

Custom Car Contest

The Custom Car Contest will be run by Dan Spaulding and Vince Mosely. Be sure to read through the categories and rules; there have been changes.

RULES:

1. You must be the builder of your entry in all categories listed.
2. There cannot be any team builds.
3. The name on the entry slips must match the name badge.
4. Past First Place winners may not enter any of the amateur events.
5. Custom Car Contest Staff and Mattel employees are not eligible to enter the contest.

If you plan on entering, arrive at least 30 minutes or more before the event starts to fill out the entry forms. All custom cars must be "loose" for judging. Example: No mirror bases or platforms of any kind are allowed. You **must** enter your cars in the correct category. For security purposes, you must have a picture ID to pick up your customs at the end of the event. There is no limit on the amount of cars you can enter, but we ask it be kept to about 5 per category depending on table space.

Tips on entries: A single entry can consist of 2 vehicles (ex: the Elwood flatbed & car or a tow truck pulling a car). Results from past contests shows this adds to your advantage as this shows "more time spent." Judging is based on overall appearance and clean execution.

The contest will be held in the Lake Audubon Room. We'll be open on Friday if you'd like to display your masterpiece early. We'll have an area for displaying customs that are not being judged. We encourage you to use it to show your talents!

CATEGORIES:

Mild (amateur): This category basically consists of a custom paint job (repaint), or airbrushed graphics/decals on a stock Hot Wheels® car. No body modifications are allowed. Any wheels are allowed from any manufacturer. 1st and 2nd Place awarded.

Spicy (amateur): This category involves minor body alterations. The word here is "minor," such as adding a hood scoop or rear spoiler, changing engines, lowering of the car or raising the suspensions. Any wheels are allowed from any manufacturer. 1st and 2nd Place awarded.

Hot (amateur): The Hot Category is for customs that are extreme! Anything goes! From stretching, cutting, grafting, filling, chopping, shortening, mixing-adding body parts, changing suspensions, use of styrene, etc., use your imagination. Main body part should start out as a Hot Wheels® body. Any wheels are allowed from any manufacturer. 1st and 2nd Place awarded.

Mild (past winners and professionals): 1st and 2nd Place awarded.

Spicy (past winners and professionals): 1st and 2nd Place awarded.

Hot (past winners and professionals): 1st and 2nd Place awarded.

Large Scale (open to all): This category is about Hot Wheels® cars or bikes that are larger than 1/64th scale. Example: It can be 1/43rd all the way to 1/18th scale. Anything goes! From a wild repaint, to body modification, to tricking out the engine. The entries must be based on a Hot Wheels® casting.

Diorama/Display/Packaging (open to all): Dioramas can be of anything you can imagine, such as a garage scene, landscapes, etc. It can also be based on custom packaging such as a new look on a blister-card to a custom box for the custom Hot Wheels® car or a nicely done display. Please keep the size of the Dioramas/Displays to approximately 20 x 20 inches to insure enough room on the judging table.

There will also be a Designer/Mattel pick, as well as trophies for Best Paint, Best Engine Details and Honorable Mention.