



International Plastic Modelers' Society

2025 National Contest

Class Specific Rules

February 15, 2025

Change 1

CLASS 0 – JUNIORS

There are no Out-of-Box or Vintage categories in the Juniors Class.

All steps involved in the completion of a model in the Junior Class must be the sole work of the junior entrant. A father, mother, club member, etc. may supervise or coach juniors, but *under no circumstance, is any part of the model to be completed or re-done by an adult.* That includes all construction, painting, and decal placement.

If any comment on the entry form appears to indicate that any step was performed by anyone other than the Junior entrant, the model in question will be disqualified.

Class I - Aircraft

Definitions:

A. Markings. Aircraft categories are defined as Military Aircraft unless otherwise noted. Entries carrying only civil markings will be placed in the appropriate Civil Aircraft category. They do not need to be marked with a national civil registration (e.g., N-number for the USA) to be entered in a Civil Aircraft category. CIA, NASA, Treasury Department, and other government-marked (but non-military-marked) and operated aircraft will be placed within the Civil Aircraft categories. Movie planes, war birds, and those with combined civil/military markings (e.g., NASA band and USAF titles) likewise should be placed in Civil Aircraft categories.

B. Missiles. Winged 'airplane-type' missiles will be entered in an RPA (Remotely Piloted Aircraft) category. **When a missile's transport vehicle or launcher** is the predominant portion of the model (e.g. Patriot, SCUD), it will be entered in the appropriate Armor category.

C. Military launch vehicles (e.g. V-2, ICBM, IRBM), civilian launch vehicles (e.g. Scout, Saturn), and military launch vehicles modified for civil missions (e.g. Atlas/Agena, Jupiter C) will be entered in the Real Spacecraft category.

D. Jets. Jet Aircraft categories include manned, rocket-powered aircraft which did not go into space such as the Me-163, X-1, X-24, etc.

E. Gliders. As gliders are generally launched by being towed by propeller driven aircraft, they will be included with propeller driven aircraft categories depending on size, as specified in the applicable category. For example, a 1/72 scale Hotspur that has a wingspan

under 8.5 inches should be placed in the appropriate Small Prop, Single Engine category. Any nonmilitary glider should be placed in the appropriate Civil, Sport, Racing, Gliders, and Air Taxis category depending on scale.

F. Remotely Piloted Vehicles (RPA). The RPA categories include drones, flying bombs, winged missiles and other aerial vehicles, powered or glider, designed to fly without carrying a crew. Aircraft originally designed for manned control but converted to remote-control operation (e.g., F6F-5KD, QF104, DeHavilland Queen Bee) will not be considered as UAVs for the purposes of this contest and shall be entered in the appropriate regular aircraft categories. Conversely, a pilotless machine does not have to meet the 'modern' definition of RPA to be entered in this category. Qualifying RPA models, regardless of markings, shall be entered in the appropriate RPA category.

G. Elevated Aircraft Entries (Aircraft on a Pole). Any aircraft models, (regardless of scale) that are mounted in an elevated position (i.e., on a stick, pole, stand, or other form of support) will be entered in this category. Crew figures are optional. Also, spinning props or jet exhaust emissions may be simulated, but are not required. **This is not an "in-flight diorama" category;** models will be judged solely as individual aircraft. This category will not include any model display that is intended to be or constructed as a diorama. Hypothetical aircraft subjects entered in Miscellaneous categories. Airships or balloons are entered in Airliners, and Airships.

H. OOB Categories: A. For aircraft models, "Out of Box" entries are limited to plastic parts, built in accordance with the kit's instructions. Vinyl/rubber wheels are acceptable. **Out of Box entries must have the instructions displayed with the model.**

Out of Box construction may include:

1. Filling seams and gaps
2. Add weight to make the model sit correctly
3. Sanding off rivets and other fine details
4. Rescribing panel lines lost during construction
5. Drilling out gun barrels, exhaust pipes, grilles and the like
6. Thinning down parts such as doors and trailing edges
7. Adding minor antennas (extensive rigging, antennas and radio masts are permitted only if specified in the instructions)
8. Adding simple seat belts (paper or tape).
9. Paint/finish may include brush, spray can, airbrush, metal foil, or natural plastic finish.

10. Decals other than those included in the kit may be used and modelers may paint markings and details.
 - a. 3D decals are not allowed anywhere on the model
11. Weathering is permitted but not battle damage.
12. Kit instruction sheet must be available for Judges.

H. Vintage Categories: Entries are limited to any kit whose molds were created on or before December 31, 1980. Kits which have been re-boxed and or reissued after 1980 but were produced using the same molds used in the original issue are also eligible. Modelers should be prepared to document the age of their kits. Kits with new “new parts” created after December 31, 1980, are not eligible.

2. The primary tool for identifying the age of a kit is scalemates.com. Scalemates shows every release of the kit back to its origin. If the model is not in scalemates alternate means of establishing vintage may include:

- A. Original copyright date
- B. Dates on boxes, instruction sheets, or sometimes on the model itself.
- C. Instructions must be displayed with the kit.

Judges are the sole arbitrators of any dispute on the age of a kit or whether it meets Vintage criteria

3. The guiding principle behind the Vintage kit category is to provide a venue where the skill of a modeler is not overshadowed by the technical sophistication of many modern kits. All other applicable contest rules such as eligibility, judging and competition criteria, display, general construction definitions and liability apply to Vintage kit entries. Contest officials reserve the right to divide or combine categories as needed.

4. Modeler may detail, modify, and use aftermarket parts. In Vintage modeling, the model next to yours is just as old. The object is to take a “diamond in the rough” and create a masterpiece!

Class II: Military Vehicles

Definitions:

A. Conversion and Scratch-Built - Military Vehicles. Any Conversion or Scratch-Built model (Category 225) must be constructed or must have its silhouette substantively changed by the modeler, using scratch-building supplies (e.g., plastic, brass, tin, or wood). Any Kit-Bashed Conversion model (Category 230) will have its silhouette substantively changed by the

modeler using any pre-existing kit parts from another model or manufactured conversion parts/pieces designed for such change by the manufacturer, whether or not they're intended for the particular model to which they are applied.

B. Bases - Military Vehicles. Any AFV model that is displayed upon a base may have 'basic' groundwork. No part(s) of that base/groundwork may obstruct and/or block a clear view of any section of the model for proper judging. Any vehicle entry that has more than basic groundwork will be evaluated by the judges, if it is determined it blocks a clear view of any section, the model will, at the judge's discretion, need to be transferred to an appropriate category for judging there.*

1. Any model entered into an AFV category that includes figure -the figure(s) must be crew members. It is judge's discretion to determine if the entry has more than crew members. Entries with more than crew members will need transferred to an appropriate category for judging. All Judges decisions are final.**

*AFV Models that have excessive groundwork will generally be moved to vignette.

**AFV Models that have multiple figures that in the Judge's opinion are not crew members will be moved. If the model has groundwork, it will be moved to vignette. Models without groundwork will be moved to 765 Miscellaneous.

C. Closed - Top Category Definition

Clarifications – Military Vehicles. Category definitions for “Allied, Axis, Other. Examples would be that an AFV should go in. the following categories: #202 (Allied, through Korea, U.S.) if it is #1. An AFV produced before the end of the Korean War and #2. The AFV's markings are of a country that is/was our ally when it was in use before the end of the Korean War. If the same AFV had markings of a non-allied country it would go in Category: #203 (Other, through Korea) because #1. It was produced before the end of the Korean War and #2. The markings are of a country that is not/has never been our allies when it was used before the end of the Korean War. #200 or 201: An AFV should go in Axis if it was part of the military alliance primarily composed of nazi Germany which fought against the allied powers. In summary, the modeler must determine, through minimal research (either based on the kit instructions or accurate historical documentation) which category based on country produced, year of production, alliances for the categories time period and year of operation.

D. Multi or Towed Vehicles - Military

Vehicles. Multi- or Towed Vehicles include any grouping of two or three vehicles (no more), attached to each other. Examples include any towed artillery and prime mover; an artillery piece with a limber; a tank transporter/trailer, with or without a load vehicle; or any other combination of two or three vehicles that are attached to each other. The attachment system can be a ball & hitch, fifth wheel, whiffletree, or tow chain/cables specifically designed for such purpose. The model may be displayed on a base with or without basic groundwork, either temporarily or permanently affixed to such a base. Like other AFV model entries (see Rule IV-3B), if the multi-vehicle display has groundwork that extends past the highest point of the basic body of the model, or has more than two figures, as defined in Rule IV-1D, the entry will be defined as a vignette and will be transferred to the appropriate diorama category for judging there.

E. Open Hatches. Any AFV model with an open hatch that exposes the interior of the model will be moved to Category 207 and will be defined as an Open-Top AFV or AFV with Interior. A figure (see Rule III-3B, above) may be placed in the open hatch to obstruct the view of the interior which will allow the model to remain in the standard categories. To keep an entry from being moved to Category 207, the hatches should remain closed (i.e., don't leave open hatches that invite a view of the interior).

F. Out of Box Categories. The out of box categories for this class is limited to the plastic parts in the kit. Tracks/tires can be vinyl or rubber. Otherwise, all rules listed in the General Rules for Out of Box entries apply.

2. Although no additional parts may be added other than what comes with the kit, finishing techniques to texture the surface of a tank with products such as Mr. Surfacer or a TET/putty mix are allowed.

3. Any decal set may be used; Aftermarket decals are allowed. However, their use for Vintage entries is restricted to 2-dimensional waterslide or dry-transfer products.

Class III: FIGURES

DEFINITIONS:

A. For this Class, the scales listed will generally conform to the "standard" mm (millimeter) scales offered by many figures manufacturers, generally within these ranges:

- 53mm and smaller
- 54mm to 70mm
- 71mm and larger

Class IV: SHIPS

DEFINITIONS:

The scales referenced in this section refer to the following convention:

- 1/700** refers to scales 1/451 and smaller.
- 1/350** refers to scales 1/450 to 1/101 (and larger as applicable)
- 1/72** refers to scales 1/100 and larger.

Category Definitions

A. Aircraft Carriers:

400 (1/700) and 401 (1/350) - Entries in these categories shall consist of purpose-built or converted ships with large decks whose mission is to launch and recover aircraft. These categories do not include other types of ships which have a flight deck or launch recovery mechanism and may be considered 'aircraft capable' (i.e., partially converted battleships and cruisers, destroyers, CAM ships, landing craft, etc.).

B. Battleships, Battlecruisers, and Cruisers:

402 (1/700) and 403 (1/350) - Entries in these categories shall consist of large to medium ships whose mission is battleline, scouting, screening, and/or commerce raiding. The time frame of these entries represents the Dreadnought to modern era. See category 410 for earlier time frames.

C. Surface Ships, smaller than cruiser-sized:

404 (1/700) and 405 (1/350) - Entries in these categories shall consist of other medium to small ships, destroyers, escorts, patrol craft, larger landing craft, military support ships and commercial ships. A commercial ship entry may be either a purpose-built ship (cruise ship, container, bulker, etc.,) or a de-militarized ship (e.g. Liberty or Victory-type bearing shipping house markings/flags)

D. Sailing: 407 (plastic-based kits) and 408

(wood-based kits) - Entries in this class shall consist of wind or oar powered craft, both historical and

modern. Plank on frame or solid hull construction are both acceptable on wood construction models. Masts, yards, sails and rigging are typically included but not required. Oar-assisted ships (galleys, bireme/trireme, etc.) are also entered in this category.

E. Early Steam and Sail:

410 (all scales) – Entries in this category shall represent the transition period of propulsion power, the time frame is from the pre-American Civil War period, through the Victorian/Edwardian period, generally ending in the Spanish-American or Russo-Japanese Wars. This category will include ironclads, rams, and pre-Dreadnoughts as well as sailing vessels with powered propulsion (side wheel or screw).

F. Submarines:

411 (1/700, all eras) – Entries in this category consist of small-scale submarines of either submersible or modern type.

G. Submarines: 412 (1/350, origins to 1945) –

Entries in this category are submersible craft from all eras prior to 1946 with characteristics similar to a surface ship; sharp bow, open conning tower, railings.

H. Submarines: 413 (1/350. 1946 and later) –

Entries in this category are true submarines in that they have a shape optimized for extended underwater operation; streamlined, enclosed conning tower and few if any rails. The date separation of this and the prior category is based on design dates put forth by Dr Norman Friedman in his reference books on US submarine design.

I. Submarines: 414 (1/72 scale and larger, all eras) – Entries in this category are large-scale submarines of either submersible or modern type.

J. Boats, Speedboats, Motor Torpedo Boats, Motor Patrol Boats, Landing Craft, etc.: 415 (all scales/eras)

– Entries in this category consist of small craft which are capable of being taken out of the water (although not required) for transit on a larger ship or other means of transport.

K. Naval Technology: 420 (all scales/all

eras) – Entries in this category consist of standalone naval equipment, such as gun turrets, gun or missile mounts, boat davit sets, or aircraft catapults. Chibi Maru/Egg Ships will also be considered in this category.

Entries in this category were removed from inclusion in the Miscellaneous Class (Category 860) in 2023.

L.-Conversions and Scratch-Built: 425 (all scales/eras)

– A scratch-built entry is one for which there is no commercially available kit. The modeler develops the entry using scratch-building materials and methods to create the parts and model in accordance with plans.

1.A totally, or primarily, 3D printed model is not considered scratch built.

2.Commercially available detail parts (i.e., photoetch, resin, 3D print, metal) may be used in the completion of the model, but will not comprise the major portion of the scratch- built entry.

3.A conversion entry is a commercially available kit which has its class, configuration, or silhouette **SUBSTANTIVELY CHANGED** by the modeler, using either a commercially available conversion set, scratch-building materials or parts from another model. The effectiveness or complexity of the conversion or scratch-built entry may be considered.

M. Out of Box: 430 For the Out of Box category, only plastic components included in the original kit packaging may be used. If photo etch and/or resin or 3D printed parts are present they may not be incorporated in the construction of the model. Additionally, no other aftermarket sets or enhancements may be used. Rigging is only allowed if specifically noted in kit instructions. No scratch building, conversions or kit part modifications are allowed except for simple alterations such as drilling out port holes or opening up solid lattice works using the original kit parts. Aftermarket decals are allowed.

The entry must be accompanied by the complete instruction sheet so that adherence to the Out-of-Box criteria may be confirmed. If the instructions are not provided, or it is determined that additional parts or modifications are included, the model will be moved to the appropriate standard category.

O. Some notes about Hypothetical Ship entries:

1. A true hypothetical ship model could represent a ship which never actually existed beyond the concept phase, or appeared in the presented configuration
2. For at least the last 20 years, it has been the understanding among the ship model judges that **if official plans have been drawn**, and a modeler develops his entry in accordance with those plans, it is not hypothetical and should be entered in the appropriate ship category.

3. Hypothetical entries will go in category 720 or 721

Class V: Automotive

Definitions:

The scales referenced in this section will follow these guidelines:

1/32 refers to scales 1/32 and smaller.

1/24 refers to scales 1/31 to 1/20.

1/16 refers to scales 1/19 and larger

A. Factory Production: 500, 501, 502, 503

include models of non-commercial automobiles (including cars, pickup trucks, SUVs, and vans) in the configuration they were originally manufactured. Includes models of homologation specials and factory tuners (Shelby Mustangs, Yenko Camaros, AMG Mercedes, etc.) available for sale to the public. Models of unusual vehicles (including unusual colors, options, etc.) should include documentation such as copies of sales brochures to substantiate the vehicle and its features. Models built as Factory Production subjects but with rusted paint, missing parts, etc. should be placed in the Customs or Street Rod or Street Machine categories.

B. Hot Rods, Street Rods, and Street

Machines: 505, 506 include models of automobiles that have been modified for improved performance and/or eye-catching appearance. The model should represent a street legal vehicle (legal for the era represented) and should include standard lights, brakes, exhaust, treaded tires and at least one license plate. Minor modifications to bodywork are allowed as long as the vehicle is still recognizable as the original vehicle. Allowed modifications include:
"Chopped" tops and "channeled" bodies, fenders removed (Category 506 only)
Wheel flares, air dams, spoilers, wings.
Any type of paint and graphics.
Any engine performance part, including hi-rise intake manifolds and superchargers that extend through the hood.
Lowered suspensions.
Any engine swaps.
Any street legal tire wheel and tire swap (no slicks - properly grooved "cheater slicks" if period correct are allowed).

C. Customs: 510 Models of production automobiles - from any year - that have been extensively modified to change their appearance, and models of specially built

(one-off) show cars that are substantially different in appearance than a mass production vehicle. This is an "artistic class" in which the originality and cohesiveness of design will be a factor in judging. This category includes:

"Classic customs" (production cars that have been chopped, sectioned, shaved, etc.).

One-off "show cars" produced by either a manufacturer or specialty builder.

Low Riders.

"Phantoms" - cars built in the style of a production vehicle but never actually produced, such as a Mustang station wagon.

Tom Daniel, Ed Roth, Jimmy Flintstone, etc. show car designs.

D. Competition Vehicles: 515, 516, 517, 518

A competition vehicle is defined as a car or truck that is principally or solely constructed or modified to compete in an organized racing event and normally includes a competition number. The model should have appropriate representations of speed, handling and safety equipment for the type of racing and era in which the real vehicle would compete, to the extent that these items can be readily seen. Such items include but are not limited to roll cages, safety straps and harnesses, fuel cells, blower blankets, etc. Reference materials to assist the judges is highly recommended.

E. Large-Scale: 520 This category includes anything larger than 1:20 scale of any complete car or truck, regardless of subject or building technique. Note that aside from this category, large scale models can also be entered in the following categories provided they meet the specific requirements of the category: Category 525 Conversions and Scratch-Built; Category 530 Documented Replica, or Categories 560, 561 or 570, (the OOB and Vintage categories).

F. Conversions and Scratch-Built: 525. The same general rules for Scratch-Built (Rule IV-B) and Conversions (Rule IV-C) apply here. Conversion-category entries must represent a version different from that provided by the basic kit and must contain significant structural modifications to the basic kit involving extensive changes in contour or configuration. This category is for models of cars, trucks and motorcycles that require substantial scratch-building or modification to a manufactured kit to complete. Models with simple part-swapping, such as replacing an engine or changing the markings/badges to represent a different trim level of the vehicle represented in a kit are generally

not considered a conversion. Scratch-built models may incorporate parts from other kits, but these should be generally unrelated to their original identity. The scope and complexity of construction work will be considered as part of the judging.

G. Documented Replicas: 530 This category is for models built as a precise replica of a specific real-world vehicle. **The competitor must also display documentation to authenticate the actual vehicle upon which the model is based** (can include photographs, copies of brochures, magazine articles, etc. -- materials should be collected in a standard binder or file folder for judges' review). Evaluation of the model may include the completeness of the documentation and how well the model agrees with the information presented. As usual, the builder's basic construction skills will still be the primary judging criteria. Adding more documentation will not make a poorly built model compete better than a less-documented better-built model.

H. Commercial Vehicles:

540: Light Commercial: Any vehicle which could be typically considered or used as a family vehicle but has been put into commercial use as a police car, ambulance or taxi; U-Haul or other small mover, tow truck or ramp truck. Including a trailer with the vehicle does not place the model in Heavy Commercial.

541: Heavy Commercial, on-Highway use: Any vehicle which is purpose-built for heavy duty use and would never be parked in the driveway as a family car. In other words, anything too big to qualify in the Light Commercial category. This includes any vehicle manufactured by Mack, Peterbilt, Kenworth, or Freightliner in the name. These trucks are typically 8 feet wide (about 4" at 1/25 scale) or more in the USA.

542: Farm or Construction Equipment, off-Highway use: Any vehicle used on the farm such as a tractor, combine harvester, plow, and any vehicle used for heavy construction such as an excavator, loader, bulldozer, grader, backhoe, crane, etc.,

I. Motorcycles: 545 This category will include entries of all scales, from smallest to largest. And this category will include only civil/personal and racing motorcycles. Note that aside from this category and provided they meet the specific requirements, motorcycle models can also be entered in Category 534, Scratch-Built and Conversion, or Category 535, Documented Replica. Military motorcycles must be entered into soft-skinned or wheeled categories in Class II, Military Vehicles.

J. Curbside: 550 This category is judged as if the vehicle is parked at the curb. The model must be displayed with hood, trunk, all doors, etc. closed. No engines allowed. No motorcycles are allowed in this category, as the engine is visible. If the engine is included or visible, the model will be moved to the appropriate automotive category. Judges will ignore any detail on the bottom of the model (mirrored bases are not allowed). Body detail will be judged by the basic construction criteria for building flaws such as seams, glue, or other basic faults. There will be no additional credit given to models with added body/structure details.

K. Automotive Technology and Culture: 555

This category is for models of automotive subjects that do not meet the definitions or requirements of the more specific auto categories. The intent of this category is to provide a format for auto-related subjects that are substantially different in required modeling skill and scope-of-effort compared to the more traditional automotive categories. In particular, this category would include:

1. "Slammer-style" models (models of a complete vehicle with painted-over windows and no interior or mechanical components).
2. Caricature or cartoon versions of vehicles.
3. Small, motorized vehicles not intended for on-road use and not derived from on-road capable vehicles, including go-karts, mini-bikes, quad-runners, powered skateboards, etc.
4. Standalone automobile engines or other mechanical components.
5. Automotive toys, such as pedal cars.
6. Bicycles.
7. Golf Carts
8. Cut-away/engineering models meant to show the internal construction and operation of an automobile or part of an automobile.
9. Wrecked or "junk" vehicles that are no longer complete or drivable (e.g., driveline and/or body panels have been visibly removed).
10. Models of hypothetical, futuristic, or science-fiction-inspired vehicles using speculative technology (e.g., hover-cars).

L. Out of Box Categories 560, 561

For the Out-of-Box category, the model must be built exclusively from the plastic parts in the kit and built as depicted in the instruction sheet and may not substitute parts from any other kit or aftermarket. No engine detailing other than what is noted in the instructions is

allowed. Vinyl or rubber wheels and metal axles are acceptable.

1. Metal foil product for chrome trim detailing is allowed
2. Drilling out exhaust pipes, injectors, grilles and other parts is allowed.
3. Aftermarket decals are allowed
4. **The instruction sheet must be provided** with the model on the contest table.

M. Vintage Category 570

For the Vintage category, the molds must be older than December 31, 1980. See General Rules G for specific rules.

Class VI: Space & Science Fiction Vehicles

Definitions:

600- Real Spacecraft, Missiles and Vehicles

(kits and scratch built) The model should have actually flown in space, such as Mercury, Gemini, Apollo, Soyuz, etc. subjects, for example.

601- Hypothetical Design The subject should be a model that may have never launched but was intended to be used, such as Dyna-Soar or an unbuilt space probe or vehicle. These models would also include spacecraft designed by Werner von Braun or Willy Ley, etc.

605- Star Trek, Space 1999 and other TV or Movie Series, from kits Subjects from specified series and other TV series (Battlestar Galactica, The Outer Limits, etc. or movies such as Galaxy Quest or Flash Gordon). Subjects must have appeared on screen. Subjects that only appeared in books, magazines, online series, etc. belong in Categories 608 or 609.

609- includes any non-space faring vehicles or vessels in other words, entries in this category never went into space. If they flew, they must be strictly atmospheric. This category would also include ocean-faring models from a TV series such as Voyage to the Bottom of the Sea or Sea Quest, etc.

620-Out of Box Category for Space and Sci-Fi Class, the main limitation is that nothing can be used to build the model other than the plastic parts that come with the kit. **See General Rules 4F for detailed rules.**

670 and 671: For the Vintage Categories in this class, entries are limited to any kit molded by a commercial manufacturer on or before December 31, 1980. Kits

which have been re-boxed and or reissued after 1980 but were produced using the same molds used in the original issue are also eligible. Modelers should be prepared to document the age of their kits. **See General Rules Section 4G for detailed rules.**

Class VII: Miscellaneous Subjects

DEFINITIONS:

A. Humor (Category 710)-Models entered in the Humor category will be judged **on both their humor content and the degree of modeling skill** which they present.

B. Caricatures (Category 711)-This category is for models offered by a manufacturer that are humorous in their appearance and exaggerations, but the 'humor' isn't a result of the entrant's own overall composition or modeling skills.

C. Hypothetical (Categories 720, 721, 770)- In general, models that do not represent a factual, physical prototype will be entered in one of these hypothetical categories. Each Class has its own definition of hypothetical, dependent upon the tradition and practice within that Class. Class Head Judges will determine whether models will be judged within the regular Class categories or moved to one of the Miscellaneous/Hypothetical categories (Class VII). Entrants may choose to enter their model in either the overall Hypothetical categories, or in the regular categories in their Class (armor, aircraft, etc.). Models placed in Category 720 are based on kits, with the 'hypothetical' component being the result of markings, finish, etc. Models placed in Category 721 are 'hypothetical' as a result of changes to their structure, being kit-bashed or scratch-built. Models placed in Category 770 must adhere to OOB rules or will be placed in 720 or 721.

D. Triathlon (Category 730 and 771-OOB)- Three models of different classes grouped and displayed as a single entry. The models will be judged as a group, with overall quality determining award placement. Models placed in Category 771 must adhere to OOB rules or will be placed in 730. Credit will be

given for diversity of entries. Entries must be composed of three models selected from three of the following Classes: I, II, III, IV, V, VI, IX and Categories 700, 720, 721, and 760. **No more than one** of the three models comprising this entry may have **won as an individual entry** in a previous National Contest. Models constituting a Triathlon entry may not, simultaneously, be competing in other parts of the contest.

Models comprising a winning Triathlon entry may subsequently be entered individually if they were not themselves previous winners.

E. Collections (Category 740)- A

Collection is any group of **five or more** closely related items. Past National Contest winning models may be included as part of a collection if they comprise no more than **40 percent** of the collection. The entire collection must be the work of one person. The closeness of the relationship within the collection is a significant factor in judging. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by a unit. Models comprising a winning Collection may subsequently be entered as individual entries if they were not themselves previous winners.

F. IPMS Chapter/Group Entries

(Category 750)- The Chapter/Group entry shall be the **only exception** to Rule I-1 calling for the model-making work to be done by a single individual. The intent of this category is to provide an option for displaying a project that is too extensive or complex for a single individual to complete in a reasonable time. It is also intended to provide a vehicle for an IPMS chapter or a group of IPMS members to exhibit a project that may have been prepared for an event or display other than the IPMS/USA National Contest. Subject-matter, timeframe, scale, location, etc., are open. Models comprising a winning chapter/group entry may subsequently be entered individually if they were not, themselves, previous winners. **The individual completing the Chapter/Group entry form must be a current IPMS/USA member. However, non-IPMS members of a club are allowed to build and have included models that are intended to be part of the entry.**

E. Paper Models 765- Paper models, all types and entries. A paper model category has been added for 2025. Paper Models are not terribly different from plastic. Pieces are cut out, glued, thinned, painted, etc. The following is a summary of what to look for when evaluating Paper Models

1. Basic Construction

- No glue strands or fingerprints
- Absence of visible seams and white paper edges. Edge coloring does not bleed into paper leading to discoloration.
- Seams filled or hidden. Details lost by filling/sanding are replaced.
- Cylindrical items will remain round.
- Absence of ripples/folds/creases/blemishes in larger paper panels
- Any openings are blanked off or have the field of vision obstructed to prevent a “see-through” effect or if not, show the appropriate detail inside.
- All components are appropriately aligned.
- The underside of the model, if visible, should have the same attention to these criteria as the rest of the model.
- Any clear part present should be free of glue marks. There should be no scratches, or cracks unless they are part of the weathering of the model

2. Detailing

- All small parts should be thinned as close to scale as possible.
- Small details removed during construction should be replaced.
- Aftermarket parts, kit bashed, scratch-built additions, and changes should blend in with the rest of the model.
- Gun barrels, exhausts, vents, wheel openings, etc. should be hollow whenever possible.
- Sailing ship & aircraft rigging, antennas, and other types of wire and lines should be correct for the era being modeled. It should be appropriately taut and attached properly (no frayed or flyaway ends at tie-off points).
- Photo-etched detail parts:
 - Nubs and burrs where parts are removed from sprue must be eliminated.

- Painted photo-etch that should be covered completely should show no metal color at nicks, cracks, cuts, or bends.
- Parts should not be unintentionally damaged or bent
- Glue marks and buildups should not show. They should appear seamlessly blended.
- Parts should not overlap.
- Corner (box) seams created when parts are bent to shape should be filled.

3. Painting/digital coloring and Finishing

- No paint fingerprints.
- The model's surface once painted should show no signs of the construction process such as glue, filing, or sanding marks.
- Paint should be even and smooth, exhibiting no brush marks, masking ridges, or "orange-peel" effect. Unintentional overspray of adjacent surfaces is minimized. If the actual subject's finish irregularities this information should be noted on the model's Entry Form.
- Dry brushing should not be obvious as dry brushing with for example, noticeable brush marks.
- Decals (printed markings)
 - Aligned properly. Unusual markings or markings placement must be documented.
 - No silvering or bubbling of decal film. Decal film should be eliminated or hidden to make the markings appear painted on.
- Weathering should be consistent and appropriate across the entry.
- Paint clean and the wheel wells filthy
- Heavily faded paint with bright markings

G. Miscellaneous (Category 760 or 772-OOB)- is for models that do not fit in any other class, such as a train engine, non-propelled nuclear bomb, telescope, horse-drawn circus wagon, etc.

H. OOB Categories- For the Miscellaneous Class, the main limitation is that nothing can be used to build the model other than the plastic parts that come with the kit. As there is no separate "Vintage Category" in this class, **Instructions are required with each entry.**

Class VIII: Dioramas and Vignettes

A. Placement of Dioramas or Vignettes

Dioramas and Vignettes will be displayed together but divided by standard classes, aircraft, military vehicles, etc.

B. Composition In diorama categories, regardless of class, the number of subjects (vehicles or figures) will determine in which category an entry is placed.

1.Entries with a single vehicle and/or no more than five figures will be placed into the Vignette (Small Composition) categories.

2.Entries with two or more vehicles and/or more than five figures will be placed into the Diorama (Large Composition) categories.

3.Figure Vignettes and Figure Dioramas can include groundwork, structures, weapons (non-motorized, e.g. towed AT/AA gun) emplacements, etc. but will not contain motorized vehicles, aircraft, ships, spacecraft, etc. Non-motorized would include animal drawn (artillery, wagons, stagecoach, etc.), or someone pulling a cart. As always, Judges discretion is the primary determinant in final category placement.

4. Vignettes and Dioramas containing motorized vehicles (aircraft, ships, spacecraft, etc.) will be moved to the appropriate category.

C. Dioramas are story-centric and specifically built to tell a story or convey a message. Storyline will be considered equally important to construction and finish of the individual subjects, figures, and other presentation components. *A technically well-done diorama with a weak story line will be at a disadvantage to one with a strong storyline.*

D. Vignettes may tell a story or simply depict a "moment in time"/location

*A previous national contest winner may be used as part of a diorama, so long as it is not the primary focus of the diorama.

E. Military Vehicles -Category 824 More than one vehicle and more than five figures, the entry will be placed in the Military Vehicle Diorama category 824.

E. Ship Diorama A ship vignette or diorama, determined based on the number of subjects (vehicles or figures as described in VIII.B above, is one or more ship subjects interacting with the environment, each other, and/or an off-scene element to present an event or story. The totality of the presentation; model(s), base, finish,

action, and strength of story will be evaluated. The strength of the story presented will be given an equivalent weight to that of the model(s).

Class IX: Gunpla

A. Gunpla subjects include only characters and vehicles from the Gundam media multiverse. Gunpla is short for “*Gundam Plastic Model Kit*”. These kits are becoming more and more popular; therefore, they and Mecha now have evolved into their own separate class. Gundam itself is an anime (Japanese animation) show that premiered on April 27, 1979. It was unique for its time—initially, human characters could pilot these robots without worrying about breakdowns or running out of power. Enemies generally were an alien race that wanted to conquer Earth. Gundam were represented as more realistic robots that were, essentially, replacements for tanks and jets. They required a pilot to work, could overheat and run out of ammunition, could have weaker weapons and armor, and were expensive to replace if lost in combat. As a result, the robots became dynamic elements of the Gundam storyline, leading to their immense popularity as standalone model kits that could be customized and collected. Since the first release of Gundam model kits in 1980, Gunpla modeling has grown into a commercial industry.

There are a few basic rules and guidelines that should be applied across all Gunpla categories:

1. Categories 901 and 903 include more basic assembled kits produced by Bandai that remain unpainted. Standard flaws judges will look for include nubs, gashes, or stress marks in the plastic. In unpainted models, there may be “dark spots” where the sprue tree meets the assembly piece. Due to the molding process, these areas will have had more heat applied than the rest of the parts, causing the spot. The only “painting” allowed is filling in the panel lines with a panel liner (such as the Mr.Hobby/GSI Creos Fine Point Gundam Marker For Panel Lines and the Tamiya Panel Line Accent Color). Another standard flaw is silvering decals; placement of the decals is still a crucial detail to judge.

1. Categories 902,903,905 includes more sophisticated assembly and painted model kits produced by Bandai. Customization is allowed in this category including aftermarket or scratch-built parts. Some Gunpla kits may come with a light kit;

there are also Bandai-produced light kits that may be purchased separately.

2. Posing of the model subject should be taken into consideration. Posing is important because these kits can move initially. Even if the kit ends up being glued into a single pose, it needs to be dynamic.

3. Category 906 is Maschinen Krieger often abbreviated as Ma.K., is Japanese sci-fi created in the 1980s. Nitto and Hasegawa are the makers of Ma.K.

4. Mecha subjects, Non-Gundam (Category 907,908) Powered sci-fi robots, armor or machines, with limbed features or humanoid construct. Such models may contain or display an operator figure as long as it is not the dominant part of the model; mechanical features should predominate. Otherwise, an entry with a predominant operator figure will go in the appropriate Fantasy or Sci-Fi Figures category.