



Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Gunpla Subjects

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.

RX-93 NU GUNDAM



Construction	Seams/ Flash	Glue Marks	Ejector/sink Marks	Barrels/Exhausts/ Vents not opened	Clear Parts	See-Through	Nubs
Alignment	Wheels/ Landing Gear	Running Gear/ Tracks	Flight Surfaces	Masts/ Decks	Limbs/ Eyes	Weapons/ Ordnance	
Paint/ Finish	Consistency	Debris/ Brush Marks	Sheen	Masking	Runs	Shading	
Markings/ Decals	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines	
Weathering/ Other	Not Believable	Inconsistent	Out of Scale	Tiedown/ Cable fuzz	Integration of Added Items	Posing	Base/ Stand

Compliments/Comments: _____

Criteria Element	Needs Work	Better	Average	Above Average	Excellent	Score
Construction Flaws (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) significant build 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)	
Finish Flaws (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)	
Overall Presentation (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. Model is posed. (5 points)	Significant eye-catching artistic presentation, well-done base, model posed, and well-documented build. Worthy of Best of Class consideration. (6-10 pts)	
Degree of Difficulty (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)	
Total Score =						

Gunpla Judging Criteria

1. Construction: Symmetry, Completeness, and Quality

A. Items That Should Be Present.

1. Guns, thrusters, exhausts, vents, etc. have been drilled out/opened up.
2. Parts that are thick, over-scale, or coarse (such as flaps, antennas, 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 been given the same attention to detail as the top (trademarks removed, etc., etc.).
6. Clear parts are clear, without fog, scratches, blemishes, or glue marks. Edges or frames are crisply painted.
7. Panel lines are consistent in width.

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 that allow a "see-through" effect.
3. Misalignment of features: flying surfaces, ordnance, landing gear, wheels, running gear, limbs, engine nacelles, etc.). Damaged features should be noted.
4. Details/contour/cylindrical cross section that has been sanded off but has not been restored.
5. Details such as panel lines that have been removed during construction but not restored to match the rest of the vehicle.

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 vehicle 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 vehicle 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. Panel lines are consistently painted.
5. 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. Vehicles that have survived atmospheric re-entry should show weathering on heat shields, engine nozzles, etc.

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. Placards which have not been attached rather than painted on the subject vehicle should be noted.

3. Overall Presentation: Artistic Element, Base, 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. 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.
- C. Pose. The subject is correctly posed.
- D. Documentation. Any notes and reference materials have been presented in a clear, concise format and complements the model.
- E. Accuracy. The entry is assumed to be accurate, and **accuracy shall not be a part of the judging.**

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

- A. Base kit. Older, Pre-2000 base kit.
- B. Detailing. Extra work has been done to upgraded by the model with details/features not provided in the original kit:
 1. Electronics, lights, sounds, moving parts.
 2. Physical structural changes such as added panel lines, additional armor. Mobility modifications.
 3. After-market and/or scratch-built parts that are well-integrated into the model: 3D printed/resin conversion parts, cables, wires, screens, rivet/fastener details.
 4. Added a base or stand for the display of the model and correctly posed the subject.
- 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 sections of other kits.
- D. Airbrushing Techniques and Paint Schemes. The modeler has applied advanced airbrushing techniques (shading, fading, candy effects, etc.) and/or undertaken complex painting schemes (complicated camouflage scheme, flames, etc.).