

Alamo Squadron Model Fiesta: Fictional Vehicle 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 10 15 20
25 pts

G
30 35 40 45
pts

E
46 – 50
pts

Alignment & Fit: appropriate symmetry for control surfaces, weapons, landing/running gear, etc.

Modifications and added parts: well-integrated and matches scale of the model.

Openings: No see-through effects.

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

Panel lines and riveting: appropriately restored and consistent.

Interior, engine, landing gear & maintenance bay detailing, hoses, antennas: well executed.

Wheels/running gear: reflect weight of vehicle

Gun barrels: straight and drilled out. Ordinance, stowage, etc. matches quality of model.

Comments:

Construction Score:

Finish Quality:

N/A

NI
0 10 15 20
25 pts

G
30 35 40 45
pts

E
46 – 50
pts

Paint Finish: smooth and consistent, no brush-marks, drips, runs.

Non-slip areas: consistent across area, with crisp borders.

Decals & Markings: no silvering, proper alignment, appear to be painted on with no residual film.

Surface Textures and Sheens: appropriate for item and wear portrayed.

Weathering and special effects: consistent and believable.

Clear parts: glass finish with no refraction, canopy framing cleanly done.

Scale: all markings and effects match the scale of the model.

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 Score:

ModelFiesta Fictional Vehicle 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. Machine guns, main guns, exhausts, vents, thrusters, etc. have been drilled out/opened up. Tires are flattened to reflect the weight of the vehicle.
2. Parts that are thick, over-scale, or coarse (such as flaps, ailerons, rudders, etc.) have been thinned, modified, or replaced.
3. Modifications and added ordnance 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 as much detail as the top (trademarks removed, etc., etc.).
6. Clear parts are clear, without fog, scratches, blemishes, or glue marks. Canopy frames are crisply 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 actual vehicle. This includes open intakes and exhausts.
3. Asymmetrical features (flying surfaces, solar panels, ordnance, landing gear, engine nacelles, etc.) that were not present on the actual vehicle. Damaged features should be noted. Flying surfaces (wings, horizontal & vertical stabilizers, etc.) shall be symmetrically aligned with correct di or an-hedrals.
4. Gun barrels, pitot tubes, etc. that are not aligned or parallel with the centerline of the vehicle.
5. Details/contour/cylindrical cross section that has been sanded off but has not been restored.
6. Panel lines that have been removed during construction have 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 the operating environment represented. Extreme examples should be documented. Vehicles that have survived atmospheric re-entry shield 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.

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 cockpits, engines, avionics, etc. Instrument faces on panels.
3. Addition of screens, panel lines and rivet/fastener details.
4. Landing gear and ordnance details.
5. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.