

A Discussion of EPIC SCALE

What is scale?

by Chris Fields

Scale is a representation of an object, be it larger or smaller, that retains the proportions of the original object when at physical size. Train sets, slot cars, model kits, historical war gaming figures and accessories, etc. are all at a scaled down percentage of the original object or person. For example, an HO train set is scaled at a nominal 1:87 scale. What this means is that the actual train that the model was scaled from, is 87 times larger than its HO scale model representation. Everything from the chassis to the windows has been scaled down 87 times for the model.

Miniature football is no different.



My personal stance with the scale of miniature football has always been that the figures are at a 25/28MM, or 1:73 scale. However, my research for this article has revealed to me that this stance is incorrect. There are three separate scales that make up miniature football, 28MM, 30MM, and 35MM. These scales are based on the measurements taken of a figure from all current manufacturers, plus a few of the manufacturers from years past. The measurements were carefully considering the idea that each figure measured would be standing straight up. If you reference the picture above, all of the figures appear to be within the same height range as they stand, but they are all in action poses, which requires bent knees, lowered heads, etc... If they were all to be standing upright, there would be a vast difference every figures height. The height measurements at the sides of the picture are based on measurements of the quarterback on the far left side, which is 28MM. Standing fully upright, that figure would appear to be approximately 6' 4" tall. The Jennings figure standing next to that quarterback, if standing upright, would appear to be around 9' tall within the 28MM scale range. This example alone proves the necessity for multiple scales within the miniature football hobby. In no way am I implying that there needs to be separation of figures or outlawing of figure types from team building because of their scale, but a knowledge of the subject needs to be addressed for future reference. If a new company, or customizer, wants to create a new line of figures, or bring forth some outstanding new customs, a criteria and guidelines need to be set so that we do not end up with 28MM guys with 35MM arms attached, or vice versa.

This brings us to the measurements and standards that come with keeping human figures in scale with themselves. Let's start with the 28MM figures.

When standing straight up, the measurement from the top of the platform to the eye level of the figure should measure 28MM for a figure that would naturally stand at 6 feet tall. From the top of the platform to the top of the head, which is just under the helmet height, would be 34MM. The wingspan of a figure that is 6 feet tall within the 28MM scale is also 34MM from fingertip to fingertip, if the figure's arms are outstretched. Just under the belt line should mark the half way point of the average human body, and on a 28 MM figure, that measurement would be 17MM from the top of the platform to the mid-section of the figure.

Converting the metric system into standard inch measurements for a 28MM figure are as follows: 28MM=1-3/32", 34MM= 1-11/32", 17MM = 43/64".

When standing straight up, the measurement from the top of the platform to the eye level of a 30MM figure should measure 30MM for a figure that would naturally stand at 6 feet tall. From the top of the platform to the top of the head, which is just under the helmet height, would be 36MM. The wingspan of a figure that is 6 feet tall within the 30MM scale is also 36MM from fingertip to fingertip, if the figure's arms are outstretched. Just under the belt line should mark the half way point of the average human point of the average human body and on a 30 MM figure that measurement would be 18MM from the top of the platform to the mid-section of the figure. Converting the metric system into standard inch measurements for a 30MM figure are as follows: 30MM=1-3/16", 36MM= 1-13/32", 18MM = 11/16".

When standing straight up, the measurement from the top of the platform to the eye level of a 35MM figure should measure 35MM for a figure that would naturally stand at 6 feet tall. From the top of the platform to the top of the head, which is just under the helmet height, would be 45MM. The wingspan of a figure that is 6 feet tall within the 35MM scale is also 45MM from fingertip to fingertip, if the figure's arms are outstretched. Just under the belt line should mark the half way point of the average human body, and on a 35MM figure, that measurement would be 22.5MM from the top of the platform to the mid-section of the figure. Converting the metric system into standard inch measurements for a 35MM figure are as follows: 35MM=1-1/8", 45MM= 1-15/16", 22.5MM = 15/16".



(Pictured above, 28MM scale figures)

ments for a 35MM figure are as follows: 35MM=1-3/8", 45MM= 1-3/4", 22.5MM = 7/8".

Ok, Ok, enough with the numbers. Let me try and put this into more practical terms that reflect the game and hobby. As time progresses and technology grows, the fate of the hobby continues to be in question. Professional leagues and tournaments are beginning to show themselves and with that, it is my belief that a certain standard and practice should be upheld when it comes to the look and feel of this game. The general public is very perceptive, they may not know the technical ins and outs that I am explaining in this article, but they generally know when something does not appear to be correct. Arms from a 35MM figure are going to look out of place on a 28MM figure. Legs of a 30MM figure with the torso of a 35MM figure, and the arms and legs and head of a 28MM figure is not going to work well together, generally speaking. What I am ultimately getting at is that with more nationwide exposure, there is a responsibility that we all should keep in retaining the highest standards that we can achieve with what we present as a whole. The audience that will be watching is not just old-timers that used to play this game, who are having a feeling of nostalgia. It's being exposed to everyone, and we, as a whole, should step up and give the best presentation possible. And it starts with the figures. If your figures are out of proportion, the public opinion will remain out of proportion, to a certain point. Manufacturers who are currently making figures available to the public have gone through great efforts to retain the correct scale and proportion with their products. It is up to all of the customizers and fellow hobbyists to follow suit.



(Pictured above, 30MM figures)

(Pictured below, 35MM figures)



I hope that this article can help aid in any questions that one may have pertaining to the scale and appearance that miniature football holds. This is meant to be a guideline for which any future customizer, or manufacturer, can utilize as a reference for appropriate scales for the hobby. Additional information about how the human body is scaled to itself can be found in most realistic figure drawing

guide books, or realistic figure drawing websites. Good luck with the figure making, I hope to see all of your creations on the vibrating turf.

