



Schedule - Work in Progress - Need feedback/times

- Registration & drop off open 11:00 am Friday
- **GCC Admission NOT INCLUDED. Must purchase a Day/Weekend pass to register.**
- Registration closes Saturday 5:00 pm
 - All participants **must** complete the following google form as part of the registration process: <https://forms.gle/w2aaJNG8YanuE9XH9>
 - Judging to take place Saturday Evening
- Pickup: **Sunday 2:00 pm**
 - **Models and awards will be available for pickup directly after the Award Ceremony.**
- Award Ceremony
 - **Sunday 1:00 pm – 1:20 pm on the Mega Stage**
- **Feedback Sessions**
 - Stop by the Brush Masters booth during the times below to meet with a judge for a brief conversational 1-1 feedback on your entry. Get painting tips, suggestions, guidance, and celebrate the hobby with fellow hobbyists!
 - Feedback Schedule:
 - Friday: 11:00 am-1:00pm
 - Saturday: 11:00 am` -1:00pm
 - Sunday: 2:00 pm – 4:00pm

Brush Masters - Game Con Canada Miniature Painting Competition

Official Rules & Guidelines

We invite all painters, from first-time competitors to seasoned professionals, to take part in building a vibrant and inspiring miniature art community at Game Con Canada.

1. Overview

The Brush Masters Game Con Canada (GCC) Miniature Painting Competition is an **open-format event** designed to celebrate creativity, craftsmanship, and the miniature painting hobby at all skill levels.

Our goals are to:

- Foster growth within the miniature painting community
- Provide an accessible and welcoming competition environment
- Showcase the highest standards of miniature art

2. Event Philosophy

The GCC Painting Competition is built on three principles:

- **Inclusivity** – Welcoming painters of all skill levels
- **Growth** – Encouraging artistic development and community building
- **Excellence** – Showcasing and rewarding outstanding miniature art

3. Eligibility

- The Brush Masters competition is open to all convention attendees who have purchased a convention badge.
 - Participants must purchase a Brush Masters entries on: <https://gameconcanada.com/minis/>
- Participants may submit entries using **miniatures from any make or manufacturer including pieces sculpted by the participant themselves.**
- All entries must be **painted entirely by the entrant.**
- Entries must be the original work of the submitting artist and not infringe on any copyrights.

4. Entry Limits

To ensure a high-quality experience for participants and judges:

- The competition is capped at **250 total entries**.
- Each participant may submit up to **three (3) entries total**.
- Only **one (1) entry per category per participant** is allowed.

5. Categories

Entries will be grouped into the following categories:

5.1 Standard Categories

- **Single Miniature**
A single figure, 54mm or smaller in scale.
- **Large Model**
Larger-scale figures, or those greater than 54mm in scale including monsters, or centerpiece models.
- **Vehicle / Machine**
Vehicles, mechs, or mechanical constructs.
- **Diorama / Display / Unit**
Narrative scenes, storytelling pieces, or environmental displays. This category also includes cohesive groups of multiple models intended as a set. Entry bases should be no larger than 25cm
- **Bust / Open Category**
Busts, sculptures, or models that do not adhere to conventions of other categories.

6. Judging System

The Brush Masters Painting Competition uses an **Open Judging System**. Entries are evaluated **against a standard of excellence**, not directly against one another. There can be multiple awards earned at every level.

6.1 Judging Criteria

Entries in the Brush Masters Painting Competition are evaluated using a holistic set of criteria that reflects both technical skill and artistic achievement. Judges consider all aspects of a piece in

context, recognizing that different styles, scales, and approaches may emphasize different strengths.

Each entry is assessed across the following areas:

- **Technical Execution**
Judges evaluate the quality and control of paint application. This includes precision, smoothness of blends, handling of detail, and overall finish. Consistency across the entire piece is an important factor.
- **Construction & Craftsmanship**
Judges consider how well the piece is built and prepared. This includes assembly quality, removal of mold lines or imperfections, integration of conversions or sculpted elements, and the overall cleanliness and presentation of the physical model.
- **Composition & Visual Design**
This focuses on how effectively the visual elements are arranged. Judges look at color harmony, contrast, focal points, balance, and how the viewer's eye is guided across the piece. The relationship between the model and its base or environment is also considered.
- **Creativity & Artistic Vision**
Judges assess the originality and intent behind the piece. This includes creative choices in concept, color, narrative, and execution. Entries that demonstrate a strong personal voice or unique interpretation are valued.
- **Impact & Storytelling**
This reflects the overall impression of the piece. Judges consider its visual presence, emotional resonance, and ability to communicate a story or mood. Cohesion between all elements plays a significant role in this assessment.
- **Ambition & Challenge**
Judges take into account the complexity and difficulty of the work undertaken. This includes the scale of the project, the techniques used, and the level of risk involved. Ambition is evaluated in relation to execution; more complex projects are recognized when they are carried out successfully.

Judges evaluate entries as a complete work, balancing all criteria rather than relying on any single factor. Different categories may naturally emphasize certain aspects more than others.

7. Awards

7.1 Medal Awards

Medals are awarded based on achievement relative to the judging standards below. There can be multiple awards for Gold, Silver, and Bronze in each category.

- **Bronze Medal**
Demonstrates a solid foundational level of painting skill and completion
- **Silver Medal**
Represents a high-quality piece with strong technical execution and artistic merit
- **Gold Medal**
Awarded to exceptional entries demonstrating mastery of the craft

Note:

Not all entries are guaranteed a medal. Awards are given only where the judging standard is met.

7.2 Major Awards

- **Youth Awards**
Awarded to the strongest entries for participants 14 and younger
- **Best in Category**
Awarded to the single strongest entry within each category
- **Best in Show**
Awarded to the top overall entry across all categories
This is the highest honor of the competition

7.3 Additional Awards

- **Sponsored Awards**
Presented by event sponsors for specific themes or achievements (e.g., “Best Weathering,” “Best Grimdark,” etc.)
- Red Claw Gaming proudly presents: **Red's Choice award:**
 - Red Claw Gaming believes that storytelling is at the heart of gaming and we want to see your stories told through miniatures! The Red's Choice trophy will be awarded to the miniature in the Brush Masters paint competition that Red Claw Gaming feels has the best example of storytelling. We want to see your stories of heartache, triumph, horrors and valor brought to life on a tiny scale.
- **Sponsored awards coming from:**
 - **Goblins Hut**
 - **Artis Opus**
 - **Game Envy - Community Support Award**
 - **Maple Airbrush**

Note:

Game Con Canada retains full control over all official competition awards. Sponsored awards may not override or replace official judging outcomes.

8. Judging Process

- Judging is conducted by a panel of qualified judges.
- Entries are evaluated anonymously where possible.
- Judges may handle entries if necessary for proper evaluation.
 - Game Con Canada accepts no responsibility for damage to or loss of entries during the convention.
- Judges will not evaluate entries or categories where conflicts of interest exist.

9. Display & Presentation Requirements

- All entries must be **fully assembled and display-ready**.
 - Broken entries will not be accepted.
- Bases must be complete and appropriate to the presentation.
- Entries must fit within reasonable space limits for their category.
- External backdrops or display elements are not permitted unless integrated into the piece.

Game Con Canada will provide:

- Standardized display space
- Consistent lighting (where possible)

10. Conduct & Integrity

- Any form of plagiarism or misrepresentation will result in disqualification.
- Judges' decisions are final.
- All entries must abide by Game Con Canada Code of Conducts: [FAQ - Game Con Canada](#)
- Game Con Canada reserves the right to disqualify entries deemed to be offensive or discriminatory in nature

11. Organizer Rights

Game Con Canada reserves the right to:

- Adjust categories or awards based on entry volume
- Refuse entries that do not meet event standards
- Photograph and publish images of submitted entries for promotional purposes