



CALMEX COMMITTEE RULES AND DEFINITIONS

CALMEX committee is solely responsible for the creation, modification, addition and deletion of all Rules, Definitions and Categories for CALMEX.

The latest version of The IPMS/USA National Contest Rules may be used in the interpretation of these rules and definitions.

No liability for loss or damage to contest entries is implied or assumed by I.P.M.S./USA, CALMEX, S.W.A.M.P., Host Facility, or the Contest Judges.

Models may not complete in more than one category, however category winners will compete for the "Best of" awards if offered. All "Best of" winners will compete for the Best of Show. If qualified an entry is eligible for a Theme and/or Special Awards.

Any contestants who after completing registration desire to change their entry category placement must get prior approval of the Head Judge or Contest Director. Any changes made without their approval may be disallowed.

The Contest Director or Head Judge shall be the final answer to questions involving the interpretation of these Rules and Definitions.

Any request to change the Rules and Definitions must be put in writing eight weeks prior to the date of the next CALMEX.

Unattended children will not be allowed into the display area.

Contact us at

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SECTION ONE-GENERAL

1. Best of Awards.

The following “Best of” awards will be presented at the conclusion of the show:

Best of Show	Best Aircraft	Best Space Craft/Science-Fiction
People’s Choice	Best Armor	Best Figure
Best Junior	Best Automotive	Best Wargaming
Best Pre-teen	Best Ship	Best Theme

All Best of Award winners will complete for Best of Show.

2. **Special Awards.** If you wish to enter your model(s) for one of our special awards you must register your model in the Special Awards registration sheet, next to the registration table. If your entry is eligible for more than one special award it must be listed on each special awards registration sheet.
3. **Category Splits.** In order to better balance the composition of the categories, they may be collapsed or split at the discretion of the judging committee, before the contest begins or while the contest is in progress.
4. **Composition.**
 - A. The use of plastic is encouraged; however the use of other modeling materials is allowed as the builder sees fit. The standards of finish and attention to detail will be the same regardless of the material used.
 - B. **ASAE.** All categories include All Scales and Eras (ASAE) unless otherwise noted.
 - C. **Scale.** Models of the same general scale, i.e. 1/32 & 1/35 are grouped together.
 - D. **Markings** will determine the class in which a model is entered. For example, a C-47 with military markings would go into military aircraft. One marked as a civil variant would go in the appropriate civil category.
5. **Inappropriate Entries** may be excluded/removed from the event by CALMEX officials. No model depicting nude, sexually explicit or sadomasochistic activity will be displayed. This will be determined by the Head Judge and the Contest Director.
6. **Entrants.**
 - A. **Adults** are anyone 18 years of age and older.
 - B. **Juniors** are anyone 13 to 17 years of age.
 - C. **Pre-Teens** are anyone 12 years old and younger.

- D. Junior and Pre-Teen entrants may, at their own discretion enter their models in the adult divisions; however, models entered in adult categories will not be eligible for any Junior or Pre-Teen awards.

7. Missiles.

- A. All vehicles carrying missiles or rockets (e.g. Lacrosse, SCUD) will be placed in artillery category 208.
- B. All Missiles in flight attitude or on landing gear will be entered in the appropriate aircraft category.
- C. Missiles which are used in space research that originated from a military vehicle will be placed in Space/Science Fiction Category 501.
- D. Any missiles on launch pad or launch trailer will be judged as one unit.
- E. Also see section 5 (5), Multi or Towed Vehicles.

8. Monetary Awards. There will be no monetary award for entering our contest.

9. No Sweeps Rule Applies. An individual may only place in 2 out of the 3 places in any one category unless that person is the only entrant in that category.

10. Prior Winners.

- A. Models that have won in previous CALMEX, I.P.M.S. Region 6, or I.P.M.S. National competition are not eligible for the current contest, but are welcome for display only.
- B. Previous award winners may be entered into Collections or Group Builds, if they comprise no more than 40 per cent of the entry.
- C. Models that have won an award as part of a collection or group entry may be entered individually in subsequent contests.

11. "Politicking" pro or con will not be tolerated. Any abuse of this rule may result in disqualification of the offender's model and/or ejection of that person from the contest.

SECTION TWO – ELIGIBILITY

1. Who May Enter?

- A. CALMEX is open to the public. Any modeler is eligible to enter any number of models at CALMEX. You do not have to belong to a club to enter a model.
- B. All entries must be the sole work of the individual whose name is on the model entry form. The only exception is the Group Builds category. See Section 6 Rule 12.

2. Proxy Entries.

- A. Models may be entered by proxy.
- B. The registration summary form must list the builder's name and the person serving as proxy. The cost of a proxy entry (or entries) will be the same as an in-person entry.

SECTION THREE - RESPONSIBILITY OF ENTRANTS - REGISTRATION AND TABLE DISPLAY FORMS

1. Entrants.

- A. Please do not interrupt the judges.
- B. Entrants will note on the table display form if their model is not attached to the base.
- C. When filling out the forms make sure they are completely filled out and print legibly in block letters.
- D. When putting table display forms under the model on the table, be sure judges can read the contestant number, model number and model name.
- E. Category placement is the responsibility of the entrant.
- F. Regarding category placement errors that are brought to the attention of the judges after judging has started; any affected entry may either remain as entered or be relocated to the appropriate category or may be disqualified at the direction of the Head Judge or Contest Director.

2. Registration Summary Form.

- A. Please PRINT LEGIBLY (that means so we can read it). Please enter all information in block letters.
- B. Leave the space for contestant number blank.
- C. On the registration summary form, list all models you are entering, one model per line. Note the category number, scale and model description for each in the appropriate spaces.
- D. If you have any questions about in which category to enter your model, ask for help from one of the S.W.A.M.P. staff members.
- E. We've added a total cost column to help you figure out the total cost based on how many models you enter.

3. Table Display Forms.

- A. CALMEX registration desk will add your contestant number to the forms during registration process; this number must be included before placing the form on the table with your entry.
- B. Each model you have listed on the registration summary form must have a table display form with it. Before placing your entry on the table, please ensure that the table display form accompanying your model contains the appropriate contestant number, model number and category number. If not, your entry may be disqualified. The information on the table display form should correspond to that recorded on the registration summary form. Please double check.
- C. Position the table display forms so the judges can read the category, contestant and model numbers as well as the name of the model.

4. Theme or Special Awards.

- A. To enter in the theme or special awards competition, your entry must be registered in the Theme or Special Awards sheets next to the registration table. In addition, it is the entrant's responsibility to place the appropriate sticker on the table display form.
- B. If your model qualifies for more than one award it has to be entered into each registration sheet for which you would like it to be considered.
- C. If your entry is not recorded in the Theme or Special Awards clipboard and have the appropriate sticker, it may not be judged in the Theme or Special Awards competition.

SECTION FOUR – JUDGING

1. All Judge's Decisions are Final.

- 2. The model area will remain open during judging.
- 3. The Head Contest Judge may waive any rule if circumstances warrant.
- 4. The Head Contest Judge will organize and oversee the judging process of the show.
- 5. The Head Contest Judge will have a brief meeting with the Category Head Judges (about 11:30 AM) prior to the general Judges meeting.
- 6. The Head Contest Judge will brief all judges before the show judging commences.
- 7. All Category Head judges will check their categories prior to judging to see if there are any splits to be made or models in the wrong category.
- 8. Anyone wanting to learn how to judge a model may join a judging team as an observer.
- 9. Judging teams should be made up of three members from different IPMS chapters as well as other model related clubs, societies or organizations.
- 10. Judges will be selected based on their knowledge and modeling competence.
- 11. If the Judges feel a model is in the wrong category they will check with the Head Category Judge to see if the model should be moved.
- 12. Strict impartiality shall be observed and violators may be removed immediately from judging and may be removed from the judging list for future contests at CALMEX.
- 13. It is recognized that judges are volunteer hobbyists who are offering their time in support of the show and modeling hobby in general. The judges will take their role seriously and apply their expertise to the best of their ability.
- 14. While judges are encouraged to discuss with entrants their decisions in making the awards, they do so of their own free will.

15. Judges may not judge a category in which they are entered.
 16. No one may judge a "Best of" Award if they have a model being considered.
 17. Do not handle models unless it is required to do so for proper category placement or for judging.
 18. Judges will not assume that the model is attached to the base, if you need to move a model do so with extreme care.
 19. CALMEX judging criteria is based on IPMS contest rules and will focus on:
 - A. **Basic construction:** Gaps and seams, removal of flash and glue, etc.
 - B. **Alignment:** Wheels, ordnance, wings, etc.
 - C. **Decals and Markings:** Silvering, alignment, etc.
 - D. **Details:** Antennas, rigging, stowage, etc.
 - E. **Paint and Finish:** Texture, use of masking, etc.
 - F. **Weathering:** Is inherently neither good nor bad. The application and consistency of the weathering is a factor to be considered.
 - G. **Aftermarket parts:** The addition of these items will not automatically make the model better than any other.
 - H. **Accuracy:** May be used as a criteria to determine final ranking for similar model subjects.
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SECTION FIVE - CONTEST DEFINITIONS

1. **Basic Kit Builds** (BKB Single Media and Multimedia). **The following rules will apply both to the BKB Single Media and Multimedia categories Basic Kit, (Nos. 116, 209, 314 and 407):**
 - A. The modeler may fill seams and gaps, sand off rivets, drill out gun ports, exhaust pipes, or other appropriate openings, thin to scale such parts as trailing edges flaps, and doors: re-scribe panel lines lost in construction, and add rigging and antennas, if shown on the kit's instructions. No major reconstruction or modifications will be allowed for BKB entries.
 - B. Decals other than those included with the kit may be used.
 - C. All painting/finishing techniques are allowed. Insignia, markings, and instrument panels may be hand-painted instead of using decals. Weathering is permitted'
 - D. It is not permitted to vacuum-form, manufacture, or replace any part or substitute parts from another kit, cut or separate canopies, surfaces, hatches, doors, etc. (no major surgery): combine a standard kit with a conversion kit: add anything other than specified on the instruction sheet.
 - E. Each entry must be accompanied by the kit's instruction sheet.

2. Basic Kit Builds – Single Media Kits. The following rules apply only to the BKB Single Media categories. (Nos. 116, 209, 314 and 407)

- A. Any commercially available kit may be used as long as the kit is constructed as a predominately single medium product. The kit can consist of an all-polystyrene kit, and all resin kit, an all –photoetch kit, or any other single material.
- B. Kits with other materials included (e.g., cast-resin, and other similar detailing parts) will not be permitted.
- C. Examples of other material parts will be allowed are kit-supplied vacuum-formed windscreens, canopies, windows for Aircraft and Automotive models, kit supplied rubber/vinyl tires and poly- caps to retain wheels and/or parts attached to pylons; metal gearboxes and/or metal rod axles for Armor and Automotive models.

3. Basic Kit Builds Multimedia Kits. The following rules will apply for the multimedia kit, (Nos. 117, 210, 315 and 408):

- A. Any commercially available kit can be used as long as the kit is constructed entirely from the materials contained in the box.
- B. No other aftermarket material will be permitted.
- C. Each entry must be accompanied by the kit’s instruction sheet.

4. Pre-painted models and pre-production examples will not be allowed in the competition.

5. Multi or Towed Vehicles. Any vehicles or display models that are attached to each other (i.e. chain, rope or hitch) will be considered as one entry. If not attached the entry will be considered to be two distinct models and will need two contestant entry forms.

6. Bases.

- A. We use the I.P.M.S rules for bases (I.P.M.S. Rules, Sec IV (E) and sec. IV (3) (B).
- B. Any model entered may have a base.
- C. The bases will not be judged, except in the diorama and vignette categories.
- D. Nothing other than the basic surface may be used.
- E. Support equipment, shell splashes, or buildings will make the model a Vignette or Diorama.
- F. Any oversized bases for Dioramas, Vignettes, Collections or Group Builds exceeding more than 20” X 20” must be pre-approved by the Contest Committee prior to the show.
- G. Please contact us with any requests/questions regarding the size of your base. See Page 1.
- H. Figures accompanying an entry will not be judged. Only the vehicle will be judged unless the entry is in the appropriate Figure (600), Diorama (700), or Vignette (800) category.

7. 3D Printed Models

- A. May be entered into any category except BKB.
- B. These entries will be judged the same as any other model.

8. Cases/Covered Entries.

- A. Models may be covered by a case while on general public display.
- B. Any cover must be removed from the model for judging or the entry may be disqualified.

SECTION SIX - CATEGORY DEFINITIONS

1. Aircraft 100.

- A. Bombers are defined as those aircraft intended for delivery of multiple ordnance in level flight
- B. Aircraft intended for transportation and/or reconnaissance missions are included in the bomber grouping.
- C. Fighter/Attack aircraft are defined as those intended for the fighter or pursuit role and include aircraft capable of making glide/dive bombing and/or torpedo attacks.
- D. Prop means any aircraft using a propeller, even if it is also equipped with an additional propulsion system.
- D. Military Gliders are also placed within the Prop Categories.
- E. Jet means any aircraft not equipped with a propeller and powered by means of jet or rocket thrust.
- F. To determine the appropriate category for aviation entries, we will look to the original mission for which the aircraft was intended. For example, the P-38 Lightning was capable of carrying multiple bombs, but would be classified as "Fighter/Attack" as it was originally intended as a pursuit aircraft.
- G. **Aircraft 113** will include civil and military rotary/tilt wing.
- H. **Aircraft 115** will include any drones, flying bombs, winged missiles, whether prop or jet, designed to fly in the earth's atmosphere without carrying a crew.

2. Armor 200.

- A. **Armor 205** (Open Top) does not include a tank with an open hatch.
- B. **Armor 208** Includes artillery and missiles.

3. Automotive 300.

- A. **Automotive 301 (Factory stock)** is for a vehicle built as it left the factory.
- B. **Automotive 302 (Street Rods to 1948)** is for a street legal vehicle that has been mechanically modified for increased performance.
- C. **Automotive 303 (Street Machines, 1949 to present)** is the same as Street Rods except 1949 to present.
- D. **Automotive 304 (Competition Open Wheel)** includes race cars with no fenders.
- E. **Automotive 305 (Competition Covered Wheeled)** includes race cars with fenders.
- F. **Automotive 306 (Competition Straight Line)** includes any drag cars.
- G. **Automotive 308 (Exotic)** vehicles are those manufactured outside the U.S.A.
- H. **Automotive 309 (Customs)** must represent a version that has a major body modification so that it is no longer stock in appearance. The vehicle does not have to be street legal. Factory concept or experimental cars will be included in this class. The conversion must contain significant structural modifications to the basic kit.
- I. **Automotive 312 (Commercial).**
 - i. This category includes any vehicle that has a company name or logo on it.
 - ii. This category will also include construction equipment.
- J. **Automotive 313 (Curbside).** This category is judged as if the vehicle is parked at the curb.
 - a. The model must be displayed with hood, trunk, all doors, etc. closed.
 - b. No motorcycles are allowed in this category.
 - c. Mirrored bases are not allowed.
 - d. The underside of the model will not be judged.

4. Figures 600.

- A. The model may be made of any material.
- B. Any accessories provided in the figure kit will not cause the figure to be classed as a diorama/vignette.
- C. Gundams and other Mechanical Units and Robots will be placed in their appropriate Science Fiction categories, 505, 506 or 507.

5. Dioramas 700.

- A. Dioramas are judged not only on the technical merit of their construction but also on the strength of the theme of the story they present.
- B. Please contact us if your base exceeds 20" X 20" for pre-approval of your entry. See page 1 for contact info.

6. Vignettes 800.

- A. A vignette is a grouping of five or fewer figures and their equipment (including non- motorized vehicles) displayed in an appropriate setting.
- B. If any motorized vehicle or six figures or more are included the entry will be considered a diorama.

- 7. Humor 900.** Models that are entered in the Humor category will be judged on humor content and model construction.
- 8. Collections 1000.**
- A. A collection can be a group of five or more closely related items connected by any specific link or theme, i.e. variants of a single airframe or a collection of same type of model.
 - B. Entries into Collections must be the work of a single person.
 - C. Please contact us if your base exceeds 20" X 20" for pre-approval of your entry. See page 1 for contact info.
- 9. Miscellaneous 1100.** This category includes any model that does not fit any other category.
- 10. Wargaming 1400.** Wargaming pieces are limited to models in a scale/size normally found in use during the play of fantasy and/or historical games or role playing, and may be entered either in Category 1400 or in another appropriate category at the discretion of the entrant.
- 11. Conversion, Scratchbuilt and Hypothetical 1500.**
- A. **Conversion.**
 - i. A conversion must represent a version different from that provided by the basic kit.
 - ii. The conversion must contain significant structural modifications to the basic kit involving changes in the contour or configuration of the original kit.
 - iii. A simple conversion may be entered into any appropriate category.
 - iv. More extensive conversions must be entered into the appropriate conversions category.
 - v. The builder must describe in detail the conversion changes made to the base kit on the table display form or accompanying documentation.
 - B. **Scratchbuilt.**
 - i. Scratchbuilt refers to models built primarily from parts or materials unrelated to their original identity and not significantly derived from any existing kit.
 - ii. Parts from other kits may be incorporated where their original identity has been changed or altered, except for minor parts such as wheels, guns etc.
 - iii. Models determined to be scratchbuilt must be entered in the proper scratchbuilt Category 1500.
 - iv. The builder must describe in detail the parts used as well as the construction process and the conversion changes made to the base kit on the table display form or accompanying documentation.
 - C. **Hypothetical,** is governed by I.P.M.S. Rules Sec IV (7) (B)
- 12. Groups Builds 1600** is the only exception to the rule calling for the model builder's work to be done by a single individual.