

Alamo Squadron Model Fiesta: Automotive Class Feedback and Scoring

Judges' Scoring Definitions and Notes:

Excellent (E): Virtually flawless construction 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

The BEST thing about this model entry is:

Judges'
Initials

TOTAL
SCORE =
Construction
+ Finish +
Overall

Awards:
Gold: 95 +
Silver: 80+
Bronze: 65+

Construction Quality:

N/A

NI
0 5 10
pts

G
15 20 25
pts

E
26-30
pts

Alignment & Fit: appropriate symmetry, no see-through

Wheels: tires on the ground, fit to wheel wells

Clear Parts: clarity, glue, free of scratches, and refraction

Surface preparation: nibs, glue marks, seams, gaps, ejector marks, sink marks

Comments:

Construction Score:

Finish Quality:

N/A

NI
0 10 20 30
35 pts

G
40 45 50 55
pts

E
56 – 70
pts

Paint Color consistency

Masking & Graphics

Weathering: consistency and believability

Clear Coats

Vintage Paint (before Clear Coat):

Decals: silvering, alignment, finish

Glass: free of smudges and imperfections

Wheels & Tires: finish quality

Trim Finish: windows, badging, headlights/taillights, exhaust

Engine Compartment: finish, wiring, plumbing

Interior: finish, dash detailing, seat belts, racing harness

Comments:

Finish Quality Score:

Overall Presentation & Scope of Work:

N/A

NI
0 pts

G
5 - 10
Pts

E
11 - 20
pts

Showmanship: bases, backdrops, posters, sound effects, lighting, mirrors, etc. to enhance the display of the model.

Documentation: concise (1 page max.) description to inform judges of work, detailing, techniques, and research that may not be readily apparent to the judges.

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

Storytelling: ability of the entry to evoke emotion or convey the life of the subject beyond the subject itself. The story should be consistent with the documentation presented.

Scope of Work: degree to which the contestant has gone beyond the scope of the original kit with additional detailing and features, including: multi-media detailing, scratch-building, kit-bashing, exotic finishing techniques, etc.

Comments:

Overall Presentation and
Scope of Work:

ModelFiesta 44 Automotive Judging Criteria

Note: The entry is presumed to be accurate as-entered. No evaluation of accuracy will be considered in this judging evaluation.

1. Construction: Symmetry, Completeness, and Quality.

A. Items That Should Be Present.

1. Exhausts pipes, vents, etc. have been drilled out/opened up where possible.
2. Windshields and windows properly fit to body.
3. Dash, door panels, and seats properly fit to windshield and body.
4. Hood, bumpers, mirrors properly fit.
5. Added parts (scratch-built, aftermarket resin and photo-etch, etc.) are well integrated into the model and in-scale. Photo-etched parts are precisely shaped.

B. Items That Should Not Be Present.

1. Mold lines, sink marks, ejector pin marks, seams, glue marks.
2. Tire mold seams, wheels misfit to tires, tire(s) off the ground, wheels/tires misaligned.

2. Finishing: Paint, Decals, and Weathering.

A. Items That Should Be Present.

1. Smooth and even application of colors to body, engine, chassis, and interior.
2. Crisp lines at color changes (stipes, trim, etc.) consistent fading between colors.
3. Windshields and windows are clear or consistently tinted.
4. Crisp panel lines.
5. Clearcoat polished to blemish free finish.
6. Windshield and window trim: accomplished with Bare Metal® foil or paint.
7. Chrome parts are bright and clean repairs with Molotow pen of chrome paint at sprue points is acceptable.
8. **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. Glue marks, file/sanding marks, fingerprints, putty marks.
2. Debris in the finish.
3. Orange-peel, grainy paint in recessed areas.
4. Drips, runs, pooling of paint or clear coat.
5. Decals that are damaged, misaligned, silvered, or not smoothly applied to the surface of the model.
6. Misfit or scratched windshields and windows.

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. Engine detailing: wiring, belts, hoses, springs, etc.
2. Instrument panels detailing: gauges, trim, dashboard, gearshift, brake and gas pedals, etc. Pen lights may be used for interior judging.
3. Panel lines marked.
4. Badges and emblems.
5. Customizations and racing features.