







Organising Clubs

We gratefully acknowledge the support of all Model Clubs who attend Model Expo with a Club Display and those that assist with the organisation and running of the event. We also welcome any Modelling Clubs who wish to display or assist in future Model Expo's and encourage you to contact us at www.modeexpo.com.au.

 <p>INTERNATIONAL PLASTIC MODELLERS SOCIETY AUSTRALIA INC Est.1964</p>	 <p>Whittlesea Area Plastic Modellers</p>	
		

Other Participating Clubs

		
		
	<p>SPASM</p>	

Contents

	Page No
Model Expo history	4
Scale plastic modelling	5
A quick guide to judging	6
Hints & tips for entrants	7
Model Expo judging explained	8
Model Expo classes & categories	11
Aircraft	12
Military Vehicles	14
Automotive Vehicles	15
Vignettes & Dioramas	16
Figures	17
Sci-Fi, Movie & Fantasy	17
Ships	18
Miscellaneous & Scratchbuilt	18
Intermediate & Junior	19
Model Expo competition conditions of entry	20
Model Expo special awards	21
FAQ's	22
Bibliography & addendum	24
Model Expo Swap & Sell	25

Model Expo history

The initial idea for a model expo came about as early as 1979, when IPMS Australia member Bill Hamer and a handful of IPMS cohorts discussed the possibility of running an 'open' competition, based on the IPMS-USA experience. In those days the IPMS Annual Competition was held in the Melbourne University's Union House building (1979), and in the University's Janet Clarke Hall (1980/81). These venues were suitable for adding an 'open competition' element to the IPMS Nationals, but it wasn't until 1981 that this actually came about. It was similar to the IPMS-USA event and was a prelude to what would eventually become, '*The Australian Model Expo*'.

In 1982 Bill Hamer organised the first semblance of a Model Expo. It was called the IPMS Annual Convention and Open Model Competition and was held in the Centrepoint Building at the Royal Melbourne Showgrounds. For the first time ever the event included both traders' and importers' display stands, and also allowed members of the public to enter in their own special competition categories. It wasn't just another competition; as both club members and the public could see new kit releases and talk to traders involved in the hobby. It was held over two days and thus started the era of a weekend competition, which was highly praised.

In 1983 IPMS Australia member, Bill Wallis, organised another convention and renamed it '*Model Expo*', which was held in the B.P. Ronald Pavilion at the Melbourne Showgrounds. For various reasons, Model Expo did not go ahead in 1984. However in 1985 '*Model Expo*' returned, but this time under the auspices of Bill Wallis and the President of IPMS Australia, Frank Morgan, with the event being held in the Arts and Crafts Pavilion at the Melbourne Showgrounds. The event proved to be a huge success and Model Expo was now more than just a case of preaching to the converted; it was also a case of 'converting the uninitiated' to the wonderful world of scale modelling.

In those days the hobby received great support from both the traders and importers of model kits and accessories, who recognised the importance of maintaining Model Expo's impetus. Other Victorian modelling clubs also began to assist in the planning and organisation and promoted their clubs by putting on displays. Frank Morgan took over the reigns from Bill Wallis in 1989 and continued to be an innovative force behind Model Expo until 2001, when Laurence Farrugia became the Model Expo Director. In 2008 the reigns were passed onto Rene de Koning who is the current Model Expo director.

After 1985, subsequent Model Expos continued in the Arts and Crafts Pavilion at the Showgrounds until 2002, when the building was eventually destroyed by fire. It then moved to the RAS No.1 Exhibition Centre within the Showgrounds where it was held for another two years. In 2005 it then moved to the Sandown Entertainment Centre at Sandown Racecourse in Springvale, where it is still held each year.

Each successive Model Expo Director, including the organising committee, have introduced a number of changes to the event over the years, which has ensured that '*The Australian Model Expo*' is always well organised and remains relevant. A testament to the success of '*The Australian Model Expo*' is the number of similar modelling events, which are now held across Australia.

It takes a full twelve months of planning to organise each year's Model Expo. The Model Expo committee is made up of volunteers from a number of local modelling clubs who are dedicated to continuing the tradition of the event, which is to provide the public and enthusiasts with an annual scale modelling show and competition. Regular committee meetings are held to ensure that all stages of the planning are running on track and that any problems that arise are dealt with well before the event. Each year a countless number of tasks have to be dealt, with the single greatest problem being the continual lack of manpower, which is required to help with the setting up, breaking down, booking in, scrutineering, judging and myriad of other matters.

Model Expo has attracted large crowds over the years and provided a showcase of modelling for the viewing public's pleasure, plus the much anticipated model kit Swap & Sell, which is held on the Monday.

2008 was the modern Model Expo's 25th anniversary, which was only made possible by the efforts of both past and present Model Expo committees who have ensured that the hobby of scale modelling has remained in the public eye, for such a long time. The '*Australian Model Expo*' continues to be Australia's greatest ambassador for the hobby of scale plastic modelling and as such we look forward to celebrating its 30th anniversary in 2013.

Scale plastic modelling

Plastic models, often called scale models, are models manufactured as kits which are assembled by hobbyists, and intended for static display. The most popular subjects of plastic models are by far Aircraft, Ships, Automobiles, and Armoured Vehicles such as tanks. The majority of models depict military items, due to the wider variety of form and historical context compared to civilian vehicles. Other subjects include Science Fiction and Fantasy vehicles and robots, Spacecraft, Dioramas, Animals and Human Figures. Most plastic models are injection-moulded in polystyrene, and the parts are glued together with plastic solvent. While sometimes omitted by novice modellers, specially formulated paint is applied to assembled models. Complex markings such as aircraft insignia are typically provided with kits as slide-on decals. A recent trend (for novices) has been to offer kits where the parts snap together, with no glue needed, and with a paint scheme pre-applied to some or all of the parts. Plastic ship model kits typically provide waxed thread in several sizes and colours for the rigging.

Almost all plastic models are designed in a well-established scale. Each type of subject has one or more common scales, though they differ from one to the other. The general aim is to allow the finished model to be of a reasonable size, while maintaining consistency, which enables models to be displayed as part of a collection. The first plastic model kits - made of cellulose acetate - were manufactured in 1936 by Frog and marketed under their Penguin range. Whereas the first modern day plastic model kits - made of polystyrene - were manufactured in the 1950s in Britain by Frog, Kitmaster and Airfix, in the USA by Revell, AMT, Lindberg, Aurora, and Monogram and in France by Heller SA. Since the 1970s, the Japanese firms of Hasegawa and Tamiya, and the Chinese firms of DML, AFV Club and Trumpeter have dominated the modelling scene and represent the highest level of technology. Brands from Russia, Central Europe, China, and Korea have also become prominent in more recent times.

While injection-moulding is the predominant manufacturing process for plastic models, the high costs of equipment and making moulds make it unsuitable for lower-yield production. Thus, models of minor and obscure subjects are often manufactured using alternative processes. Vacuum forming is popular for aircraft models, though assembly is more difficult than for injection-moulded kits. Resin-casting, popular with smaller manufacturers, particularly 'Aftermarket' firms (but also producers of full kits) yields a greater degree of detail moulded in situ, but

as the moulds used do not last as long, the price of such kits is considerably higher. In recent times, the latest releases from major manufacturers offer unprecedented detail that is a match for the finest resin kits, often including high-quality mixed-media (photo-etched brass, turned aluminium) parts. Many modellers build dioramas as landscaped scenes built around one or more models. They are most common for military vehicles such as tanks, but airfield scenes and 2-3 ships in formation are also just as popular.

Conversions use a kit as a starting point, and modify it to be something different. For instance, a 1949 Mercury coupe can be converted to a customised version by altering the body shape and configuration using chopping and channelling techniques, and body putty.

Scratchbuilding is the creation of a model 'from scratch' rather than a manufactured kit. True scratchbuilt models consist of parts made by hand and do not incorporate parts from other kits. These are rare. When parts from other kits are included, the art is technically called 'Kit Bashing'. Most pieces referred to as scratchbuilt are actually a combination of kit bashing and scratchbuilding. Kit bashing is a modelling technique where parts from multiple model kits are combined to create a novel model form.

The demographics of plastic modelling have changed in its half-century of existence, from young boys buying them as toys to adults building them to assemble large collections. Technological advances have made model-building more sophisticated, and the proliferation of expensive detailing add-ons have raised the bar for competition within the modelling clubs. As a result, a kit built 'Out of Box' on a weekend can rarely compare with a kit built over months where a tiny add-on part such as an aircraft seat can cost more than the entire kit itself. However it is still possible for an Out of Box model to be a significant force in a competition because of the higher degree of attention paid to the construction and finishing techniques.

In today's high-tech hustle and bustle world, plastic modelling provides a welcome relief from pent-up stresses and brings back the use of manual skills and eye/hand co-ordination to produce magnificent and rewarding scale replicas of subjects to be long admired and appreciated. The hobby also provides an educational avenue as building to reference materials invariably leads to more learning and knowledge.

A quick guide to judging

For Judges:

“Judge the work of others in exactly the same way, as you would want others to judge your work”.

1. All judging is impartial. In the Competition Room, judges have no friends or enemies. Knowledge of who built a particular model must not influence the outcome of the judging.
2. A judge will never judge his own work, nor will he attempt to influence other judges who are evaluating his work.
3. All judging is done using the same set of rules and applying the same criteria to every model in the room.
4. From the time that judging begins, **and until the final results are made available on the tables**, judges should avoid disclosing the outcome of any portion of the contest to anyone who did not participate in the judging.
5. During the judging process, judges will point out and discuss a model's pros and cons, but should do so in a way that is not disparaging to the model or its builder.
6. Judges shall perform their duties diligently and with integrity at all times.
7. Judges must keep in mind they are judging the modeller's skills and not the model provided.
8. Judges must adhere to the reference material provided by the modeller, and not use their own knowledge to determine points allocation. The Chief Judge will be consulted if any doubt as to the reference material integrity occurs.
9. The Chief Judge has the power to exclude or remove from competition any entry deemed by Model Expo officials to be inappropriate or offensive to generally acknowledged standards of taste and acceptability.

For Competitors:

“God, grant me the serenity to accept the things I cannot change; the courage to change the things I can; and the wisdom to know the difference”.

1. While judging is in progress you must not distract or disturb the judges in any way. You must not talk to them nor ask about your model. Judging requires a high degree of concentration and any distraction may result in lost points through an important item being missed.
2. Throughout the judging process the main criteria will concentrate on the basics of good modelling such as construction, attention to detail, finish, accuracy to reference and realism. Judges will look for obvious flaws first, such as open seams or gaps, misaligned parts, glue marks, or poorly applied paint. Only when these basics are exhausted and a winner is still undetermined will they look deeper for any flaws in the modeller's work.
3. Beyond the basics, another important consideration is consistency. A model should exhibit the same standard of building throughout. For example an aircraft model in which the builder has super-detailed the cockpit but not the wheel wells would lack a consistent level of detail. This is also true for finishing. The paint scheme should be consistent with the references, as should any weathering that has been applied.
4. **Where required you must supply reference material for each of your models. It is better to present photocopies of pages from reference books and magazines rather than bringing in your books.**

This is more to protect people's precious books and to ease the judges time and efforts when checking references. The model kit instruction sheet is an accepted reference, as is the kit box top. The judges will look for evidence to back up your models colour scheme and/or modifications to the original configuration. We also encourage models to be presented on a base. This allows the judges and officials ease of handling. Refer to the section 'Hints & tips for entrants'.

5. The judge's decision is final and no disputes will be entertained by the Chief Judge and/or the Model Expo officials.

Hints & tips for entrants

1. Download your registration form from the Model Expo website (www.modelexpo.com.au) before the competition. Fill it in and have it ready to present upon arrival when booking in your model. This will save time when you get to the registration desk.
2. Put your model on a base. It eases handling and will minimise the model's chances of sustaining and damage during the judging process.
3. Remember to put your references with your model, even if it is only the kit box top (for a figure) or a set of kit instructions.
4. Make a cover sheet for your references telling the judges what you have done to your model.
5. Keep references to a minimum and keep them relevant to the model you have presented. Only present what you need to.
6. ***Photocopy or scan your references.
Leave your precious reference books at home.***
7. Read the rules. Know which categories you want to enter before you get to the registration desk.
8. Remember to pick up your model and reference sheets after the awards. Every year Model Expo has models and a mountain of reference material left behind by competitors/modellers.
9. Be early at the booking-in desk so you won't have to stand in a long line.
10. Place a note with the model either on the base or next to it, informing the judges and Model Expo staff if it has any missing or broken parts or it is not attached to the base.
11. The best dioramas tell a story.

Model Expo judging explained

This section provides competitors with an overview of the judging guidelines, used by the Judges at Model Expo.

The Model Expo Judging System comprises of a two tiered Judging system. **Stage 1** of the system looks for the obvious faults in your model and scores the model out of 12 points. The general rule is that models that score 9 or higher will go onto the second stage of judging. All models making the second stage of judging will automatically be awarded a commended certificate as a minimum. **Stage 2** of the system is a more rigorous appraisal of your model and the judges mark the model according to a strict set of guidelines. This is a very in-depth look at the model, and is quite critical. At the second stage of judging the model is scored out of 100 points.

Judging generally takes place on the Saturday evening of the competition. Around 40+ judges participate in judging the models across all categories. 95% of the judges are experienced Model Expo judges and have participated in more than three Model Expos in the past. Any inexperienced judges are initially placed with an experienced judging team for observation purposes and then with a highly experienced judge for practical experience, sometime during the evening. In the second year that they judge they will then be paired with an experienced judge who has at least two years experience of judging at Model Expo's. All judges are continually reminded to handle and treat a competitors model with respect. However anytime you handle a model accidents can happen. For this reason Model Expo prefers models to be placed on a base for ease of handling. The model does not have to be glued to the base.

Each stage of the judging process is detailed as follows:

Stage 1:

During the first stage of judging the model is marked on a scale of 1 to 3 (with 3 being the best score) in the following areas:

Construction
Attention to detail (effort)
Finish
Reference

A copy of the Stage-1 judging score sheet is shown at **Figure 1**.

What are the judges looking for?

Basically the Judges are looking for the following:

Construction – unfilled seams, ejector pin marks, glue marks, misaligned parts, gaps and 'sprue-dags'.

- 1 – Badly misaligned parts, obvious seams, glue marks
- 2 – Work has been done to clean up the construction, less obvious seams etc. but still some defects easily visible.
- 3 – No noticeable defects on looking at the model.

Attention to detail (effort) – Extra care has been taken with kit detail, what extra effort has been taken with modified models.

- 1 – No effort has been made for details or additions
- 2 – Some effort has been taken with details or additions
- 3 – A large amount of effort has been taken with details and or additions.

Finish – Sanding marks, silvered decals, dust in the paint, orange peel paint, inconsistent paint finish, brush strokes, paint runs, overspray.

- 1 – Many defects in the paint are visible.
- 2 – A few defects are evident in the finish of the model.
- 3 – No defects are readily visible in the finish.

Reference – What references are there? Has the modeller gone to extra effort to provide references of the actual subject? Are the kit instructions provided?

- 1 – No reference provided
- 2 – Instructions only provided with the model
- 3 – Extra references provided by the entrant which are relevant to the subject.

The scores are then correlated and the top scoring models move onto the second stage of judging. On average this around 5 to 6 models from each category.

Stage 2:

The judges are issued with a score sheet for each model that has passed the first stage of judging. A copy of the judging score sheet has been provided at **Figure 2** to show an example of how the model is judged. As can be seen from the sheet the review of the model is extensive and very detailed. The judges follow these strict guidelines when they assess the models, and points are allocated according to the word picture score presented to them on the score sheet. From this the scores are then correlated and the top 3 scoring models then ranked first, second and

Model Expo judging explained

Figure 2 — Stage-2 judging score sheet

Model Expo - Score Sheet

*All Categories
(Except Dioramas, Vignettes, Figures, Vacform & Scratchbuilt)*

ENTRY NO

ENTRY NAME

GRADE	CONSTRUCTION	RANGE
1. Poor	Numerous gaps, sink marks, misalignment etc.	0 – 6
2. Fair	Some of the above faults, but some care evident in construction.	7 – 12
3. Good	Very few faults, accurate alignment, joints filled and smoothed etc.	13 – 18
4. Very Good	Negligible faults and extra care in construction evident.	19 – 24
5. Excellent	No visible faults, very careful construction and a complex subject.	25 – 30

GRADE	ATTENTION TO DETAIL – EFFORT	RANGE
1. Poor	Little effort to accentuate detail (modified only) or add details.	0 – 5
2. Fair	Some effort given to the above.	6 – 10
3. Good	Care with details (modified only), additions and modifications.	11 – 15
4. Very Good	Extra care with details (modified only), additions and modifications.	16 – 20
5. Excellent	Outstanding care with details (modified only), additions and modifications.	21 – 25

GRADE	FINISH	RANGE
1. Poor	Brush marks, airbrush overspray and spatter very evident.	0 – 5
2. Fair	Some of the above evident, markings and decals silvered etc.	6 – 10
3. Good	Few defects, good colour demarcation and decal application.	11 – 15
4. Very Good	Negligible defects, appropriate finish and weathering for subject.	16 – 20
5. Excellent	No visible defects, very appropriate finish and weathering for subject.	21 – 25

GRADE	ACCURACY TO REFERENCE	RANGE
1. Poor	No reference supplied or little attempt to follow.	0 – 2
2. Fair	Many faults, deviations or omissions to reference.	3 – 4
3. Good	Fairly close accuracy to reference but some errors evident.	5 – 6
4. Very Good	Close accuracy to reference with negligible errors.	7 – 8
5. Excellent	Totally accurate to reference.	9 – 10

Suggested max score OOB – with kit instructions only 7 – plus box art and/or other reference 10

GRADE	REALISM	RANGE
1. Poor	Unrealistic or toylike.	0 – 2
2. Fair	Not very convincing.	3 – 4
3. Good	Has a look of realism but still very recognisable as a model.	5 – 6
4. Very Good	Has a convincingly realistic appearance.	7 – 8
5. Excellent	Is highly realistic and could be the real thing as seen from a distance.	9 – 10

JUDGES NAMES:

1. _____

2. _____

Please recheck the addition of the total score carefully before signing off

SCORE	
↓	
TOTAL SCORE	
↓	
PLACING	

Model Expo Groups, Classifications and Categories explained

Competition Groups

Model Expo divides the competition entries into 3 main groups and these are as follows:

Senior – Entrant over 18 years of age.

Intermediate – Entrant under 18 years of age but over 13 years of age as at 1st June in the year of the competition.

Junior – Entrant under 13 years of age as at 1st June in the year of the competition.

Competition Classifications

Models are divided into 3 main classifications depending on the amount of work/modifications involved to complete them.

Model Expo scrutineers will help you to classify your model based on the amount of work/modifications done to finish the model and will then advise you on which category it should be entered into. If you are unsure of your models classification or category at the time of entry, then please seek the assistance of the scrutineers.

The competition classifications are as follows:

Out of Box – (OOB)

1. The model must be built using the parts contained within a single kit. Basic additions and alterations that are allowable are listed separately for each model type (ie Aircraft, AFV's and Automotive Vehicles). Please read each particular category carefully for a full explanation.

2. The basic shape/mark of the model may not be altered.

3. Kit parts may be refined, as long as the basic shape remains unchanged. Exhausts, gun barrels and air inlets may be opened up. Steering wheels may be turned at an angle. Tyres may be flattened at ground contact.

4. Filler, surfacing materials and scrap plastic may be used to rectify gaps and defects.

5. If the instruction sheet makes specific reference to an accessory part(s) marketed for the model by the kit manufacturer then that part(s) may be added. The model may be finished in any colour scheme and markings.

Modified – (MOD)

Any model which has been extensively modified, and does not conform with the OOB rules, with the addition of after-market or scratch built parts.

Any modifications which change the basic shape or mark of the model from the original kit.

Open – (OPEN)

This combines models from all classifications into one category. It is not bound by either the Out of Box or Modified rules.

Competition Categories

Models are divided into categories by type and these are as follows:

Aircraft
Automotive Vehicles
Motorcycles
Trucks/Commercial Vehicles
Dioramas/Vignettes
Figures
Military Vehicles
Science Fiction/Fantasy
Ships
Miscellaneous
Scratchbuilt

The model categories are also divided into scales, with some of the more common ones being 1/35 for Military Vehicles, 1/48 for Aircraft, 1/24 for Automotive Vehicles etc. Models of like scales will be placed together. Some categories are also divided by era or subject matter, such as Propeller Driven and Jet Propelled Aircraft.

Each model is assigned to a category. Each of these categories has a number and in some cases particular rules pertaining to them.

The following pages describe each category in detail.

Please read the following category descriptions carefully.

Model Expo Groups, Classifications and Categories explained

AIRCRAFT

The following categories include Rotary Wing, Vacuformed and Airliner aircraft models.

ME11A - Large Scale Aircraft - Propeller Driven

Aircraft 1/35 scale and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME11B - Large Scale Aircraft - Jet or Rocket Propelled

Aircraft 1/35 scale and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME12A1 - Medium Scale Aircraft - Out of Box - Propeller Driven - Axis

Aircraft between 1/36 and 1/71 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME12A2 - Medium Scale Aircraft - Out of Box - Propeller Driven - Allied

Aircraft between 1/36 and 1/71 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME12B - Medium Scale Aircraft - Out of Box - Jet or Rocket Propelled

Aircraft between 1/36 and 1/71 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME13A - Medium Scale Aircraft - Modified - Propeller Driven

Aircraft between 1/36 and 1/71 scale.

Additions or modification which have been added or alterations to the original kit, such as aftermarket additions or scratch built details (ie cockpit sets, engines, replacement wing etc). Any modifications which change the mark or version of the aircraft from the original kit representation. Colour schemes and decals may be changed.

ME13B - Medium Scale Aircraft - Modified - Jet or Rocket Propelled

Aircraft between 1/36 and 1/71 scale.

Additions or modification which have been added or alterations to the original kit, such as aftermarket additions or scratch built details (ie cockpit sets, engines, replacement wing etc). Any modifications which change the mark or version of the aircraft from the original kit representation. Colour schemes and decals may be changed.

Model Expo Groups, Classifications and Categories explained

ME14A1 - Small Scale Aircraft - Out of Box - Propeller Driven - Axis

Aircraft between 1/72 and 1/79 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME14A2 - Small Scale Aircraft - Out of Box - Propeller Driven - Allied

Aircraft between 1/72 and 1/79 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME14B - Small Scale Aircraft - Out of Box - Jet or Rocket Propelled

Aircraft between 1/72 and 1/79 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Rigging wires.
- Alternative wheels.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.

ME15 - Small Scale Aircraft - Modified

Aircraft between 1/72 and 1/79 scale.

Additions or modification which have been added or alterations to the original kit, such as aftermarket additions or scratch built details (ie cockpit sets, engines, replacement wing etc).

Any modifications which change the mark or version of the aircraft from the original kit representation.

Colour schemes and decals may be changed.

ME16 - Micro Scale Aircraft

Aircraft of 1/80 scale and smaller.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME18 - Civil Airliners

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

Airliner Derivatives – May pertain to civil airliners in military or government service.

Civil Airliner - Aircraft in an operating Airliner or Commercial Livery.

ME19 - Rotary Wing Aircraft

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

Model Expo Groups, Classifications and Categories explained

MILITARY VEHICLES

The following categories pertain to Military Vehicles and Equipment and Armoured Fighting Vehicles.

Definitions:

1. Armoured Fighting Vehicles (AFVs) – combat vehicles with armoured plate or coverings with crew served weapons 20mm and larger. This includes self propelled guns on modified soft-skins.
2. Military Vehicle – unarmoured or soft skinned vehicles in military service.
3. Military Equipment - artillery, flak weapons and large military equipment, (ei mobile radar installation or rocket launcher).

ME21A1 - AFV Large - Out of Box - Axis

Armoured fighting vehicles 1/35 scale and larger with markings for the Axis alliances.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.
- Panel lines maybe re-scribed after construction or to correct inaccuracies.
- Steering wheels maybe turned.
- Limited Stowage maybe applied up to five (5) objects.

ME21A2 - AFV Large - Out of Box - Allied

Armoured fighting vehicles 1/35 scale and larger with markings for the Allied alliances.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.
- Panel lines maybe re-scribed after construction or to correct inaccuracies.
- Steering wheels maybe turned.
- Limited Stowage maybe applied up to five (5) objects.

ME22A - AFV Large Modified - Pre 1950

Armoured fighting vehicles 1/35 scale and larger.

Vehicles in this class must be dated by the references to pre 1950.

Additions or modification which have changed the original kit, such as aftermarket or scratch built additions eg etched brass or resin interior sets.

Any modifications which change the mark or version of the vehicle from the original kit representation.

ME22B - AFV Large Modified - Post 1950

Armoured fighting vehicles 1/35 scale and larger.

Vehicles in this class must be dated by the references to post 1950.

Additions or modification which have changed the original kit, such as aftermarket or scratch built additions eg etched brass or resin interior sets.

Any modifications which change the mark or version of the vehicle from the original kit representation.

ME23 - Military Vehicles & Equipment - Large - Out of Box

Military vehicles and equipment 1/35 scale and larger.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.
- Panel lines maybe re-scribed after construction or to correct inaccuracies.
- Steering wheels maybe turned.
- Limited Stowage maybe applied up to five (5) objects.

ME24 - Military Vehicles & Equipment - Large - Modified

Military vehicles and equipment 1/35 scale and larger.

Additions or modification which have changed the original kit, such as aftermarket or scratch built additions eg etched brass or resin interior sets.

Any modifications which change the mark or version of the vehicle from the original kit representation.

Model Expo Groups, Classifications and Categories explained

ME25 - AFV's, Military Vehicles and Equipment - Medium

Armoured fighting vehicles, military vehicles and equipment between 1/36 and 1/71 scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME26 - AFV's, Military Vehicles and Equipment - Small - Out of Box

Armoured fighting vehicles, military vehicles and equipment 1/72 scale and smaller.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape.
- Drilling out of gun barrels and/or exhausts.
- Panel lines maybe re-scribed after construction or to correct inaccuracies.
- Steering wheels maybe turned.
- Limited Stowage maybe applied up to five (5) objects.

ME27 - AFV's, Military Vehicles and Equipment - Small - Modified

Armoured fighting vehicles, military vehicles and equipment 1/72 scale and smaller.

Additions or modification which have changed the original kit, such as aftermarket or scratch built additions eg etched brass or resin interior sets.

Any modifications which change the mark or version of the vehicle from the original kit representation.

AUTOMOTIVE VEHICLES

The following categories pertain to Cars, Motorcycles and Trucks.

ME31 - Motorcycles Non - Military

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME32 - Cars Large - including Competition Cars

Cars 1/19 scale and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME33 - Cars Medium Non Competition - Out of Box

Cars 1/20 to 1/31 scale.

The original kit may be enhanced in the following ways:

- Antennas or aerials.
- Seat belts.
- Change of paint scheme and/or decals.
- Refining of kit parts without changing their basic shape
- Drilling out of exhausts.
- Panel lines may be re-scribed after construction or to correct inaccuracies.
- Steering wheels may be turned.
- No additions or modifications may be made to the original kit body shape.

ME34A - Cars Medium Stock - Modified

Cars 1/20 to 1/31 scale.

Additions or modification which have changed the original kit, such as aftermarket and scratch built additions or enhancements eg engine sets, wiring, aftermarket interior.

Vehicle body shell or shape may not be changed from that presented in the original kit.

Model Expo Groups, Classifications and Categories explained

ME34B - Cars Medium Customised - Modified

Cars 1/20 to 1/31 scale.

Additions or modification which have changed the original kit, such as aftermarket and scratchbuilt additions or enhancements e.g. engine sets, wiring, aftermarket interior
Vehicle body shell or shape has been changed from that presented in the original kit

ME35 - Cars Medium - Competition

Cars 1/20 to 1/31 scale with a racing livery.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME36 - Cars - Kerbside

Not limited by scale, without an engine or interior detail.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME37 - Cars - Small including Competition cars

Cars 1/32 scale and smaller.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME38 - Trucks and Commercial Vehicles over 3 Tonne

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME39 - Trucks and Commercial Vehicles under 3 Tonne

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

VIGNETTES & DIORAMAS

The following categories pertain to models on a scenic base, which do not fit into any of the single model categories. They may or may not contain figures. The concept of these categories is to tell a story through the use of models.

ME41 - Vignettes

A cameo of a story, featuring 2 to 6 figures on small base with simple scenic effects and is not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

The following restrictions apply:

1. It can include hand held or personally transported equipment. May also include horses or large animal/creatures or small livestock.
2. Full buildings, full vehicles (eg ships, AFV's, aircraft, space craft) or large equipment are not allowed. If the scenic effects dominate the figures then the model may be classified as a diorama.

ME42 - Single Model Military Dioramas

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

A single model Diorama can contain 1 (one) model of any type on a base with **simple** scenic effects and 1 to 6 figures and is not limited by scale.

ME43 - Military Dioramas

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

A scenic setting with two or more models, which tells a **story** and is not limited by scale.

Model Expo Groups, Classifications and Categories explained

ME44 - Non Military Dioramas

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

A scenic display of models which are of a **civil, science fiction, or general non-military** theme.

FIGURES

ME51 - Historical Figures - Large

Figures 76mm (1/19 scale) and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

Full figures of a non fantasy/movie/sci-fi nature.

ME52 - Historical Figures - Small

Figures 75mm (1/20 scale) and smaller.

An **OPEN** category and not subject to Out of Box or Modified rules.

Full figures of a non fantasy/movie/sci-fi nature.

ME53 - Historical Busts

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

Includes full or half torsos of a non fantasy/movie/sci-fi nature.

SCI-FI, MOVIE & FANTASY

ME61 - Sci-Fi, Movie and Fantasy Vehicles and Equipment

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME62 – Sci-Fi, Movie and Fantasy Single Figures, Busts or Creatures – Large

Figures, Busts and Creatures 202mm (1/5 scale) and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME63 – Sci-Fi, Movie and Fantasy Single Figures, Busts or Creatures – Medium

Figures, Busts and creatures 51mm (1/36 scale) to 201mm (1/6 scale) in size.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME64 – Sci-Fi, Movie and Fantasy Single Figures, Busts or Creatures – Small

Figures, Bust, and Creatures 50mm (1/37 scale) and smaller in size.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME65 – Gundam or Mecha Models

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

All Gundam and Mecha models are included in this category.

Gundam and Mecha models are vehicles which contain a single organic pilot and are bipedal in nature. Robotic, AI driven or crew served walking vehicles **are not** covered by this category.

Model Expo Groups, Classifications and Categories explained

SHIPS

The following categories pertain to ships including submarines.

ME71 – Ships Sailing

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

May be made from non plastic materials, eg wood.

ME72 – Ships Powered – Large

Ships 1/500 scale and larger.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME73 – Ships Powered – Small

Ships 1/501 scale and smaller.

An **OPEN** category and not subject to Out of Box or Modified rules.

ME74 – Submarines

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

MISCELLANEOUS & SCRATCHBUILT

ME81 – Miscellaneous

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

Any subjects not covered by any other category.

ME82 – Scratchbuilt

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

A non commercially available model, which has been built by the modeller from any materials. A scratch built item may contain commercially available parts.

ME83– Wargaming Armies

Not limited by scale.

An **OPEN** category and not subject to Out of Box or Modified rules.

Must contain a minimum of 10 figures/vehicles to be eligible.

Model Expo Groups, Classifications and Categories explained

The following contains the descriptions for the Intermediate and Junior class categories. Please read the details under the 'Competition Groups' heading to see what constitutes an Intermediate and Junior model.

INTERMEDIATE

An **OPEN** category and not subject to Out of Box or Modified rules.

The following Categories are provided for intermediate modelers:

MEIA – Aircraft.

MEIC – Cars, Trucks and Motorcycles.

MEID – Dioramas and Vignettes.

MEIE – Military AFVS, Vehicles and Equipment.

MEIF – Figures.

MEIG – Science Fiction, Movie and Fantasy.

MEIM – Miscellaneous.

JUNIOR

An **OPEN** category and not subject to Out of Box or Modified rules.

The following categories are provided for Junior modellers:

MEJA – Aircraft.

MEJC – Cars, Trucks and Motorcycles.

MEJE – Military AFVS, Vehicles and Equipment.

MEJM – Miscellaneous.

Model Expo competition - conditions of entry

1. Models must be presented at the entry desk between 5.00pm to 9.00pm on the Friday preceding the Model Expo weekend, and 9.00am to 12:00 noon on the Saturday.

Entry forms will be available at the desk or online at www.modeexpo.com.au

NOTE

As we want to display the best models to the viewing public and fellow modellers, any winning models removed from the event before 5.00pm on the last day of the competition, will forfeit any awards.

2. The model entry fee is \$5.00 for Adults for the first model then \$2.00 for the next five models. The entry fee for Juniors and Intermediates is \$2.00 per model up to five models. All additional models are free. There is no limit to the number of models that a competitor may enter.

3. JUNIOR entrants must be under 13 and INTERMEDIATE entrants must be under 18 as at 1st June in the year of the competition.

4. **All models must have been completely built and finished by the competition entrant.**

Each model is eligible for entry into one category ONLY.
Scratchbuilt models must be entered in the SCRATCHBUILT category (ME82).

The Model Expo Director reserves the right to combine categories at any time. Models will be automatically eligible for any SPECIAL AWARDS which may be applicable.

5. Models which are part of a club display cannot be entered in the competition.

Any model which has won awards or been placed in any category of a previous AUSTRALIAN OPEN PLASTIC & SCALE MODEL CHAMPIONSHIPS is ineligible for entry in this competition.

6. Every entry MUST be accompanied by the instruction sheet supplied in the kit as a minimum. Details of changes or modifications MUST be provided in writing and supported by **photocopied reference** where possible. **Failure to supply the above details may incur a loss of points.**

7. **Except as noted, models should be substantially composed of plastic materials (which includes resin).**

FIGURES, SCIENCE FICTION, MOVIES and FANTASY and SCRATCHBUILT models may be composed of other materials. Non plastic figures and scenery may be used in VIGNETTES and DIORAMAS. Wooden SAILING SHIPS may also be entered.

8. Models may be displayed on a base or plinth containing additional material but the judges will consider only the specific model designated on the entry form.

9. All items within the base of a VIGNETTE or DIORAMA will be judged as a whole.

10. In the event of a dispute regarding the interpretation or application of these rules, the decision of the Chief Judge appointed by the 'The Australian Model Expo' Director shall be final and binding and no correspondence will be entered into.

11. **While the organisers undertake to provide all reasonable care and protection of models entered in the competition, such models are entered at the owner's own risk and the organisers accept no responsibility for any loss or damage that may occur.**

NOTE

This handbook is a general reference guide to 'The Australian Model Expo' competition rules and categories. From time to time the Model Expo committee will make changes to these rules and categories to ensure that they accurately reflect the current modelling trends. For the latest up-to-date information always refer to the current year's Model Expo flyer, available from most good hobby shops and the Model Expo website at www.modeexpo.com.au

Model Expo competition Special awards

Special Awards

BEST OF BRAND trophies will be awarded. The eligible brands are subject to trade confirmation prior to the event.

BEST OF trophies will be awarded for the following:

BEST AUSTRALIAN MILITARY (Aircraft),
BEST AUSTRALIAN CIVIL (Aircraft),
BEST RAAF (Aircraft),
BEST CMR RESIN (Aircraft)
BEST AXIS (Aircraft),
BEST VIETNAM ERA SUBJECT,
BEST PAINT,
THE WOW FACTOR,
AUTOMOTIVE MODELLING EXCELLENCE AWARD,
MODELLING EXCELLENCE AWARD,
INTERMEDIATE ENCOURAGEMENT AWARD,
JUNIOR ENCOURAGEMENT AWARD and
PEOPLES' CHOICE.

Winners of the following awards will also have their names added to the perpetual trophies, which will remain in the keeping of the 'The Australian Model Expo' committee.

BEST OF SHOW - SENIOR,
BEST IN SHOW - INTERMEDIATE and
JUNIOR MODEL OF MERIT.

Best Club Display

A trophy will be awarded to the modelling club, that is voted by the public, as having provided the best display.

FAQ's

WHO IS ELIGIBLE TO ENTER?

Anybody who builds models can enter. You do not need to be a member of a modelling club.

WHAT MODELS CAN BE ENTERED?

You can enter any model that you have built from a plastic kit, provided that it complies to the competition rules printed in this handbook. There will be a category for your model whatever it may be. There are also categories that may be built from materials other than plastic; refer to Competition Rule 8.

ARE THERE CLASSES AND CATEGORIES FOR THE LESS EXPERIENCED AND JUNIOR MODELLER?

Yes, the OUT-OF-BOX (OOB) class is intended to encourage the greatest possible participation from the less experienced modeller. The OUT-OF-BOX class models will therefore not have to compete with the super detailed models entered in the MODIFIED (MOD) or OPEN classes.

There are JUNIOR and INTERMEDIATE categories. If you are under 13 or under 18 on 1st June in the year of the competition, you are eligible to enter any of the Junior or Intermediate categories listed.

HOW DO I ENTER?

Simply bring your models to the **Sandown Entertainment Centre, Sandown Racecourse, Princes Highway, Springvale** at the following times: between 5.00pm to 9.00pm on the Friday preceding the Model Expo weekend, and 9.00am to 12:00 noon on the Saturday.

ARE THERE ANY TROPHIES?

Category winners and place getters receive a trophy in the Senior and Intermediate divisions. All Junior Modellers receive a trophy if they place in a category and a model kit for encouragement. All Junior entrants will also receive a model kit for encouragement.

Commended Certificates and Encouragement Awards are given. Special awards are also given for certain categories. Winners will be announced and awards presented from 4.00pm of the last day of the competition.

IS THERE ANYTHING ELSE TO SEE?

Products will be on sale from the retail stands. The retailers will be showing the latest products and will be happy to discuss the latest developments in the hobby of scale modelling. In addition a number of modelling clubs will also have displays and demonstrations, and they will be interested in sharing their enthusiasm for their hobby with you.

IS THERE A SWAP & SELL AREA?

A Swap & Sell is held on Monday morning from 10.00am until 12noon. It is for private sellers only and no retailers are allowed. The Swap & Sell has a separate entrance and a separate entry fee is charged. The fee does not allow admission into the Model Expo display area, which incurs a separate admission charge. See the current Model Expo flyer for full details.

THESE MODELS ARE ALL SO GOOD — HOW CAN THE JUDGES PICK A WINNER?

Many models look good sitting on the competition tables but begin to lose their lustre when the judging starts. The closer look that judging requires often reveals flaws in basic construction that aren't readily apparent to the casual viewer. In a category with a small number of entries, it's not unusual for the judges to finish their first 'eyeball' appraisal and discover that everything in the category has one or more problems. That's when the judging really gets hard! The mistakes are usually basic and relatively minor; seam problems on one model, silvered decals on another, misalignment on a third, etc. It's easier if one of the models has something that distinguishes it from the others. Some extra work that's been done well, a particularly nice finish, etc, but if all the models are built to approximately the same standard, the judges end up having to determine the winners based on which models have the fewest mistakes. Judges find this situation really frustrating because any one of the models could have been an immediate winner if the builder had just paid a little more attention to the modelling basics.

CAN I ASK A JUDGE ABOUT MY MODEL?

After judging is finalised, most judges are happy to discuss the good or bad aspects of a model with the entrant. However it's not a good idea to corner a judge demanding to know why your model didn't win. Judges are experienced modellers but they are only human and will react to unreasonable demands in a human way, resulting in no useful exchange of information. These judges have most likely spent a good portion of the previous night judging into the early hours of the morning, so they need their private space to recuperate before answering questions. Don't monopolise their time as there may also be other entrants waiting to ask them questions. All you have to do is ask, but do so in the same way you would want to be asked if you were in the judge's shoes. A good way to improve your modelling skills is to join a club, or volunteer to do some judging. Working together with an experienced judge will teach you more about judging and model building than you could learn in a whole month of

FAQ's

Sundays. Remember the old saying, the judge's decision is final, and it's true, so don't expect results to change just because you don't like the outcome. Be positive, listen to the judge's critique and be determined to win by acting on that advice given to improve your modelling skills.

CAN ANYBODY JUDGE?

Model Expo has a set of guidelines for judging that all judges follow. We don't use specific modellers to judge their specific area of interest only. In fact in many ways we prefer judges who have an interest, but may be do not build a subject, to judge the models. They follow the guidelines closer and tend not to use any prior or own knowledge when judging. Model Expo now has a core of about 30 to 40 judges that come each year and have at least 3 years experience. We rely on that more than specialising. People who like certain subjects tend to gravitate to them anyway, but what we find is if we put an expert 1:72 scale aircraft modeller on 1:72 scale aircraft the objectivity is lost and they take three times as long to judge the category.

WHAT QUALIFICATIONS DOES A JUDGE NEED?

Model Expo is unique and the judging experience and training is done at Model Expo. The first year a person judges will see them paired up with a highly experienced judge. The second year sees them paired with a person who may have only 2 years experience. The Chief Judge always takes a keen interest in the Model Expo judging teams and maintains close vigilance on them to ensure that any problems or difficulties are quickly resolved.

WHAT IS THE DIFFERENCE BETWEEN AN NNL STYLE EVENT AND A FULLY JUDGED CONTEST?

Basically, at an NNL (National Nameless Luminaries) event the winners are chosen subjectively (by eye) by the public and/or modelling peers. At a judged contest the winners are chosen after technical inspection of each model entered. Each method involves judgement decisions and each has merits and faults, so it really only depends on the entrant and whether or not he wants his model to be primarily "judged" by the viewing public, or by protracted inspection by modelling experts. This also raises an old argument as to whether only experts can judge the quality of cultural output, or whether the taste of the public also has merit. However it is generally felt that in certain situations, experts are better judges because of their impassionate approach to the task and the anonymity of the entrant. Model Expo competitions are judged by experts in specific subjects to strict guidelines, as detailed in this handbook.

Bibliography and addendum

The following sources have been referred to during production of this publication:

Wikipedia—history of plastic modelling

http://en.wikipedia.org/wiki/Plastic_model

Australian Model Expo organising committee

www.modeexpo.com.au

Alterations and additions:

- 190508 Category updates to A2E, A2MJ, A2MP. A2M, A2EP and A2EJ deleted (Page 13). G5, E4, K1 revised (Page 16).
- 080510 All categories updated and revised. Enhanced class removed from categories.
- 090111 All categories updated and revised. Axis and Allied added to Aircraft and Military Vehicle categories.
- 070112 Front cover page updated. Page 2 updated. Table of contents revised (Page 3). General information revised and updated. Revised judging score sheet added (Figure 2). Aircraft Vacuform category (ME17) deleted. Categories ME14A3, ME21A, ME 21B, and duplicate ME35 renumbered to ME14B, ME21A1, ME 21A2, and ME37. Figures large (ME51) changed from 65mm and larger to 76mm and larger. Figures small (ME52) changed from 65mm and smaller to 75mm and smaller. Scale equivalents added to all Figure categories. Special Awards updated (Page 21).

Model Expo Swap & Sell



MODEL EXPO SWAP & SELL

Last day of Model Expo 10.00am to 12.00 noon
*Model kits, books, magazines, modelling accessories,
diecast, DVD's, decals, spare parts, bargains galore*

**Note: Swap & Sell is a separate event to
Model Expo and has a separate entry fee.**

