

Judges Checklist

Below is a list of generic items to consider when judging all classes of model.

	Points deductions	
	Major fault	Minor fault
Construction faults include:		
tool & sprue marks visible, flash visible, warped items, cracked or damaged parts, visible seams, gaps, alignment errors, glue visible, scratches, poor fitment,		
Finishing faults include:		
overall painting, overspray, poor demarcation of camouflage or colours, paint runs, ridges, finish, grit or dust visible, silvered, lifting or wrongly positioned decals. Weathering includes application of washes, chinks etc		
In the 'Attention to detail' section consider:		
sit, colour, demarcations, decal positions, weathering & resulting realism.		

Below is a list of additional items to consider when judging specific classes of model.

	Points deductions	
	Major fault	Minor fault
Aircraft items		
Check cockpits, wheel wells, landing or running gear, ordnance, rigging		
AFV items		
Check internal compartments, if visible, add-on parts in the interior, running gear, tracks, stowed gear		
Dioramas		
For surrounds & groundwork construction materials & techniques will vary so concentrate on the execution of the work		
Figures		
For anatomical positioning check posture, pose		
- painting : major colours includes: general application, overall coverage, texture e.g. chainmail, leather		
- painting : shading includes whether shading is applied, subtlety		
- painting : detail includes buttons, webbing, weapons & other equipment		
- painting : facial detail includes realism of eyes, lips, hair, etc		
Vignettes		
B6 - figure base, groundwork & accessories do they blend with &/or compliment figure)		