

Réal Côté Awards 2020 – Definitions

1- Scale definitions : (for Aviation and Armor Classes)

1.1- 1/144 refers to scales 1/101 and smaller.

1.2- 1/72 refers to scales 1/100 to 1/60.

1.3- 1/48 refers to scales 1/59 to 1/40.

1.4- 1/32 refers to scales 1/39 and larger.

2- Markings (for Aviation and Armor Classes) - In aircraft and military vehicle Classes, markings will determine the category in which a model is entered. For example a C-47 in military markings would normally be placed in the multi engines propeller category, but if in airliner (DC-3) markings it would be placed in an Airliner category. Also, an ersatz M-10, which is a German vehicle painted and modified to resemble a US vehicle, would be put in an allied category (having a similar finish as other allied tanks).

3- Missiles - When the missile's transport vehicle or launcher is the predominant portion of the system (e.g. SCUD, Patriot, SA-6), the model will be entered in the appropriate category. Military launch vehicles (e.g. V-2, ICBM, IRBM), civilian launch vehicles (e.g. Scout, Saturn) and military launch vehicles converted to civilian use (e.g. Atlas/Agna, Jupiter C) will be entered in the Real Space category (E1 - E3).

4- Jets (A4-A5, A8-A9 and A11) - Jet Aircraft categories include manned, rocket-powered aircraft such as the Me163 and X-1, except aircrafts clearly used for space development. These will be entered in the E1 Manned spaceships category.

5- Unmanned Aerial Vehicles (A14) - Any winged aircraft or helicopter that are un-manned (V-1, Predator etc.), except aircrafts clearly used for space development. These will be entered in the E2 Satellites, Probes ... category.

6- Scratchbuilds, Major Conversions and Vacuforms (A16 et B12)

6.1- Scratchbuilt - A model that predominantly incorporates parts from other kits, but these should be generally unrelated to their original identity, except for minor parts such as wheels, guns, etc. Parts may also be made from suitable primary materials such as plastic, wood, metal or epoxy. In order for a model to be defined as scratchbuilt, it must be composed of such parts, with the majority being the main structure of the model (fuselage for aircraft, hull for armor).

6.2- Major Conversion - Any model that represents a "MAJOR" version difference from that provided by the basic kit. A "MAJOR" conversion should contain complex structural modifications to the basic kit involving extensive changes in contour or configuration. Simple or "MINOR" conversions and conversions accomplished with primarily commercial aftermarket parts will be entered in the regular categories.

6.3- Vacuformed - Vacuformed models usually require scratchbuilding skills so these are combined with the Major conversions and scratchbuilds.

6.4- In addition to the normal judging criteria common to the entire contest, judges of the Scratchbuilt / Major conversion / Vacuforms Category will give special consideration to the complexity of the work involved. The builder must detail the construction and/or conversion changes made to the base kit on the entry sheet or accompanying documentation

7- What-if / Hypothetical (A17 and B13) - Models that do not represent a factual, physical prototype (except for Science Fiction) must be entered in one of these hypothetical categories. They are usually imaginary subject based on these 3 criteria:

Paper Project: Any model depicting a vehicle that was either on the drawing board, or progressed beyond drawing board stage, including mockups, development models (wind tunnel, structural, etc.) and prototype (prior to first activation or launch or flight).

Conversion based: Any model depicting a vehicle that may have been possibly developed from existing vehicles i.e. T-34 tank with a Panther turret and gun, a Merlin powered B-17, the IJN Akagi with an angled flight deck, etc.

Markings based: spurious markings on standard kit i.e. Israeli A-10, Luftwaffe Ki-61, Soviet Leopard 2, etc.

8 - Science Fiction Class (SF1 thru SF6) - With the recent explosion of sci-fi kits and participation at other shows, we decided to expand the science fiction class with more categories.

SF1 Air/Space vehicles, large (Starships) - Large space-faring vehicles with large crew complement and of small scale: 1/145 and smaller (1/700, 1/1000, etc..) i.e. NCC-1701, Star Destroyer, etc...

SF2 Air/Space vehicles, small (Fighters, Shuttles) - Small space faring vehicles with small crew complements and of large scale: 1/144 and larger (1/72, 1/48 etc...) i.e. X-Wing, VF-1 Valkyrie in fighter mode, etc...

SF3 Land vehicles - Any sci-fi vehicles that are used on planetary surfaces using wheels, tracks, anti-gravity, e.g. Aliens APC, Anti-gravity Tanks, etc...

SF4 Sea vehicles - Any sea-faring sci-fi vehicle i.e. Sea View, flying submarine, etc...

SF5 Mecha (legged) / Transformed)vehicles - All sci-fi vehicles that either is transformed into a human shape or is equipped with legs, e.g. VF-1 Valkyrie in Battroid mode, Patlabor, Gundam, etc...

SF6 Figures and Robots

10- Dioramas (D1 à D6)

10.1- Definition: One or more models with associated buildings, accessories, or figures which form a complete design and story. Diorama = Storyline. Dioramas are judged not only on the technical merit of their construction but also on the strength of the theme or story they present, so that if two dioramas were technically equal the one having the stronger theme or story would win.

A diorama is a combination of model(s) and a believable setting that tells a story, sets a mood, or creates a charged atmosphere. In addition to evaluating the modeling of a diorama's individual elements, the judges will consider the strength of the diorama's story line or mood, and the overall presentation of the diorama. These three factors are equally important. Dioramas with superbly modeled components but a weak story line and presentation will almost certainly lose to a diorama with well-modeled components and strong story and presentation.

10.2- Figure dioramas - Defined as 5 or more single figures, which form a complete design.

10.3- Model Components - The individual model components of a diorama will be judged according to the criteria specified in the appropriate individual class. That is, armor pieces will be subject to armor judging criteria while figures will be evaluated according to the figure modeling guidelines. As always, the basics of construction and finishing are of prime importance. Terrain, roadwork, buildings, and accessories that set the scene of the diorama will be evaluated similarly to the primary model components. Basic construction and finish are once again paramount.

10.4- Presentation - The diorama base should comprise individual elements that combine to form a realistic and/or plausible setting for the primary model component(s). Each of the elements also should be believable in its own right, logical and consistent with the action or mood being depicted. The degree of imagination and inventiveness used to pose the main elements will factor into the overall presentation evaluation.

The base should provide a focal point for the scene and fit or enhance the story line or mood of the diorama. Dioramas with a well defined focal point highlighting a simple story generally will have a stronger presentation than those attempting to portray an entire battlefield.

10.5- Story Line, Mood and Atmosphere - These elements are what separates the diorama from "ensembles of models" merely set on a base. A simple derelict vehicle rusting away in a field can set a mood as well as, or better than, a complete recreation of the Battle of Waterloo. The story, mood, or atmosphere created by the diorama should be obvious; the judges shouldn't have to strain to see it. Stories can incorporate historical or even humorous aspects. Here again, imagination and inventiveness in telling the story or setting the mood can lift a diorama out of the ordinary.

11- Vignettes (F4) - Defined as a brief event or scene with no more than one piece of equipment which form a complete design and story. The scene or setting is secondary and merely provides a context for the predominant focus of the entry. To compare a vignette with a diorama, think: Diorama = Storyline and Vignettes = photo. A Vignette can have up to four figures.

12- Miscellaneous Class

M1 Trains, Buildings, etc. (i.e. HO, N scale) - Any train oriented kit in any of the usual accepted train scales (O,HO,N and Z), all types and eras. (See also rule 4-2. Commercial kits, above).

M2 Humor in modeling - Models entered in the Humor category will be judged on both their humor content and the degree of modeling skill that they represent. Entries must be not only funny, but also well done. All types, scales and eras.

M3 Disproportionate subjects - Any kit representing a deformed prototype, either rendered bigger smaller or of an unusual shape but must be recognizable compared to the original subject, e.g. Hasegawa Eggplanes, etc...

M4 All other subjects, all types, scales and eras - Also known as "Catch-All". Any entry that does not fit in any other of the contest's standard categories.

M50 Collections - A collection is any group of five or more closely related items. Past contest winning models may be included as part of a collection, if they comprise no more than 40 percent of the collection. The entire collection must be the work of one person. The closeness of the relationship within the collection is a significant factor in judging. For example, a collection based on variants of a single airframe is a tighter relationship than one of different aircraft operated by a unit. Models comprising a winning collection may subsequently be entered as individual entries if they were not, themselves, previous winners.

M99 « Your worse model » - Humorous class, an extreme challenge to all your modeling instincts. You don't have to do your best anymore : think of the worst and do it! Give us your worst "glue bomb"!

M90 Material other than plastic or resin - As in other classes starting 2018, models made of wood, metal, paper, etc., in all scales.