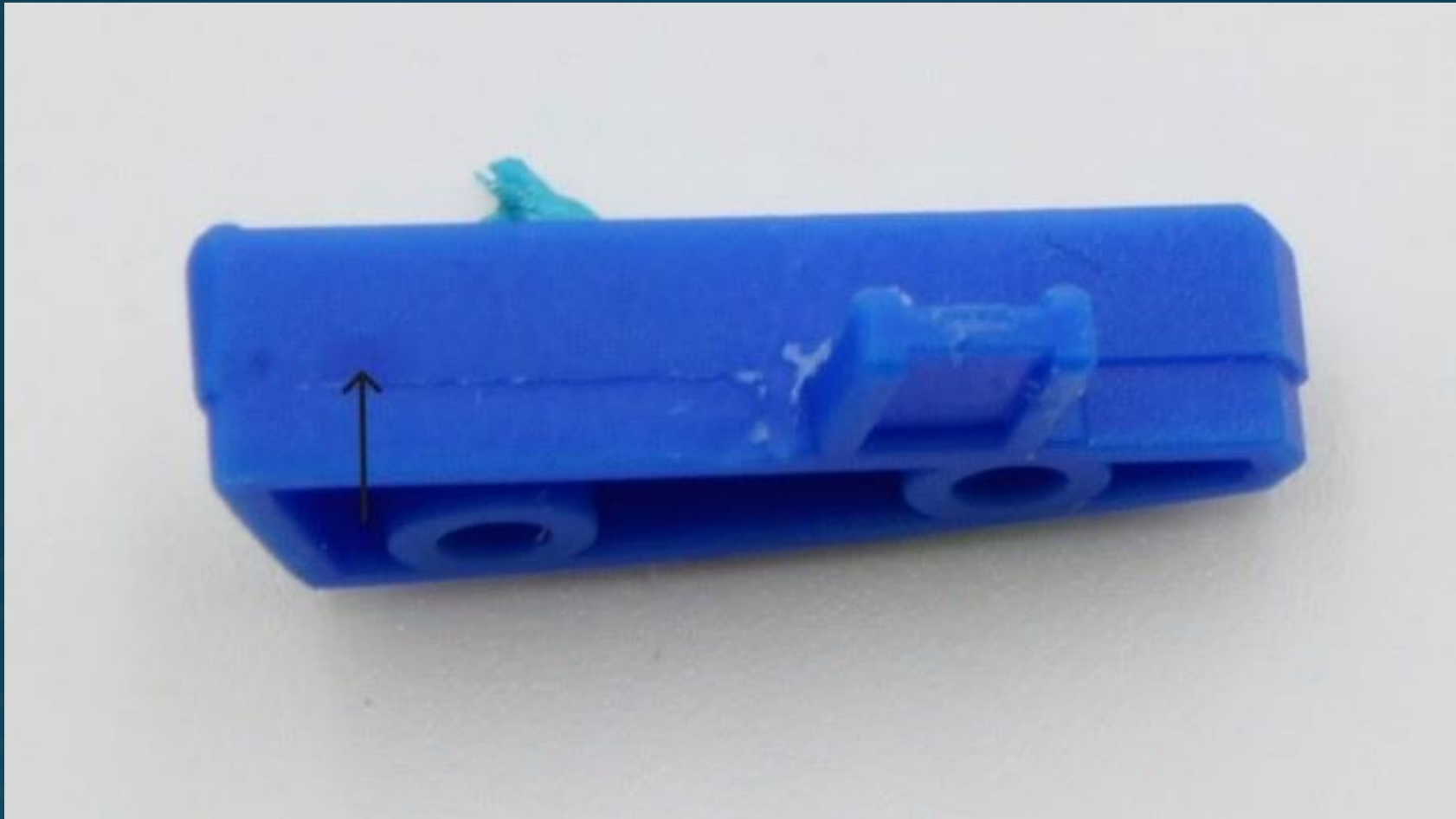


Gunpla is short for Gundam plastic
model kit.

Judging Guidelines



Unpainted models are new to IPMS. Dark spots are part of the molding process and will not be counted against the modeler.



Here is an example of the dark spot after a clear coat has been painted over it. Again, this is acceptable.





On the other hand, white spots are indications that the modeler bruised the part when removing it from the sprue. On unpainted kits white spots should





Markings



Left: a BBare plastic piece with a water slide decal on the left and a sticker on the right. Right: a top-coated piece with a water decal on the left and a sticker on the right.



Posing Gunpla



× 悪い例



○ 良い例



- The angle of the chin should be pulled down.
- The height of both shoulders should be even.
- The body should not be straight. It should be a figure “S.”
- The arms should be slightly bent.
- The feet should be firmly on the ground, and should be arranged at angles. / \
- Active or dramatic poses should be



Seamline vs. Panel Line



The green figure shows a seam line which should be filled and undetectable. The red figure shows a panel line which is intentional and should be emphasized by scribing or panel liner.

Painted vs. Unpainted



Both painted and unpainted models are acceptable in the designated categories. Clear coats and panel lining are appropriate in the unpainted categories. Only when the entire model is painted with colored paints does it belong in the painted category.



There are far too many improvements to Gunpla to be listed here. For the sake of brevity, those improvements which add after-market or scratch-built parts move the model to the painted category . However, other improvement such as panel lining, scribing, or polishing can be done while keeping the model in the unpainted category.



***Good Luck
with your entries
in the Contest!***