

# Wargames Illustrated presents The Hammerhead Painting Competition

## THE RULES

The following rules have been compiled to act as a series of guidelines to consider and work to when you begin designing and painting your entries for the Hammerhead Painting Competition.

**Categories:** This year there are nine categories. These are detailed later.

**Prizes:** We will award prizes for First, Second, and Third place in each category. In addition, there will be a trophy awarded for Best in Show.

**Manufacturers:** Unless specified in a category miniatures may be from any manufacturer.

**Miniature Scales:** Unless specified in a category miniatures may be up to 54mm in scale.

**Bases and Unit Sizes:** Models may be presented on appropriately sized gaming bases, and units presented in appropriately sized gaming units. We ask entrants to keep their units to a maximum of 25-30 models (8-12 larger or mounted models).

**Scenic Display Bases:** Many people like to mount their models upon large scenic display bases or plinths. This is permitted if the display base or plinth is no more than 50% larger than the footprint of the model or unit it is displaying.

**Judges Decisions:** In all cases the judges' decisions are final. The judges are all experienced painting competition judges and know what they are looking for. They reserve the right to move models into a different category if it is entered inappropriately, or to disqualify a model if they feel it breaches the rules of the competition. We will not enter into any discussion about the judges' decisions.

**Number of entries:** You can only enter once in each category, but are welcome to enter all categories, as long as you meet any other restrictions (such as being 16 or under for the Youth Category).

**Conversions:** Converted miniatures are welcomed. The quality of conversion work will be considered – a well painted miniature will be brought down by poor conversion work – so make sure you are confident about your work.

**Responsibilities:** All entries must be personally handed in by their creator and registered at the Hammerhead Painting Comp Desk. We will not accept any entries on behalf of competitors who are not in attendance at the event. Entries will be accepted from opening until 12pm (noon). An entry form will be required to be filled out on the day for each entry presented. All entries must be collected from the staff by the entrant in person. Models can be collected from 2.30pm.

An entry should be the work of a single hobbyist. All work on models – including but not limited to painting, modeling, converting, after-market sculpting, and basing – must be performed entirely by the entrant.

All competitors will be fully responsible for the transport of their own entries to and from the competition, and for storing their own transport and packing materials on the day. Please don't ask us to look after carrying cases and cardboard boxes, we simply don't have the space at the booth.

Once entries are booked in we will, of course, undertake to look after them as carefully as we can. However, we can accept no responsibility for loss or damage to individual entries. Models are entered into the competition at the competitor's own risk. Entry to any of the competitions gives Wargames Illustrated and the Hammerhead organisers the right to photograph and publish the details of models entered as we see fit.

## **CATEGORIES**

### **1. Historical Single Miniature**

A single figure, foot or mounted, for any historical period.

### **2. Historical Unit/War Machine**

Any unit of 3 or more models (foot or mounted) or a single vehicle or war machine with crew, for any historical period.

### **3. Fantasy Single Miniature**

A single figure, foot or mounted, for non-historical genres including fantasy and steampunk.

### **4. Fantasy Unit/War Machine**

Any unit of 3 or more models or a single vehicle, or war machine with crew, for non-historical genres including fantasy and steampunk.

### **5. Sci-Fi Single Miniature**

A single figure, foot or mounted, for non-historical genres including science fiction, Weird War, and post-apocalyptic.

### **6. Sci-Fi Unit/War Machine**

Any unit of 3 or more models or a single vehicle or a war machine with crew, for non-historical genres including science fiction, Weird War, and post-apocalyptic.

### **7. Youth Category**

A single figure, foot or mounted, any period or genre, for painters 16 and younger.

### **8. Open Category**

Any model, vignette, or diorama of any scale, up to 8" x 8" x 8", any period or genre.

### **9. Kallistra (Historical or Fantasy)**

Any unit of 12mm figures manufactured by Kallistra (the hosts of Hammerhead).