

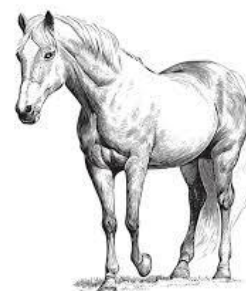


Alamo Squadron ModelFiesta 43 (2025) Judging Feedback & Scoring Protocol Figures

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

Judging team scribe should note evaluation comments in abbreviated form on the table 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	Feet do not appropriately touch ground	Creases, Detail not restored	Sculpting Artistry	
Alignment	Head/Face/Eyes	Weapons / Ordnance	Arms/Legs	Gear			
Paint/ Finish	Consistency/Runs	Debris/ Brush Marks	Sheen	Masking	Face/ Head/ Artistry	Shading Problem	Shadow Problem
Markings/ Decals/Insignia	Silvering	Misalignment	Excess Film	Tears	Uneven Edges	Panel Lines	
Weathering/ Other	Not Believable	Inconsistent across figure	Out of Scale	Inconsistent with Base	Integration of Added Items	Tieddown/ Cable fuzz	

Judging Element	Needs Work	Better	Average	Above Average	Excellent	Score
Construction Quality (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. (5 pts)	Some (5 or less) significant build flaws at close-up inspection. An average build. (10 pts)	Few (1-3) very minor, hard-to-detect flaws discovered. A well above average model. (15 pts)	No build defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (20 pts)	
Finish Quality (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 5) significant, avoidable finish flaws visible at close-up inspection. A less than average build. (10pts)	Some (5 or less) significant finish flaws at close-up inspection. An average build. (20 pts)	Few (1-3) very minor, hard-to-detect flaws discovered. A well above average model. (45 pts)	No finish defects or flaws noted. A clearly superior model. Worthy of Best of Class consideration. (60 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 =	

Figure Judging Criteria

1. Construction: Symmetry, Completeness, and Quality.

A. Items That Should Be Present.

1. **Guns**, exhausts, vents, etc. have been **drilled out/opened up**.
2. **Parts that are thick**, over-scale, or coarse (such as straps) **have been thinned**, modified, or replaced.
3. **Modifications** and added items **are well-integrated and match the scale of the figure**. Equipment that has been attached to the figure is properly attached (canteens are attached to belts, holsters are not hanging in space, etc.). Lapels and collars should be slightly raised whenever possible.
4. **Slings have been added to the weapons where appropriate**. **Straps supporting hanging equipment reflect the weight of the object** (rifle slings, horse harnesses, etc.) and **have the appropriate indentations** on the figure.
5. **The weight of the figure subject is reflected in the depth to which its feet are indented into the groundwork**. **Bases show the appropriate footprints**.

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 a "see-through" effect not existing on the actual subject.
3. **Feet that do not touch the base properly**.
4. **Asymmetrical features** that were not present on the actual subject. Damaged features should be noted.
5. **Details/contour/cylindrical cross section/creases** which cross seams that **have been sanded off but have not been restored**.
6. **Tiedowns/straps** have **fuzz** or edges that are **out-of-scale** with the subject.

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. **Blending** of highlighted and shaded area with the base color that is **smooth and gradual**.
3. **Eyes should be symmetrical and not painted with white** in order to avoid a pop-eyed look.
4. **Shadows should be present** when two surfaces meet and on undersides such as headgear shadows on the figure's face. **Equipment** like swords **should cast the appropriate shadows on the figure**.
5. **Viewable** portions of the figure'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.
6. **Markings and insignia appear to be painted on** unless noted.

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**. Cloth, leather, and metal should have the appropriate sheen. Some shoes may have a slight sheen.
6. **Decals that are damaged, misaligned, silvered**, or not smoothly applied to the surface of the model.
7. **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 figure should be noted.
8. **Foliage on the base that does not harmonize with the figure's attire**, such as flowers with winter coats.

- C. **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. The figure's feet will be appropriately weathered and consistent with the base. Flesh tones should reflect the climate in which the figure is depicted.

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.
- 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, and **accuracy shall not be part of the judging**.

4. Degree of Difficulty: Detailing, Scratch-building, Paint Schemes.

- A. **Detailing**. The model has been **upgraded by extra work to exhibit details not provided in the original kit**.
- 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 parts/sections of other kits.
- C. **Paint/Marking Schemes**. The modeler has undertaken an **extremely complex and difficult scheme** well beyond the norm.