

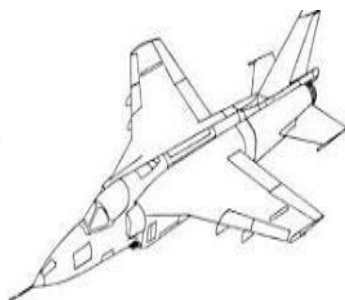
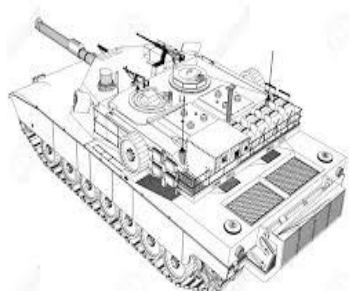


Alamo Squadron Model Fiesta 44 (2026) Judging Feedback & Scoring Protocol Juniors

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. **Accuracy will not be part of this evaluation.**

Best Attribute(s) of this Entry: _____



Construction	Seams/Sink Marks	Glue Marks	Ejector Marks	Flash	Clear Parts	See-Through	Figures
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	Figures
Markings/Decals	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines	
Weathering/Other	Not Believable	Inconsistent across vehicle	Out of Scale	Tiedown/Cable fuzz	Integration of Added Items	Inconsistent with Base	
Multi-Element Entries	Weak Story in Diorama	Disparity of Quality across the Entry(s)	Misalignment w. Collection Theme	Creative Collection Base Not Used	Collection Subjects Not Identified		

Judging Element	Needs Improvement	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 significant, avoidable build flaws visible at close-up inspection. A less than average build. (10 pts)	Some significant build flaws at close-up inspection. An average build. (20 pts)	Few 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 significant, avoidable finish flaws visible at close-up inspection. A less than average build. (10 pts)	Some significant finish flaws at close-up inspection. An average build. (20 pts)	Few 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 & Scope of Work - Showmanship - Documentation - Visual Appeal - Storytelling - Scope of Work	N/A	N/A	Average build well executed. Documentation scope, and presentation do not complement or augment the model. (0 pts)	Creative use of showmanship, etc. which enhances the entry. Scope additional scope of work. (5 or 10 pts)	Eye-catching, creative, artistic presentation, well-executed and well-documented build. Significant extra scope of work. Worthy of Best of Class consideration. (11-20 pts)	
				Gold: 80 pts. Silver: 60 pts. Bronze: 40 pts.	Total Score =	

Junior Judging Criteria

Accuracy, to real subject, photos, or box art will not be a factor in this evaluation

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 & Scope of Work.

A. **Showmanship**: Effort has been made to present the work as art to enhance the display of the model. This can include bases, backdrops, posters, sound effects, lighting, mirrors, and similar attributes of showmanship beyond the kit's contents. The quality of the display must enhance the presentation of the model.

B. **Documentation**: The description of the entry, subject modeled, and/or the techniques used to produce the entry. **The modeler is encouraged to concisely inform the judges of the work, detailing, and research related to the entry that may not be visible or readily-apparent to the judges**. This may include photographs and images. The professionalism and conciseness of the documentation will be considered. Documentation is limited to one attachment to the entry form of no more than one 8.5" x 11" page/entry element with a bullet point outline format as described the ModelFiesta contest rules. Documentation beyond this will not be considered by the judges.

C. **Visual Appeal**: The ability of the entry to attract and hold the interest of the viewer.

D. **Storytelling**: The ability of the entry to evoke emotion or convey the life of the subject beyond the subject itself. This will be a prime consideration in the evaluation of Diorama entries. Other types of entries may also have elements of storytelling that should be recognized. The story should be consistent with the documentation presented.

E. **Scope of Work**. This considers the degree to which the contestant has gone beyond the scope of the original kit with additional detailing and the addition of features. The application of multi-media detailing sets, scratch-building, kit-bashing techniques may be included. It includes exotic finishing techniques. Examples of extra detailing might include:

1. Aftermarket details that blend with the model. Cables, wires, thread for lights, weapons, rigging, etc.
2. Running gear, track, stowage, ordnance, auxiliary equipment detailing.
3. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.

F. Multi-element Entries.

1. Collections: The collection will be judged 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 & Scope of Work score.

2. Triathlons: The entry will be judged 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 Overall Presentation & Scope of Work score.

3. Dioramas: The entry will be judged 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 & Scope of Work score.