

2010 Old Dominion Open: Scale Model Show and Contest

Contest Rules (All Entries)

1. Eligibility: All entrants must be registered for the contest. National Membership in IPMS, NNL or AMPS is not required.
2. The contest is open to all models ***except:*** Those that have placed (1st, 2nd, 3rd) at a previous Old Dominion Open, IPMS Region 2 Convention, IPMS National Convention, won Gold at any previous National AMPS show, or won a best of in an NNL Regional or National contest.
3. Junior modelers may enter all models except those that placed (1st, 2nd, 3rd or Gold) at a previous Old Dominion Open. Juniors receiving awards at an IPMS/AMPS/NNL Regional or National level event are eligible.
4. Factory assembled & finished models such as die-cast collector cars & trucks, aircraft, armor, etc., will not be allowed in any category.
5. No one will be allowed to enter the contest area prior to registering **ALL** their entries.
6. Reasonably sized bases and scenery are allowed in all categories, but will not be judged, except in the diorama and vignette categories.
7. Absentee entries will be accepted if registered under the builders name. Registration fees apply.
8. "Out of Box" (OOB) Category award eligibility:
 - a. Kits: Any commercially available kit may be used.
 - b. Finish: Any method of painting may be used. Decals may be replaced or added.
 - c. Kit instruction sheet must be made available to judges (located under display table or model). A photocopy is acceptable.
 - d. Construction: It is permitted to fill in gaps and seams, smooth out rivets by sanding, drill out gun ports and exhausts, and thin down parts by sanding. It is ***NOT*** permitted to:
 - Add, manufacture, vacuform, or replace with any part from another kit or accessories, such as Photo etch kits, resin additions and so on.
 - Cut Doors, hatches, or control surfaces. Cut kit canopies are allowed.
 - Combine a standard kit with a conversion kit.
 - Add anything to the kit that is not provided by the kit manufacturer.
 - Antennas, rigging, and radio masts may be added. Tape or paper belts may be added to the model. No seat belt buckles may be added to the model unless made of paper or tape.
9. The Entrant will determine the classification of each of their entries. If there is doubt as to the appropriate category, the Registrar may provide assistance. At the time of judging, the Head Category Judge will make the final decision if changes are necessary.
10. All decisions of the judges are final. Any attempts to influence the judges will result in immediate disqualification of the entrant and all his/her entries.
11. Pre-painted entries (non die-cast) will be allowed in the Junior, 12 years and younger category ONLY.
12. "Lewd Entries", Dioramas, and Vignette categories are defined and regulated as per IPMS USA National guidelines.
13. A model is eligible for only one place award and the Special awards. The "No Sweeps" rule will be applied.

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Contest Rules (Automotive Entries Only)

1. Each category will be awarded a "Best of the category" and "Category Runner-up" award. "No sweeps" rule apply.
2. Each Automotive entrant will receive a ballot at registration. Winners will be determined by popular vote.
3. Entries will not be judged in the traditional IPMS format.
4. Each Automotive entrant is encouraged to fill out their ballot and vote for their favorite vehicle in each category.
5. Entrants are requested to begin balloting AFTER the contest registration deadline at 1pm, when all entries will be on display.
6. Automotive balloting will end promptly at 3pm so the votes can be tabulated.
7. Ballots must be placed in the ballot box conveniently located by the Automotive categories in order to be counted. The Head Automotive Judge will be present during the two hour balloting time to answer any questions.
8. In case of a tie in any category and or the special awards, the Head Automotive judge will select two other judges to select the Best vehicle in the category.
9. Special Awards: (the no sweeps rule will not apply to the Themes and Best Automotive awards) Note: Entrants are responsible for ensuring their model entry forms are properly marked indicating a vehicles eligibility for a theme award.

Category 30: The Best "It'll be ready for the next show!" Award

This is just a fun award. We want to see what you have on the work bench that didn't quite make it to the show 100% complete. Its a great opportunity to show off added detail before its covered with paint! This is a separate category for all automotive entries regardless of scale or type. However, we would like to see the vehicle at least 50% completed and he body primed. A runner up award will also be presented.

Main Auto Theme: "My First Car"

Everyone remembers their first real car...how about your first car or truck model too? There are two ways you can be eligible for this theme award. "My First Car" entries are eligible from every automotive category.

- a. Display a photo of your real first car alongside the replica model or;
- b. Bring that first car model you built and display it next to your new and improved model. Yes, only the "new" model will be the one judged.

Sub Auto Theme: "Rust-n-Dust"

The Armor guys are promoting this one, they like cars too.....just all dirty! If its got dirt, dust, mud, rust or a little of all of that, then you qualify. "Rust-n-Dust" entries are eligible from every automotive category.

Best Automotive Vehicle

Each Automotive entrant will select the Best Automotive entry from all the Automotive categories.

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Contest Rules (Armor Entries only)

1. All Armor and Armor Diorama models/subjects are eligible for the special awards. OOB will not be awarded in the armor categories
2. Entries that are awarded gold at the Old Dominion Open do not ensure advancement to the next skill level for AMPS National Sanctioned or Regional events.
3. Within each category, there are three competitive levels that match the level of skill of the modeler to his contemporaries. The three general competition levels are BASIC, INTERMEDIATE, and ADVANCED. Criteria are as follows:

BASIC – modelers new to the hobby or with basic modeling skills. The BASIC level is the introductory level to the AMPS system. Modelers at this level generally build straight from the box, or with a few minor tweaks, and often have never competed before or are new to the hobby. It allows members who are developing their modeling skills to be evaluated and encouraged through the feedback provided by the AMPS judging system. As with all other entrants, BASIC Level entrants are encouraged to volunteer for judging.

INTERMEDIATE - modelers with average to above average skill. Modelers at this level generally make some modifications, changes, commercial upgrades, or conversion to their work. INTERMEDIATE modelers may have been promoted from BASIC, won awards at other shows, or chose to enter at this level from the start. An INTERMEDIATE modeler is someone to whom some or all of the following apply:

- Adds photo-etched and/or resin aftermarket details
- Uses aftermarket conversion kits
- Scratchbuilds details and makes modifications to accurize kits
- Uses reference material for ideas and accurizing
- Improves models by cross-kitting
- Builds full resin kits
- Displays models on complementary bases or with figures

ADVANCED - modelers with more highly-developed skills, whose entries are heavily reworked, accurized, or include non-commercial parts or modifications. The evaluations of this class are more strenuous. An ADVANCED modeler does most of the things expected of INTERMEDIATE level modelers plus some or all of the following:

- Scratchbuilds, using references
- Casts own replacement parts
- Builds and paints at a high skill level
- Presents models on elaborate bases, sometimes with accompanying information
- Uses materials and space artistically.

4. If a modeler is unsure of their status, the Head Armor Judge (or assistant appointed by the Head Armor Judge) will examine the model entry and offer a suggested competitive level. While it is recommended that the suggestions be heeded, the modeler is free to enter at any skill level desired for all models entered. Any disputes over model eligibility, modeler's skill level or final model placement are to be referred to the Head Armor Judge for a final decision.
5. There are no category "splits". Categories may be divided up for display and judging purposes. Such separation is purely for display and has no bearing or effect on judging, scoring, or additional opportunities for awards of any model.

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6. For Category 15, a "Major Conversion" is defined as a considerable change in the basic mark or version of the vehicle from that provided in basic kit. All conversion work must be performed from scratch by the modeler. A commercially available conversion kit may not be used to achieve the change. Neither cosmetic changes in external details, nor changes in markings or paint schemes constitute a "Major Conversion", any such models shall be entered in the appropriate regular category. A 'Scratch built' model is defined as a model where no more than 25% of the finished product consists of unaltered model kit components. Aftermarket accessories are considered to constitute part of the 25% of kit components.
7. For Category 17, a diorama is a scenic display of figures, vehicles, or figures and vehicles. Entries shall be evaluated on the "story" their scenic entry tells. This will be accounted for as part of the 'Degree of Difficulty/Scope of Effort' criteria.
8. **Each entry is eligible for a maximum of one standard award per category entered. The judges have the choice of awarding either the modeler's best effort or his overall display/set of entries in one category -- i.e., one award for one item or all items combined in the category.**

Method of Judging

1. Judging will be conducted with an "open" room (show in progress). Models will pass directly to the judges tables for judging prior to being put out on display. Therefore models in the display area have been judged.
2. Judges will read all accompanying materials to ensure the entrant receives due consideration as to desired effect, achievement, level of skill displayed, and any unique characteristics of the entry.
3. Each model is judged on a points scale. Maximum of 30 points is awarded. Each judge will award points to an entry according to show standards. Judges are expected to make constructive notes on the score sheet of all models, suggesting areas for improvement or acknowledging particularly well-done aspects of the model, and should not write anything they would not be prepared to discuss face-to-face with the entrant after the competition is over. These notes will be handed to the scorer for later return to the entrants.
4. The low score of the four judges shall be dropped from total scoring. The total of the three judges (max 30 points) will then be totaled and marked on the entry form. The Judging team shall also ensure that constructive comments are left for the entrant and that these comments provide useful feedback to the modeler.

5. Once scoring is complete, a scorer will enter the results on a tally sheet. Once all scores are received, he/she will list out the preliminary awards list for the use of the Head Armor Judge in assessing the "Best of" awards. Scores to be used are as follows:

Eligibility for a Medal is based on the following points range by Skill level			
	Basic	Intermediate	Advanced
Gold Medal	26.0 to 30.0	27.0 to 30.0	28.0 to 30.0
Silver Medal	21.0 to 25.5	23.0 to 26.5	25.0 to 27.5
Bronze Medal	16.0 to 20.5	19.0 to 22.5	22.0 to 24.5

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Judging Criteria

1. Each judge, upon assessing the model, assigns it a score of up to 10 points, including half points (but no fractions smaller than half points), in accordance with the judging criteria. These scores should reflect the individual judge's assessments of the model and not an agreed upon or 'team' score. The Team Captain adds up the individual scores, dropping the lowest, to get the entry's final score. This number is used to determine if an award is merited. Accuracy is important, so the Chief Judge or an Assistant Chief Judge is responsible for double-checking all math before the scores are entered into the computer. The breakdown of how points are awarded is:

Construction Group – 5.0 points

- 2.0 points - Basic hull, turret, and body work
- 2.0 points - Running gear/drive train including tracks/wheels
- 1.0 points - Hull, Chassis, Turret detailing

Finish/Weathering Group – 4.0 points

- 1.5 points - Finish and Markings Application
- 1.5 points - Weathering
- 1.0 points - Finish Continuity

Detail/Difficulty Group 1.0 points

- 1.0 points - Degree of difficulty/ Scope of effort

Total possible score 10.0 points

Optional research bonus .5 points may be added to the Total

Definitions for Individual Judging Criteria

Construction

- a. **Basic Hull, Turret and Body work (2 points).** The judges will look at how the hull parts go together; this includes the top of the hull, bottom, hull rear, glacis plate, hatches, grilles, etc. Of equal importance will be how turret halves meet, alignment of hatches to mounts, etc. Judges will look at the parts of the vehicle that make up the hull and turret only. They will look closely to ensure that seams are clean, kit weld marks are not sanded off, any filling that is required is clean, etc.

For ordnance the judges will look at the barrel, equilibrators, breech, recoil system, recoil sled, or in the case of non-artillery the upper operating portion of the equipment, radar dish, light, etc. The judges are looking at the operating portion of the equipment only. As with the above, look closely to insure that seams are clean, kit weld marks are not sanded off, any filling that is required is clean, etc

- b. **Running Gear/Drive train including Tracks/Wheels (2.0 points).** The judges will look at how the suspension and running gear is assembled. Do the tracks/tires sit on the ground and are the tires/road wheels aligned? Are the major attached suspension components installed cleanly? Is there a problem with toe-in/toe-out?

For ordnance the judges will look at the towing chassis to include trails or yoke, towing base, wheels, or on a trailer the base towing section and tires. If a trailer/weapon includes a separate set of towing limber (like the 155mm Long Tom or towed 8 inch howitzer), this is also judged under this group. As with the above, do the tires sit on the ground and are the tires/road wheels aligned? Is there a problem with toe-in/toe-out?

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- c. **Hull, Chassis, and Turret detailing (1.0 points).** The judges will look at how the modeler has corrected, modified, or enhanced the model, using detailing parts regardless of the source. (Note: Detailing parts can be provided from the kit or from aftermarket or alternate sources). These parts can include but not limited to, pioneer tools, tow cables, tool boxes, grab handles, lights and cables, towing clevises, weapons, tarps, photo-etched or resin accessories, weld seams, rivets and bolts, barrels and track. These detailing parts must be properly cleaned, aligned and installed without glue marks. It is incumbent upon the modeler to provide the judges with a description of their extra work. The format or style of this information is not to be judged. Only the information is important and only as far as it presents the detail work done by the modeler. Judges are not expected to know things the modeler does not tell them.

Finish / Weathering

- a. **Finish and Markings Application (1.5 points).** The judges will look at how the modeler has applied paint and/or markings. Paint should be applied in a smooth, even coat with no drips, splotches or uneven areas. Markings and decals, if applied, should be viewed for edges lifting, silvering etc. Hand-applied painted markings should be viewed "in scale," i.e., the marking must not be too heavy-handed or thickly applied.

Note: The absence of markings shall not result in a penalty or "point shifting" in the Finish/Weathering Group. Markings are simply part of the model's finish. Issues regarding the accuracy of markings are properly considered as part of the Research and Reference Bonus evaluation.

- b. **Weathering (1.5 points).** The judges will look at how the vehicle is weathered. The term 'weathering' does not necessarily mean action-related mud, peeling paint, and the like, but refers to treatment beyond the basic finish required to achieve the desired effect. For example, a factory-new vehicle would still have a certain amount of rust on the tracks, or wear on the track teeth. Judges cannot hold it against a modeler if he chooses not to show wear on a shovel. The judges should score the model as the modeler presents it. A model shown as new should be viewed and scored as such.

Note: What is important in judging weathering is how the modeler has improved the finish of the model. No technique is mandatory; it is the final effect that counts. The use of washes, powders, dry brushing and paint chipping might be perfect for a vehicle, but if these weathering techniques do not improve the finish of the model, points should not be awarded. A model with no washes or dry brushing could still obtain points depending on possible subtleties in the applied paint.

- c. **Finish Continuity (1.0 point).** The judges will look at how the modeler has blended the finish and weathering together to create a visually balanced and homogenous arrangement. Examples that do NOT show a sensible and logically finished model would include a vehicle with muddy road wheels and clean track or mud on the track and suspension with a clean hull. Finish continuity does not mean a vehicle must be equally weathered over its entire surface, but it does mean the vehicle must be logically weathered. A full point awarded here means the modeler has considered reality, consistency and presentation .

Detail/Difficulty

Degree of difficulty and scope of effort (1.0 point)

The judges will look at the effort the modeler made to create a model that is something special. This may be reflected as extensive re-working of and additions to the kit, not merely replacing parts (that is covered in another sub-category). It also may recognize that the modeler built a very difficult resin or multi-media kit. Is it a jewel created from a rock? It is the responsibility of the modeler to provide the judges with details of the work that he has done so that it can be recognized.

Judges Note: Judging for Degree of Difficulty and Scope of Effort is a big part of what separates AMPS from all other systems. If a modeler chooses simply to build out of the box and does an incredible job, they will still have a tough time getting a gold medal. This is where photos of the work "in progress" would help the modeler document the depth of difficulty and level of effort involved in building the model.

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Research and Reference Bonus (0.5 point)

There is an additional bonus of 0.5 points for Research, which may be awarded by the judging team. To obtain this 0.5 point bonus, the modeler must document to the judging team the link between the research they performed and the finished model. This documentation need not be extensive (two pages or less), but must address, at a minimum, the following areas

- a. Description of Research: The modeler should provide a short description of the research they performed to build the model. The modeler must describe in his presentation how or why his model looks, either directly or indirectly, like the vehicles mentioned in the research. The model could look like the research by applying some of the following: similar paint schemes, markings, weathering, stowage, field modifications, or by using technical drawings to create the model displayed. The modeler can use pictures as part of this description.
- b. Research References: The modeler should list the research references they used while building the model. If the modeler provides a brag book or other description of how they constructed the model, without providing a description of their research in the format above, they will not be awarded the 0.5 point bonus. The link between the research and the model is established by replication and presentation of one, all or some of the following on the model being judged: paint schemes, markings, stowage, weathering, historical context, descriptions of similar vehicles or the use of technical drawings to create the model – based upon the research documentation provided

Judges Note: Based on the information provided by the modeler, the judging team should ask the following questions:

1. Does the model, either directly or indirectly, match or look like the description(s), text explanations and/or pictures provided in the research? (paint schemes, markings, stowage, weathering, historical context, descriptions of similar vehicles or the use of technical drawings).
2. Is the research documentation format requirements met? If the answer to both questions is YES, the judging team will award the 0.5 bonus. The Table Captain will add the 0.5 point research bonus after the total score has been determined. This score then becomes the official score for the model entered into the AMPS scoring system.

System for Diorama Judging

Proper diorama construction requires a mastery of related but diverse modeling skills and the artistic talent needed to compose scenes and tell stories. Because of this, the diorama is one of the most difficult forms of modeling to execute successfully. Judging dioramas in competition also is difficult. Judges must have a keen appreciation of all of the facets required of diorama construction from the obvious, tangible modeling skills, such as construction and finishing, to the more abstract categories, such as composition. Above all, the diorama judge should be fair and objective. Judges will use the following process to judge dioramas:

Construction Group - (3 points total)
Vehicles/ordnance: 1.0 point
Figures: 1.0 point
Groundwork: 1.0 point

If the diorama has no vehicles or ordnance, the 3 points are split as follows: Figures – 1.5 points, Groundwork 1.5 points. If the diorama has no figures (rare but possible) the points are split as follows: Vehicles/ordnance – 1.5 points, Groundwork 1.5 points.

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Finishing and weathering Group - (3 points total)

Overall finish: 1.0 point

Overall weathering: 1.0 point

Consistency of finish throughout the diorama: 1.0 point

Story and composition Group (4 points total)

Storyline: 1.0 point

Composition: 1.0 point

Attention to detail: 1.0 point

Degree of difficulty/Overall feel: 1.0 point

Judge's Note: The same criteria which make up the bulk of the individual model judging have been reduced to 6 points total when applied to judging dioramas. The third Group, "Story and Composition", is worth one more point (4 total) than either of the other two groups. The reason for this is simple: without a story or good composition, the diorama is not successful. Perfectly built vehicles, perfectly painted figures and beautiful groundwork will only yield a maximum of 6 points. If the diorama elements are not well composed to properly tell a story, the diorama will not score well. Likewise, if the construction and finish of a diorama are not skillfully done, the entry will not do well no matter how good a "story" it presents. Achieving a consistency and balance of all the skills needed to plan and build dioramas is the cornerstone for successful diorama construction.

Considerations for Dioramas

The third group, "Story and Composition" requires a good understanding of the intangibles, or "abstracts", of diorama construction. Below are some of suggestions on this subject. These comments are meant to help both diorama builders and judges.

Story and Composition Group (4.0 points)

Storyline (1.0 point) - Regardless of whether the storyline is simple or complicated, can it be easily understood without any accompanying text other than a simple title? If the viewer can't understand what is happening without having to read a lengthy treatise on the subject, the diorama has failed to tell its story successfully.

Composition (1.0 point) - Composition refers to the arrangement of all diorama components in relation to each other -- everything placed on the diorama base from the largest building to the smallest piece of ground work either adds to or subtracts from the story. Composition is the single most important part of diorama building. A story cannot be told properly without good composition. Composition includes the following considerations:

Balance: Are the diorama elements distributed around the base in a way that supports the story? Are they too close, too far apart, or bunched at one part of the base? Is the main idea supported by other, smaller components? Do supporting elements direct your eye around the diorama?

The size of the diorama base. Is it too small or too large for the story being told?

Tension: Is it obvious whether men or vehicles are moving or stationary? Do supporting elements help to understand this? Does the groundwork support or detract from the level of tension in the story?

Clarity: Does the composition help or hinder the clear understanding of the story? Is it immediately clear what the story is? Is there too much going on, with no single focus? Or is there nothing at all going on?

Time: Can you tell what just happened, what is happening or what is about to happen?

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Time: Can you tell what just happened, what is happening or what is about to happen?

The use of empty space. Does the space between components help or hinder your ability to understand the story and/or emotion of the diorama?

How do the diorama components interact with each other? Do they help to clarify the story or emotion of the diorama or do they distract from it by leading the viewer down too many unrelated side stories and dead ends? Is the path of travel realistic and logical?

Attention to detail (1.0 point) - The modeler needs equally good research about uniforms, small arms, buildings, combat conditions, weather effects on men and machines etc. as on the vehicle or ordnance. In addition to the obvious, physical details, the intangible details such as facial expressions, body positioning, or the sizes and arrangement of cargo loads in vehicles also are important. Following are some detailing highlights:

Figures: Weapon slings, web gear, buckles, small arms, small arms ammo, personal gear, poses, facial expressions, emotion, condition of uniforms and weapons..

Groundwork: Realistic building construction, realistic rubble and landscaping, attention to weather, season, natural-looking texture and color of ground, plants, and other objects. Each component of the groundwork should be as detailed and as well-painted as the vehicles and figures.

Vehicles/ordnance: How do they sit in or on the groundwork? Like figures, vehicles leave a trail during movement. Tracks or tires leave marks in soft ground or mud on clean pavements. Like figures, the path of travel for the vehicle/ordnance should be logical and realistic and the level of vehicle/ordnance detail should be consistent with that of the figures, e.g., straps, tie downs, realistic stowage. The groundwork, figures and vehicle/ordnance should exhibit a uniform level of detailing, finish and weathering. This attention to detail helps support the overall composition of the diorama.

Degree of difficulty/overall feel (1.0 point) -Criteria for this point category include:

Does the diorama successfully tell a story that is difficult to tell because of its subtlety and/or complexity?

Has the modeler constructed an elaborately-detailed base that supports the story?

Is the action or arena of action portrayed in the diorama difficult to express successfully?

Is the climate or time of day being represented unusually difficult to portray successfully, e.g. night time, water, rain, snow, ice etc.?

Is the level of detail required for the story being told difficult to compose successfully?

This list is by no means conclusive. It is meant to convey the level of planning and detail that one expects to see in a well-constructed diorama.

Sample finished score

For a hypothetical Tamiya Tiger (with lots of extra detail work)

Entry: # 187A

Level: Intermediate

Judge Initials

Title: "Tiger I, December 1944" , Kits Used: Tamiya, DML Accessories, Voyager PE.

Judge A – 8.0 Nice work on the tracks!

JRW

Judge B – 8.5 Good job weathering

NBE

Judge C – 10.0 Best Tiger I've seen in years

SGA

Judge D – 7.5 Zimmerit was not used on this unit's tanks after August 1944, and not in Belgium.

BRR

Score 26.5

The low score is dropped; thus the model earns a SILVER medal.