

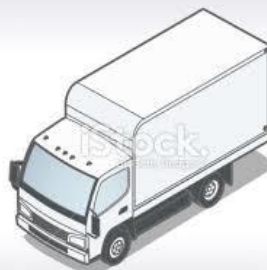
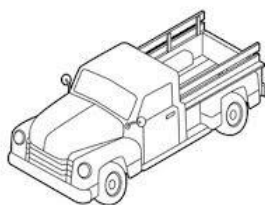


# Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Automotive

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

Judging team scribe should note evaluation comments in abbreviated form on the table 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.

Best Attribute(s) of this Entry: \_\_\_\_\_



<b>Construction</b>	Seams/ Flash	Glue Marks	Ejector/Sink Marks	Clear Parts		
<b>Alignment</b>	Wheels/ Tires	Dash, Door Panels, Seats	Hood, Grilles	Mirrors, Antennae	Windshield/ Windows	
<b>Paint/ Finish</b>	Orange Peel	Debris/ Brush Marks	Windshield, Windows	Masking	Runs	Window Trim
<b>Markings/ Decals</b>	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines
<b>Weathering/ Other</b>	Not Believable	Inconsistent Across Vehicle	Chrome Parts	Inconsistent with Service	Integration of Added Items	

Judging Element	Needs Work	Better	Average	Above Average	Excellent	Score
<b>Construction Quality</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. (5 pts)	Some (5 or less) significant build flaws at close-up inspection. An average build. (10 pts)	Few (1-3) very minor, hard-to-detect flaws discovered. A well above average model. (15 pts)	No build defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (20 pts)	
<b>Finish Quality</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 5) significant, avoidable finish flaws visible at close-up inspection. A less than average build. (15 pts)	Some (5 or less) significant finish flaws at close-up inspection. An average build. (30 pts)	Few (1-3) very minor, hard-to-detect flaws discovered. A well above average model. (45 pts)	No finish defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (60 pts)	
<b>Overall Presentation</b> (base and documentation may be considered) (10% of total)	N/A	N/A	Average build well executed. Documentation and/or base do not complement or augment the model. (0 pts)	Creative use of simple base/mirror and documentation which enhances the model. (5 pts)	Eye-catching, creative, artistic presentation, well-executed 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 degree of difficulty executed well. Minimal extra efforts observed. (0 pts)	Good build of an average quality kit or average build of a difficult kit. Some extra detailing and finish efforts observed. (5 pts)	Extraordinary effort made to add detail or augment features of the original kit. Significant extra detailing, aftermarket and finish effort observed. Worthy of Best of Class consideration. (6-10 pts)	
					<b>Total Score =</b>	

## Automotive Judging Criteria

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

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

1. Exhausts pipes, vents, etc. have been drilled out/opened up where possible.
2. Windshields and windows properly fit to body.
3. Dash, door panels, and seats properly fit to windshield and body. Pen lights should be used for interior judging.
4. Hood, bumpers, mirrors, antennae, and grilles properly fit.
5. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are well integrated into the model and in-scale. Photo-etched parts are precisely shaped

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

1. Mold lines, sink marks, ejector pin marks, seams, glue marks.
2. Tire mold seams, wheels misfit to tires, tire(s) off the ground, wheels/tires misaligned.

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

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

1. Smooth and even application of colors to body, engine, chassis, and interior.
2. Crisp lines at color changes (stripes, trim, etc.), consistent fading between colors.
3. Windshields and windows are clear or consistently tinted.
4. Crisp panel lines.
5. Clearcoat polished to a blemish free finish.
6. Windshield and window trim: accomplished with Bare Metal Foil or paint.
7. Chrome parts are bright and clean. Repairs with Molotow Pen or chrome paint at sprue points is acceptable.
8. Weathering, if present, shows concern for scale (e.g., size of chipped areas), is consistent and believable throughout the model, and is in accordance with the conditions in which the operating environment represented. Extreme examples should be documented.

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

1. Glue marks, file/sanding marks, fingerprints, putty marks.
2. Debris in the finish.
3. Orange-peel, grainy paint in recessed areas.
4. Drips, runs, or pooling of paint or clear coat.
5. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
6. Misfit or scratched windshields and windows.

### 3. Overall Presentation: Artistry, Documentation, Accuracy.

**A. Artistry.** The model looks to be a **miniature representation of a subject** that has been reduced in scale rather than a toy or crude presentation of the subject. Color and decal selections, wheel and tire selections, and stance have been executed to **present the model as a work of art.**

**B. Base.** The **quality of the base complements the quality of the model.** **Mirror arrangements** highlight the detailing and quality of work.

**C. Documentation.** Table form or attachment conveys important information to the judge. Any additional notes and reference materials have been **presented in a clear, concise format** and complements the model.

**D. Accuracy.** The entry is presumed to be accurate as-entered. **No evaluation of accuracy will be considered in this judging evaluation.**

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

**A. Detailing.** The model has been **upgraded by extra work to exhibit details not provided in the original kit:**

1. Engine detailing: wiring, belts, hoses, springs, etc.
2. Instrument panel detailing: gauges, trim, dashboard, gearshift, brake and gas pedals, etc. Pen lights should be used for interior judging.
3. Panel lines marked.
4. Badges and emblems.
5. Customization and racing features.

**C. 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 parts/sections of other kits. Resin bodies and parts are considered a positive addition to a model.

**D. Paint/Marking Schemes.** The modeler has undertaken an **extremely complex and difficult scheme** beyond the norm.