



Submitted Nail Art General Rules

Submitted Nail Art General rules.

1. The competitor is not allowed to use copyrights elements. For example: Disney, Warner bros, Sanrio, Alice in Wonderland MOVIE characters.
2. All entries may be submitted for any of the INJA competitions multiple times. Once the entree has taken 1st, 2nd or 3rd place in any division at any of the INJA competitions, it can not longer be submitted for a new competition.
3. No repeat trophied entries from past years are allowed.
4. Pictures will be available from past competitions for judge's reference.
5. Artwork will be prepared and finished by the competitor prior to the competition.
6. Every competitor should be prepared to verbally explain how something was created, if asked by the judges.
7. Competitors may only submit their own work that they do by hand.
8. All entrees may be questioned and the competitor asked to recreate a portion of the work submitted as proof.
9. The tip/s may be bought or made. If the tips are create by hand, they must have the same proportions and c-curve as commercial tips.
10. All entries must be presented at the time scheduled for the organization and left at the competition until after the close of the competition and award ceremony with the exception of fantasy nail art.
11. No entries left after the close of the competition will be returned. It is the competitors' responsibility to pick up their work at the designated time and place.
12. All entries, except fantasy on model, may be accompanied by a typed description of the work involved, including what types of nail art media were used. The description must be written in both English and the native language of the hosting country that the art is entered in.
13. The descriptions must be attached to the box(not apart), short, easy to read.
14. Having a display any larger may result in the competitors entree not being displayed and if it is too large, it may not be accepted or get 5 points deduction. This is left to the discretion of the head judge.
15. Maximum of 1 submission for each competition per competitor.
16. You must be present to enter the Competition.



Submitted Nail Art General Rules

Judges Instructions

- **Criteria is scored as a total scored.**
- **All criteria points awarded are from 1-10.**
- **Scores are determined by the judges educated opinion based on the specifics of each criteria.**

Judges Criteria

Level of Difficulty

- The complexity of the design is evaluated on it's degree of expertise.
- Is the art executed without any elaboration (simple) or is there more difficulty and expertise put into the making of the design.

Balance

- The design should not be too busy or too sparse.
- The art should look evenly balanced on each nail and from nail to nail.
- There should not be large portions on the surface of the nail left without design.
- The combination of artistic elements add a feeling of equilibrium or stability to the artwork

Composition

- How the artwork is proportioned.
- The design should have movement from each nail so that the eye is drawn from nail to nail.
- The nails represent the artwork individually while also representing the artwork in its entirety
- Different dimension within the artwork depending the placement of each piece as the completed scene.

Color theory

- Use of Color or chromatic analysis
- How the color theory has been applied.
- Emphasis helps to see the definition of artwork
- The hues of colors chosen should complement the design and flow throughout or graduate through all nails/object.
- Value has been applied, use of dark and light.



Submitted Nail Art General Rules

Creativity

- Creative use of art mediums.
- There should be a creative collaboration of art mediums that are used.
- It should be a creative interpretation of design

Clarity of Design

- The design must be apparent and identifiable?
- Is there intensity that enhances the clarity on each nail?
- All of the artistic representation must be presented in a manner that is identifiable.

Total impression

- The first impression of the artwork in its entirety.
- The artwork should attract your vision, compelling you to give more attention to the artworks detail.

Graphic Quality

- The texture of the design is done perfectly to represent the style chosen.
- Use of art mediums must used to create emphasis and texture.
- If there is line or details in the artwork, the space and shape must be well defined.

Workmanship

- The ability to represent all of the artistic elements properly, with a clean appearance.
- There should not be any visible imperfections in the construction of the artwork. For example; there should not be any visible imperfections in the construction of the artwork. For example; fingerprints into the paint, glue resin on embellishments. Excessive amount of gel. Dust that was not properly removed are all considered poor workmanship.

Media

- There must be a minimum of 3 art mediums used on every nail.
- The mediums should used to represent harmony in a creative manner.
- The mediums should be used for gradation to accent the artwork.
- Each media will receive 1/3 of the score. If 4 or more mediums are used the score will be divided appropriately.

Variety

- A principle of design concerned with diversity or contrast.
- Variety is achieved by using different shapes, sizes, and or colors in a work of art.



Submitted Nail Art General Rules

Rhythm

- A principle of design indicates movement was created by the careful placement of repeated elements in the work of art to cause a visual tempo or beat.

Originality

- The theme or design should be something you have not seen before or an original interpretation of artwork that is commonly seen.

Continuity of Theme

- The theme should be carried through the design in some manner on each nail.
- The design should compliment and have continuance from nail to nail while representing the theme.

3-D Presentation

- There should be artistic form present on each nail .
- The 3D form should be presented with clean application .
- The 3D form should be created with unique style and shape.
- The form should have texture.