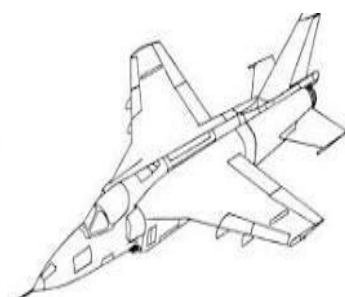
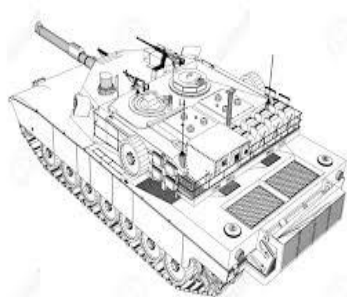




## Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Miscellaneous and Juniors

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.



<b>Construction</b>	Seams/Sink Marks	Glue Marks	Ejector Marks	Flash	Clear Parts	See-Through	Figures
<b>Alignment</b>	Wheels/Landing Gear	Running Gear/Tracks	Flight Surfaces	Masts/Decks	Limbs/Eyes	Weapons/Ordnance	
<b>Paint/Finish</b>	Consistency	Debris/Brush Marks	Sheen	Masking	Runs	Shading	Figures
<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: \_\_\_\_\_

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	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. (6-10pts)	
					<b>Total Score =</b>	

## Miscellaneous and Junior Judging Criteria

**Collections:** The criteria below will be used to **evaluate the collection in aggregate**, with consideration given to **all of the collection's elements**. These entries must **demonstrate that all of its elements are clearly aligned to the theme of the collection**, including the models themselves, the creative method of display, use of backdrops/materials, and clear name identification of each of the collection's models. This should be **reflected in the Overall Presentation score**.

**Triathlons:** The criteria below will be used to **evaluate the entry in aggregate**, with consideration given to **all of the triathlon's elements**. The **diversity of the three entries and the breadth of skills demonstrated is a major consideration** and should be **reflected in the Degree of Difficulty score**.

**Dioramas:** The criteria below will be used to **evaluate the collection in aggregate**, with consideration given to **all of the collection's elements**: vehicles, figures, groundwork, buildings, etc. **The degree to which the diorama sets a mood and tells a clear story is critical** and should be **reflected in the Overall Presentation score**.

### 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. **Added parts** (scratch-built, aftermarket resin and photo-etch, etc.) **are in-scale and well-integrated** into the model. Photo-etched parts are precisely shaped, and surfaces that require a thicker cross-section are smooth and uniform.
4. **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.
3. **Asymmetric track/wheel/flight surface alignment/masts/decks** and/or clearances 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. **Gun barrels that are not aligned or parallel with the centerline** of the vehicle.
7. **Details/contour/cylindrical cross section/creases** that **has been sanded off but has not been restored**.
8. **Tiedowns/straps** have **fuzz** or edges that are **out-of-scale** with the subject.
9. **Poorly fitted or scratched clear parts**.

### 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. This includes such as road wheels and ordnance.
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**, sometimes caused by misapplication of final clear coats.
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.
8. **Chrome parts are clear and bright**.

### 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. Mirrors highlight detailing and the 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 part of the judging**

### 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, periscope faces, windshield wipers, headlight and tail light lenses, handles, hinges, markings, etc.
2. Cables for tow cables, lights, wiring, smoke dischargers, rigging, etc.
3. Interior details added to automobiles and open-topped military vehicles. Addition of screens, weld marks, antennas, rivets.
4. Replacement of molded-on details such as pioneer tools, grab irons, hold downs, etc.
5. Markings and stencils.

**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.