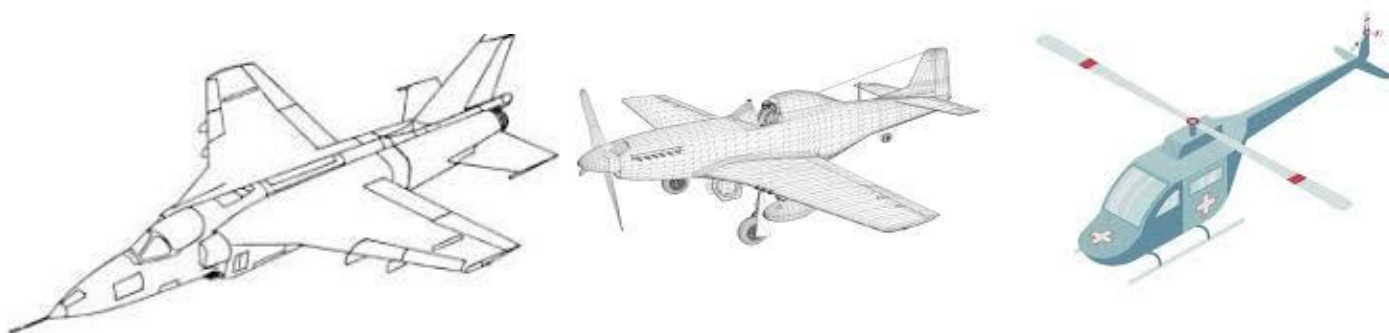




## Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Aircraft

Category No.: \_\_\_\_\_ Model Entry No.: \_\_\_\_\_ Description: \_\_\_\_\_

Judging team scribe should note evaluation comments in abbreviated form on the table below and note the most noticeable flaw locations on the diagram(s) [5 max.]. Judges will reference notations to assist with determining the line item scores in grid below.



<b>Construction</b>	Seams/Sink Marks	Glue Marks	Ejector Marks	Flash	Clear Parts	See Through	
<b>Alignment</b>	Wheels/Landing Gear	Weapons/Ordnance	Flight Surfaces	Antennas/Pitot Tubes			
<b>Paint/Finish</b>	Consistency	Debris/Brush Marks	Sheen	Masking	Runs	Texture	
<b>Markings/Decals</b>	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines	
<b>Weathering/Other</b>	Not Believable	Inconsistent	Out of Scale	Tiedown/Cable fuzz	Integration of Added Items		

Comments: \_\_\_\_\_

Criteria Element	Needs Work	Better	Average	Above Average	Excellent	Score
<b>Construction Flaws</b> (bases not considered except dioramas & vignettes) (40% of total)	Significant/many correctable build flaws visible from more than 2 ft away. (0 pts)	Several (more than 5) significant, avoidable build flaws visible at close-up inspection. A less than average build. (10 pts)	Some (5 or less) build significant flaws at close-up inspection. An average build. (20 pts)	Few (1-2) very minor, hard-to-detect flaws discovered. A well above average model. (30 pts)	No build defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (40 pts)	
<b>Finish Flaws</b> (bases not considered except dioramas & vignettes) (40% of total)	Significant/many correctable finishing flaws visible from more than 2 ft away. (0 pts)	Several (more than 3) significant, avoidable finish flaws visible at close-up inspection. A less than average build. (10 pts)	Some (5 or less) significant finish flaws at close-up inspection. An average build. (20 pts)	Few (1-2) very minor, hard-to-detect flaws discovered. A well above average model. (30 pts)	No finish defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (40 pts)	
<b>Overall Presentation</b> (base and documentation may be considered) (10% of total)	N/A	N/A	No documentation and/or base provided.  (0 points)	Moderate artistry. Some documentation and/or simple or mirror base provided, consistent with the model. (5 points)	Significant eye-catching artistic presentation, well-done base, and well-documented build. Worthy of Best of Class consideration. (6-10 pts)	
<b>Degree of Difficulty</b> (base, finish complexity, and documentation to be considered) (10% of total)	N/A	N/A	Average build of a simple to average quality kit. No extra efforts observed.  (0 points)	Good build of a difficult to average quality kit or average build of a difficult kit. Some extra aftermarket and finish efforts observed. (5 points)	Excellent build of a difficult to average quality kit. Significant extra detailing, aftermarket and finish effort observed. Worthy of Best of Class consideration. (6-10 points)	
<b>Total Score =</b>						

## Aircraft Judging Criteria

### 1. Construction: Symmetry, Completeness, and Quality

#### A. Items That Should Be Present.

1. Machine guns, main guns, exhausts, vents, etc. have been drilled out/opened up. Tires are flattened to reflect the weight of the aircraft.
2. Parts that are thick, over-scale, or coarse (such as flaps, ailerons, rudders, etc.) have been thinned, modified, or replaced.
3. Modifications and added ordnance match the scale of the vehicle.
4. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are well integrated into the model. Photo-etched parts that require forming are precisely shaped, and surfaces that require building up to a thicker cross-section are smooth and uniform.
5. Viewable portions of the model's underside have as much detail as the top (trademarks removed, etc., etc.).
6. Clear parts are clear, without fog, scratches, blemishes, or glue marks. Canopy frames are crispy painted.

#### B. Items That Should Not Be Present.

1. Flash, sink marks, mold marks, ejector-pin marks, etc. Unfilled/inconsistent seams, glue marks.
2. Gaps between parts or that allow a "see-through" effect not existing on the actual aircraft. This includes open intakes and exhausts.
3. Asymmetrical features (flying surfaces, ordnance, landing gear, engine nacelles, etc.) that were not present on the actual vehicle. Damaged features should be noted. Flying surfaces (wings, horizontal & vertical stabilizers, etc.) shall be symmetrically aligned with correct di or an-hedrals.
4. Gun barrels, pitot tubes, etc. that are not aligned or parallel with the centerline of the aircraft.
5. Details/contour/cylindrical cross section that has been sanded off but has not been restored.
6. Panel lines that have been removed during construction have been restored to match the rest of the aircraft.

### 2. Finishing: Paint, Decals, and Weathering

#### A. Items That Should be Present

1. Smooth and even paint finish unless irregular surfaces such as non-slip walkways, and screens are being represented.
2. Viewable portions of the vehicle's underside have been given the same attention to finishing as the top. The finishing of the underside of the aircraft is consistent with and complementary to that of the top and sides. Paint and weathering on the ordnance is consistent with the rest of the model. If the aircraft is weathered, normal wear and tear is present.
3. Markings appear to be painted on unless noted. Panel lines should extend through markings appropriately.
4. Weathering, if present, shows concern for scale (e.g., size of chipped areas), is consistent and believable throughout the model, and is in accordance the operating environment represented. Extreme examples should be documented.

#### B. Items that Should Not be Present

1. Unpainted construction material: plastic, metal, resin, etc.
2. Signs of the construction process: glue, file/sanding marks; fingerprints; discontinuities between kit plastic and filler materials.
3. Debris in the finish: lint, brush hairs, dust, etc.
4. Discontinuities in the finish: Fingerprints, brush marks, "Orange-peel" or "eggshell" effects, "Powdering" or grainy paint in recessed areas.
5. Drips, runs, or pooling of paint or oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking.
6. Inconsistent finish sheen.
7. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
8. Decal film. Decals that are thick and create a raised surface on the model inconsistent with the rest of the model.

### 3. Overall Presentation: Artistic Element, Base, Documentation, Accuracy

- A. Artistry. The model looks to be a miniature representation of a subject that has been reduce in scale rather than a toy or crude presentation of the subject. Painting, shading, and composition have been executed to present the model as a work of art.
- B. Base. The base has been well executed and complements the model. Construction and finish quality of the base is consistent with that of the model. Mirrors help to highlight the detailing and quality of work.
- C. Documentation. Any notes and reference materials have been presented in a clear, concise format and complements the model.
- D. Accuracy. The entry is assumed to be accurate, and **accuracy shall not be considered** in the judging of the entry.

### 4. Degree of Difficulty: Detailing, Scratch-building, Paint Schemes

- A. Detailing. The model has been upgraded by extra work to represent details not provided in the original kit. These items typically include:
  1. Aftermarket details should blend with the model.
  2. Cables and electrical lines for cockpits, avionics, etc. Instrument faces on panels.
  3. Addition of screens, panel lines and rivet/fastener details.
  4. Landing gear and ordnance details.
  5. Markings and stencils.
- B. Scratch building and Kit-bashing. The modeler has undertaken modifications and detailing well beyond the building of a conventional kit. Materials have been added to the model by the creation of parts and the inclusion of sections of other kits.
- C. Paint Schemes. The modeler has undertaken an extremely complex and difficult paint scheme beyond the norm.