

Alamo Squadron Model Fiesta: Gunpla 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:

For dioramas, collections, and triathlons, these items are judged in aggregate.

N/A

NI

0 5 10
pts

G

15 20 25
pts

E

26 – 30
pts

Alignment: appropriate symmetry.

Modifications: added parts well-integrated and match scale of figure.

Openings: gun barrels, vents, thrusters drilled out appropriately.

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

Clear Parts: clear, with no glue marks, scratches, blemishes.

Panel Lines: consistent sizes and gaps.

Comments:

Construction Score:

Finish Quality:

For dioramas, collections, and triathlons, these items are judged in aggregate.

N/A

NI

0 10 20 30
35 pts

G

40 45 50 55
pts

E

56 – 70
pts

Paint & Clear Coat Finish: smooth and even, no brush-marks, drips, runs.

Panel lines: painted consistently and cleanly.

Decals & Markings: no silvering, proper alignment, consistent finish.

Consistency: finish of figure, base, background items are consistent and complement each other.

Weathering: consistent and believable.

Comments:

Finish Quality Score:

Overall Presentation & Scope of Work:

N/A

NI

0 pts

G

5 - 10
Pts

E

11 - 20
pts

Showmanship: pose, 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 44 Gunpla 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. Guns, thrusters, exhausts, vents, etc. have been drilled out/opened up.
2. Parts that are thick, over-scale, or coarse (such as flaps, antennas, 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 been given the same attention to detail as the top (trademarks removed, etc., etc.).
6. Clear parts are clear, without fog, scratches, blemishes, or glue marks. Edges or frames are crispy painted.
7. Panel lines are consistent in width.

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 that allow a "see-through" effect.
3. Misalignment of features: flying surfaces, ordnance, landing gear, wheels, running gear, limbs, engine nacelles, etc.). Damaged features should be noted.
4. Details/contour/cylindrical cross section that has been sanded off but has not been restored.
5. Details such as panel lines that have been removed during construction but not 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. Panel lines are consistently painted.
5. 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 not been attached rather than painted on the subject vehicle should be noted.

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. **Pose/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:
 - a. Electronics, lights, sounds, moving parts.
 - b. Physical structural changes such as added panel lines, additional armor. Mobility modifications.
 - c. After-market and/or scratch-built parts that are well-integrated into the model: 3D printed/resin parts, cables, wires, etc.
 - d. Advanced airbrushing techniques (shading, fading, candy effects, etc.) and/or complex painting schemes.