



Join the
**Ring
of
Hands**

Nailympia 2023

www.nailympia.com

In association with **scratch**

Model number is: _____

Division: _____



Nails by @andreea_nails | Make-up @makeupby_shoshi

STILETTO NAILS One Hand - 2 hours

Total Possible Points Total Points Given

Judge 1	Length The length of the nail is in proportion to the finger across all 5 nails	10	
	Nail Shape The shape of the nails looks consistent & uniform & the free edge is coming straight from the finger	10	
	Free Edge Thickness The nails must be consistently thin throughout	10	

Entry total for judge 1 (30)

Judge 2	Smile Line On the pinkie & thumb nails are the smile lines consistent in shape, clean, crisp & even.	10	
	Product Control Even application of product, no shadows, air bubbles or pits	20	

Entry total for judge 2 (30)

Judge 3	Surface Smoothness No file line or demarcations; the finished product is smooth – no bumps, dips, rough or dull spots.	10	
	Cuticle Area NO cuts or irritation around the skin. Even product application with no product ledge or missing product.	10	

Entry total for judge 3 (20)

Judge 4	Sidewalls 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	
	Apex/Upper Arch High point of apex or arch must be consistently placed on each nail with correct placement for the resulting nail. Not overly pronounced.	10	

Entry total for judge 4 (20)

STILETTO NAILS

One Hand - 2 hours

		Total Possible Points	Total Points Given
Judge 5	Originality Depth & dimension of the design. It is original? Evaluate the complexity of this design	20	
	Creativity Are you seeing creative use of art media & techniques?	10	
	Finish Work There should not be any scratches in the paint or product application. Is the cuticle clean & the entire nail capped in sealer with a high gloss look?	10	

Entry total for judge 5 (40)

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