

## MINIATURE PAINTING CONTEST RULES

The contest will be held in the Miniatures Painting Area at the Paint'n'Take in the Heritage Rooms (behind the "old gift shop" now the children's room). The following rules will be used. If you have any questions please ask the Painting Staff. Please note and understand that the following rules are not perfect – every attempt has been made to take as many game system units and figures into consideration, it is simply impossible to accommodate everyone and every system specifically.

### Entries:

- Painting Contest entries will only be accepted from the person who actually painted the figure
- Prior Year Winning Entries are not eligible for entry – a photographic record is kept to document past winners
- **Purchased** "accessories" such as standards, painted pre-fabricated or "Custom" bases, etc. must be declared when entry is submitted. Such items will not be taken into consideration in the judging process, i.e. you don't get "credit" for those items since you did not paint/create them yourself. Not declaring items not crafted by entry painter will disqualify entry.
- Entries will be accepted in the MPA from area opening on Thursday morning until 1 PM Saturday, and be on display until judging takes place at 2 PM Sat. Awards will be announced at approximately 4:30 pm.
- All entries should be picked up from the display area promptly after the contest ending time Sat. 5-6 PM and not later than normal close business for the exhibitor's hall on Sunday at 4 PM. Origins is not responsible for entries that are not claimed.
- All competitors are responsible for the transport of their models to and from the competition and for storing their own transport and packing materials
- Each piece may only be entered in one **level**; all pieces from a given painter will be entered at the same **level**
- Each painter may enter one piece per **category/subcategory** for a total of 4 pieces; i.e. 1 **Historical** Single Figure, 1 **Unit, etc.**

**Please note:** Entry is at the competitor's own risk; while HMGS's volunteer staff endeavors to take great care with every entry, HMGS's does not accept responsibility for loss or damage to models. Entry into the competition gives HMGS's the right to photograph and publish details of the models as HMGS's sees fit.

The Judges will award Bronze, Silver and Gold medals in each Level, Category/subcategory to each entry that merits reward.

Remember the purpose of the painting competition is to showcase the efforts of our attendees who paint miniatures and to have fun; you may not agree with the outcome, but please bear in mind that all judges' decisions are final and they will not enter into any discussion regarding those decisions.

There are four **Levels** to the competition: **YOUTH** (ages <12), **APPRENTICE**, **JOURNEYMAN** and **MASTER**

Each **level** is divided into the following **categories/subcategories**:

### **HISTORICAL/Individual Figure, Unit – Soldiers, Unit - Vehicles, Vehicle and Diorama**

A description of each is provided so that there is a clear definition of the **levels** & **categories/subcategories**

**LEVEL:** **Level** refers to the relative degree of achievement a painter has reached. The **level** at which a piece is entered is subject to unanimous judge approval; if the judges jointly feel that the painted figure is entered in the wrong **level**, the entrant will be notified and the piece will be moved to the appropriate **level** based on the combined recommendation of the judges – the judges' ruling is final. If you are unsure of what **level** your work should be entered in, please ask the Painting Staff – they will be happy to help you.

**Youth** – For painters 12 years old and younger - this is fairly self explanatory. We encourage all youngsters to submit their painted figures.

**Apprentice** – for painters who are older than 12 and new/relatively new to miniature painting who have little or no contest experience.

**Journeyman** –for painters who have placed previously in HMGS or any other painting contest or who have several years of experience painting

**Master** – This level is for painters who have previously won Best of Show in the Origin's Painting Contests or Best of Show in any other Major Painting Contest or anyone who paints professionally for money or trade for any manufacturer or organization.

**Category:** The specifically defined division in our system for classification. If you are not sure, please ask.

**Historical** – This category includes non-fiction based figures representing soldiers, people or situations that existed in the past. i.e. American Civil War Soldiers, Napoleon, etc.

**Single Figure:** A single figure is just that, it could be a figure from a unit for any game system; it could be a hero or a trooper, but must be one single figure, based alone

**Unit - Soldier:** Defined as any entry consisting of two or more figures for any game system that represents an actual unit or stand for the rules system the figure is played in. It may be mounted singly or together on a stand. In the case where a single figure represents a unit for a game system, that figure can only be entered in the single figure category. A unit can be described as the basic component for the game; it usually ranges from a squad to a platoon or company, depending on the game system. Due to display constraints the maximum number of figures per unit entered will be 12 (pick the “best 12” *representative of the unit*).

**Unit – Vehicle:** Same as for Unit – Soldiers only consisting of multiple vehicles (tanks, ships, planes) rather than groups of soldiers.

**Vehicle:** Any single vehicle, maximum base size 6” x 6” - More than one vehicle can be entered into the Unit category if it represents a unit in a game system

**Diorama:** A diorama is defined as any collection of figures on a single base that is not considered a unit or stand; this is also subject to the judges’ approval as many gamers make dioramas out of their command stands. A diorama can be a static or an action scene, but will have a detailed base and features that make it stand out from a typical gaming piece

Any **category/subcategory** with less than three entries will not be included in the judging or may be combined with another category as the judges see fit. Ideally each **category/subcategory** should be further divided into Small (<15mm), Medium (20mm-<54mm) and Large (>54mm); the number of entries may preclude this.

### Judges:

- There will be a minimum of three (3) judges, no less
- Entries will be judged “blind” - painter’s names will not be available to the judges
- The Painting staff will select the judges based upon known integrity and knowledge of both painting and gaming
- The judges will have a thorough familiarity with the contest rules and judging criteria
- Judges, Painting Staff and Art College Instructors are not allowed to enter the painting contest.

### Criteria:

The Judges will be looking for models that are well painted and well presented. Each entry will be judged in three areas – preparation, painting and finish work/detail.

**Preparation:** Frequently overlooked by many painters and often the tie-breaking factor in a competition; includes all pre-paint work that could be visible in or on the finished product such as flashing lines and conversion/joint work

**Painting:** Judges are looking for smooth coverage, clean lines, even transitions in shading, areas are properly highlighted and shaded, miniature is completely painted, etc. This covers all styles of painting encompassing inking, washing, dry brushing, wet blending, etc.; since there are so many techniques available for the painter, the judges will do their best to be open minded about the techniques used, but in the end, it is all about aesthetics and is the judges’ call

**Finish Work/Detail:** Will entail all of the extra work done to the figures and base/s; includes freehand designs, basing detail and those added extra touches the painter included that really set an entry apart from the others.

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