

Alamo Squadron Model Fiesta: Miscellaneous Class Feedback and Scoring

Judges' Scoring Definitions and Notes:

Class Note: Collections, Dioramas, and Triathlons are judged in the Aggregate

Excellent (E): Virtually flawless with minor, almost undetectable flaws or no flaws.

Good (G): Model has very few minor flaws, otherwise generally very well executed.

Needs Improvement (NI): Model not well executed- Multiple noticeable minor flaws or an obvious major flaw.

- Accuracy (fidelity to historical/cultural references, box art, etc.) will not be considered in the evaluation and scoring of this entry.
- Place a checkmark for each criterion in the **E, G, NI, or N/A** columns below for **Construction, Finish, and Overall Criteria**
- Estimate a score for each major criteria based on the balance of checkmarks and point ranges, and sum the scores for a **Total Score**
- For maximum credit, Contestant should document the additional work beyond base kit to inform judges of additional work (1 pg max)

The BEST thing about this model entry is:	Judges' Initials	TOTAL SCORE = Construction + Finish + Overall	Awards Gold: 95+ Silver: 80+ Bronze: 65+
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Construction Quality: These items are judged in aggregate for collections, dioramas, and triathlons.	N/A	NI 0 10 15 20 25 pts	G 30 35 40 45 pts	E 46 – 50 pts
Alignment & Symmetry: Landing gear & wheels, running gear, flight surfaces, masts, tracks, etc.				
Added Parts: Stores, ordinance, stowage, well integrated & in scale.				
Surface Preparation: Glue marks, seams, scribing, ejector & sink marks, etc.				
Gun Barrels: Straight & drilled out.				
Wheels & Tracks: Reflect weight of vehicle & surface contact.				
Openings: No see-through.				
Clear Parts: Polished, no glue marks or gaps in attachment points.				
Consistent Scale Use: Especially Collections & Dioramas.				
Comments:	Construction Score:			

Finish Quality: These items are judged in aggregate for collections, dioramas, and triathlons.	N/A	NI 0 10 15 20 25 pts	G 30 35 40 45 pts	E 46 – 50 pts
Paint & Topcoat: Smooth & even, no runs, drips or brush marks.				
Decals & Markings: Properly located, no silvering & settled in panel lines.				
Weathering: Top and bottom consistent with usage & believable.				
Multiple Color Use: Masked or freehand, textured or sheen appropriate for entry.				
Clear Parts: Masked or freehand with sharp framed edges.				
Stowage & Accessories: Painted & shaded consistent with vehicles & entry background.				
Figures: Well done & painted & shaded consistent with rest of the entry.				
Comments:	Finish Quality Score:			

Overall Presentation & Scope of Work:	N/A	NI 0 pts	G 5 - 10 Pts	E 11 - 20 pts
Showmanship: Creative base, backdrops, posters, lighting & special effects used to enhance entry.				
Documentation: Registration entry form, plus 1 additional page, in bullet format to inform judges of work, detailing, techniques, research, etc. not readily apparent from entry.				
Visual Appeal: Entry attracts and holds viewer interest.				
Storytelling: Ability of the entry to evoke viewer emotion & cause immediate recognition of the Storyline. Documentation helpful in enhancing the Storytelling.				
Scope of Work: Contestant has gone beyond the original kit build adding features such as: multi-media detailing, scratch-building, kit-bashing, use of exotic paint schemes, etc.				
Collections & Dioramas: Theme & Storyline centered, creative displays used & all subjects identified.				
Triathlons: Three distinctly different Class entries must each demonstrate exceptional building skills.				
Comments:	Overall Presentation and Scope of Work Score:			

Miscellaneous Class Judging Criteria

Note: All Entries are assumed to be accurate. Accuracy will not be considered 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.
2. Cables and electrical lines for lights, weapons, etc.
3. Running gear, track, stowage auxiliary equipment detailing.
4. 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 the overall quality of *all* of the collection's elements. All of the elements should be or the same of similar scale, with similar labelling. 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 quality of the entry will be judged in aggregate, with consideration given to *all* of the triathlon's elements. The diversity of the three entries from different classes 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 quality of the entry will be judged in aggregate, with consideration given to *all* of the collection's elements: vehicles, figures, groundwork, buildings, debris, 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.