

# 2010 IPMS/USA NATIONAL CONVENTION CONTEST CATEGORIES

(NOTE: • 1/144 refers to scales 1/101 and smaller • 1/72 refers to scales 1/100 to 1/60 • 1/48 refers to scales 1/59 to 1/40 • 1/32 refers to scale 1/39 and larger • 1/32 and 1/35 figures will compete as 54mm. Categories followed by “#” and a number indicate planned splits up to that number.

## 0. JUNIORS

Out of the Box Awards in Juniors will be awarded in basic categories, as indicated by asterisk (\*). The OOB Award may be given concurrent with 1-2-3 placement in the category).

Pre-teen – through 12 years old. Teen – 13 through 17 years old.

### \*Aircraft (all eras)

- 010. 1/144 and 1/72 (pre-teen)
- 011. 1/144 and 1/72 (teen)
- 015. 1/48 and 1/32 (pre-teen)
- 016. 1/48 and 1/32 (teen)

### \*Military Vehicles (all scales, all eras)

- 020. All entries (pre-teen)
- 021. All entries (teen)

### Figures (all scales, all eras)

- 030. All entries (pre-teen)
- 032. All entries (teen)

### \*Ships (all scales, types, and eras)

- 040. All entries (pre-teen)
- 042. All entries (teen)

### \*Automotive (all scales, all eras)

- 050. All entries (pre-teen)
- 051. All entries (teen)

### Dioramas (all scales, all eras)

- 070. All entries (pre-teen)
- 071. All entries (teen)

### \*Miscellaneous

- 080. All entries (pre-teen)
- 081. All entries (teen)

## I. AIRCRAFT

### Biplanes (and others that are predominantly fabric, struts, and rigging)

- 100. 1/144 and 1/72
- 101. 1/48 and 1/32 #1

### Small Prop and Turboprop, single engine

- 106. 1/72 (not exceeding 8.5” length or wingspan) #3 minimum
- 107. 1/48 (not exceeding 13.9” length or wingspan) #4 minimum

### Medium Prop, Turboprop, Glider, Multi-engine

- 112. 1/72 (not exceeding 11” length or wingspan)
- 117. 1/48 (not exceeding 17” length or wingspan) #1

## **Large Prop, Turboprop, Glider, Multi-engine, etc**

- 122. 1/72 (exceeding 11" length or wingspan)
- 123. 1/48 (exceeding 17" length or wingspan)

## **Small Jet**

- 127. 1/72 (not exceeding 8.5" length or wingspan) #1
- 128. 1/48 (not exceeding 13.9" length or wingspan) #1

## **Medium Jet**

- 133. 1/72 (not exceeding 11" length or wingspan) #1
- 134. 1/48 (not exceeding 17" length or wingspan) #1

## **Military Aircraft 1/32**

- 139. Propeller driven
- 140. Jet

## **Military Aircraft 1/144**

- 145. Small (not exceeding 4.25" in length or wingspan)
- 145. Large (exceeding 4.25" in length or wingspan)

## **Rotary Wing (all types and eras)**

- 151. 1/144 and 1/72
- 152. 1/48 and 1/32

## **Civil, Sport, Racing, and Airships (all types and eras)**

- 157. 1/144 and 1/72
- 158. 1/48 and 1/32

## **Airlines**

- 163. 1/144 #1
- 164. 1/72, 1/48, and 1/32

## **Unmanned Aerial Vehicles**

- 167. All Scales

## **Vacuum-Formed (civil or military, all eras)**

- 172. All Scales and Types #1

## **Conversions (civil or military, all eras)**

- 174. All Scales and Types #1

## **Scratch-built (civil or military, all eras)**

- 178. All Scales and Types #1

## **OOB Single Engine Prop**

- 186. 1/72 (not exceeding 8.5" length or wingspan)
- 187. 1/48 (not exceeding 13.9" length or wingspan)

## **OOB Small Jet**

- 188. 1/72 (not exceeding 8.5" length or wingspan)
- 189. 1/48 (not exceeding 13.9" length or wingspan)

## **OOB Large Aircraft**

- 190. 1/72 (exceeding 8.5" length or wingspan)
- 191. 1/48 (exceeding 13.9" length or wingspan)

## **OOB Military Aircraft (Other)**

- 193. 1/144 All Types
- 194. 1/32 All Types

## **OOB Airliners**

- 195. All Types and Scales

## **OOB Other Aircraft (civil airships, rotary wing, UAV, etc)**

- 196. All Types and Scales

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## **II. MILITARY VEHICLES**

### **Closed-top AFVs (including tanks, assault guns and self-propelled guns) 1/48 and larger**

- 200. Through Korea #1
- 201. Post-Korea #1

### **Open-top AFVs and AFVs with interiors (kit-provided or scratchbuilt, all eras, including assault guns and self-propelled guns) 1/48 and larger**

- 206. All Entries #1

### **Armored Half-tracks and Armored Cars (all eras)**

- 211. 1/49 and smaller
- 212. 1/48 and larger #1

### **Soft-skinned Military Vehicles (all eras, including trucks, jeeps, unarmored half-tracks and motorcycles)**

- 217. 1/49 and smaller
- 218. 1/48 and larger #1

### **Artillery, all eras, towed (including missiles and all railroad guns)**

- 223. All scales #1

### **Military Vehicles, Fully Tracked**

- 225. 1/49 and smaller, Korea and earlier #1
- 226. 1/48 and smaller post-Korea

### **Conversions (all eras and types)**

- 228. 1/49 and smaller
- 229. 1/48 and larger

### **Scratch-built (all eras and types)**

- 234. 1/49 and smaller
- 235. 1/48 and larger

### **OOB Armored Vehicles, tracked, closed top (includes tanks, assault guns, and self-propelled guns)**

- 250. 1/48 and larger #3

### **OOB Armored Vehicles, tracked, open top (included assault guns and self-propelled guns)**

- 253. 1/48 and larger

### **OOB Armored Half-tracks and Armored Cars**

- 254. 1/48 and larger

## **OOB Soft-skinned Military Vehicles (all eras, including trucks, jeeps, unarmored half-tracks and motorcycles)**

255. 1/48 and larger

## **OOB Military Vehicles, all types tracked, including half-tracks**

256. 1/49 and smaller

## **OOB Military Vehicles, all wheeled vehicles, soft-skinned and armored**

257. 1/49 and smaller

## **III FIGURES**

### **Dismounted and mounted (all eras)**

300. 53mm and smaller

### **Dismounted (all eras)**

305. 54mm to 70mm

#1

306. 71mm and larger

#1

### **Mounted (all eras)**

311. 54mm to 70mm

312. 71mm and larger

### **Conversions and Scratchbuilt**

317. All scales, all eras

### **Fantasy**

322. All entries

#1

### **Science Fiction**

324. All entries

#1

### **Busts**

327. All entries

## **IV SHIPS**

### **Powered (surface)**

400. Carriers, battleships, cruisers, and battlecruisers 1/401 and smaller #1

401. All others, 1/401 and smaller

#1

402. 1/400 and larger

### **Sailing (all scales)**

407. All entries

### **Submarines**

412. 1/401 and smaller pre-1946

413. 1/401 and smaller 1946 to present

414. 1/400 and larger pre-1946

415. 1/400 and larger 1946 to present

## **Boats, Speedboats, Motor Torpedo Boats, Motor Patrol Boats**

418. All scales, types, and eras

### **Conversions and scratchbuilt**

423. All scales, types, and eras

### **OOB All Ships**

425. All scales #2

## **V AUTOMOTIVE**

**Replica Stock (unmodified chassis and drive train except for tires, wheels, and paint. Includes conversions that create production vehicles) #2**

500. 1/32 and smaller

501. 1/31 to 1/20

### **Street Rod and Street Machines, all scales**

506. 1948 and older body

507. 1949 and newer body

### **Customs, all scales**

512. All entries

### **Competition, Straight Line**

515. 1/31 to 1/20

### **Competition, Open Wheel**

517. 1/32 and smaller

518. 1/31 to 1/20

### **Competition, Close Wheel**

523. 1/32 and smaller

524. 1/31 to 1/20

### **Large Scale, 1/19 and larger**

529. All entries

### **Scratchbuilt and Conversions**

534. All scales and types

### **Commercial Vehicles, all scales**

539. Light commercial (2 axles)

540. Heavy commercial (3 or more axles)

### **Motorcycles, all scales**

545. All entries

### **Curbside, all scales**

550. All entries

### **OOB Replica Stock**

560. All scales and types

### **OOB Customs**

564. All scales and types

## **OOB Competition**

568. All scales and types

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## **VI SPACE AND SCIENCE FICTION VEHICLES**

### **Real Spacecraft, Missiles, and Vehicles (kits and scratchbuilt)**

600. All entries

### **Science Fiction and Fantasy Vehicles from kits**

605. All entries #1

### **Mecha (Gundams, robots, etc, from kits)**

606. All entries

### **Science Fiction and Fantasy Vehicles, conversions and scratchbuilt**

610. All entries

### **OOB Space and Science Fiction**

698. All entries

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## **VII DIORAMAS**

### **Aircraft**

710. Small composition (single aircraft, no more than 5 figures) 1/144 and 1/72

712. Small composition (single aircraft, no more than 5 figures) 1/48 and 1/32

714. Large composition (2 or more aircraft and/or more than 5 figures)

### **Armor**

720. Small composition (single vehicle, no more than 5 figures) 1/48 and larger

722. Large composition (2 or more vehicles and/or more than 5 figures) 1/48 and larger

724. Dioramas and vignettes (all types and eras) 1/49 and smaller

### **Figures**

730. Vignettes (5 or fewer figures)

732. Dioramas (more than 5 figures)

### **Ships**

740. All entries

### **Automotive**

750. All entries

### **Science Fiction**

760. All entries

### **Miscellaneous Dioramas**

780. All entries

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## **VIII MISCELLANEOUS**

### **Dinosaurs**

800. All entries

### **Humor in Modeling**

810. All entries

### **Hypothetical (other than sci-fi)**

820. Kit-based (spurious markings on standard kit)

821. Kit-bashed/scratchbuilt

### **Triathlon (models from three different classes)**

830. All entries

### **Collections (five or more closely-related items)**

840. All entries

### **IPMS Chapter/Group Entry**

850. All entries

### **Miscellaneous (any subject, except dioramas, of an interest not provided for in any of the above categories, without restriction to scale or era)**

860. All other entries

### **OOB Hypothetical (as per category 820)**

870. All entries

### **OOB Triathlon (as per category 830)**

872. All entries

### **OOB Miscellaneous (as per category 860)**

875. All other entries



## **OVERALL AWARDS**

**George Lee Judges' Grand Award**

**Popular Best of Show**

**Tom Kolk Best Junior Model**

**IPMS Chapter/Group Trophy**

**Best Aircraft**

**Art Gerber Best Military Vehicle**

**Best Figure**

**Best Ship**

**Best Automotive**

**Best Space/Science Fiction**

**Best Diorama**

**Best Miscellaneous**

## **THEME AWARDS – The Art of Scale Modeling**

**Best Weathered Finish<sup>1</sup>**

**Best Gloss Finish<sup>2</sup>**

**Most Imaginative Scene<sup>3</sup>**

**Best Sculpted/Scratchbuilt Entry<sup>4</sup>**

**Best Execution of Aftermarket Products<sup>5</sup>**

**Most Artistic Representation of a Lifeform<sup>6</sup>**

## **OTHER SPECIAL AWARDS**

**Best USS Arizona-Related Entry<sup>7</sup>**

**Best Wings Of Gold<sup>8</sup>**

**Best A-4 Skyhawk**

**Best Use of an IPMS National Convention Decal Sheet<sup>9</sup>**

<sup>1</sup> Self-explanatory. Could apply to an entry in any class.

<sup>2</sup> Self-explanatory. Could apply to an entry in any class.

<sup>3</sup> Focuses on the creativity of a story and how it is depicted.

<sup>4</sup> Any entry that is completely scratchbuilt qualifies (see rules for information concerning scratchbuilding).

<sup>5</sup> Any entry that makes extensive use of aftermarket products such as resin, photoetch, decals, or other products – product list must be included.

<sup>6</sup> Any figure that represents a lifeform, real or fictional. “If it breathes or was meant to breathe, it qualifies.”

<sup>7</sup> Any entry that can be connected to the USS Arizona. The closeness of the relationship between the entry and the USS Arizona, BB39, is a significant factor in judging.

<sup>8</sup> Any USN, USMC, or USCG aircraft or aircrew.

<sup>9</sup> Any entry using decals from any IPMS/USA convention. Instructions from the decal sheet must accompany the entry.