Miniature Painting Competition – Scoring Rubric

Scoring Method
Each entry is evaluated in **two categories**, each scored from **0 to 10 points**, for a **maximum total score of 20 points**.
Technical Quality and Artistic Quality are weighted equally.

Judges assess entries relative to their **intent, style, and ambition**, not by comparison to other entries.

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1. Technical Quality (0–10 points)

Definition
The overall quality of craftsmanship involved in preparing, painting, basing, and finishing the entry.

Judges will consider:

- **Preparation & construction:**
  Removal of mold lines and flash; filled gaps; clean joins; smooth, even priming; no excess glue; structurally sound with no loose or fragile elements. Conversions and added details should blend seamlessly with the original sculpt.
- **Paint execution:**
  Controlled, consistent application appropriate to the chosen style. Clean transitions, defined details, intentional texture, and consistent quality across all figures in a unit.
- **Finish & presentation:**
  Basing and scenic elements are technically well executed and fully finished. All visible areas receive intentional treatment.

Scoring Guide

Score Range	Descriptor
0–1	Major technical flaws; poor preparation or incomplete execution
2–3	Numerous visible technical issues; inconsistent craftsmanship
4–5	Adequate technical work with noticeable flaws on close inspection

Score Range	Descriptor
6–7	Solid, competent craftsmanship with only minor issues
8–9	High technical skill; clean, controlled, and well finished throughout
10	Exceptional craftsmanship; flawless or near-flawless technical execution

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2. Artistic Quality (0–10 points)

Definition
The effectiveness of all aesthetic, creative, and design decisions.

Judges will consider:

- **Color & contrast:**
  Intentional palette choices; effective use of hue, saturation, and value to define form, establish mood, and emphasize focal points.
- **Composition & design:**
  Clear focal point; effective posing; strong visual hierarchy; repetition and balance that create unity. Unit entries feel cohesive in color, basing, and pose.
- **Presentation & overall effect:**
  Base and scenic elements frame and contextualize the subject. The entry communicates character, atmosphere, or story and produces a clear emotional or visual impact.

Scoring Guide

Score Range	Descriptor
0–1	No clear artistic intent or visual cohesion
2–3	Limited intent; weak composition or ineffective color use
4–5	Some artistic intent evident but unevenly realized
6–7	Clear artistic intent with effective overall design
8–9	Strong artistic choices; engaging and memorable presentation

Score Range	Descriptor
10	Exceptional artistic impact; cohesive, expressive, and compelling

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Items Not Considered in Scoring

- Conversion complexity or scratch sculpting beyond technical and artistic execution
- Historical accuracy
- Adherence to game rules, lore, or faction color schemes
- Manufacturer, sculptor, or brand of the model

Optional Medal Guidance (Example)

- **Gold:** 18–20
- **Silver:** 15–17
- **Bronze:** 12–14
- **No Award:** 0–11
