

ModelFiesta Wargaming Judging Criteria

- Entries in this class are groupings of 3-6 wargaming pieces (figures/creatures and/or vehicles), each with a game-playable base. All scales are acceptable. The subjects may be either fictional or historical.
- Mixing of vehicles and figures (i.e., 4 figures and 1 vehicle= 1 small army) is allowed provided the relationship of the elements is clear to the judges. The elements should be of similar type, scale, color scheme, and markings so as to demonstrate alignment with the theme of the Army, both the models themselves and the method of display.
- Individual wargaming pieces may be entered in the Figures or Fictional Vehicle classes.

Note: Every entry is presumed to be accurate. Accuracy will not 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. Modifications and added items are well-integrated and match the scale of the figure. Equipment that has been attached to a figure is properly attached (canteens are attached to belts, etc.).
3. Slings (not required) added to the weapons have the appropriate flow consistent with the weapon, reflect the weight of the object, and have the appropriate indentations on the figure.
4. Bases show the appropriate footprints, wheel and track depressions.
5. Clear parts are clear, without fog, scratches, blemishes, or glue marks.

B. Items That Should Not Be Present.

1. Flash, sink/mold marks, ejector-pin marks, unfilled/inconsistent seams, or glue marks.
2. Feet that do not touch the base properly. Road wheels/tires that are not aligned down the length of the vehicle and/or not in contact with the track/ground.
3. Track/wheel alignment and/or clearances that are not symmetrical or with noticeable misalignment.
4. Details/contour/cylindrical cross section/creases with seams that have been sanded off but not restored.
5. Gaps between parts that allow a "see-through" effect including open hatches without interiors.
6. Track/wheel patterns that are not the same side to side unless notes are provided.

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, etc.
2. Blending of highlighted and shaded area with the base color that is smooth and gradual.
3. Eyes, lenses, and masks, if painted, should be symmetrical and consistent.
4. Shadows exist where two surfaces meet and on undersides such as headgear shadows on a figure's face. Equipment like swords should cast the appropriate shadows on the figure.
5. Viewable portions of the underside and backside have been given the same attention to the finishing as the top and sides, 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 such as lint, brush hairs, dust, etc. or unpainted parts.
2. Discontinuities including fingerprints, "orange-peel" or "eggshell" effects, grainy paint in recessed areas.
3. Drips, runs, or pooling of paint/oils. Paint overspray inconsistent with the paint scheme.
4. Inconsistent finish sheen. Cloth, leather, and metal should have the appropriate sheen.
5. Decals that are thick, damaged, misaligned, silvered, or not smoothly applied to the surface of the model.

C. Weathering, if present, shows concern for scale (e.g., size of chipped areas), is believable throughout the model, and is consistent with the operating environment represented.

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 may 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. Groundwork is not required but is strongly encouraged to aid the visual scene setting of the subjects beyond the subjects themselves.
- B. Consistency of Quality:** All of pieces in the entry are built and finished to a consistent quality.
- C. 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, additions, 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.
- D. Visual Appeal:** The ability of the entry to attract and hold the interest of the viewer.

- E. **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 for wargaming entries. The story and lore represented should be consistent with the documentation presented.
- F. **Scope of Work.** This considers the degree to which the contestant has gone beyond the scope of the original kit with the addition of detailing and features. The application of multi-media detailing sets, scratch-building, kit-bashing techniques may be included. It includes exotic finishing techniques. Examples of additional scope of work might include:
1. Physical, structural changes such as added panel lines and additional armor.
 2. Detailing of running gear, track, stowage, auxiliary equipment, landing gear, and ordnance.
 3. Figure mobility/stance/posing modifications.
 4. After-market and/or scratch-built parts: 3D printed/resin parts, photoetch, cloaks, cables, wires, etc.
 5. Advanced airbrushing techniques (shading, fading, candy effects, etc.) and/or extremely complex paint schemes.
 6. Faction identification and heraldry.