



## Moss Con Judging Guide

(Adopted from the Paxcon Judges Guide of Southern Maryland Scale Modelers)

Thanks for your interest in judging at our event. Moss Con uses the Gold, Silver, Bronze (GSB) style of judging, which is focused 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 identifying how severe the errors or flaws may be. Remember, not all errors should be weighed the same. The goal of GSB is to judge the craftsmanship of a build and reward modelers that deserve an award. GSB judges against a standard, not against other entrants. GSB judging does not look to eliminate a model, but to reward a model if the craftsmanship meets the standards 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 a seam is visible, determine how severe that error is. Did the modeler attempt to fix the seams, or did they just leave them alone and not even try to eliminate the seams? If they didn't even try, stop right there and do not provide an award. However, if the modeler attempted to eliminate the seam, but there is a slight indentation (aka: Ghost Seam), you can still provide 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 provided. It may receive a Silver instead of a Gold, or a Bronze instead of a Silver. 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 should be provided. 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 severe the glue blemish is.
- 3. Alignment.** Misalignment is a tough fundamental that most models suffer from. Even the slightest misaligned item can stand out. If there are several misaligned parts, that's a showstopper. One misaligned wheel, if it's not severe, could still be an award winner. It depends on the number of errors and how severe 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 more subjective element which is not ideal for judging. Some prefer a gloss or semi-gloss finish more than a matte finish. Some prefer a heavily weathered finish versus minimal or no 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 historical 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 severe 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. A wide variety of solutions are available 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 silvering are common issues. Silvering of a decal is very common. A small area of silvering in one or two areas may still be acceptable. Again, Judges must decide how severe 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 zero or almost zero fundamental flaws. A “Gold” model really stands out on the table. All Gold award recipients should be considered for a “Best of” award in the respective 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 severe 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 severe, 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. Dusty, dirty, or unkempt models.
2. Unpainted parts
3. Severe alignment issues that stand out and grab your attention immediately
4. Very poor finish with rough paint
5. An abundance of easily noticed silvering of decals
6. Easily seen seams
7. Easily seen fogged or glue smeared clear parts
8. Sloppy painted details
9. 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 with a particular area. Thank you again for volunteering to judge and for your support of Moss Con.