

Alamo Squadron Model Fiesta: Ships 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: hull, masts, superstructure, propellers, etc.

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

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

Gun barrels: straight and drilled out

Rigging: straight, no glue marks, generally taut

Openings: No see-through effects.

Photoetch: well-executed, no usual or incorrect bends, no glue marks.

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

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 even, no brush-marks, drips, runs

Wood and non-slip areas: consistent, with crisp borders

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

Surface Textures and Sheens: consistent, appropriate for item and wear portrayed

Weathering: consistent and believable

Masked lines: crisp with no runs or deviations

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 Ship 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, exhausts, vents, etc. have been **drilled out/opened up**.
2. **Superstructure components** (platforms, cabins, funnels, etc.) should be aligned with the vertical when viewed from stern to stern. **Masts and periscopes** must be parallel to the vertical axis of the ship when viewed stern to stern.
3. **Parts that are thick**, over-scale, or coarse **have been thinned**, modified, or replaced. Surfaces that require building up to a thicker cross-section are smooth and uniform.
4. **Modifications** and added details **match the scale of the vessel**. **Added parts** (scratch-built, aftermarket resin and photo-etch, etc.) **are in-scale and well-integrated** into the model. Examples would include spars, bulwarks, splinter shields, railings, and rigging. Most small, molded-in details will be sanded off and replaced by aftermarket parts.
5. **Photo-etched parts are precisely shaped**, free of nubs, and completely painted. Railings should be straight without waves. They must line up horizontally and vertically at joints. Corner seams should be filled.
6. **Deadeyes are right side-up** and rigging lines and blocks are in proper proportion to each other.
7. **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** (including around the feet of figures).
2. **Gaps** between parts or that allow a "see-through" effect not existing on the actual vessel. This includes open hatches without interiors.
3. **Asymmetrical features and clearances** that were not present on the actual vessel. Sailing ships may have yards arrayed at off angles. Vessels also may have raked masts and funnels. Damaged features should be noted.
4. **Any rigging that is not to scale or incorrectly tensioned** (e.g. bending the spars). Lines should not be fuzzy or frayed.
5. **Details**/contour/cylindrical cross section that **has been sanded off but has not been restored**.

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, screens, etc.
2. **Viewable** portions of vessel'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.
3. **Markings appear to be painted on** unless noted.
4. **Clear demarcations exist between masts/superstructure and decks**.
5. **Weathering**, if present, shows concern for scale (e.g., size of chipped areas), **is consistent and believable** throughout the entire model (hull and superstructure). Shell/expansion plating and oil-canning effects may be added. Extreme weathering 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 due to poor masking.
5. **Inconsistent finish sheen**. In most cases, the vessel and its equipment should have a matte finish.
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.

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. Elaborate detail: Rigging and detailing
3. Paint Schemes: extremely complex and difficult paint scheme beyond the norm.