

Clarification of the RMMC Category Rules:

We do not require you to include your kit instructions with the entry. We prefer to use the honor system and have had no problems in the past. If the judging team determines an entry should be in a higher/lower category, it will be moved prior to judging. Please be accurate with your initial category selection, we have many people able to help you out. Models on display bases may be subject to removal for judging. If the model is secured to the base, please identify that on the entry form.

Aircraft:

'Out of the Box' consists of anything you find in the basic kit. We allow you to drill out gun barrels, exhausts and other items. Stretched sprue Antenna wires and rigging are allowed. A photo-etched seatbelt is allowed. Aftermarket decals are permitted. Multimedia kits have their own category and are to be entered there (#4)

'Modified' allows the modeler to incorporate some aftermarket details to the kit. Only one area may be detailed though. Only a single Photo-etch or resin set may be incorporated. Resin wheels are allowed in addition to the single aftermarket set. Scribing a raised detail kit falls under this category, and will still qualify for a single aftermarket addition. (Any cutting to the kit to facilitate the aftermarket item is considered as Super-detailing.)

'Super Detailed' So you went all out eh? If there is a combination of resin sets, photo-etch or scratch-building involved then this is the category for you. Any cutting to facilitate the aftermarket items and/or major repositioning of parts would also be considered under this category.

Additional notes:

Weapon load outs are allowed at all levels and should not look out of place. The other aircraft categories (4-10) allow for detailing to the model if you wish.

Automobiles:

'Out of the Box' consists of anything you find only in the basic kit. Obviously some manufacturers are more inclusive than others, but that's the breaks right?

'Modified' allows the addition of major detailing to only one area, or minor additions to all areas on the kit.

'Detailed' This model looks like the judges could hop in and drive it away. Multiple sets or detailing was done to improve the kit.

NEW FOR 2005 – Models will no longer be picked up. If you wish to show off the details, put it on a mirror

Additional notes:

The other automobile categories (D-O) allow for detailing to the model if you wish.

Military Vehicles:

'**Out of the Box**' consists of what you find only in the basic kit. No improvements to the kit are allowed. This level is new this year, and will allow some of the newer armor builders a chance at the medals. The division is based upon WW2/Korean conflict era technology and the more modern fighting vehicles. The addition of supplies and stowed items is allowed, but should not overpower the basic kit.

All other armor categories allow for the addition of aftermarket parts, scratch building or improving accuracy of the basic kit. In other words... Go Nuts!

Figures, Space & Sci-Fi, Ships:

Anything goes within these categories. With such a wide variety of styrene, resin, and scratch building possibilities it is best to lump them all together.

RMMC's Judging Method of Choice – The Olympic Style

In the past, visitors have asked us to define the judging system employed by the RMMC during our contests. It is a unique system developed over previous shows. It is simple in nature, indisputable and quick and painless to undertake.

If you've entered your models in any another model contest, you've most likely been exposed to a method known as the 'open system.' It seems that over the past few years, contests all across the continent have shifted towards this methodology. Each model is evaluated on its own merits, and scorecard judged against a theoretical 'perfect' model. Unfortunately, each judge's definition of perfection is different from everyone else's. For contests with hundreds of entries, the open system can also be very labor intensive and time consuming. Because of this the RMMC has avoided employing this judging method.

Instead, for the past ten years, the RMMC has successfully employed the 'Olympic style' of judging, and we continue to do so. Trophies for Gold, Silver and Bronze are awarded to the top models in each category.

With this method, there is no theoretical 'perfect' to compare each model against, eliminating the subjective-ness that comes with the 'open system.' Once the contest entries have been closed, each category is guaranteed to have a gold medal winner.

The team of judges will independently review each model against our standards. The overview follows below, and is no different than any other contest. Start with the basic construction, and work your way through the paint out to the final finish. The winning models are easily identified during this visual review.

After the team has had time to review the category, they will point to the model they individually feel is the best. When the majority chose a particular entry, that model is given a Gold. The other models are held in comparison to it to determine Silver and Bronze rankings. The winners are judged to be the best models on the table on the day of the competition. As with the Sports Olympics, multiple silver and bronzes are possible, and in extreme cases so are gold's.

JUDGING GUIDELINES FOR MODEL AIRCRAFT

BASIC CONSTRUCTION AND FINISHING

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics.

MOLD LINES AND SEAMS

Look for glue marks and finger prints. Check the mold lines and ejector pin marks to see if they are properly cleaned. Check to see if panel lines are restored and observe if mold lines have been removed from the small parts. Make sure everything is in proper alignment.

PAINTING

Check for brush marks, runs, over-spray, finger prints, etc... Only gross errors of paint colors will be penalized.

DECALS

Look for signs of silvering, misapplication, etc... Only gross errors of size or colors and shades should be penalized.

CLEAR PARTS

Check for glue or paint and especially fingerprints. Check to see if the clear part is properly glued onto the aircraft. Also make sure that the paint lines are well done without too much over run. Can you see through to the canopy frame? Is the interior color visible.

FINISHING

Does the model look close to a scaled down real thing? Is the weathering done without going overboard? Make sure that fading is not too overstated.

ADVANCED FINISHING

Are the aftermarket items well incorporated into the model. Are the aftermarket items correctly finished and to scale? The same applies to scratch built items. Does the cockpit look well done and authentic? Is the engine well done and correctly weathered. Check for the same guidelines for the wheel wells, under carriage, flaps, slats and other moving parts.

**IF IN DOUBT CONSULT THE OTHER JUDGES FOR
THEIR OPINIONS.**

JUDGING GUIDELINES FOR MILITARY VEHICLES

BASIC CONSTRUCTION AND FINISHING

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics.

MOLD LINES AND SEAMS

Look for glue marks and finger prints. Check the mold lines and ejector pin marks to see if they are properly removed. Remember that on armour the mold lines may be correct. Check to see if mold lines are removed from the small parts. Wheels and tracks are the main culprit for mold lines. Check them out.

ALIGNMENT

Make sure that all wheels touch the ground. Tracks should look natural, there may be a slight droop between road wheels.

PAINTING

Brush marks are not critical on armour as some times paint was applied with a broom. But the basics should be observed. No finger prints and only gross errors of paint colors will be penalized. Check for differences in clean vs. dirty on the model.

DECALS

Look for signs of silvering, misapplication, and they should look painted on.

FINISHING

Does the model look close to a scaled down real thing? Remember that weathering should not be over done but that armour vehicles do not look like something that just came off the showroom floor. Use more common sense than awe.

ADVANCED FINISHING

Are the aftermarket items well incorporated into the model. Are the aftermarket items correctly finished and to scale? The same applies to scratch built items. Are the extra items authentic?

WHEN IN DOUBT, CHECK WITH ANOTHER JUDGE.

JUDGING GUIDELINES FOR AUTOMOBILE MODELS

BASIC CONSTRUCTION

A model is a winner only if it passes the basics. It will be easy to find the winners if you remove the ones that do not meet the basics. Mold lines should be removed. This also means small parts and wheels. The chassis should be even and all wheels should be touching the ground. Clear parts should be free of any glue smears or fingerprints. Paint should be free from fingerprints and runs. Orange peel is a No-no. Overspray is only acceptable if the car is a rendition from a high school paint shop. Window frames and moldings should be straight. Decals should be straight and without silvering.

FINISHING

Does the model look close to a scaled down real thing? Is the weathering done without going overboard?

ENGINES

If the engine is wired it should be in the right sequence. Plumbing should go to the correct locations. Engine exhaust should be correctly attached to the motor. Correct thickness of the wires and plumbing should be observed.

INTERIORS

Are they a correct replication of the original? Do the colors correspond. Seat belts? It's the Law.

TIRES

Are they round? Don't laugh! Is the lettering done correctly and seam removed.

Overall

Judging automobiles is usually the toughest. When in doubt check for proper information regarding the car. Don't be afraid to consult with the other judges.

**GOOD LUCK, AND REMEMBER THAT WE PROVIDE
SECURITY FOR THE JUDGES.**

Reviewed and Approved by the RMMC Contest Committee.