

**So Ya Wanna Compete eh?
What Judges Look For...
(Aircraft, Armour, and Ships)**

GUIDEBOOK TO JUDGING

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BASICS! BASICS! BASICS!

"FIT"

- Flash
- Molding marks
 - seams
 - sinkholes
 - ejector pin marks
- Scratches
 - surface
 - canopy
- Casting imperfections
 - damaged details
 - resin pinholes
- Engineering imperfections
 - misaligned parts
 - misaligned surface details
 - warped parts
- Damaged goods (fix them!)
- Poorly made parts (replace them!)

BASICS! BASICS! BASICS!

“FINISH”

- Glue marks
- Rough paint finish
- Uneven paint finish
- Not “to scale” paint finish
- Fingerprints
- Appropriate weathering
- Mis-aligned decal application
- Silvering and/or bubbles on decals
- Appropriate markings and colors *

* Debate as to importance of historic accuracy.

AIRCRAFT

- Restoring surface detailing.
- Check wing and horizontal/fin stabilizer dihedral anhedral, and symmetry.
- Align engine nacelles, landing gear, antenna, bomb racks, struts...
- Ensure canopies and other clear areas are free from fogging, fingerprints, glue marks, or scratches.
- Fill-in all gaps (e.g., between the canopy and other clear parts and fuselage).
- Thin trailing edges of wings, bomb/missile fins, etc.
- Add detail to cockpit and wheel wells if none exists or minimal.
- Check wing root fit.
- Add/replace landing lights.
- Crooked canopy frames.

ARMOUR

- Align the model so it sits squarely.
- Ensure wheels and tracks sit firmly on the ground.
- Fill motorization holes on bottom of chassis.
- Fix gaps where track lengths join.
- Tracks should not bow in or out when viewed from front or back.
- Road wheels sit flush on tracks.
- Track cleats face in the correct direction.
- Gun barrels should not be sanded flat where seams are filled and sanded.
- Drill-out MGs, main guns and exhaust pipes.
- Unrealistic or out of scale parts.
- Practical/realistic addition of stowage on the vehicle.
- Remove poorly molded on equipment/cables.
- Replace intake screen with real screen.
- Proper/realistic track sag.
- Headlights and taillights replaced with lenses.
- Replace molded-on grad handles with wire.
- Weathering should be appropriate.

SHIPS

- Align ship's superstructure (platforms, cabins, funnels, etc).
- Align masts and yardarms.
- Rake should be uniform, unless the real vessel had differently raked masts Unrealistic or out of scale parts.
- Drill-out gun barrels and vents.
- Sailing ships should be rigged correctly for the era.
- Deadeyes should be right side up and rigging lines and blocks should be in proportion to each other.
- Proper/clean application of photo-etch.
- Appropriate weathering (e.g., rust on subs)



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