

## **TROPHY CATEGORIES**

- Best of Show
- Best of Show Junior
- Best Aircraft - Jet/Helicopter
- Best Aircraft - Prop Engine
- Best Aircraft - Civilian
- Best Auto - Street or Show
- Best Auto - Competition
- Best Armour - Allied or NATO
- Best Armour - Axis or Warsaw Pact
- Best Figure
- Best Nautical Subject
- Best Diorama
- Best Sci fi Space or Vehicle
- Best TV/Movie Monster
- George Price Memorial Award - Best Canadian Subject
- Best World War One Subject
- Best Modified AFV Subject
- Best Canadian Armour
- Best Gundam

## **RIBBON CATEGORIES**

### **Aircraft**

101. Out of the Box
102. Biplanes, all scales
103. Single & multi-engine prop, 32<sup>nd</sup> & larger
104. Single engine prop, 48<sup>th</sup> - Allied
105. Single engine prop, 48<sup>th</sup> - Axis
106. Single engine prop, 72<sup>nd</sup> - Allied
107. Single engine prop, 72<sup>nd</sup> - Axis
108. Single & multi-engine prop, 73<sup>rd</sup> & smaller
109. Multi-engine prop, 48<sup>th</sup>
110. Multi-engine prop, 72<sup>nd</sup>
111. Single & twin-engine jet, 32<sup>nd</sup> & larger
112. Single engine jet, 48<sup>th</sup>
113. Single engine jet, 72<sup>nd</sup>
114. Single and multi engine jet, 73<sup>rd</sup> & smaller
115. Twin engine jet, 48<sup>th</sup>
116. Twin engine jet, 72<sup>nd</sup>
117. Multi-engine jet (3 or more engines), 72<sup>nd</sup> & larger
118. Civilian airliners, all scales
119. Civilian, sport & racing aircraft, all scales
120. Vacuform & scratch-built, all scales
121. Helicopters & rotary winged aircraft, all scales
122. Conversions, all scales

### **Armour**

201. Out of the box, all scales, all types
202. Closed top AFV - Allied 1945 and earlier - 35<sup>th</sup> & larger

203. Closed top AFV - Axis 1945 and earlier, 35<sup>th</sup> & larger
204. Closed top AFV - 1946 and later, 35<sup>th</sup> & larger
205. Closed top AFV, 36<sup>th</sup> & smaller
206. Open top AFV & artillery; 35<sup>th</sup> & larger
207. Open top AFV & artillery, 36<sup>th</sup> & smaller
208. Armour conversions, all scales
209. Scratch-built, all scales
210. Soft skinned vehicles, trucks & bikes, 35<sup>th</sup> & larger
211. Soft skinned vehicles, trucks & bikes, 36<sup>th</sup> & smaller

### **Automobiles**

301. Out of the box, all scales, all types
302. Large Scale, 16<sup>th</sup> & larger, all types
303. Large Commercial Vehicles, 17<sup>th</sup> to 31<sup>st</sup>
304. Curbsides & Slammers, 17<sup>th</sup> to 31<sup>st</sup>
305. Custom (major body upgrades) & Lowriders, 17<sup>th</sup> to 31<sup>st</sup>
306. Light Commercial and Pick-ups, 17<sup>th</sup> to 31<sup>st</sup>
307. Import & Exotics, 17<sup>th</sup> to 31<sup>st</sup>
308. Racing & competition, Open Wheel, 17<sup>th</sup> to 31<sup>st</sup>
309. Racing & comp., Closed Wheel, 17<sup>th</sup> to 31<sup>st</sup>
310. Racing & competition, Dragsters, 17<sup>th</sup> to 31<sup>st</sup>
311. Rod Class, (Rat Rods will be split if warranted) 17<sup>th</sup> to 31<sup>st</sup>
312. Street Stock, North American - 1965 and earlier, 17<sup>th</sup> to 31<sup>st</sup>

- 313. Street Stock, North American  
- 1966 and later, 17<sup>th</sup> to 31<sup>st</sup>
- 314. Street Machine (incl. Pro-Street),  
17<sup>th</sup> to 31<sup>st</sup>
- 315. Small Scale, All types, 32<sup>nd</sup> & smaller
- 316. Motorcycles, All scales
- 317. Autos with Pre-finished Bodies,  
all scales

### **Single Figures and Vignettes**

- 401. Cavalry, Rider with Horse - all scales
- 402. Military, 35<sup>th</sup> & smaller
- 403. Military vignette, 35<sup>th</sup> & smaller
- 404. Military, 34<sup>th</sup> & larger
- 405. Military vignette, 34<sup>th</sup> & larger
- 406. Non-military & fantasy,  
35<sup>th</sup> & smaller
- 407. Non-military & fantasy vignette,  
35<sup>th</sup> & smaller
- 408. Non-military & fantasy,  
34<sup>th</sup> to 16<sup>th</sup>
- 409. Non-military & fantasy vignette,  
34<sup>th</sup> to 16<sup>th</sup>
- 410. Non-military & fantasy,  
15<sup>th</sup> and larger
- 411. Non-military & fantasy vignette,  
15<sup>th</sup> and larger
- 412. Scratch-built or heavily converted,  
all scales
- 413. Dinosaurs, all types, all scales
- 414. Multiple figures, all types, all scales

### **Space & Science Fiction Vehicles**

- 501. Factual vehicles, all scales
- 502. Fictional vehicles, all scales
- 503. Mech, etc, all scales
- 504. Gundam, 100<sup>th</sup> and larger
- 505. Gundam, Smaller than 100<sup>th</sup>

### **Nautical**

- 601. Out of the Box, all scales
- 602. Sail or manually powered, all scales
- 603. Engine powered, 600<sup>th</sup> & larger
- 604. Engine powered, 601<sup>st</sup> & smaller

- 605. Submersibles, all scales

### **Diorama**

- 701. Aircraft, all scales
- 702. Armour, all scales
- 703. Automobiles, all scales
- 704. Ships, all scales
- 705. Figures, Military, all scales
- 706. Figures, Non-military & fantasy,  
all scales
- 707. Space & fantasy, all scales

### **What-if**

- 801. Aircraft, all scales
- 802. Armour, all scales
- 803. Automobiles, all scales
- 804. Ships, all scales

### **Miscellaneous**

- 901. Collections, all types, all scales
- 902. Railroad subjects, all scales
- 903. Models/Dioramas built by multiple  
Builders, all scales
- 904. Miscellaneous Subjects, all Scales
- 905. Models with Pre-finished components,  
all scales

### **Masters**

- 1000. Masters' Category

### **Junior**

- J1. Prop driven aircraft, all scales
- J2. Jet powered aircraft, all scales
- J3. Closed top armoured vehicles,  
all scales
- J4. Open top armoured vehicles, all scales
- J5. Cars & trucks, all types, all scales
- J6. Ships, all types, all scales
- J7. Figures, all types, all scales
- J8. Space & science fiction vehicles
- J9. Dioramas, all types, all scales
- J10. Miscellaneous
- J11. All Kits with pre-finished or pre-painted  
pieces, all scales
- J12. Kits requiring assembly only (Lego or  
similar), all scales

**\*\*note\*\*** Unless otherwise stated, models scaled other than those listed will be placed in the next larger scaled category