

Bolt Action Appearance Scoring

Name / Army: _____

Paint Judges will select the appropriate Level and provide a score within the range.

Paint & Modeling Rubric			
Level	Points	Judge A	Judge B
Minimal – The majority of the force is only painted to the minimum, three-color standard. The force has little to no details, highlighting, basing details or conversions.	10-20		
Basic - The majority of the force is painted slightly above the three-color standard. There is some evidence of unit details, highlighting, extra basing details and conversions. An honest effort with room for improvement.	20-30		
Tabletop – The majority of the force is painted to an average standard. There is consistent evidence of unit details, basic highlighting, basing effects and conversion (as applicable). Encompasses a majority of the forces in the tournament and demonstrate painting/modeling skill beyond the “basic techniques”.	30-40		
Skillful – The entire force is painted/modeled to an above average standard. There is evidence thought the entire force of exceptional unit details, highlighting/ blending, basing details and conversions or scratch-bult model (as applicable). Represents very skillful work, only missing a few minor elements. This force could win a Best Painted at a local tournament.	40-50		
Extraordinary – The entire force is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire force of masterful unit details, highlighting/ blending, basing details and conversions or scratch-bult model (as applicable). Represents truly masterful work.	60-70		
Display Rubric			
Texture/Flocking Does the display use multiple textures beyond a single style of flock, sand, etc.? None = 0pts Minimal = 1pt Extensive = 2pts			
Matching Bases Has effort been placed to match the display and the model basing? Do the models clearly belong to/are a part of the display? None = 0pts Minimal = 1pt Extensive = 2pts			
Special Effects Does the display have special effects, include (but not limited to) lighting, water, sound, etc.? None = 0pts Minimal = 1pt Extensive = 2pts			
3-Dimensionality Does the display use hills, buildings, or other terrain to add 3-dimensionality to the display? None = 0pts Minimal = 1pt Extensive = 2pts			
Total			