

# BEEF & WING BRAWL 2018

## PAINT POLICY + HOBBY RUBRIC

### PAINTING RUBRIC

One the following page you will find our painting rubric. This rubric covers your hobby score, which is a combination of painting, modeling, theme, and army display.

### 3 COLOR MINIMUM

Every year our event loves to celebrate and showcase the hard work of players who spend countless hours painting and converting their models. As an organization that works hard to create armies and model collections, we value the hobby as much as the game itself.

We encourage you to please have your army painted to a 3 colors minimum on all of your models. This is not a requirement, but you will break our hearts if we see grey and pewter models.

### COMMISSION PAINTED

We understand that not everyone is psyched about painting and modeling; some are just here for the game. If your army is commission painted you will not be penalized for having someone else paint your models.

We do, however, hope you will tell us who painted said models. We'd like to give these talented painters the attention they deserve.

### MAKE IT CONVINCING

Some techniques are harder than others and thus take more practice to take form. The technique must be convincing to score points (IE: dry brushing may not be enough to exhibit glowing).

### MAJORITY RULES

When deciding if your army receives specific points on our rubric, our judges will be making these decisions based on the majority of the models in your army.

If only a handful of your models display a technique, points will not be received for it.

*Example: An Imperial Guard army of 100 models only has 20 infantry models that have weathering and highlights. Since many of the models did not receive these treatments, the points for weathering and highlights will not be awarded on the rubric.*

The only exception to this rule are advanced freehand details that would be found on banners, on tanks, etc.

### SUBJECTIVE JUDGING

Be aware that our paint judges vary in personal skill and hobby knowledge. One judge may score differently than another.

Help our judges by pointing out conversions and things that they might miss on your display board. Be honest though about decals and specific conversions/sculpts. We'd hate to catch you lying to our judges....

### TOP 8 PAINTED ARMIES

The top 8 armies will be asked to set up their armies for further judging day 2 during our scheduled lunch break. Best of luck to all of our hobbyists!

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## HOBBY RUBRIC

### **PAINTING** Each worth 2 points

- Models contain at least 3 colors ( Primer doesn't count!)
- **Tier 1 techniques** - washes, dry brushing
- **Tier 2 techniques** - highlights, eyeballs, weathering
- **Tier 3 techniques** - basic glow effects / freehand
- **Tier 4 techniques** - non metal metallics, gemming, fire effects
- **Tier 5 techniques** - advanced glow effects / source lighting / freehand detail

### **BASING** Each worth 1 point

- Bases are painted ( Primer doesn't count!)
  - Bases contains rock / sand / texture / scenic premade bases
  - Bases contain, rocks, grasses, and other interesting details \*
  - Models have diorama bases
- \* You must have made the effort to add something to your base!*

### **MODELING** Each worth 1 point

- Models are assembled and properly represented.
  - Your army contains kit bashed models.
  - Your army exhibits some sculpting / plasti-card usage.
  - Army contains models with large portions of the model sculpted\* / LEDs
- \* Really well made scratch builds will be considered.*

### **DISPLAY** Each worth 1 point

- Models have something they can be carried on. Bust out those food trays!
  - Display board matches your army - bases match the ground!
  - Display board contains interesting features - rocks, grass, multiple tiers
  - Portions of the board are dioramic / contain Interesting effects\*
- \* LED's, moving parts, sound, dispenses alcohol, shoots actual lasers...*

### **THEME** Each worth 1 point

- Army feels like a functional fighting force. *IE: not 3 fire raptors + Guilliman. Like, really?*
- Paint style for army is harmonious / exhibits a consistent look
- Theme closely follows existing fiction of a specific chapter/regiment/craftworld/etc.
- Army has supporting fan-fiction/ cosplay / banners / etc.