

Alamo Squadron Model Fiesta: Figure 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: appropriate symmetry

Modifications: well-integrated and matches scale of figure

Weight: Slings, straps, folds, etc. reflect weight of items attached

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

Feet: feet, equipment, etc. make appropriate contact with surface. Footprints shown.

Tiedowns, rope: no fuzz and in-scale.

Anatomy: correct and properly proportioned.

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 Finish: smooth and even, no brush-marks, drips, runs

Blending: appropriate for shaded and unshaded areas

Shadows: consistent and appropriate

Eyes: accurately located, level, not pop-eyed

Faces and Heads: correctly detailed and shaded

Decals & Markings: no silvering, proper alignment, finish

Integration: finish of figures, base, background items are consistent and complement each other

Weathering: consistent and believable

Surface Textures and Sheens: appropriate for item and wear portrayed

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 Figure Judging Criteria

Accuracy shall not be considered in this evaluation.

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. **Debris** in the finish: lint, brush hairs, dust, etc. or **unpainted parts**.
2. **Discontinuities** in finish: Fingerprints, "Orange-peel" or "eggshell" effects, "Powdering" or grainy paint in recessed areas.
3. **Drips, runs, or pooling** of paint/oils. Paint overspray inconsistent with the paint/camouflage scheme due to poor masking.
4. **Inconsistent finish sheen**. Cloth, leather, and metal should have the appropriate sheen. Some shoes may have a slight sheen.
5. **Decals that are thick, damaged, misaligned, silvered**, or not smoothly applied to the surface of the model.
6. **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 & 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:
 - i. Electronics, lights, sounds, moving parts.
 - ii. Physical structural changes such as added panel lines, additional armor. Mobility modifications.
 - iii. After-market and/or scratch-built parts that are well-integrated into the model: 3D printed/resin parts, cables, wires, etc.
 - iv. Advanced airbrushing techniques (shading, fading, candy effects, etc.) and/or complex painting schemes