

Red River Rumble GT 2022 Official Painting Rubric

Painting score (32 points max; 28 rubric, 4 bonus)

Fully painted armies are 100% encouraged! Because of this we are awarding players for their fully painted armies and attempts to make the entire army look like one, cohesive unit! The painting rubric is broken down as follows:

- **Nothing or partially painted (less than half the army):** 0 to 9 points
 - o *(This score is given to armies that are completely unpainted. 0 points for no painting, add points for more models / units that are finished, up to a max of 9.)*
- **Partially painted, not cohesive or finished:** 10 – 15 points
 - o *(This score is given to armies that may be slightly unfinished (think 85% complete) or fully painted but aren't cohesive and don't "look" like an army.)*
- **Fully painted:** 16 – 20 points
 - o *(This score is given to armies that are fully painted. Rate closer to 20 for armies that are well done. The bulk of the armies will fall within this range.)*
- **Fully painted, Coherent and well done:** 21 - 25 points
 - o *(This score given to armies that are painted and based 100% and are considered "Top Tier" by painting standards.)*
- **WOW!:** 26 – 28 points
 - o *(This score is given to armies that are painted above and beyond the standard 3 color GT requirement. There will likely be 2-3 armies that get max points, depending on the size of the GT.)*
- **Army Appearance Bonus (4 Points maximum)**
- *At the end of the tournament all players will be given a chance to vote on their "Best Appearance" army that is in attendance at the Red River Rumble GT, not just of who they played. Please take a few moments to really look at the several armies that have been brought to the tournament and pick them based on how well the army colors fit together, units look as though they match, and you can tell extra time and effort has been put in to making this army look amazing. For every vote that an army receives it will be given an extra Appearance point, up to a max of 4 points.*