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**HIGHLANDER
PAINTING AWARDS**

ESTABLISHED 2024

2025 EVENT PACK

HIGHLANDER PAINTING AWARDS

The Highlander Painting Awards is Scotland's newest games agnostic Sci Fi, Fantasy and historical miniature painting competition and is back for it's second consecutive year at the Celtic Cup Grand Tournament in Glasgow.

We hope to see this event grow year on year and encourage painters from across the Scottish hobby community and further afield to get involved.

Painters of all levels are invited to submit their best entries to claim glory, bragging rights, trophies, prizes, and a well-deserved sense of accomplishment in this brand new event right here in Scotland for the community, by the community. The very best of all the winning entries will be crowned the Highlander Grand Champion, as there can be only one!

This year we have also added in a new layer of prizes for participants in the form of our commended entry coins.

Whether you're a veteran painter/ hobbyist or it's your first time entering a painting event, you'll be in for a wonderful evening celebrating the Scottish Painting scene.





WHAT YOU NEED TO KNOW

The Highlander Painting awards is a pre ticketed event, however we may have scope for last minute entries that can be paid at the door. This event will be taking place at the Pollokshaws Burgh Hall (2025 Pollokshaws Road, Glasgow, G43 1NE) on Friday the 21st of November with doors opening at 3pm.

The Highlander Painting Awards is made up of 5 key categories, ranging from single miniatures, busts and small units / squads. To dioramas, vehicles and monsters from across all forms of Sci Fi fantasy and historical miniature painting.

We are excited to be back for a second year and will have 5 returning categories. Each will have awards for: Gold, Silver and Bronze, as well as brand new commended entry prizes. This year also sees the launch of our young guns category and our speed painting competition that will take place in person at the event.

Each Gold winning entry in its respective category will then be judged collectively to determine which entry will be awarded the title of "Best in Show"

The winner will then receive additional prizes and the glory of being the true Highlander and all the bragging rights that come with it as well as the chance to take a place in our 2026 judging panel.

The event is open to anyone to enter however anyone under the age of 18 will need a parent or guardian present at the event at all times.

Each ticket allows each participant to enter up to 2 submissions to the event (some tickets may differ please see webstore for more details max number of submissions per artist is restricted to 6) how you choose to allocate those entries is up to you. You will be able to submit entries to different categories or double down with your favourite category.

All entry's must be submitted by 20:00pm to allow our panel of 5 judges to fairly make their decisions. The Awards Ceremony will begin at around 21:00pm with the opportunity to discuss feedback with the judges after.



EVENT REGISTRATION

Registering for the Highlander Painting Awards couldn't be easier once you have secured your ticket(s) via the Celtic Cup Grand Tournament webstore. Tickets can be purchased on the day.

In the run up to the event you will receive an email asking you to confirm which categories you intend to submit entries for, this is mandatory information that will help the team be more organised ahead of the event ensuring we can properly store and display all entries with minimal hassle. For larger entries such as dioramas we kindly ask for an approximation of the size of each entry to better manage space and fairly display all entries to the event.

Hobbyists are invited to submit their finished entries on Friday the 21st of November between 15:00 pm and 20:00 pm during the Celtic Cup pre event social and also collect your event participants lanyard. This will give the team adequate time to catalogue, photograph and display your entries prior to judging.

We can not accept entries after this time in order to ensure the judging team has adequate time to deliberate and make their final decisions in each category before selecting the best in show winner.



EVENT SCHEDULE

Doors open / Event Registration :- 15:00

Speed Painting Challenge:- 18:30 - 19:30

Warhammer Pub Quiz :- 19:30 - 21:00

Highlander Awards Ceremony:- 21:00

Doors Close :- 22:30

JUDGING CRITERIA

How will your entry's be judged?

We have an incredible panel of judges from across the United Kingdom and beyond who will be analysing, scoring and reviewing each entry.

Each entry will be scored based on the following criteria...

Technical Skill & Workmanship

Painting Skill & Execution

Creativity, Originality & Complexity

Composition Presentation

From here our judges will select a short list for each category before a second more focussed round of judging to determine placings and commended entry's. Once we have our placings the team will then deliberate on who will walk away with the best in show award for the 2025 Highlander Painting Awards.



EVENT GUIDELINES

All Sci fi, fantasy and historical miniatures are eligible to be submitted to the Highlander Painting Awards without bias towards any one brand or manufacturer.

- Entries can be, or contain, Miniatures that are out of production.
- Conversions, 3D prints and scratch-built entries are allowed as long as they are in scale and meet the entry requirements for each category.
- They cannot feature real-world slogans or imagery that cause harm to others.
- Entries do not have to adhere to in game rules in terms of weapons, mounts or unit sizes. The entries are governed by the category descriptions and competition rules alone.
- Entries must be attached to a base, plinth or display, such as by adhesive, magnets, pinning or a similar method. Entries which contain loose miniatures or display elements will not be accepted.
- Entries must be fully built and cannot be entered into the competition if they are damaged. Should a piece be damaged during transit to the venue we will provide basic tools and resources to fix damage where possible.
- Entries must be handed in in-person at the event, by the person who painted them. Should you require your entry to be submitted by proxy please email: CelticCupGT@gmail.com to discuss your proxy with the team.
- Each participant can enter 2 pieces to any of the categories in any combination of their choice. The max number of entries per person is 6, to be eligible for 6 entries you must purchase additional tickets.
- The Highlander Painting Awards has a zero tolerance approach to Ai art being incorporated into any and all entries including but not limited to backgrounds or display elements.
- Each entry must have an accompanying entry form filled out. This should be handed to the Highlander staff at submission if you have not done forms will be available on the day.



CATEGORIES

The Highlander Painting Awards will be judging the following categories:

- **Single Miniature**
- **Unit / Squad**
- **Large Model / Vehicle**
- **Bust**
- **Diorama**
- **Open**

RULES AND DESCRIPTIONS

The worlds of miniature painting are vast, as is the creativity of our hobby community. The following Category Descriptions are guidelines to help you choose a category that is most appropriate for your entry to the Highlander Painting Awards.

Our in person event team reserves the right to re-allocate any miniature into a different category during the competition should we deem it necessary.

If you have any questions regarding your entry that is not covered by our FAQ, please email us at: CelticCupGt@gmail.com

Please allow our team of volunteers at least 10 working days for a response or for faster responses please take full advantage of the various channels in the Celtic Cup Discord Server.



Single Miniature -

This category is for any single Sci Fi or Fantasy miniature on an appropriately sized base – including miniatures mounted on smaller vehicles and creatures like bikes, jetbikes, and beasts. This category is open to everything from Ratlings to Terminators, Ork Warbosses, Tech-Priest Domini, and even characters like Maugan Ra, Illuminor Szeras, Daemon Princes, and Roboute Guilliman. Miniatures considered larger than these examples will be entered into the Large Miniature or Vehicle category. All entries to this category must be displayed on a 60mm base or smaller. (Entries that do not conform to this dimension can be submitted to the new Open Category)

Unit or Squad -

This category is for squads or units of three or more miniatures. The unit may be displayed on an appropriately sized base. This includes miniatures on foot, small vehicles, and miniatures mounted on bikes, jetbikes and beasts, provided they are organised into a unit of three or more Miniatures. This includes everything from Grots to Tyranid Warriors, XV8 Crisis Battlesuits, and Aeldari Shining Spears. Squadrons of larger vehicles like tanks, Knights, or Space Marine Repulsors must be entered into the Diorama Competition.

Large Miniature / Vehicle -

This category is for any single vehicle, monster or large Miniature mounted on an appropriately sized base/ plinth. This includes tanks, walkers, flyers, and monsters – everything from Falcon grav-tanks to Baneblades, Nemesis Dreadknights to Plagueburst Crawlers, Trygons to Aeldari Avatars, or Greater Daemons and named characters like the C'tan Shard of the Void Dragon, Ka'Bandha, and Szarekh, The Silent King. Miniatures entered into this category that, for any reason, do not require a base may still be mounted on an appropriately sized display base or plinth.



Bust -

This category is for any single entry from any of the worlds of Sci Fi or Fantasy hobby painting and has been transformed into a bust. A valid bust entry must include at least a character's head, shoulders and chest and be presented on an appropriate size display base or plinth.

Diorama -

This category is for scenic displays and duels based on the worlds of Warhammer Age of Sigmar, Warhammer 40,000, Warhammer: The Horus Heresy, Warhammer: The Old World, Middle-earth™ Strategy Battle Game, Necromunda, and Blood Bowl, mounted on an appropriately sized base. The subject of the diorama or duel should be appropriate to the background of the world in which it is set, but otherwise, there are no restrictions on the battle scene's theme or content. Please note the above are simply examples of entries, as the artist you can submit a diorama or duel from any of the infinite genres and worlds of Sci Fi, fantasy and historical settings.

Open-

This brand new category to the Highlander Painting Awards has been introduced. The purpose of this category is to allow painters to go the extra mile with their creativity with pieces that may step outside the confines of other categories. Or in other cases if you have one additional entry that you would be unable to submit to its primary category you may choose to enter that into the Open category.

Speed Painting-

The speed painting event is a bonus event and requires an additional ticket that you can purchase on the day or in advance via the webstore. Participants will receive a fully assembled and primed miniature. You will then have one hour to paint this miniature to the best of your ability with no other restrictions. (please note you must bring your own brushes and paints, a limited amount of painting supplies will also be available on the day to use)





EVENT FAQ

Q: How can I find the event?

A: The Highlander Painting Awards take place at the Pollokshaws Burgh Hall 2025 Pollokshaws Road, Glasgow, G43 1NE. A short drive from Junction 1 on the M77 following Haggs Road. The venue is also a short walk from both the Shawlands and Pollokshaws West train stations with trains running regularly from or terminating at Glasgow Central Station. First Bus also operate several routes that stop right outside the venue.

Q: Can I park at the venue?

A: Yes the Pollokshaws Burgh Hall has ample secure parking. For those traveling by Car the venue provides free parking for all event attendees. In order to avoid any fines or penalties please ensure you check your car in using the parking terminals located inside the venue. A member of the event staff will be on hand to assist with this should you need it. Please note: all those using the car park The Celtic Cup Grand Tournament is in no way responsible for the safety of your vehicle or your personal belongings this also applies to the Pollokshaws Burgh Hall Trust as all parking is managed by a third party provider. For more info on parking head to:

[Visiting Us — Pollokshaws Burgh Hall](#)

Q: Is there a limit on how many entries a person can submit?

A: Yes a person can submit a max of 6 entries to the event.

Q: Can I enter digitally?

A: No all submissions must be judged in person at the event.

Q: Should I bring my own paints and brushes etc for the speed painting competition?

A: We strongly suggest bringing your own due to the limited resources we are able to offer on site.



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