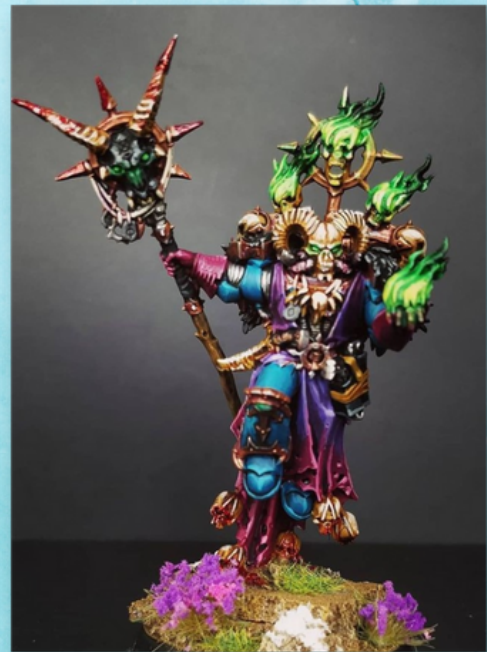


# Just Play Paint

## JUSTPLAY'S FIRST PAINTING COMPETITION



### CATEGORIES

- SMALL SINGLE MODEL-
- LARGE SINGLE MODEL-
- DUEL-

### ON THE DAY

- SPEEDPAINT CONTEST-
- STAFF CATEGORY-



# Just ~~Play~~ Paint

**ENTRY IS FREE FOR MEMBERS, £3 FOR EVERYONE ELSE, TO SHOW YOUR WORK IN THE SMALL AND LARGE MODEL AND DUEL CATEGORIES!**

**£5 ENTRY GIVES YOU ENTRY TO THE SPEEDPAINT COMPETITION, INCLUDING THE MINIATURE, AND JUDGING RIGHTS TO THE STAFF CONTEST!**





# Just Play Paint

## SMALL SINGLE MODEL

1 MODEL FROM ANY GAME SYSTEM ON A  
BASE NO LARGER THAN 50MM<sup>2</sup>

## LARGE SINGLE MODEL

1 MODEL FROM ANY GAME SYSTEM ON A  
BASE BETWEEN 50MM<sup>2</sup> AND 160MM<sup>2</sup>





# Just Play Paint

## SPEEDPAINT

**YOU ALL GET THE SAME PRIMED MODEL AND  
2 HOURS. BRING YOUR OWN SUPPLIES AND  
GIVE IT THE BEST JOB YOU CAN!**





# Just ~~Play~~ Paint

## DUEL

**A SCENE ON A SINGLE BASE NO LARGER THAN 160MM<sub>2</sub>. THE FOCUS MUST BE ON TWO OPPOSED INDIVIDUALS ENGAGED IN SOME FORM OF CONFLICT. THEY CAN BE FROM ANY GAME SYSTEM, BUT MUST BOTH BE FROM THE SAME ONE!**

**IN ADDITION TO THE CRITERIA BELOW, MODEL SELECTION, SCENE COMPOSITION AND CONVERSION WORK WILL BE CONSIDERED IN THIS CATEGORY.**

**YOUR ENTRY HERE**



**(NONE OF US HAVE PAINTED A DUEL BEFORE)**



# Just

# Play Paint



**YOUR ENTRIES WILL BE JUDGED BY THE  
JUSTPLAY STAFF - AWARD WINNERS AND  
PROFESSIONAL PAINTERS! - BUT YOU'LL BE  
INVITED TO JUDGE THE STAFF CATEGORY  
AND TURN THE TABLES ON US.**

**THERE WILL BE WINNERS TROPHIES FOR  
EACH CATEGORY AND A BEST IN SHOW, AND  
PRIZES FOR COMMENDED ENTRIES AND  
OTHER SECRET CATEGORIES!**





# Just Play Paint

**JUDGING CRITERIA INCLUDE:**

**FUNDAMENTALS - COLOUR CHOICES,  
COMPOSITION, CONTRASTING AND  
COMPLEMENTARY ELEMENTS.**

**TECHNIQUE - HOW WELL YOU EXECUTE  
YOUR CHOSEN PAINTING METHODS.**

**ENVIRONMENT - HOW WELL YOUR MODEL  
AND ITS BASE, LIGHTING AND GENERAL  
ATMOSPHERE GO TOGETHER.**

**STORY - HOW WELL YOU CONVEY WHO THE  
CHARACTER IS OR WHAT IS HAPPENING IN  
THE SCENE.**







## **HOW TO ENTER**

**BRING YOUR ENTRIES TO THE SHOP AT ANY TIME BEFORE 1 PM ON THE DAY OF THE EVENT.**

**WE HAVE LIMITED CAPACITY TO STORE MODELS OVERNIGHT BEFORE AND AFTER THE EVENT - PLEASE ASK IN ADVANCE!**

## **SCHEDULE:**

**10.00 - SHOP OPENS**  
**11.00 - METALLICS WORKSHOP BY ISAAC**  
**14.00 - SPEEDPAINTING COMPETITION**  
**16.30 - LIGHT SOURCE WORKSHOP BY ASH**  
**18.15 - WINNERS REVEALED & PRIZEGIVING**  
**20.00 - SHOP CLOSSES**

**WORKSHOPS LAST 90 MINUTES**  
**BRING YOUR OWN PRIMED MINIS OR USE OUR DEMO ONES**





## **SOME ADDITIONAL RULES**

**OFFICIAL BASE SIZES DON'T MATTER.  
MODELS SHOULD NOT SIGNIFICANTLY  
OVERHANG THEIR BASE.**

**THERE ARE NO HEIGHT RESTRICTIONS.**

**SPEEDPAINTING IS BRUSH ONLY! DON'T  
BRING YOUR AIRBRUSH TO THE SHOP. WE'LL  
DO THE PRIMING FOR YOU.**

**DUELS MUST HAVE ONLY TWO MODELS  
PARTICIPATING IN THE ACTUAL "CONFLICT"  
BUT CAN FEATURE BYSTANDERS,  
CASUALTIES ETC.**

**MODELS MUST BE GENUINE - I.E.  
MANUFACTURED BY THE COMPANY THAT  
OWNS THE COPYRIGHT TO THEM.**

**YOU CAN TITLE YOUR ENTRIES WITH UP TO  
FIVE WORDS BUT THEY SHOULD NEED NO  
DESCRIPTION!**



# Just Paint

## TIPS

**THE DUEL CATEGORY HAS BEEN LOOSELY DEFINED ON PURPOSE. HAVE FUN WITH YOUR INTERPRETATION OF CONFLICT!**

**YOU WON'T BE SCORED DOWN FOR CHOICE OF TECHNIQUE. THERE ARE MANY WAYS TO ACHIEVE A GOOD LOOKING MINIATURE AND THAT'S ALL WE WANT!**

**REMEMBER THERE ARE NO HEIGHT RESTRICTIONS! USE OF VERTICAL SPACE CAN BE AN IMPORTANT PART OF GOOD COMPOSITION.**

**THE STORY AND ENVIRONMENT CRITERIA ARE CLOSELY CONNECTED. THINK ABOUT WHAT YOU WANT TO TELL US ABOUT THE MODEL, AND HOW YOU CAN CONVEY THAT BY THE WAY THE MODEL AND ITS ENVIRONMENT INTERACT.**

**WE'RE EXCITED TO SEE YOUR PROGRESS!  
SHARE WHAT YOU'RE WORKING ON WITH  
#JUSTPAINTCOMP**