



SD Gundam Challenge

SANGOKUDEN

SHOWDOWN

Rules and Regulations

RULES

1. Entries should be official Bandai Gundam SD Sangokuden model kits.
2. Entrants are allowed up to THREE separate entries, in total for the competition. **(Doing this will not allow you to take more than one winning placement for one category).**
3. **NO MODIFICATIONS ALLOWED.** The model may not be altered in anyway physically besides removing nubs and seam lines.
4. All entries should be painted.
5. Action Bases, Diorama and/or any stands that are used to position a model in some way are allowed but will not count toward final score. The judge may require to remove the base during judging.
6. Panel linings & water slide decals or custom decals are allowed.

JUDGING

OUT OF THE BOX (OOTB) CATEGORY - BUILD AND PAINT

1. Basics - 35%

This covers basic assembly skills where builder/modeler tackles the basic technical aspects of every build:

- How clean the kit was built in terms of nubs, seam lines and mold line removal.
- Proper pre-paint preparation.
- How gaps are treated and no unnecessary parts misalignment.
- Thoroughness of the build. No loose parts, glue residues or incomplete build.

2. Painting - 35%

Tackles the painting criteria as follows:

- Quality of paint application. Irregularities in the finish. Is the paint application smooth or textured?
- Clean separation in between 2 colors or in terms of masking procedure. (are there any paint bleeds or unacceptable color overlaps).
- Absence of orange peel, paint overspray and brush streaks.
- Painting style or techniques used.
- Color combination, concept scheme and completeness / paint coverage.

JUDGING

3. Detailing - 20%

This will focus on how detailing is executed all throughout the build in relation to the general concept of the build:

- Paint detailing that covers shading, panel lining, weathering, texturing, and highlighting the details of the SD Kit and usage of other medium in painting only.
- Proper decal application.
- Painting concept that takes a simple OOTB SD build into another level with just the use of paints in addition to proper execution of painting.

4. Presentation - 10%

- Overall concept or final presentation.
- General appearance of build (a builds visual impact varies in distance, It has to be noted that from a far or first glance a build may look ugly and odd, but it can be more appreciated up close due to detailing and proper basics and build execution).