



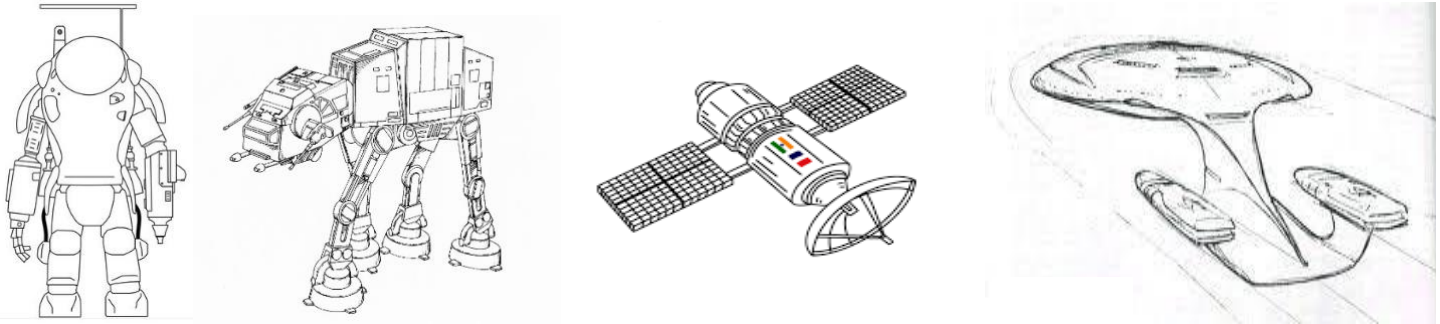
IPMS/USA Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Fictional Vehicles



Category No.: _____ **Model Entry No.:** _____ **Description:** _____

Judging team scribe should note evaluation comments in abbreviated form on the table below 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/Sink Marks	Glue Marks	Ejector Marks	Flash	Clear Parts/Fogging	See-Through/Gaps	
Alignment	Legs/Landing Gear	Running Gear/Tracks	Flight Surfaces	Nacelles/Modules	Limbs/Eyes	Weapons/Ordnance	
Paint/Finish	Consistency	Debris/Brush Marks	Sheen	Masking	Runs	Shading	
Markings/Decals	Silvering	Misalignment	Excess Film/Thickness	Tears	Uneven Edges	Floats above Panel Lines	
Weathering/Other	Not Believable	Inconsistent	Out of Scale	Tiedown/Cable fuzz	Integration of Added Items		
Lighting/FX	No Windowpanes	Light Source Visible	Light Leaks	Out of Scale	To Bright/To Dim		

Criteria Element	Needs Work	Better	Average	Above Average	Excellent	Score
Construction Flaws (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) build significant flaws at close-up inspection. An average build. (20 pts)	Few (1-2) 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 Flaws (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 3) 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 (1-2) 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 =						

Fictional Vehicles Judging Criteria

1. Construction: Symmetry, Completeness, and Quality

A. Items That Should Be Present.

1. Guns, thrusters, exhausts, vents, etc. have been **drilled out/opened up**.
2. **Parts that are thick**, over-scale, or coarse (hatches, hull plating, etc.) **have been thinned**, modified, or replaced.
3. **Modifications** and added ordnance/items **match the scale of the vehicle**.
4. **Added parts** (scratch-built, aftermarket resin and photo-etch, etc.) **are well integrated** into the model. Photo-etched parts that require forming are precisely shaped, and surfaces that require building up to a thicker cross-section are smooth and uniform.
5. Viewable portions of the model's **underside have the same attention to detail** as the top (trademarks removed, etc., etc.).
6. Clear parts are clear, without fog, scratches, blemishes, or glue marks. Canopy frames are crispy painted.

B. Items That Should Not Be Present.

1. **Flash, sink marks, mold marks, ejector-pin marks**, etc. Unfilled/inconsistent seams, glue marks.
2. Gaps between parts or that allow a **"see-through" effect** not existing on the vehicle. This includes open intakes and exhausts.
3. **Misalignment of features**: Nacelles, ordnance, landing gear/legs, solar arrays, modules, etc.). Damaged features should be noted. Appropriate surfaces shall be symmetrically aligned with correct di or an-hedrals.
4. **Details**/contour/cylindrical cross section that has been **sanded off** but has not been restored.
5. **Panel lines** that have been removed during construction have not been restored to match the rest of the vehicle.

2. Finishing: Paint, Decals, and Weathering

A. Items That Should be Present.

1. **Smooth and even paint finish** unless irregular surfaces such as non-slip walkways, and screens are being represented.
2. Viewable portions of the vehicle's underside have been given the same attention to finishing as the top. The finishing of the **underside of the vehicle is consistent** with and complementary to that of the top and sides. Paint and weathering on the ordnance is consistent with the rest of the model. If the vehicle is weathered, normal wear and tear is present.
3. **Markings appear to be painted on** unless noted. Panel lines should extend through markings appropriately.
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. Vehicles that have survived atmospheric re-entry should show weathering on heat shields, engine nozzles, etc.

B. Items that Should Not be Present.

1. **Unpainted construction material**: plastic, metal, resin, etc.
2. **Signs of the construction process**: glue, file/sanding marks; fingerprints; discontinuities between kit plastic and filler materials.
3. **Debris** in the finish: lint, brush hairs, dust, etc.
4. **Discontinuities** in the finish: Fingerprints, brush marks, "Orange-peel" or "eggshell" effects, "Powdering" or grainy paint in recessed areas.
5. **Drips, runs**, or pooling of paint or oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking.
6. **Inconsistent finish sheen**.
7. **Decals** that are damaged, misaligned, **silvered**, or not smoothly applied to the surface of the model.
8. **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.

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 has been well executed and complements the model. Construction and finish quality of the base is consistent with that of the model. Mirrors, lighting, and sound effects complement the quality of 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. **Accuracy will not be considered in the judging of the model.**

4. Degree of Difficulty: Detailing, Scratch-building, Paint Schemes, Lighting/Special Effects

- A. Detailing**. The model has been upgraded by extra work to represent details not provided in the original kit. These items typically include:
 - a. Aftermarket details should blend with the model.
 - b. Cables and electrical lines for cockpits, avionics, etc. Instrument faces on panels.
 - c. Addition of screens, panel lines and rivet/fastener details.
 - d. Landing gear, running gear, ordnance details, etc.
 - e. Markings and stencils.
- 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 parts and the inclusion of sections of other kits.
- C. Paint Schemes**. The modeler has undertaken an extremely complex and difficult paint scheme beyond the norm.
- D. Lighting/Special Effects**. Lighting and/or sound effects have been implemented approximating the effect of the original artifact.