

# Flat Con Paint Contest Guidelines

## Categories

<b>Individual Figure</b>	Model will be a single or mounted miniature, 54mm scale or smaller on a base no larger than 3"x3"x3" in size.
<b>Squad\Unit</b>	Consists of at least 3 miniatures of any scale that comprise a unit or squad or themed group of miniatures on a unifying base no larger than 10"x10"x10".
<b>Large Figure</b>	Model will be any single or mounted humanoid sized miniature, exceeding the size limitation of the individual figure category. Miniatures can include any large creature such as a dragon, giant, statue, a bust or a similar figure on a base no larger than 12"x12"x12".
<b>Vehicle\War Machine</b>	All vehicles and or crew manned weaponry. This includes tanks, motorcycles, ships, siege machines and all crew based weapons. The vehicle base can not exceed 12"x12"x12".
<b>Diorama</b>	Emphasizes a theme or story told with miniatures or vehicles or a combination thereof, mounted on a large custom base. Diorama bases can not exceed 18"x18"x18".
<b>Young Bloods</b>	Youth category for anyone age 12 and under. All figures will be judged together in this category. The same restrictions apply to base size dependent on the type of figure entered.
<b>Non Judged (Show)</b>	This is reserved for show pieces and miniatures that have been in a any previous contests. These miniatures will be reviewed and displayed but are not eligible for prizes.

## Grading Scale

<b>1 Judges Opinion</b>	<b>1-10 points</b>
<b>2 Cleanliness</b>	<b>1-10 points</b>
<b>3 Base</b>	<b>1-10 points</b>
<b>4 Shading &amp; Highlighting</b>	<b>1-10 points</b>
<b>5 Technical Accuracy</b>	<b>1-10 points</b>
<b>6 Use of Color</b>	<b>1-10 points</b>
<b>7 Level of Detail</b>	<b>1-10 points</b>
<b>8 Continuity</b>	<b>1-10 points</b>
<b>9 Capturing the Moment</b>	<b>1-20 points</b>
<b>10 Diorama Base</b>	<b>1-20 points</b>

## Competition Rules:

- 1 Entries must be made in-person by the painter. All entries must be the work of the painter. Any entry proven to have been painted by anyone other than the entrant will be disqualified, and all prizes will be forfeit. In addition, said painter will be banned from any future Flat Con painting competitions.
- 2 There will be no more than 3 entries per painter, with a maximum of 1 per category.
- 3 You can not enter any figure that has been in any previous competition. If it is proven that you have entered your figure in any previous competition of any kind, the provisions outlined in rule 1 will be applied.
- 4 All entries must be registered by no later than 11:00 AM on Saturday, any entries late will NOT be accepted. Judging will commence at 5:00 PM on Saturday.

- 5 All entries must be picked up no later than 5:00 PM Sunday. If the painter does not pickup his entries by then, all miniatures left over will become the property of Flat Con.
- 6 All entries must be completely painted including the base.
- 7 Each category must have at least 4 entries or judges will combine categories as they see fit in order to bring the number of entries up. Category changes are at the judges sole discretion at any time prior to or during the judging process
- 8 Judges will be using an 80 point grading scale for all non diorama entries and a 120 point scale for all dioramas. The non diorama categories will be judged by 8 sections worth 10 points each. The diorama categories will be judged in similar fashion with an additional 2 categories each worth up to 20 points, bringing the diorama maximum points total to 120. All judgments are final and are not up for discussion. Upon completion of the judging prizes will be awarded and painters will be allowed to pickup their figures if they wish. If any painter would like to see their score cards, please let one of the judges know and they will give you your score cards on an individual basis.

## **Guidelines:**

### **Judges Opinion**

Judges opinion is just that. It is entirely based upon each judges personal likes and dislikes as far as painting goes. If all other scores are the same between any given miniatures, judges opinion will be the deciding factor.

### **Cleanliness**

Cleanliness refers to how neat and clean the miniature was painted. Staying "in the lines" is key here. Judges will be looking for over-painting. An example of over-painting would be if you slopped face paint onto any other part of the miniature besides the face. Additionally, we will be looking for flash, seams, putty lines and other evidence of bad molding. Be sure any modifications you make are neat, clean and seamless, otherwise your extra effort will end up counting against you. Lastly be sure you do not have any superglue showing!

### **Base**

Judges will examine the level of detail of the base, how it fits in with the figure and how clean and detailed the base work was done. Remember an unpainted base will not be accepted. Having primer only will likely earn you one point. A super detailed, built up base that is unique and aesthetically fitting will get you the maximum points.

### **Shading & Highlighting**

Painters who provide shades and highlights to their base colors will received points in this category. This includes washing, inking and dry brushing. A figure that has very discernable and well blended highlights will score well. Washes done properly should not muddy the figures appearance, but enhance it.

### **Technical Accuracy**

Refers to how accurate a figure is painted. Yes we know there is no perfect orc or marine but there are reasonable expectations as to what something ought to look like. Painting a WW2 German figure with a pink uniform and blue blue pokadots is technically inaccurate. If the painter has any source/reference material that would help the judges appraise the technical accuracy of the paintjob, please submit this with your miniature, and provide a brief your miniature, or provide a brief description of the theme or historical references associated with your figure. We will appreciate your support, whether you are painting a US 101st airborne squad or a space marine Chaplin.

### **Use of Color**

Color is very important and using it well will tip the scales in favor of one miniature over another. Finding the right blend of complimentary and or contrasting colors is what we are looking for here. A painter who gets the right combination of these color elements will score big in this category.

### **Level of Detail**

Details, details details... Judges will be looking for the extra effort here. Did you decal your shield, paint the eyeballs of your elf, write runes or letters on a banner or the edge of a cloak. Is your insignia hand painted? Did you paint all

the recesses and cracks, and ensure no matter which way you examine the figure, the details are done well from all angles, even the underside?

### **Continuity**

Does your figure or squad have good continuity? Do the colors, ranks and styles flow well together? Is it a fitting representation which shows unity? Continuity is one of the primary elements in squad/unit and diorama painting, and it is in these categories that continuity will mean the most. For individual models does the figures armor, cloak or sword look the same from all sides and angles? Is one side is darker or lighter than the other or a different color? Was this intentional? If not then the miniature will be penalized for a lack of continuity.

### **Capturing the Moment (Diorama only)**

This represents the ability of a diorama to capture a moment in time. It is akin to taking a snap shot of a battle scene or something similar and getting that feel when you look at the diorama as a whole. It is as if you were looking a 3D picture of an event happening. A good example would be a squad of space marines piling out of a vehicle and heading into a intense battle on some futuristic street. The miniatures will be posed as if in action or in battle.

A good resource for superb dioramas are many 1/35th scale WW2 dioramas done my plastic modelers.

### **Diorama Base (Diorama only)**

The base of a good diorama is half the work. Having a great diorama, on a poorly planned base will be a sure way to score very few points in this category. Judges will look for details such as: debris, craters, rubble, bricks, stones wires or battle damage, foliage and anything else that brings the base to life. Additionally cleanliness is always important and how well the base fits with what is on it. Does your terrain look good? Is it completely flocked showing No signs of wear and tear? As an example, a 40k army display usually does not constitute a great diorama, so if you plan on using your gaming presentation base, be sure it can score well enough beat out the dioramas specifically crafted to capture some moment in time and one that shows no sign wear and tear from game use.