

Judging Criteria World Model Expo

The judging criteria used by the World Model Soldier Federation and described below are based upon the International Judging Criteria developed by Sheperd Paine, Bob Marrion and Dick Hirdes in the early 1980's. The criteria are intended to recognize excellence – not to seek out and punish failure. Judges are expected to be positive and respectful in their assessment of all work.

Open Divisions

The Open Division (Historical, Fantasy and Ordnance) is for scratch built/converted models, vignettes and dioramas and boxed dioramas. Judges in this division will evaluate entries based on their imagination, creativity and skill. However, the most important criteria are *overall effect* – the first impression the model makes on the judge when first viewed.

Painting skill is an important element in the judging of open division entries, but unlike the Painters Division where it is virtually the sole criteria, in the open division it is considered one of several important elements to be evaluated, such as *sculpting/conversion* skill, and the creativity and imagination demonstrated by the modeler in composing the figure, vignette or diorama being judged.

Part of the judging process for vignettes and dioramas is the modeler's effectiveness in composing the scene and telling a story with the models utilized. The quantity of models present on the base is far less important than the modeller's effective use of the individual components of the scene to tell a single story.

Criteria Summary (after No. 1, in no particular order):

- Overall Effect (first impression of the quality of work)
- Skill – both sculpting/converting and painting
- Imagination and Creativity
- Composition (dioramas, vignettes and boxed dioramas)
- Groundwork, other details

Painters Divisions

The Painters Divisions (Historical, Fantasy and Ordnance) are intended for painted stock kits. Judging is based almost entirely upon painting skill (finishing skill for ordnance models).

Although modified, converted and even scratch built figures are not excluded, all pieces entered in the Painters Divisions will be judged as if they were stock commercial kits. Groundwork is not considered unless in the opinion of the judges it detracts from the overall quality of the work.

For the Ordnance Painters division, figures may be included, but they will not be considered in the judging unless in the opinion of the judges they detract from the overall quality of the work.

Criteria Summary:

- Painting Skill (judges are to always keep in mind the overall effect of the painted work and not to focus solely on painted detail).
- Preparation/assembly of the model (i.e., proper assembly, filling gaps, cleaning mould lines)
- Groundwork and figures (Ordnance) only if they negatively impact the overall quality of the exhibit.

Judges in the Painters Division will be required to evaluate a wide variety of painting mediums and techniques, and must take care not to favour one style over another. Each model should be evaluated within the context of each painter's individual style.

For the Ordnance Open Divisions (dioramas, vignettes and boxer dioramas) these additional criteria are considered:

A diorama should first of all tell a story and that is why we do not distinguish dioramas by theme. In these classes military, civilian and SciFi/Fantasy subjects are allowed.

A diorama should contain one or more vehicles and one or more figures. No vehicle means the piece should be entered into one of the figure classes (Painting or Open).

Technical balance: a well-executed diorama has all of the elements: vehicle, figures, structures, groundwork, foliage etc. well balanced, meaning: of a similar level. Painting skills are also considered in the technical balance.

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