

MALCOM™

M A L A Y S I A C O M P E T I T I O N

R U L E S & R E G U L A T I O N S

Venue: Setia Spice Convention Centre
No. 108C, Jalan Tun Dr. Awang,
11900 Penang, Malaysia
Location: Ballroom 1 & 2

Dates:
13-14 June 2026 (Saturday & Sunday)
Event Time: 10.00 – 18.00

Judging Day 13 June 2026 (Saturday): 10.00 – 18.00
(closed for public viewing)

Contestant Model Setup & Sign-in Day:
12 June 2026 (Friday)
from 15.00 – 22.00

Award Presentation Ceremony 14 June 2026 : 15.00 - 17.00

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1. GENERAL INFORMATION

ELIGIBILITY

MALCOM 2026 is open to all scale modelers, sculptors, and figure painters. All entries must be designed, built, and finished by the person submitting the model.

- If a model is submitted on behalf of another builder, the builder's name must still be clearly credited.
- Entries submitted under false information regarding the builder may be disqualified.
- Each participant may submit multiple entries, depending on the category rules.

ACCEPTED MATERIALS AND TECHNIQUES

Entries may include, but are not limited to:

- Plastic kits (commercial or custom)
- Resin kits
- Mixed-media models
- Scratch-built models
- 3D printed models

CONTENT AND THEME RESTRICTIONS

To ensure a safe, family-friendly, and respectful environment, the following content restrictions apply:

Sensitive Themes:

- Entries depicting sensitive real-world political conflicts or current controversies deemed inappropriate by the organizer will be disqualified.

- Specifically, models depicting the Israel/Palestine conflict in any form—including vehicles, figures, dioramas, vignettes, or symbolic representations—are strictly prohibited.

Nudity and Explicit Content:

- Nudity, sexually explicit content, or adult themes are not permitted, as the event is family-oriented.

Judges' Authority:

- The organizer and chief judges reserve the right to disqualify any entry that violates these rules, even if prior notice was not provided.
- All decisions made by the judges are final. Participants are encouraged to check with the organizers if unsure about a theme or content.

Presentation and Display

- Entries should be presented in a manner that allows clear viewing from multiple angles.
- Dioramas, vignettes, or multi-piece displays should be stable and safe for handling by judges.
- Base size limits or category-specific display rules must be followed.

Additional Notes

- Participants are responsible for transporting their models safely to and from the venue.
- Any damage occurring during transport is the responsibility of the participant.
- Models must remain on display for the duration of the exhibition unless removed under organizer instruction.

2. COMPETITION LEVELS

JUNIOR CLASS

This class is designed for students, beginners, or hobbyists who are new to modeling competitions. Participants may have little to no previous experience in competitive events. The focus is on learning, creativity, and basic craftsmanship. Models are judged with leniency on minor imperfections, and the emphasis is placed on effort, presentation, and overall concept rather than advanced techniques.

STANDARD CLASS

Targeted at modelers with basic to intermediate skills, this class allows participants to showcase a higher level of craftsmanship. Entries in this class should demonstrate neat assembly, careful painting, and attention to detail. Minor upgrades and modifications are permitted, such as adding small custom parts or enhancing the model's realism. Judging criteria focus on overall build quality, consistency, and presentation.

MASTER CLASS

Intended for highly experienced modelers, the Master Class emphasizes advanced construction, finishing, and artistic control. Participants are expected to demonstrate mastery in areas such as scratch-building, complex modifications, realistic weathering, and creative diorama work. Models in this class are judged rigorously on technique, precision painting, creativity, and the ability to push the boundaries of modeling skills.

ALL LEVEL CLASS

In this category, there is no separation based on skill level. Beginners, intermediates, and experts all compete together, providing a unique challenge and opportunity for comparison across different experience levels. Entries are judged on overall impact, craftsmanship, and creativity without consideration of the modeler's experience.

** IMPORTANT ENTRY RULE

Participants must enter all models of the same subject type at the same competition level. Mixing entries across different levels within the same subject type is strictly prohibited. For example, if a participant enters two aircraft models, both must be entered in the same class—Junior, Standard, Master, or All-Level. This ensures fairness in judging and consistency in competition standards.

3. GENERAL ENTRY RULES & FEES

NUMBER OF ENTRIES

There is no limit to the total number of models a participant may enter, subject to registration and fee requirements outlined below.

PREVIOUS AWARD WINNERS

Models that have previously won MALCOM Gold Awards are not allowed to be re-entered in any category, even if they have been modified or repainted.

CATEGORY PLACEMENT

Judges may reassign any entry to a more appropriate category or class if it is found to be incorrectly entered. This is done to maintain fair and consistent judging standards.

JUDGING DECISIONS

All judges' decisions are final and are not subject to appeal.

RESPONSIBILITY AND RISK

All models are entered at the participant's own risk. The organiser will take reasonable care in handling and venue management, but shall not be held responsible for loss or damage caused by accidents, handling, or unforeseen circumstances.

DISPLAY REQUIREMENTS

Display cases are not required. Participants may use their own bases or supports, provided they do not obstruct judging or affect surrounding entries.

ENTRY FEES AND LATE REGISTRATION POLICY

Entry Fees and Late Registration Policy

- Standard Entry Fees
 - The first three models are charged at a standard registration fee of RM40.
 - The 4th and 5th models will incur an additional fee of RM10 per model.
 - The 6th model and any subsequent models are free of charge.
- Example:
 - 6 model entries = RM40 (first three) + RM10 (4th) + RM10 (5th)
 - 6th model is free
 - Total: RM60.00

Junior Category (1A & 1B)

- All entries are free, regardless of the number of models submitted.
- Late registration fees and amendment fees apply if submissions or changes are made after 1 May 2026.

Entry Deadline

- All standard entries must be submitted via the online registration form no later than 1 May 2026 (Friday).

3. GENERAL ENTRY RULES & FEES

Late Registration

- If the standard entry deadline is missed, participants may still submit entries via the website
 - Final acceptance date for late entries: 15 May 2026
 - A late registration fee of RM30 for every three models will apply.
 - This late fee is charged in addition to the standard entry fees.

Last-Minute Changes

- Any changes to registered entries made at the last minute will incur an additional fee of RM5.00 per model.

Organiser's Discretion

- The organiser reserves the right to:
 - Impose additional charges to cover administrative or logistical costs arising from late registrations, or
 - Reject late entries entirely if capacity, scheduling, or operational limits are affected.

REGISTRATION AND PAYMENT

Registration Method

- Participants must register their entries online via the official MALCOM website registration form no later than 1 May 2026.

Payment Requirements

- To secure registration, all payments must be made in advance via the WMHS website.

Available online payment methods:

- Alipay
- Apple Pay
- Credit/Debit Card
- Google Pay
- GrabPay
- Link
- FPX (Online Banking)

4. JUDGING SYSTEM (OPEN SYSTEM)

JUDGING SYSTEM AND AWARDS

All categories follow the Open Judging System. Each entry is evaluated independently based on its own quality, craftsmanship, and overall presentation, rather than being ranked against other competitors in the same category.

Judging focuses on key aspects such as construction quality, finishing, accuracy, difficulty, creativity, and overall execution, depending on the category and class entered.

Judges may award the following medals:

- Gold – Outstanding work demonstrating a high level of skill and execution
- Silver – Very good work meeting strong competition standards
- Bronze – Good work that meets the minimum competition standards

Awards are presented only when the required scoring thresholds are achieved. Judges are not obligated to award medals in any category if the standard is not met. Likewise, multiple medals of the same level may be awarded within a category if several entries reach the required standard.

Each participant is eligible to receive only one medal per category per competition level, regardless of the number of entries submitted in that category and level.

Judges' decisions are final and based on the established evaluation criteria to ensure fairness and consistency across all entries.

BEST OF CLASS CATEGORY AWARD

One Best of Class Category Award will be selected from the Gold medal winners within each major category (e.g. Best Aircraft, Best Armour, Best Gundam, Best Mecha, Best Anime/G-Kit, etc.).

BEST OF SHOW

One Best of Show award will be presented at the event to recognize the most outstanding entry of the competition. The Best of Show will be selected from all Gold medal-winning entries across all categories and competition levels. The selection will be made through the collective agreement of the judging panel, based on overall excellence in craftsmanship, technical skill, artistic quality, originality, and presentation. The Best of Show award will be granted only if the judges determine that an entry clearly meets the highest standard of achievement. If no entry is deemed to meet this standard, the judges reserve the right not to confer the award.

All decisions made by the judges are final and not subject to appeal.

5. CORE JUDGING CRITERIA & SCORING EXPLANATION

Judging at MALCOM 2026 follows a unified scoring framework. Each model is evaluated on both technical execution and artistic presentation. The weight of each criterion varies by level and category, but the definitions below apply across all classes unless otherwise stated.

5.1 Construction

What judges look for: - Clean assembly with no visible mold lines, flash, sink marks, or ejector pin marks unless intentionally represented - Seam lines properly removed or blended - Correct alignment of parts such as wings, wheels, tracks, limbs, armor panels, and weapons - No visible glue marks, fingerprints, or rough joints - Structural stability and secure attachment to base or stand

Construction evaluates basic modeling discipline and craftsmanship. Even advanced painting cannot compensate for poor construction.

5.2 Detailing

What judges look for: - Added or enhanced details such as panel lines, rivets, wiring, hoses, cockpit interiors, textures, or surface refinement - Scratch-built, aftermarket, or 3D-printed parts that are cleanly integrated and consistent with scale - Logical placement of details that supports realism or character design - Open areas such as vents, joints, and nozzles that appear functional and complete

Detailing rewards effort, complexity, and refinement beyond the basic kit.

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Detailing rewards effort, complexity, and refinement beyond the basic kit.

5.3 Painting / Weathering

What judges look for: - Smooth, even paint application with good coverage and color consistency - Clean masking and sharp separation between colors - Effective use of shading, highlights, panel lining, and tonal variation - Weathering techniques such as chipping, rust, dust, heat staining, or wear applied with intent - For Master Level, higher technical control, realism, and confidence in execution are expected

Painting and weathering are heavily weighted, especially at higher levels, and often define medal thresholds.

5.4 Storytelling / Theme

What judges look for: - A clear concept, moment, or narrative suggested by pose, finish, or environment - Historical accuracy or believable context where applicable - For dioramas and vignettes: composition balance, interaction between elements, and scene clarity - Creativity and original interpretation without overcomplication

Even a single model can tell a story through pose, wear patterns, or expression.

5. CORE JUDGING CRITERIA & SCORING EXPLANATION

5.5 Overall Presentation

What judges look for: - Clean, dust-free model with careful handling - Stable and appropriate base or stand that supports but does not overpower the model - Consistent finish across all elements (vehicle, figures, groundwork) - Neat and clear display suitable for close inspection

Overall presentation reflects the final impression and professionalism of the entry.

5.6 Score Weighting by Level (Reference)

Standard Level (100 points) - Construction – 25 points - Detailing – 25 points - Painting / Weathering – 25 points - Storytelling / Theme – 10 points - Overall Presentation – 15 points

Master Level (100 points) - Construction – 20 points - Detailing – 20 points - Painting / Weathering – 40 points - Storytelling / Theme – 10 points - Overall Presentation – 10 points

Junior and All Level categories may apply adjusted weighting as specified under individual class rules.

6. COMPETITION CLASSES & CATEGORIES

The following classes and categories apply to MALCOM 2026.
Each entry must be submitted to the correct class code and level.

Junior Classes

- Class 1A – Junior A (12 years old and below) – All Level
- Class 1B – Junior B (13 to 17 years old) – All Level

Aircraft

- Class 2S – Aircraft – Standard Level
- Class 3M – Aircraft – Master Level

Armour & Military Vehicle

- Class 4S – Armour & Military Vehicle – Standard Level
- Class 5M – Armour & Military Vehicle – Master Level

Automobile

- Class 6S – Automobile – Standard Level
- Class 7M – Automobile – Master Level

Gundam

- Class 8S – Gundam – Standard Level
- Class 9M – Gundam – Master Level

Science Fiction (Non-Mecha)

- Class 10S – Science Fiction – Standard Level
- Class 11M – Science Fiction – Master Level

Mecha / Maschinen Krieger (Ma.K)

- Class 12S – Mecha / Ma.K – Standard Level
- Class 13M – Mecha / Ma.K – Master Level

Historical & Military Figures

- Class 14S – Historical / Military Figures – Standard Level
- Class 15M – Historical / Military Figures – Master Level

Fantasy Figures

- Class 16S – Fantasy Figures – Standard Level
- Class 17M – Fantasy Figures – Master Level

Anime / Garage Kits

- Class 18S – Anime / G-Kits – Standard Level
- Class 19M – Anime / G-Kits – Master Level

Warhammer

- Class 20S – Warhammer – Standard Level
- Class 21M – Warhammer – Master Level

Ships & Vessels

- Class 22S – Ships & Vessels – Standard Level
- Class 23M – Ships & Vessels – Master Level

Diorama

- Class 24S – Diorama – Standard Level
- Class 25M – Diorama – Master Level

6. COMPETITION CLASSES & CATEGORIES

Vignette

- Class 26S – Vignette – Standard Level
- Class 27M – Vignette – Master Level

Cute/Egg Series

- Class 28A – Cute / Egg Series – All Level

Green Category

- Class 29A – Green Category – Hand Sculpt – All Level
- Class 30A – Green Category – 3D Sculpting – All Level

6.2 MECHA / MASCHINEN KRIEGER (MA.K) CATEGORY (NEW)

This category covers powered sci-fi robots, powered armor suits, mechanized walkers, humanoid machines, and Maschinen Krieger style builds.

All mecha and mechanical sci-fi subjects are welcome from well-known franchises to independent designs, garage kits, original concepts, and lesser-known series.

A model may include a pilot or figure, but the mechanical/robotic element must clearly be the main subject.

Models must be built and finished by the person entering them. If someone submits on the builder's behalf, the builder's name must still be listed.

Two Levels & Scoring Criteria

Standard Level

- Construction – 25 point
- Detailing – 25 points
- Painting / Weathering – 25 points
- Storytelling / Theme – 10 points
- Overall Presentation – 15 points
- Total: 100 points

Master Level

- Construction – 20 points
- Detailing – 20 points
- Painting / Weathering – 40 points
- Storytelling / Theme – 10 points
- Overall Presentation – 10 points
- Total: 100 points

Criteria Definitions

Construction

Clean assembly: no visible mold lines, flash, gaps, sink marks, or ejector-pin marks unless intentional.

Seam lines properly removed or blended.

Good alignment: limbs, joints, weapons, and armor should sit correctly.

No glue marks or fingerprints.

Stable structure with balanced stance or secure attachment to base.

6. COMPETITION CLASSES & CATEGORIES

Detailing

Added detail such as panel lines, rivets, mechanical parts, hoses, thrusters, cockpit interiors, or scratch-built elements.

Aftermarket parts / 3D Printed parts should be blended naturally into the build.

Openings like vents, nozzles, and joints should look functional, not empty or unfinished.

Painting / Weathering

Smooth paintwork with consistent tone and coverage.

Clean masking lines where required.

Weathering that matches the story: chipping, rust, dust, heat staining, or battle damage.

Good use of shading, highlighting, and panel lining to enhance depth.

For Master level, techniques should show refinement, control, and confidence.

Storytelling / Theme

The build should communicate a clear idea or moment: combat, patrol, launch, repair, abandoned, prototype, etc.

A base or small prop is optional but should support the story if included.

Creativity and original interpretation are encouraged.

Overall Presentation

Model should be clean, dust-free, and handled neatly.

Base or stand must be stable and not overpower the model.

Entry notes should clearly list the kit used, modifications, techniques, or inspiration.

General Competition Rules

Judging will follow an "open system," meaning each entry is judged on its own merits rather than compared directly to others.

Each entry will be evaluated by a group of judges.

Judges may pick up models for closer inspection unless the builder requests otherwise. If handling is restricted, the builder must ensure all critical details are still visible.

Documentation is encouraged so judges understand the work involved.

Organizers may reassign a model to another category if it fits better.

The organizer is not responsible for accidental damage or loss.

All judging decisions are final.

6. COMPETITION CLASSES & CATEGORIES

6.3 ANIME / G-KITS COMPETITION RULES *(NEW)*

General Category Definition

This category is open to anime-style figures and garage kits (G-Kits), including characters from anime, manga, games, original character designs, and licensed properties. All entries must be physical models (not digital renders) and must be suitable for public display.

Competition Levels

1) Standard Level

Designed for beginners to intermediate builders and painters.

Eligible participants

New hobbyists

Casual builders

Builders without prior major competition awards

Skill expectations

Clean assembly

Basic to intermediate painting techniques

Focus on fundamentals rather than advanced effects

2) Master Level

Skill expectations

High-level craftsmanship

Advanced painting, shading, and finishing techniques

Strong artistic interpretation and presentation

Content & Public Display Rules (Very Important)

Because this is a public event, the following rules apply to both levels:

-No nudity or partial nudity

-No obscene, sexual, or suggestive poses

-No explicit themes or accessories

-Costumes must provide proper coverage appropriate for a family-friendly environment

-Characters without outfits are not allowed

-Violations may result in disqualification without scoring

Final judgment on appropriateness rests with the organizing committee and judges.

Entry Rules (Both Levels)

Entries may be:

Pre-painted kits

Original garage kits

Resin or plastic figure kits

Entries must be assembled and painted by the entrant

Minimal base allowed (simple stand or themed base)

No size restrictions

Scoring System (Total: 100 Points)

Judging is based on overall quality, technique, and presentation, adjusted to the expected skill level.

7. SCORE CRITERIA BY CLASSES

JUNIOR CLASSES

Class 1A – Junior A (12 years old & below)

Class 1B – Junior B (13–17 years old)

- **Construction – 20 points**
- **Detailing – 20 points**
- **Painting / Weathering – 25 points**
- **Storytelling – 10 points**
- **Overall Presentation – 25 points**

7. SCORE CRITERIA BY CLASSES

AIRCRAFT CLASSES

CLASS 2S – AIRCRAFT (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 3M – AIRCRAFT (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

ARMOUR & MILITARY VEHICLE

CLASS 4S – ARMOUR & MILITARY VEHICLE (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 5M – ARMOUR & MILITARY VEHICLE (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

AUTOMOBILE

CLASS 6S – AUTOMOBILE (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 7M – AUTOMOBILE (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

GUNDAM

CLASS 8S – GUNDAM (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 9M – GUNDAM (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

SCIENCE FICTION [Non Mecha]

CLASS 10S – SCIENCE FICTION (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

[Non Mecha]

CLASS 11M – SCIENCE FICTION (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

MECHA / MA.K

CLASS 12S – MECHA / MA.K (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 13M – MECHA / MA.K (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

HISTORICAL / MILITARY FIGURES

CLASS 14S – HISTORICAL / MILITARY FIGURES (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 30 points

Storytelling – 10 points

Overall Presentation – 10 points

CLASS 15M – HISTORICAL / MILITARY FIGURES (MASTER LEVEL)

Construction – 10 points

Detailing – 10 points

Painting / Weathering – 60 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

FANTASY FIGURES

CLASS 16S – FANTASY FIGURES (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 30 points

Storytelling – 10 points

Overall Presentation – 10 points

CLASS 17M – FANTASY FIGURES (MASTER LEVEL)

Construction – 10 points

Detailing – 10 points

Painting / Weathering – 60 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

ANIME / GARAGE-KITS

CLASS 18S – ANIME / G-KITS (STANDARD LEVEL)

Construction & Assembly – 20 points

Painting Quality & Finishing – 30 points

Detailing & Visual Effects – 30 points

Presentation & Storytelling – 20 points

CLASS 19M – ANIME / G-KITS (MASTER LEVEL)

Construction & Assembly – 10 points

Painting Quality & Finishing – 40 points

Detailing & Visual Effects – 30 points

Presentation & Storytelling – 20 points

7. SCORE CRITERIA BY CLASSES

WARHAMMER

CLASS 20S – WARHAMMER (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 30 points

Storytelling – 10 points

Overall Presentation – 10 points

CLASS 21M – WARHAMMER (MASTER LEVEL)

Construction – 10 points

Detailing – 10 points

Painting / Weathering – 60 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

SHIPS & VESSELS

CLASS 22S – SHIPS & VESSELS (STANDARD LEVEL)

Construction – 25 points

Detailing – 25 points

Painting / Weathering – 25 points

Storytelling – 10 points

Overall Presentation – 15 points

CLASS 23M – SHIPS & VESSELS (MASTER LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 40 points

Storytelling – 10 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

DIORAMA

CLASS 24S – DIORAMA (STANDARD LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 20 points

Storytelling – 20 points

Overall Presentation – 20 points

CLASS 25M – DIORAMA (MASTER LEVEL)

Construction – 10 points

Detailing – 20 points

Painting / Weathering – 30 points

Storytelling – 30 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

VIGNETTE

CLASS 26S – VIGNETTE (STANDARD LEVEL)

Construction – 20 points

Detailing – 20 points

Painting / Weathering – 20 points

Storytelling – 20 points

Overall Presentation – 20 points

CLASS 27M – VIGNETTE (MASTER LEVEL)

Construction – 10 points

Detailing – 20 points

Painting / Weathering – 30 points

Storytelling – 30 points

Overall Presentation – 10 points

7. SCORE CRITERIA BY CLASSES

CUTE/EGG SERIES

CLASS 28A – GREEN CATEGORY (HAND SCULPT – ALL LEVEL)

Construction – 15 points

Detailing – 10 points

Painting / Weathering – 35 points

Storytelling – 15 points

Overall Presentation – 25 points

7. SCORE CRITERIA BY CLASSES

GREEN CATEGORY

HAND SCULPT – ALL LEVEL

CLASS 29A – GREEN CATEGORY (HAND SCULPT – ALL LEVEL)

Design & Degree of Difficulty – 10 points

Execution (clean lines, proportion, completion) – 50 points

Artistic Expression – 30 points

Creativity – 10 points

7. SCORE CRITERIA BY CLASSES

GREEN CATEGORY

3D SCULPT – ALL LEVEL

CLASS 30A – GREEN CATEGORY (3D SCULPT – ALL LEVEL)

Design & Degree of Difficulty – 10 points

Execution (clean lines, proportion, completion) – 50 points

Artistic Expression – 30 points

Creativity – 10 points

8. FINAL AUTHORITY

FINAL AUTHORITY

8.1 Scope of Authority

The Chief Judge shall have the sole, absolute, and final authority to interpret, apply, and enforce these rules in all matters relating to the competition, including but not limited to participant eligibility, classification, judging criteria, scoring, entry conditions, conduct of participants, or any unforeseen events or circumstances arising before, during, or after the competition.

8.2 Decision Binding and Conclusive

All decisions, determinations, and rulings made by the Chief Judge shall be conclusive, binding, and final in all respects. Such decisions shall not be subject to appeal, review, or challenge by any participant, judge, organizer, or other stakeholder.

8.3 Discretion of the Chief Judge

The Chief Judge may consult with members of the judging panel or competition organizers at their discretion; however, the Chief Judge shall retain full authority and discretion to make final rulings independently. The Chief Judge may take any action deemed necessary to maintain the integrity, fairness, and orderly conduct of the competition, including, without limitation, warnings, score adjustments, reclassification, disqualification, or other corrective measures.

8.4 Waiver of Claims

By participating in the competition, all participants, judges, and stakeholders expressly acknowledge, accept, and agree to abide by all rulings of the Chief Judge. They expressly waive any right to dispute, contest, or take legal action in connection with any decision, ruling, or action taken in accordance with this authority.

8.5 Limitation of Liability

The competition organizers, the Chief Judge, and any affiliated personnel shall not be liable for any direct or indirect loss, damage, or dispute arising from decisions or actions taken in the exercise of the Chief Judge's authority under this clause.

8.6 Enforceability

This clause shall be enforceable to the fullest extent permitted by law, and its provisions shall survive the conclusion of the competition.

9. NEWCOMERS : QUICK GUIDE

1. Getting Started

- Read all the rules first to avoid common mistakes.
- Start with small, manageable tasks; don't try everything at once.
- Observe how experienced members approach things—learn by watching.
- Ask for help early; it's better than struggling alone.
- Keep an open mind—there's always more to learn.

2. Do's & Don'ts

- **Ask Questions:** No question is too small; it's part of learning.
- **Take Notes:** Record tips, shortcuts, or reminders.
- **Be Patient:** Skills grow gradually.
- **Respect Others:** Everyone started somewhere.
- **Ignore Guidelines:** Safety and etiquette exist for a reason.
- **Compare Yourself to Others:** Progress is personal.
- **Rush Tasks:** Focus on quality over speed.
- **Give Up Easily:** Mistakes are learning opportunities.

3. Quick Tips for Success

- Practice consistently—even small efforts add up.
- Review mistakes and note improvements for next time.
- Keep a log, notebook, or digital folder of learnings.
- Ask for feedback politely and apply it.
- Break tasks into smaller steps to avoid feeling overwhelmed.
- Celebrate small wins—they keep motivation high.
- Stay curious and have fun; enthusiasm is your best teacher.

4. FAQ (Frequently Asked Questions)

Q: Where do I start?

A: Begin with small tasks and read the rules carefully.

Q: What if I make mistakes?

A: Mistakes are normal—learn from them.

Q: Can I ask for help?

A: Yes! Asking questions is encouraged.

Q: How do I improve quickly?

A: Practice regularly, take notes, and seek feedback.

Q: How long will it take to get good?

A: Everyone learns at their own pace; consistency matters more than speed.

Q: How do I stay motivated?

A: Celebrate small wins and enjoy the process.

Q: Is it normal to struggle at first?

A: Absolutely! Every expert started as a beginner.

Q: What's the most important thing to remember?

A: Enjoy the moment! Hobby modeling is about fun and creativity.