

GSB HANDHELD JUDGING GUIDELINES- REVISED

GSB differs from 1-2-3 judging in that it is NOT a “flaw counting” system of judging, though it IS still based on judging the “*basics*”. Instead of simply looking for errors, judges should look at the OVERALL result and BALANCE any problems with the good things done on a build. GSB seeks to judge the OVERALL CRAFTSMANSHIP of a build and (hopefully) reward more models simply because they do not have to be compared to anything on the table nearby. Judges are NOT looking to eliminate a model, but looking to reward a build IF (and only IF) it’s displayed the required craftsmanship. Judges should ALSO consider scope of effort and degree of difficulty in the build wherever those criteria may apply.

GOLD= *SUPERIOR CRAFTSMANSHIP*: mistakes (if any) are VERY hard to see or find; the build exhibits advanced skills in finish and detailing, appears to be head and shoulders above most builds at shows, is a build you’d *nominate* for a BEST OF AWARD in its genre

SILVER= *ABOVE AVERAGE CRAFTSMANSHIP*: appears extremely well done; mistakes are few, of a very minor type, and not distracting from the overall result; the finish and detailing are excellent, but not necessarily flawless or outstanding; no egregious alignment problems, is a build you feel would be in the “final cut” in a 1-2-3 show

Bronze= *AVERAGE CRAFTSMANSHIP*: the model shows that the builder has skills, but is inconsistent in finish and detailing; mistakes will *mostly* be of a minor nature and may exhibit several, but should NOT be “plentiful”; any alignment problems will not be *egregious*: perhaps noticeable, but not *distracting*; basic skills are evident but the builder has not mastered the basics and *the build does not stand out from its peers*

POSSIBLE DISQUALIFIERS: (More than one of these should be present)- Unpainted parts; *egregious* and/or *numerous* alignment problems that grab your attention; very poor finish with rough paint and/or easily noticed silvering of markings; easily seen seams; fogged and/or glue smeared clear parts; sloppy paint in details, easily seen glue marks