



Merry Mayhem

Painting Checklist

Player Name:

Army:

Total Points After Judging:

Appearance: (0-35 points total) Up to 25 points will be able to be awarded from this checklist. The other 10 points will be awarded by the judges and will be awarded to the exceptional hobby and painted armies. This is a player based self checklist that will then be validated by the judges.

Players must display their army for appearance judging over lunch with this sheet filled out.

Initial Impression (Circle the one that applies)	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Base (Circle the one that applies)	Points
No display base, rubbermaid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading or highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Base (Circle the one that applies)	Points
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock, or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4



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Conversions (Circle the one that applies)	Points
No conversions.	0
Minimal: The army has some element of conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could as apply to the entire army having very well done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	4
Advanced Skills: ONLY judge this section if 12 points were awarded for Initial Overall Impression (Circle the one that applies)	Points
No advanced techniques	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	2
The models have been shaded using seamless blending.	3
Exceptional Extras: ONLY judge this section if 12 points were awarded for Initial Overall Impression (Circle the one that applies)	Points
No extras.	0
The army has rough freehand work, simple unit/army markings.	1
The army has quality transfer work and clean unit/army markings.	2
The army has stellar freehand detail work (banners, unit/army markings, etc.)	3
Exceptional Hobby and Paint **THIS SECTION JUDGE SCORED ONLY**	Points
These are additional points awarded by painting judges only! This part of the score is to set apart and award those who have put forth extraordinary effort into hobby and appearance. Along with painting/modeling skill demonstrated, things like extra attention to overall army theme and cohesion based on unifying color scheme, basing, modeling, etc. (to score high from theme it must encompass all models in the army and be easily distinguishable) Fluff may be included but is not required to help sell the theme/idea but must be displayed appropriately (at minimum printed).	0-10