

Competition Rules



The Basics

Structure (S) - Compete in the arena

Art (A) - Completed at home and hand in

Non-Divisional (ND) - All levels compete together, 1st, 2nd, 3rd places

Divisional (D) - Novice and Veteran are separated, 1st, 2nd, 3rd places for each level

Exclusive (E) - All levels compete together for ONE trophy

Veteran (V) - HAVE placed in a divisional competition (ART vs STRUCTURE), 1st, 2nd, 3rd places

Novice (N) - HAVE NOT placed in a divisional competition (ART vs STRUCTURE), 1st, 2nd, 3rd places

Salon Success - S, D, N/V	Hand Painted - A, D, N/V
Aspiring - S, E	Fantasy - A, D, N/V
Artsy Extreme - S, D, N/V	Ultimate Extreme Nail - A, E
Glamour - S, ND	Ultimate Extreme Lash - A, E
Tag Team - S, E	Nail Photographic - A, E
3D - A, D, N/V	Lash Photographic - A, E

Divisions

Competitor levels are determined separately for Structure and Art.

- If you have placed in any Structure competition, you will compete in Veteran - Structure.
- If you have never placed in a Structure competition, you will compete in Novice - Structure.
- If you have placed in any Art competition, you will compete in Veteran - Art.
- If you have never placed in an Art competition, you will compete in Novice - Art.

Because each category is judged independently, you may be Novice in one category and Veteran in the other, depending on your previous placements.

Aspiring vs Salon

These categories will be almost identical and run at the same time. If you are less than 24 months into the business or are currently completing your course, you have the option of entering the Aspiring. You may enter Salon at any level but MUST have completed certification.

*Once you have received the Aspiring award you are no longer eligible to re-enter.

Competition Rules



Structure Specific

General Rules

1. Competitors must use professional products. Gel and Acrylgel systems may be used during foundation and structure building. All items specific to each competition must be in the workspace prior to the start of the competition. Competitors may not reach into their kits after the start of time for the competition. Please have all containers appropriately labelled. Unauthorized materials may be confiscated as deemed fit by the floor judge until the end of the competition at which time the competitor may collect back their items.
2. The model's natural nails must be prepared for product application prior to competition start, but product may NOT be applied until start time.
3. No molds of any kind may be used to form the sculptured nail. This includes but not limited to any nail tips and reverse forms/plastic molds.
4. No one may touch the model other than the competitor registered for the competition.
5. Cleansing products (wipes, soaps etc.) and moisturizing products (oils, creams, lotions, etc.) are allowed within reason. Excessive use of oil may result in point deduction.
6. Smile line cutters are not permitted. All smile lines must be done with a brush or reverse filing.
7. Pre-existing damage to a model's natural nails, cuticles, or hands must be disclosed to the floor judge prior to the start of the competition. The appropriate indication sheet must be filled out, signed, and collected by the floor judge. Any damage that has not been indicted or that occurs once the competition starts may result in point deduction.
8. Only competitors, models and floor judges are allowed within the competition arena at any time.
9. Competitors may enter the competition arena to set up during allotted set up times
10. Competition briefing will begin 5-10 minutes before the start time of the competition. At the beginning of this time competitors are not to touch the model's hands. Failing to follow this rule will result in a 5 point deduction of the final score. Please take this time to listen attentively to the rules which will be read aloud or ask questions.
11. Once the competition time is finished, competitors must remove their hands from the model and models hands must go up immediately. Instructions for judging will be given at this time. Please listen carefully to instructions of where models should go for judging and be sure they have your competition number clearly showing on their bracelet. Models being used for the immediate following competition will be judged first.
12. All decisions made by the judges are final. In the case of a tie mark or discrepancies, the head judge will make a final ruling.
13. If a competitor is unable to attend the awards, they MUST arrange for any trophies to be picked up. NMC is not responsible for left trophies.
14. Models are competitors' choice, tech or non-tech. Models may be used for multiple competitions. NMC will not provide models.

Competition Rules



Artsy Extreme Shape

Structure, Divisional (Novice and Veteran)

8:00AM - 9:30AM

1. See Structure Specific General Rules.
2. Competitors will have 1.5 hours to complete 3 different French style extreme nail extensions on one hand with art. Shapes can be any extreme shape desired but must be 3 different (Stiletto, Edge, Bridge, Arrow, Russian Almond, Lipstick etc., or a shape you have created).
3. Nails must be sculpted on forms. No tips allowed.
4. Completed nails should be a minimum of 2 inches long measured from cuticle to free edge.
5. Only 3/5 nails will be completed/judged on one hand (3 nails are your choice).
6. Embellishment(s) and colors may be used.
7. A maximum height of 1cm for any 3D embellishments. Any embellishments must be created onsite (with the exception of crystals; example - 3D flowers/bows).
8. The nails created are to be in French-style (pink or clear and white/color). Art may be on top, bottom, sides, or embedded.
9. Smile lines may be sculpted or painted on.
10. Higher points will be received when product is thinly applied near the cuticle area, reinforced at the apex, and tapered through the free edge, approximately the thinness of a credit card, nails with consistent c-curves and a flattering smile line. The focus will be on structure, color application, art ratio, and art flow through the nails
11. Extreme shapes will be judged in the following categories: smile lines, c-curves, cuticle area, shape, product control, surface structure, art ratio, art flow, color application, use of embellishments, lateral structure, length, finished work, and overall impression.

Competition Rules



Aspiring

Structure, Exclusive

10:15AM - 11:30AM

1. See Structure Specific General Rules.
2. Competitors will have 1.25 hours to complete a set of salon-style nail extensions on one hand (5 nails).
3. Nails must be sculpted on forms. No tips allowed.
4. The index, middle, ring, and pinky fingers must be French-style (pink or clear and white), finished to a high shine with a gel sealant. Regular nail polish is not permitted.
5. Embellishment(s) may NOT be used.
6. The thumb must be finished in a red gel polish. YOU MUST PROVIDE YOUR OWN (no shimmer, no sparkle). Base and top coats are allowed.
7. White must be built. Paint on white is NOT permitted.
8. There is no specified pink to white ratio. Competitors will use the pink/white ratio which best compliments the model's hand.
9. Higher points will be received when product is thinly applied near the cuticle area, reinforced at the apex, and tapered through the free edge, with consistent thinness and consistent c-curves.
10. Aspiring salon competition will be judged in the following categories: flattering pink-white ratio for models hands, smile lines, c-curves, cuticle area, shape, product control, surface structure, lateral structure, length, color application, finish work, and overall impression.
11. Aspiring competitors MUST be less than 2 years certified from the date of the competition.

Competition Rules



Salon Success

Structure, Divisional (Novice and Veteran)

10:15AM - 11:30AM

1. See Structure Specific General Rules.
2. Competitors will have 1.25 hours to complete a set of salon-style nail extensions on one hand (5 nails).
3. Nails must be sculpted on forms. No tips allowed.
4. The index, middle, ring, and pinky fingers must be French-style (pink or clear and white), finished to a high shine with a gel sealant. Regular nail polish is not permitted.
5. Finished nails should have a salon style c-curve of 30-40% and minimal to no curve through the spine of the nail.
6. Embellishment(s) may NOT be used.
7. The thumb must be finished in a red gel polish. YOU MUST PROVIDE YOUR OWN (no shimmer, no sparkle). Base and top coats are allowed.
8. White must be built. Paint on white is NOT permitted.
9. Specific 2:1 (pink:white) ratio.
10. Higher points received when product is thinly applied near the cuticle area, reinforced at the apex, and tapered through the free edge, approximately the thickness of a credit card and nails with consistent c-curves.
11. Salon Success will be judged in the following categories: smile lines, c-curves, cuticle area, shape, product control, surface structure, lateral structure, length, 2:1 ratio, color application, finish work, and overall impression.

Competition Rules



Tag Team

Structure, Exclusive

3:30PM - 4:30PM

1. See Structure Specific General Rules.
2. The Competitor Team will have 1 hour to complete a set of nail extensions on one hand (5 nails).
3. Nails must be sculpted on forms. No tips allowed.
4. Each team will consist of 2 technicians and 1 model.
5. At random intervals, a buzzer will sound. At this time, Tech A must immediately take their hands off of the model and move to the side as Tech B sits and takes over. This will be done each time the buzzer sounds. The technician not currently with the model is not allowed to touch any product, tools, or model.
6. No warning will be given for the impending buzzer.
7. No individual timers will be allowed. All watches/phones and clocks must be removed from the table and stored out of sight.
8. Nails are NOT to be pink/white style French, they MUST be painted with a gel color.
9. Ring finger is required to have art. No embellishments will be provided. Competitors must complete art, 3D work and/or embellishments during the competition time.
10. Any shape and any length is allowed.
11. Higher points received when product is thinly applied near the cuticle area, reinforced at the apex, and tapered through the free edge, approximately the thinness of a credit card nails with consistent c-curves.
12. Tag Team will be judged in the following categories: c-curves, cuticle area, shape, product control, surface structure, lateral structure, length, color application, art, finished work, and overall impression.

Competition Rules



Art Specific General Rules

1. Competitors may submit more than one entry but must pay a registration fee for each entry.
2. Hand-in DEADLINE IS MAY 22ND AT 6PM. The competitor is to complete their entry at home and turn in entries themselves or have someone else walk it in. Details on how to hand in competitions will be given at a later date.
3. Competitors must tell judges the story of their piece. Techs must include with their art piece a ½ page typed story to share your inspiration and make your piece come alive. Do not include products used. You may describe a technique used if relevant to your inspiration.
4. DO NOT INCLUDE YOUR NAME on write ups. Write ups must be typed and printed on a full sheet. Do not cut it. They must be in an envelope inside the box/envelope with your piece.
5. Tips must be different sizes. Original tip color or shape does NOT matter (unless otherwise stated).
6. Lashes must be completed on a practice strip (unless otherwise stated).
7. Embellishments may be used, but must NOT exceed 25% of the overall design. You must create a minimum of 75% of your pieces.
8. Higher points for any embellishments that are made.
9. Competitors must create an original design. Please do not recreate any copyrighted art, design, or logo.
10. UNLESS OTHERWISE STATED IN A SPECIFIC CATEGORY: Completed tips and lashes must be ready for display and judging. This means they must be SECURELY and CLEANLY fastened to a 6"x8", 5"x7" or 8"x10" flat canvas board (found at a dollar store or on the NMC website). Any board that does not meet this requirement may not be accepted for entry. In the case of Photographic Nails or Lashes, art must be photographed on a model and your photo printed as 8"x10".
11. All art pieces MUST be handed in inside of an opaque (not see-through) box with removable lid (shoebox, box from dolleramma or the NMC website) and envelopes for photos. This is to ensure anonymity when pieces are judged. You will be asked to complete an information card upon drop off. Pictures of Photographic competitions MUST be handed in in an opaque envelope unfolded.
12. The theme must be apparent in artwork and story.
13. If any requirement is not met, the design may be disqualified or receive point deduction.
14. All pieces must be original and can have not been submitted for any other previous completion. This includes photographic pieces. Competitors cannot use the same piece for a hand in and photographic piece.
15. Entries are not allowed to be posted ANYWHERE prior to judging.

Competition Rules



3D

Art Divisional (Novice and Veteran)

Hand In competition

Theme: What Lives in the Dark

1. See Art Specific General Rules.
2. 3D Nail Art entry must be completed on full size individual manufacturer tips.
3. Competitors have a maximum of 1 inch working space from the surface of the nail tip to build and sculpt. Anything over 1 inch from any edge will result in points deduction.
4. Both Novice and Veteran level entries will consist of 5 tips.
5. The theme must be seen throughout all nails.
6. All nail art must be made from professional nail products and embellishments (acrylic, gel, polish, rhinestones, glitter, etc.)
7. 3D Nail Art will be judged in the following categories: creativity, visual interest, color, presentation, balance, dimension, overall impression, complexity, workmanship and theme interpretation.

Hand Painted

Art, Divisional (Novice and Veteran)

Hand In competition

Theme: What Time Leaves Behind

1. See Art Specific General Rules.
2. Hand painted flat art entry must be completed on full size individual manufacturer tips. Tips must be different sizes. Original tip color does NOT matter.
3. Both Novice and Veteran level entries will consist of 5 tips.
4. All hand painting must be done with acrylic paints, gel paints/polish or watercolor.
5. Topcoat or UV gel sealant can be used.
6. The nail surface must be smooth with no texture.
7. Hand painted flat art will be judged in the following categories: creativity, visual interest, color, presentation, balance, design, dimension & depth, overall impression, complexity, workmanship and theme interpretation.

Competition Rules



Photographic Nails

Exclusive

Hand-In Competition

Theme: Forgotten Dreams

1. See Art Specific General Rules.
2. Create nails and develop a photo that shows your interpretation of the theme, similar to what a magazine cover would look like.
3. Photographic nails entry must be completed and photographed on a live model.
4. All nail art must be made from professional nail products and embellishments (acrylic, gel, polish, rhinestones, glitter, etc.)
5. The focal point of the picture must be nails. Any props and backgrounds can be chosen. One or two hands can be done.
6. The photo must be taken in HIGH QUALITY and PRINTED as an 8x10.
7. Photographic nails will be judged in the following categories: creativity, visual interest, color, presentation, balance, design, dimension & depth, overall impression, complexity, workmanship and theme interpretation.

Photographic Lashes

Exclusive

Hand-In Competition

Theme: Old Money

1. See Art Specific General Rules.
2. Create a full set of lashes and develop a photo that shows your interpretation of the theme, similar to what a magazine cover would look like.
3. Photographic lash entry must be completed and photographed on a live model. Classic or volume lashes are allowed. NO PREMADE FANS.
4. All lash extensions must be professional lash products.
5. The focal point of the picture must be lashes. Any props and backgrounds can be chosen. One or both eyes can be done. NO EMBELLISHMENTS ON THE LASHES.
6. The photo must be taken in HIGH QUALITY and PRINTED as an 8x10.
7. Photographic lashes will be judged in the following categories: creativity, visual interest, presentation, balance, mapping, dimension and depth, overall impression, complexity, workmanship, and theme interpretation.

Competition Rules



Ultimate Extreme Nail

Exclusive

Hand-In Competition

Theme: Reflections

1. See Art Specific General Rules.
2. Create one sculpted nail that is a minimum of 3 inches long (no maximum) that shows your interpretation of the theme.
3. Ultimate Extreme Nail entry may begin from a tip or be fully sculpted.
4. The nail must be secured to the appropriate board for hand in.
5. Competitors may hand paint and create 3D art. 3D pieces can be no higher than a ½ inch from the sculpted nail.
6. Ultimate Extreme Nail will be judged in the following categories: level of extreme captured, creativity, visual interest, color, presentation, balance, design, dimension and depth, overall impression, complexity, workmanship and theme interpretation.

Ultimate Extreme Lash

Exclusive

Hand-In Competition

Theme: Winged Creatures

1. See Art Specific General Rules.
2. Create lash extensions using extreme lengths and embellishments on one strip lash that shows your interpretation of the theme.
3. Ultimate Extreme Lash entry must be completed on a strip/practice lash.
4. The strip lash must be secured to the appropriate board for hand in. Best use is taking half of a small styrofoam ball adhered to the board to hold the strip lash slightly off of the board and in a natural curve.
5. Classic or volume lashes and embellishments are allowed.
6. For the strip lash ONLY - adhesive do need to be professional adhesive. (yes you can use superglue) It must hold all embellishments.
7. Art embellishments may be used but must be securely adhered to the lashes with professional glue. The lash extensions must be able to support embellishments. This means they cannot be weighed down and touching the board.
8. Ultimate Extreme Lash will be judged in the following categories: level of extreme captured, creativity, visual interest, presentation, balance, mapping, dimension and depth, overall impression, complexity, workmanship, and theme interpretation.