

SCGMC Judging Guideline

Max points possible for any model: 50

Starting off, each kit has 40 points. Following the criteria below, points are taken away.

Construction - 20 points

If seamline and/or nub removal is completely ignored, your model will likely be out of the competition, and will not be judged further. Otherwise there will be deductions for the following:

- Glue marks
- Uneven sanding, surface scratches
- Visible nubs
- Visible seams, where hiding them was obviously attempted, but execution was lacking
- Visible gaps between parts that are not meant to be part of the design (poor parts fit)
- Base or stand construction should not detract from the model it supports

Finish - 20 points

If the model is not painted/finished overall, your model will likely be out of the competition, and will not be judged further. If you use a non-paint finishing technique, deductions apply if finish does not cover/hide nubs, sanding marks, seam line work, etc. Otherwise there will be deductions for the following:

- Uneven/messy paint (runs, drips, orange peel, etc.)
- Uneven paint tone (obviously unintentional)
- Visible brush strokes (obviously unintentional)
- Decal silvering
- Panel lines that did not receive a panel line wash
- Finger prints
- Base or stand finish should not detract from the model it supports

After the above is done, here's a section to earn points.

Technical Presentation - 10 points

Modifications and other advanced techniques are how a model can stand apart from the field, although if executed poorly, they can hurt your score based on the above criteria. Successful use of some advanced techniques is expected if you want to win in Advanced or Expert.

- Electronic modification (lights, sounds, moving parts)
- Physical modification (structural changes, adding panel lines, extra layers of armor)
- Mobility modifications
- Building a resin kit or using a resin conversion kit
- Working on older kit, pre 2000 or so
- Good "presentation" (putting model in a dynamic pose or building a well-executed base/stand)
- More advanced airbrush techniques (shading, fading, candy effects, intricate camo, flames, striping)
- Well done weathering/damage
- Well done ultra-glossy finish
- Significant well-executed decal use