

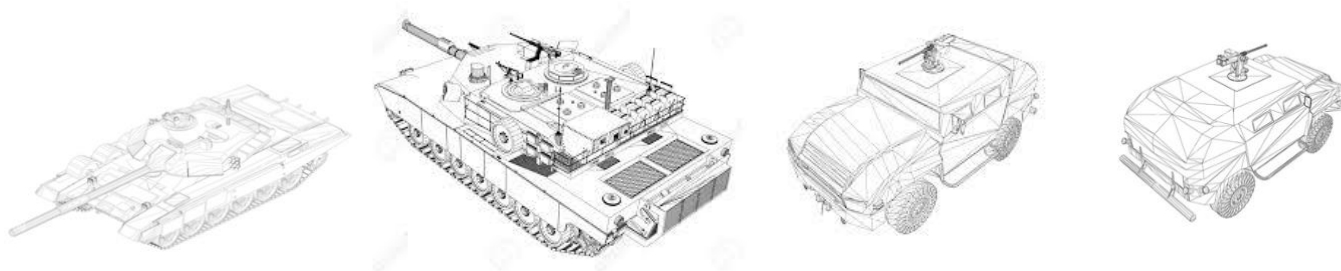


## Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Military Vehicles

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	Barrel(s) Not Drilled Out	Clear Parts	See-Through	Figures
<b>Alignment</b>	Wheels/Suspension	Running Gear/Tracks	Weapons/Ordnance				
<b>Paint/Finish</b>	Consistency	Debris/Brush Marks	Sheen	Masking	Runs	Shading	Figure Detailing
<b>Markings/Decals</b>	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines	
<b>Weathering/Other</b>	Not Believable	Inconsistent across vehicle	Out of Scale	Tiedown/Cable fuzz	Integration of Added Items	Inconsistent with Service	

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. (10 pts)	Some (5 or less) significant build flaws at close-up inspection. An average build. (20 pts)	Few (1-3) 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 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. (10 pts)	Some (5 or less) significant finish flaws at close-up inspection. An average build. (20 pts)	Few (1-3) 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	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>	

## Armor/Military Vehicles 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**.
2. **Parts that are thick**, over-scale, or coarse (such as mudflaps) **have been thinned**, modified, or replaced.
3. **Modifications** and added stowage **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 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** as the top (motor holes filled, etc.).

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

1. **Flash, sink/mold marks, ejector-pin marks**, provisions for motorization. Unfilled/inconsistent **seams, glue marks**.
2. **Gaps** between parts or that allow a "see-through" effect not existing on the actual vehicle. This includes open hatches without interiors. Gap/overlap at the points where the track ends join.
3. **Asymmetric track/wheel alignment** and/or clearances that are not symmetrical or with noticeable misalignment.
4. **Track/wheel patterns** that are not the same side to side unless notes are provided.
5. **Road wheels/tires that are not aligned** down the length of the vehicle and/or not in **contact** with the track/ground.
6. **Asymmetrical features** that were not present on the actual vehicle. Damaged features should be noted.
7. Main gun **barrels that are not aligned or parallel with the centerline** of the vehicle.
8. **Details/contour/cylindrical cross section that has been sanded off but has not been restored**.
9. **Tiedowns/straps** have **fuzz** or edges that are **out-of-scale** with the subject.

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

#### A. Items That Should be Present.

1. **Smooth and even paint finish** unless irregular surfaces are being represented: non-slip walkways, zimmerit, screens, etc.
2. **Viewable** portions of the vehicle's **underside have been given the same attention to the finishing on the top**. The finishing of the underside is consistent with and complementary to that of the top and sides. Paint and weathering on the inside of the road wheels is consistent with that on the outside. Normal wear and tear is present on the underside of the hull.
3. **Markings appear to be painted on** unless noted.
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 with the conditions in which the operating environment represented. Extreme examples should be documented.

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

1. **Signs of the construction process**: glue, file/sanding marks; fingerprints; discontinuities with filler materials.
2. **Debris** in the finish: lint, brush hairs, dust, etc. or **unpainted parts**.
3. **Discontinuities** in finish: Fingerprints, "Orange-peel" or "eggshell" effects, "Powdering" or grainy paint in recessed areas.
4. **Drips, runs, or pooling** of paint/oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking.
5. **Inconsistent finish sheen**.
6. **Decals that are damaged, misaligned, silvered**, or not smoothly applied to the surface of the model.
7. **Decal film**. Decals that are thick and create a raised surface on the model inconsistent with the rest of the model. Placards which have 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. Figures, if any, should be of the same quality as the model.
- C. **Documentation**. Any notes and reference materials have been **presented in a clear, concise format** and complements the model.
- D. **Accuracy**. The model as-entered is presumed to be accurate and **accuracy will not 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 (examples)**:

1. Periscope faces, windshield wipers, headlight and tail light lenses.
2. Cables and electrical lines for tow cables, lights, smoke dischargers, etc.
3. Instrument faces on dashboards. Gas and brake pedals be added to open-topped vehicles.
4. Dust covers and thermal shrouds.
5. Replacement of molded grab irons. Detailing of pioneer tools and hold downs.
6. Addition of screens, weld marks, antennas, and rivet details.
7. Track and running gear details.
8. Stowage details: handles, hinges, markings, etc.

#### 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.

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