

## Jaxcon GSB Judging Guidelines

Pg.1

- 1) INTEGRITY!- You have no friends or enemies in the room. Judge according to the IPMS BASICS of craftsmanship without bias. You DO NOT judge your own model, but you DO record it on your judging page (see instructions below)
- 2) Familiarize yourself with the JAXCON GSB STANDARD, for Adults and for Juniors. Note that you have some leeway in it. You'll look at each model (judge) in the same way as you always have, except that you do NOT have the option to move or pick it up (see below). You STILL judge by the BASICS of craftsmanship; and not accuracy, but assume that the workmanship on the top of a model is equivalent to the bottom. You are NOT looking to "count flaws". Instead, you're making a judgement as to the overall level of craftsmanship and model building ability applied to each entry.
- 3) WE WILL HAVE PEOPLE STATIONED TO PICK UP A MODEL IF YOU NEED TO SEE ITS BOTTOM SIDE. If you're on the cusp and undecided whether to recommend one award or another (or none), you can ask THEM to pick up a model for you. Please only do this if you're truly on the fence and need to do so in order to make your decision.
- 4) You'll be issued a clip board with a judging form on it. Please write your name on it along with the genre/zones you're judging. *Be sure to record the entry number, model description, and grade for EACH entry. Be sure to initial a block on each model's entry form when you've judged it.* This will let US know you judged it, and also let YOU know you judged it when you return to judging after taking a break.
- 5) YOU WILL JUDGE INDEPENDENTLY. Judging will be (generally) from 10am until 3pm. You'll be assigned certain Display Zones to be judged and be responsible for judging EVERY model in those Zones by the deadline. You may judge at your leisure, in several sessions, or all at the same time after the entries are cut off (1pm). Please turn in your clip board to the appropriate scoring table during breaks. This allows us to record your progress and allows you to know where to