



AIT GAMEHEADS



M P A Y C

Entry # _____

Species _____ Judge _____

COMPOSITION

(VIEWED FROM A DISTANCE)

- 1. Visually Pleasing: Does your eye flow around the piece not stopping in any one area more than another. _____
- 2. Visual Balance: _____
- 3. Correct use of color values throughout the piece, contrast and complimentary colors. _____
- 4. Creative Originality: _____
- 5. Floor / Table Base: is it displayed at the proper viewing height. _____
- 6. Can you tell what the piece is trying to do or say easily: attitude, interaction, alarmed, action, etc. _____

OTHER COMMENTS: _____

DIFFICULTY FACTOR: original form, original castings, difficulty of species, outstanding lifelike qualities, other _____

ANATOMICAL ACCURACY

- 1. Nose: exterior shape, nostril wings, septum, depth, interior shape, top & front positioning _____
- 2. Mouth & Lips: shape upper-lower, interior detail if open, placement, alignment of palate, lip upper-lower, corners, tongue _____
- 3. Eyes: angle, depth, pupil position, symmetry, eyelid placement, coruncula lachrymalis, eyelash, nictating membrane, back corners _____
- 4. Tear Duct: shape, fullness _____
- 5. Ears: shape, thickness, rotation, edges, interior detail, position _____
- 6. Ear Butts: size, shape, detail, muscular location _____
- 7. Musculature & Anatomy: head, neck, shoulders, skin wrinkles, veins _____

OTHER COMMENTS: _____

MECHANICAL SOUNDNESS & CRAFTSMANSHIP

- 1. Shrinkage: antler burrs, eyelids, lips, nostril, ear tips, tear ducts _____
- 2. Drumming: head, neck, brisket, shoulders, ears _____
- 3. Cleanliness: dirt, blood stain, paste, oil, powder _____
- 4. Seams: visual appearance _____
- 5. Skin Location on Form: mouth corners, throat, brisket, armpits, nose & muzzle, antler burr, forehead, ears _____
- 6. Solid Attachment: ears, antlers / horns _____
- 7. Grooming: hair patterns, overall evenness of hair, whiskers _____
- 8. Odor: strong animal smell, rancid raw smell, chemical _____
- 9. Repairs: are imperfections repaired convincingly _____
- 10. Correct Use of Fillers: texture, blending, pinholes (problems areas **eyes, ears, nose, mouth, other**) _____

OTHER COMMENTS: _____

PAINTING

- 1. Blending of colors _____
- 2. Correct colors used on species for the time of year represented _____
- 3. Finish coat is gloss, satin or other medium used convincingly _____
- 4. Paint in hair _____
- 5. Problem areas (**eyes, ears, nose, mouth, other**) _____

OTHER COMMENTS: _____

MOUNT SCORE _____