

BAYCON Judging Guidelines

Science Fiction and Space

Introduction:

The following guidelines have been developed to assist the judges of Science Fiction Categories. They are based on the IPMS/USA Competition Handbook and our own guidelines, placing stress on Basic Construction, which we have successfully used for many years. Please remember these are only guidelines and not hard and fast rules.

Space and Science Fiction models depict a wide variety of subjects, from real vehicles to complete flights of fancy. In so doing, they run the gamut from sleek “rocket ships” to boxy satellites, from robots to alien armored vehicles. Models of actual spacecraft are typically judged much like aircraft or vehicle models. The incredible range of science fiction subjects, however, would seem at first glance to defy any attempt at systematic judging. Yet even a model that represents a builder’s total flight of fancy can still be judged on the basis of basic scale modeling skills.

General Assessment:

Basic Construction: Approx. 50%

Advanced Details: Approx. 10%

Finish: Approx 20%

Additional Parts: Approx. 10%

Historical Accuracy: Approx. 10%

This section is very subjective and would apply to factual spacecraft models only.

Scratch building: Bonus Points

Science fiction modeling can entail a fair amount of scratch-building or kit-bashing. Items or areas added in this fashion should look useful and truly part of the vehicle, and should be similar in fit, detail, and overall finish to the rest of the model. Parts used from other kits should be sufficiently altered or disguised so that their origin is not immediately apparent in order to avoid

Benefit of Doubt:

The benefit of doubt goes to the modeler! Today, with a number of paint lines producing “accurate” colors, and a vast array of research material, a modeler’s research and the model he produces are only as good as his chosen sources. He places his trust in the authors and manufacture to produce products that meet their

the appearance of a haphazard assemblage of spare parts.

Construction Similarities:

As mentioned above Space and Sci-Fi modeling covers a wide area and can cause the feared ‘apples to oranges’ syndrome. Space and Sci-Fi models can be judged by using this guide in conjunction with our guidelines for models of similar construction types:

Space Ships: use Aircraft Guidelines

Land Vehicles: For Military Vehicles use the Military Vehicle Guidelines, for Civilian Vehicles use Automotive Guidelines.

Figures: use Figure Guidelines.

Vignettes and Dioramas: use Vignettes and Diorama Guidelines.

claims although we may know or believe the truth to be otherwise. Whereas most of the subject matter entered in this category are true flights of imagination, and as such should be beyond the “accuracy” challenge, some may be representations of someone else’s imagination, as from *Star Trek* or *Star Wars*, and in that case, any reasonable shade of paint or reasonable scheme should go unchallenged.