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# Nailympia 2023

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Model number is: \_\_\_\_\_

Division: \_\_\_\_\_



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## L&P ACRYLIC - OR - UV GEL ARTIFICIAL NAIL SYSTEMS FOR SCULPTURE & TIP & OVERLAY COMPETITIONS One hand - 75-minutes

		Total Possible Points	Total Points Given
<b>Judge 1</b>	<b>Smile line</b> Consistent shape on all exposed nails. Evenly applied so tips match, no shadows, clean line and evenly aligned.	15	
	<b>Application of White</b> Is the white even, opaque and consistent across all three nails.	15	
		Entry total for judge 1 (30) <input style="width: 80px; height: 25px;" type="text"/>	
<b>Judge 2</b>	<b>C-Curve</b> C-curve should follow the shape of the nail down the entire length of the nail. It must measure even on each side. It must be symmetrical and even on all fingers.	15	
	<b>Free Edge Thickness</b> The nails must be consistently thin throughout the entire nail and be uniformly thin on each nail. And no thicker than a credit card.	10	
		Entry total for judge 2 (25) <input style="width: 80px; height: 25px;" type="text"/>	
<b>Judge 3</b>	<b>Apex/Arch</b> High point of apex or arch must be consistently placed on each nail with correct placement for the resulting nail. Not overly pronounced.	10	
	<b>Cuticle Area</b> No cuts or irritation around skin. Points will be deducted for any damage to the skin during the nail competition. Even product application with no ledge or missing product.	10	
		Entry total for judge 3 (20) <input style="width: 80px; height: 25px;" type="text"/>	
<b>Judge 4</b>	<b>Nail Shape</b> The shape of the nails looks consistent and uniform looking down on from above the nail.	10	
	<b>Nail Length</b> Proportion of pink to white is the same across all 3 nails and overall length of the nail matches in proportion to the fingers across all 5 nails.	15	
		Entry total for judge 4 (25) <input style="width: 80px; height: 25px;" type="text"/>	

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FOR SCULPTURE & TIP & OVERLAY COMPETITIONS  
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		Total Possible Points	Total Points Given
<b>Judge 5</b>	<b>Lower Arch / Free Edge</b> From the nail's profile, the free edge must complement the upper arch of the nail and be even on both sides. Therefore, uniform on each side.	10	
	<b>Sidewalls</b> The sidewalls should be even, neat and extend straight out from the lateral fold. Must be uniform on each side. No step or ridges on sidewalls.	10	

Entry total for judge 5 (20)

<b>Judge 6</b>	<b>Product Control Pink</b> Even application of product. No shadows, air bubbles and pits. Sharp division of colour at smile line.	10	
	<b>Surface Smoothness</b> No file lines or demarcations. Finished product is smooth. No bumps. No dips. No rough or dull spots.	10	

Entry total for judge 6 (20)

<b>Judge 7</b>	<b>High Shine Finish (Gel sealer only allowed for Gel comps)</b> Unpolished fingers should have a high gloss shine like a glass finish. If comp allows gel sealer, it must be shiny, smooth and evenly covered.	10	
	<b>Polish</b> Applied close and even at cuticle. No streaking in polish. Sides and tip of edge covered. No polish on skin or under the nail.	10	

Entry total for judge 7 (20)

**TOTAL SCORE**

- 1 - Unacceptable
- 2 - Not quite a 1, but still needs a lot of work
- 3 - Below average skill level
- 4 to 5 - Average skill level
- 6 to 7 - Above average skill level
- 8 - Very good, well on the way to a winning technique
- 9 - Virtually flawless, excellent skill
- 10 - Flawless in every way, no improvement possible