

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.
3. Panel lines marked.
4. Badges and emblems.
5. Customizations and racing features.