

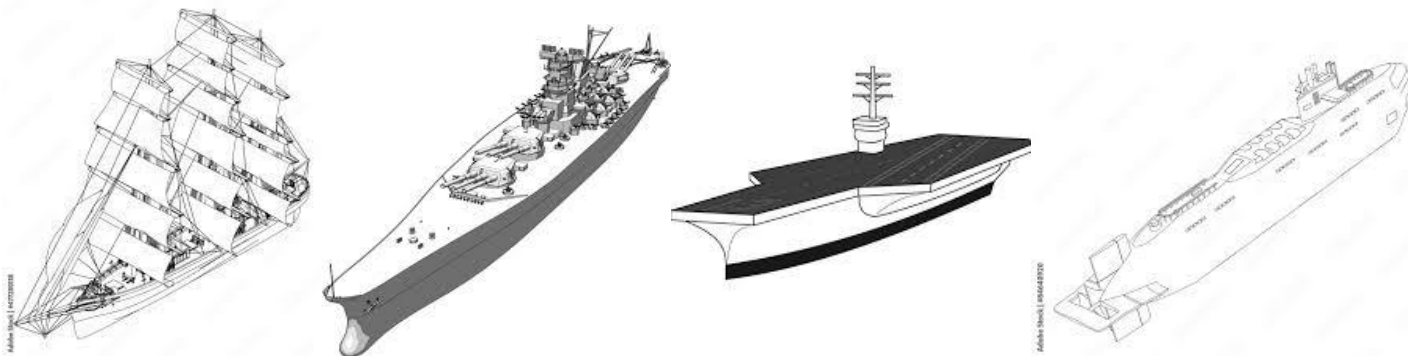


Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Ships

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: _____



Construction	Seams/ Flash	Glue Marks	Ejector/ Sink Marks	See- Through	Clear Parts		
Alignment	Masts/ Decks	Weapons/ Ordnance	Hull	Propellers/ Shafts	Hatches	Rudders /Fins	
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 across vessel	Out of Scale	Tiedown/ Cable fuzz	Integration of Added Items	Rigging Tension	

Judging Element	Needs Work	Better	Average	Above Average	Excellent	Score
Construction Quality (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)	
Finish Quality (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)	
Overall Presentation (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)	
Degree of Difficulty (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)	
					Total Score =	

Ship Judging Criteria

1. Construction: Symmetry, Completeness, and Quality.

A. Items That Should Be Present.

1. Guns, exhausts, vents, etc. have been **drilled out/opened up**.
2. **Superstructure components** (platforms, cabins, funnels, etc.) should be aligned with the vertical when viewed from stern to stern. **Masts and periscopes** must be parallel to the vertical axis of the ship when viewed stern to stern.
3. **Parts that are thick**, over-scale, or coarse **have been thinned**, modified, or replaced. Surfaces that require building up to a thicker cross-section are smooth and uniform.
4. **Modifications** and added details **match the scale of the vessel**. **Added parts** (scratch-built, aftermarket resin and photo-etch, etc.) **are in-scale and well-integrated** into the model. Examples would include spars, bulwarks, splinter shields, railings, and rigging. Most small, molded-in details will be sanded off and replaced by aftermarket parts.
5. **Photo-etched parts are precisely shaped**, free of nubs, and completely painted. Railings should be straight without waves. They must line up horizontally and vertically at joints. Corner seams should be filled.
6. **Deadeyes are right side-up** and rigging lines and blocks are in proper proportion to each other.
7. **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** (including around the feet of figures).
2. **Gaps** between parts or that allow a "see-through" effect not existing on the actual vessel. This includes open hatches without interiors.
3. **Asymmetrical features and clearances** that were not present on the actual vessel. Sailing ships may have yards arrayed at off angles. Vessels also may have raked masts and funnels. Damaged features should be noted.
4. **Any rigging that is not to scale or incorrectly tensioned** (e.g. bending the spars). Lines should not be fuzzy or frayed.
5. **Details/contour/cylindrical cross section that has been sanded off but has not been restored**.

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, screens, etc.
2. **Viewable** portions of vessel'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.
3. **Markings appear to be painted on** unless noted.
4. **Clear demarcations exist between masts/superstructure and decks**.
5. **Weathering**, if present, shows concern for scale (e.g., size of chipped areas), **is consistent and believable** throughout the entire model (hull and superstructure). Shell/expansion plating and oil-canning effects may be added. Extreme weathering 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 due to poor masking.
5. **Inconsistent finish sheen**. In most cases, the vessel and its equipment should have a matte finish.
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.

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 must be size-appropriate for the model. It should not detract from the model due to its size and the activity represented. The construction and finish quality of the base should complement the model.

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**.

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 scratch-built parts, addition of aftermarket parts, and/or the inclusion of parts/sections of other kits.

C. Paint/Marking Schemes. The modeler has undertaken an **extremely complex and difficult paint scheme (e.g. dazzle camouflage)** beyond the norm.