

Alamo Squadron Model Fiesta: Military Vehicle 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: running gear elements, barrels, tool storage bins, etc.

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

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

Gun barrels: straight and drilled out

Wheels and tracks: reflect weight of vehicle, contact surface

Openings: No see-through effects.

Stowage: believable and tied down except if vehicle is emplaced

Ropes, chains, antennas, cables: in scale, without fray or fuzz

Comments:

Construction Score:

Finish Quality Scoring

N/A

NI
0 10 15 20
25 pts

G
30 35 40 45
pts

E
46 – 50
pts

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

Non-slip areas: consistent, with crisp borders

Casted texture: evenly done, uniform, not spotty

Surface Sheens: usually matte, not blotchy, appropriate for item portrayed

Weathering: consistent and believable, differentiated top to bottom

Stowage: painted and shaded to complement the vehicle

Decals & Markings: no silvering, proper alignment, appear to be painted on

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.

Figures on vehicle: well done, quality consistent with rest of model.

Comments:

Overall Presentation and
Scope of Work:

Modelfiesta Military 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, etc. have been **drilled out/opened up**.
2. **Parts that are thick**, over-scale, or coarse (such as mudflaps) **have been thinned**, modified, or replaced.
3. **Modifications** and added stowage **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 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** as the top (motor holes filled, etc.).

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 that allow a "see-through" effect not existing on the actual vehicle. This includes open hatches without interiors. Gap/overlap at the points where the track ends join.
3. **Asymmetric track/wheel alignment** and/or clearances that are not symmetrical or with noticeable misalignment.
4. **Track/wheel patterns** that are not the same side to side unless notes are provided.
5. **Road wheels/tires that are not aligned** down the length of the vehicle and/or not in **contact** with the track/ground.
6. **Asymmetrical features** that were not present on the actual vehicle. Damaged features should be noted.
7. Main gun **barrels that are not aligned or parallel with the centerline** of the vehicle.
8. **Details/contour/cylindrical cross section** that **has been sanded off but has not been restored**.
9. **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. **Viewable** portions of the vehicle'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. Paint and weathering on the inside of the road wheels is consistent with that on the outside. Normal wear and tear is present on the underside of the hull.
3. **Markings appear to be painted on** unless noted.
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.

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**.
6. **Decals that are damaged, misaligned, silvered**, or not smoothly applied to the surface of the model.
7. **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 & 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 lights, weapons, etc.
3. Running gear, track, stowage auxiliary equipment detailing.
4. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.