**The Rubric**

**Warhammer 40K/Age of Sigmar Best in Show – Painting Rubric**

**NAME**

**ARMY FACTION**

**1. Composition & Cohesion (15 Points)**

*A visually unified army with strong focal points that naturally draw the eye. The basing should enhance the models without distraction, and the overall presentation should feel polished and cohesive.*

**Scoring Guide:**

|  |  |
| --- | --- |
| **Score** | **Description** |
| **1–4** | No clear focal points. Colors or basing feel distracting. The army lacks cohesion and detail. |
| **5–8** | There are some focal points, but cohesion is weak. Details are present but could be sharper. |
| **9–13** | Well-structured with clear focal points. The army feels cohesive, and the details are well-executed. Minor improvements could enhance the presentation. |
| **14–15** | Strong, well-defined focal points with excellent visual balance. The army feels cohesive and polished, drawing attention naturally to key details. Basing and colors enhance the overall theme, making the models look refined and immersive. |

**Judge’s Score                                                           \_\_\_\_ / 15**

**2. Palette & Color Theory (10 Points)**

*Well-chosen colors that work together to create a visually appealing army. The scheme should balance contrast and harmony, ensuring key details are easy to see and that the army is striking from a distance.*

**Scoring Guide:**

|  |  |
| --- | --- |
| **Score** | **Description** |
| **1–3** | The color choices feel unbalanced or rushed. Poor contrast makes important details hard to distinguish. |
| **4–6** | The army has a solid color scheme, but some areas look flat or lack definition. Low-saturation styles may need better contrast between elements. |
| **7–8** | The colors are well-chosen, with effective shading and highlights. Small refinements could improve clarity and overall visual appeal. |
| **9–10** | Expert color selection with smooth transitions and strong contrast. Even in muted or subtle styles, key details remain clear and readable. |

**Judge’s Score                                                           \_\_\_\_ / 10**

**3. Execution, Build & Technical Skill (25 Points)**

*Cleanly assembled models with a consistent, high-quality paint job. Advanced techniques like freehand or Non-Metallic Metal (NMM) should be well-executed where present, and attention to detail should be evident across the army.*

**Scoring Guide:**

|  |  |
| --- | --- |
| **Score** | **Description** |
| **1–5** | Models have visible issues such as unremoved mold lines, rough blends, or large gaps. Some appear unfinished. |
| **6–9** | The models are functional but inconsistent. Blending, highlights, or weathering may appear rushed or unintentional. |
| **10–15** | A solid tabletop standard with good attention to detail. There are some inconsistencies in blending, highlights, or advanced techniques. |
| **16–20** | High-level painting with strong consistency. Minor imperfections exist, but overall execution is excellent. |
| **21–25** | Exceptional skill with flawless blending, crisp details, and masterful execution of advanced techniques like freehand and NMM.  |

**Judge’s Score                                                           \_\_\_\_ / 25**

**Final Score & Total**

|  |  |
| --- | --- |
| **Category** | **Judge’s Score** |
| **Composition & Cohesion** | **\_\_\_\_ / 15** |
| **Palette & Color Theory** | **\_\_\_\_ / 10** |
| **Execution, Build & Technical Skill** | **\_\_\_\_ / 25** |
| **TOTAL SCORE** | **\_\_\_\_ / 50** |