

MOAB 2024 Painting Competition

Entering

The registration and schedule is as follows:

- Entries may be registered on site from Midday at the Aetherworks stand on Saturday October 5th at MOAB. Entries will not be accepted after 5pm on Saturday.
- Entries are to be held for general display, photography and judging after registration at the painting competition area.
- Winning figures will be announced on Sunday afternoon, approximately 2pm.
- Unless prior arrangements are made with competition staff, all entries must be collected between 3pm Sunday and 11am Monday. Feedback will also be available on request at pickup, time pending.
- Entries not picked up before 11am Monday will be posted back at the entrant's expense.
- A ticket will be issued to all entrants when registering entries. Please retain these to claim your models afterwards.
- Photos of entries will be posted online on the OzPainters Facebook at a later date.
- Entries may be submitted on a plinth, handling, or display base. See category notes for any size restrictions.
- Any questions about the event should be emailed to support@aetherworks.com.au

Cost

The cost of entry is \$5 per entry, up to a maximum \$20 (you can enter as much as you want, past the cost of the initial 4 entries).

Free Entry for Players Registered with a Tournament

We will allow one free entry to any category for anyone registered with a tournament.

- Entries still must be registered as per the above procedure, with the cost of entry waived for one entry (Making the maximum cost \$15).
- Proof of tournament registration may be required.
- The entry does not have to be from the army or system you are using in the tournament.
- Please note that entries cannot be judged and returned in between tournament rounds.
- Models required for use in tournaments should not be entered, as they may not be able to be returned in time for games.
- An additional category award (Best Tournament Player Entry) will be awarded based on all entries registered by tournament entrants.

Entry Guidelines

- Any entry may be moved to a more appropriate category at the judge's discretion.
- Entrants may enter up to two entries per category.
- If an entrant has two entries in a category, the judges will pick the best entry out of the two for placing considerations.
- All judges decisions are final, and correspondence will not be entered into.
- Judges may add further awards on the day if there are enough entries to warrant them (eg. Best of manufacturer)
- You agree to allow for photography of your entries for display, promotional, and commercial use.
- You agree to allow your name to be published alongside your work, and as an entrant to the competition.

- All entries must be the work of the person registering the entry at the event. Entries on behalf of others are not permitted.

Categories

There are three main categories:

- Single Model
- Large Model
- Group

Single Model

- Intended for single models roughly the size of a 40mm humanoid at most.
- Total size of entry including any handling or display base should be able to fit in a 10cm cube.

Large Model

- Intended for single models larger than a 40mm humanoid, including mounted models, vehicles, and busts.
- Entry must be able to fit into an 18cm cube at max.

Group

- Intended for a collection of 3-5 models which form a cohesive group, including warmachines with crew, skirmish forces, and small units.
- Units can be a mix of single and large models as appropriate.
- Entries do not have to be 'game legal', just present as a cohesive looking group.
- Entry must be able to fit into an 18cm cube at max.

Judging

Trophies/Certificates will be awarded to first, second and third place entries in each of the above Categories, as well as any Special Awards presented.

Special Awards

Special Awards may be presented based on all qualifying entries among all categories. The judges reserve the right to add to this list closer to the event as well. Winning a Special Award does not prevent you from winning a category award (and vice versa). At time of writing, there are two Special Awards planned:

Best of Tournament Player Entries - Judged based on entries from tournament players

Best of Games Workshop - Judged based on entries of GW models. A Warhammer Age of Sigmar Skaventide will be presented for this Special Award.

Entry Form

Entry forms will be available on the day, and must be filled out by the entrant on submission of entries.

Some Hints from the Judges

- Neatness is a key to a winning mini. Before you worry about detailed shading and highlighting, a neat presentation always stands out. Check for paint strokes that have wandered onto another area.
- Glue your models together; use pins if it needs it. You may think judges don't want to see the underside of that miniature sitting on a throne, but if it falls on the ground when we pick up the mini neither you or the judge will be happy. Judges always pick up models to look at them from every direction.
- Remove mould lines and drill out barrels. That time spent preparing really shows in the finished model. It can be a decider between two entries vying for a winning place - one that has mould lines marring a fine paint job will be edged out.
- A nice base goes a long way - although there are restrictions on entry sizes, this does not mean you cannot be creative.
- Doing something that helps show off the miniature and put it in context will make it stand out and catch the judges' eyes.

Timetable

Saturday 5th October

Midday - Competition opens for entries. Once entered, models will be moved to display.

5pm - Entries for the competition are closed.

Sunday 6th October

2pm - Winners announced

3pm - Model collection starts

Monday 7th October

11am - Model collection ends