

DGS Contest Rules v1.2

Entrants in any DGS Games contest may obtain background information from our website www.dgsgames.com and DGS Games published products. Questions about any aspect of the contest, game world background, construction materials, etc. may be asked on our social media or via email to Jon at design@dgsgames.com.

Changes from previous versions will be in magenta.

I. Master Crafter Coin

A. DGS awards Master Crafter Coins both in contests the company runs and as part of other organizations' contests.

B. Master Crafter Coins (MCCs) are awarded for achievements in the hobby aspect of DGS Games game lines. The rules for awarding MCCs have some commonality between different types of contests and some rules are specific to the type of hobby contest.

C. Master Crafter Coin General Rules

1. In order to encourage contestants who are newer to the hobby and such competitions, contestants for MCCs will be divided into three groups:

a) Novice – those for whom this is the **very first competition of its type (painting, diorama, fiction, etc.)**. The top finisher in a Novice competition will be awarded a silver MCC and others deserving of recognition will be awarded bronze MCCs.

b) Adept – those who have entered competitions before, but have not won a major award (**gold, 1st place, top honors, etc. in another similar competition**) or a gold MCC in the past.

c) Master – those who have won an award in a major competition before or who already possess a gold MCC.

2. Contests that involve painted models must make use of DGS Games models. Conversions are permitted but the majority of the conversion must be DGS Games models. In addition, the end result must be recognizable to the event or tournament organizer as to what it represents.

3. All photos of contest entries submitted to DGS Games, whether or not used for the purposes of judging, become the property of DGS Games.
4. DGS Games will identify a panel of judges to award Master Crafter Coins. Each entry will be judged on its own merit of painting execution, presentation, and skill.
5. DGS Games contract partners and other associates are eligible to be awarded an MCC. Members of DGS Games are not eligible for the award of an MCC.

D. Diorama Contests

1. Models must be DGS Games models and conversion rules apply. The non-model diorama setting materials may include scene dressing materials from other manufactures such as flooring, tree branches, walls, skulls, furniture, etc.
2. The individual contest will state any specific limitations on the size of the diorama. Any number of models may be used so long as they and the diorama's components do not exceed any volume limitations.
3. The diorama is to be a scene that takes place within the one of the specified DGS Games game world(s).
4. Dioramas will be judged on quality of painting and modeling and creativity in depicting a scene from the one of the specified DGS Games game world(s).

E. Display Boards and Terrain Boards

When MCCs are awarded for display boards, the same standards will apply that are applied to dioramas.

II. Non-MCC Contests

A. DGS Games will often run contests that do not involve painting, modeling or crafting. Other prizes will be awarded for these contests besides MCCs and those prizes will be particular to the contest.

B. Design Contests

Design Contests are those in which contestants submit items that will be incorporated into the rules of a particular DGS Games game line. These include but are not limited to scenario, model and magic item contests. Individual contests will specify the requirements, but have the common prerequisite that entries be compatible with the rules of the game line in question and do not intentionally introduce unbalancing elements.

C. Fiction Contests

Fiction or Story Contests are those in which contestants submit items that describe some elements of the background of one of DGS Games game worlds. Individual contests will specify the requirements, but have the common prerequisite that entries meet the standards set out in the DGS Games Writer's Guide for the world in question and do not contain inappropriate elements.