

PAXCON Judges Guide

Thanks for your interest in judging! PAXCON uses the Gold, Silver, Bronze (GSB) style of judging, which is based on the basics and fundamentals of modeling. While this is not the ultimate guide for judging, it is intended to provide a solid reference regarding judging the GSB style. Judges should look at the overall result and balance any errors with the areas that were executed well. Also look at how egregious the errors or flaws may be. Remember, not all errors should be weighted the same.

The goal of GSB is to judge the craftsmanship of a build and reward models that deserve an award. GSB judges against a standard vice against other entrants. GSB judging does not look to eliminate a model, but to reward a model if the craftsmanship meets the standard of GSB. Level of effort as well as degree of difficulty also apply. Always remember if there are questions or concerns, consult your Category Head Judge or Contest Head Judge.

Fundamental Modeling Skills:

1. **Seams.** Eliminating seams is one of the basic fundamental skills in modeling. If there is a seam, just decide how egregious the error is. Did the modeler attempt to fix the seams? Or did they just leave them alone and not even try to eliminate the seam? If they didn't even try, stop right there and do not give an award. However, if the modeler attempted to eliminate the seam, but there is a slight indentation (AKA: Ghost Seam), you can still give an award. Judges need to determine how bad the seam is and the level of effort that was applied to eliminate the seam. Just because there is a seam showing, doesn't mean there is not an award given. It just may get a Silver vice a Gold. Just use sound judgement and be reasonable.
2. **Glue.** Another simple modeling skill. Glue application is easy to see if done poorly. If you see glue blobs in several places, stop right there; no award. If the model is otherwise in great shape and all the other fundamentals are executed well, but there is a minor glue blob that is fairly visible, an award might be appropriate. Again, judges must decide on the level of effort and how egregious the glue blemish is.
3. **Alignment.** Ugh... alignment. Better known as ***mis***-alignment. This is a really tough fundamental that most models suffer from. Even the slightest misaligned item can stand out. If there are several misaligned parts, that's a show stopper. One misaligned wheel, if it's not egregious, could still be an award winner. It just depends on the number of errors and how egregious they are. This is the most overlooked area in modeling. Remember, just because a model has a misaligned part, that doesn't mean it is out of an award.
4. **Paint/Finish.** While still a fundamental, this tends to become a subjective element which is not ideal. Some prefer a gloss or semi-gloss finish more than a matte finish. Some prefer a heavily weathered finish versus hardly any or zero weathering. Some may think that the finish is "not accurate." That is ***not*** what is judged. Judge a finish by a consistent, even, and well executed finish. Is it matte just over the decals and not the rest of the model? Is the finish uneven and

splotchy? Is it grainy and pebbly? Is there cracking or peeling? Is the surface dusty? These are the questions Judges should ask. Stay away from any accuracy or color preference issues influencing decision making.

5. **Clear Parts.** This is an easy fundamental for a modeler to make a mistake on. There is only one shot with clear parts and sometimes they fight you all the way and there is nothing a modeler can do. As with judging other fundamental modeling skills, use your best judgment with clear parts. Decide how egregious and visible the error is, then decide if it deserves an award. Please keep in mind, just because there is an error, doesn't mean it doesn't deserve an award.
6. **Decals.** Decal application has become much better with the newer decal companies. There is a wide variety of solutions to assist with application, but there is no substitute for sound decal application resulting in the painted on look. Visible carrier film, wrinkled, cracked, or melted decals, and everyone's favorite... silvering. Silvering of a decal (air trapped between the model surface and decal) is very common. A small area of silvering in one or two areas may still be acceptable. Again, Judges must decide how egregious and numerous the errors are.

Standards of GSB models:

1. **Gold. EXCEPTIONAL CRAFTSMANSHIP.** Mistakes, errors, or flaws (if any) are extremely hard to see or find. The build exhibits advanced skills in finish and detailing and really stands out on the table. Fundamentals are very well executed. There are almost zero (if not any) fundamental flaws. A "Gold" model really stands out on the table. All Gold award recipients should be considered for a "Best of" award in three category.
2. **Silver. SUPERIOR CRAFTSMANSHIP.** The model appears to be very well done. Mistakes are very few and minor in nature, and they do not detract from the overall result. The finish and detailing are excellent, but not flawless. There are no egregious fundamental issues. If there are errors or flaws in the fundamentals, they are minor and are very few.
3. **Bronze. ABOVE AVERAGE CRAFTSMANSHIP.** The model exhibits that the modeler has skills, but there are inconsistencies with finish and detailing. There are flaws or mistakes, but they are not egregious, and most are minor. Errors are not plentiful, and do not detract from the overall model. Minor errors are noticeable, but not distracting. Basic modeling skills are evident, but the builder has not quite mastered all the fundamentals, and the build does not stand out from its peers.

Possible Disqualifiers: More than one of the disqualifying elements should be present:

1. Unpainted parts
2. Egregious Alignment issues that stand out and grab your attention immediately
3. Very poor finish with rough paint
4. An abundance of easily noticed silvering of decals
5. Easily seen seams
6. Easily seen fogged or glue smeared clear parts
7. Sloppy painted details
8. Easily seen glue marks or blobs

Please keep this guide with you as you judge and always ask questions if you are unsure of how to proceed or need guidance on a particular area. Thank you again for volunteering to judge and for your support of PAXCON.