

The Warmaster's Challenge Painting Competition Guidelines, Rules & Conditions of Entry

General Rules

1. Entry Cost: If playing in the Doubles or Singles: Free; If not taking part in another event: \$10.
2. Deadline to Enter: Saturday, September 26 at 12:00 p.m.; Awards at 2:20 p.m.
3. Categories: Single Miniature, Unit, Open, and Youngbloods (under 16).
4. Warhammer 40,000, Warhammer Fantasy and Lord of the Rings Models may be entered in the competition.
5. Models used in your doubles army may be entered, but it is up to the player to have a suitable stand-in for the duration of the painting competition (Round two of the doubles tournament)

Terms and Conditions

1. All entries to the Warmaster's Challenge Painting Competition must be painted Citadel miniatures, ForgeWorld or Imperial Armour models. Entries are to be the work of one person.
2. You may also choose to enter converted models based upon Citadel Miniatures or scratch-built models that you have sculpted yourself.
3. All entries MUST be consistent with the atmosphere of the game world and conform to spirit and ethos of the Games Workshop universes only.
4. Models entered in any previous Warmaster's Challenge Painting Competition are not eligible.
5. Entries must be mounted on a base of the size appropriate to the model.
6. Completion of all Registration details is a condition of entry to the competition. Check that your details on your registration form are correct.
7. The Warmaster's Challenge reserves the right to refuse entry to the competition.
8. Entry to the competition gives the Warmaster's Challenge the right to display, photograph and publish any entry as they see fit.
9. Finally, while you may not agree with the outcome of the competition, the judges' decision are final