

Aircraft Judging Guidelines

Construction

- Flash, sink marks, mold lines, ejector-pin marks, trademarks are eliminated.
- Seams are filled if not present on the actual prototype. If depicting a subject with visible seams, such detail should be uniform and to scale throughout the model.
- Detail removed while filling seams, removing sink marks, etc. is restored to a level consistent with the rest of the model.
- There are no visible glue or adhesive smears, puddles, or globs.
- The underside of the model, if visible, has the same attention to these criteria as the rest of the model.
- All airframe components—wings, tail elements, nacelles/cowlings—are appropriately and uniformly aligned.
- Landing gear components are properly aligned with the airframe and with each other in front, side, and plan views.
- Ordnance items—bombs, rockets, pylons, etc—are aligned correctly with the aircraft and with each other.
- Any clear parts present are free of glue marks, scratches or cracks unless they are part of the weathering of the subject.
- Aftermarket parts and kitbashed or scratchbuilt additions/changes blend in with the rest of the model.

Finish

- The model's surface, once painted, should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being replicated, the finish should be uniform and smooth.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any orange peel or eggshell effect and no powdering in recessed areas.
- There should be no differences in sheen of finish or whitening caused by the mis-application of final clear coats, or glossiness caused by washes.
- Framing of clear parts should be neatly painted without overlapping the clear panels.
- Weathering is inherently neither good nor bad. When weathering has been applied, it should be uniform throughout the model and appropriate for theater of operation and normal aircraft usage.
- Weathering should extend to decals
- Because of the many factors causing variations in the paint colors found on real/historical aircraft, color hues should not be used to determine a model's accuracy. Models with radically unusual colors and/or color schemes should have appropriate documentation.

Decals

- Decals should be aligned properly. If the real prototype had a markings anomaly, the modeler should document it.
- There should be no silvering or bubbling of decal film.
- Decals should “snuggle down” smoothly around detail and/or corners.
- Decals replicating painted markings should blend in with the rest of the finish.

Detailing

(added value if well executed, but do not outweigh lapses in basic construction and/or finish)

- Contour errors have been corrected.
- Any openings are blanked off or have the field of vision obstructed to prevent a “see-through” effect, or, if not, show the appropriate detail inside.
- Wing trailing edges, ordnance fins, landing gear doors, edges of open panels, etc. are thinned to scale or replaced.
- Gun barrels, exhaust stacks, intakes, vents, and similar openings are opened.
- Scratchbuilt details and/or parts have been added to, or have replaced, kit parts.

Armor/Military Vehicles Judging Guidelines

Construction

- Flash, sink marks, mold lines, ejector-pin marks, trademarks are eliminated.
- Seams are filled, especially on round objects such as fuel tanks.
- Detail removed while filling seams, removing sink marks, etc. is restored to a level consistent with the rest of the model.
- There are no visible glue or adhesive smears, puddles, or globs.
- The underside of the model, if visible, has the same attention to these criteria as the rest of the model.
- All components are appropriately aligned.
- Track pattern faces in the proper direction on both sides of vehicle.
- Tracks are vertical and parallel.
- Any gap/overlap at the point where the track ends join is eliminated.
- Suspension parts—road wheels, idler, drive, and return rollers—on tracked vehicles are in correct alignment and sit appropriately on the track.
- All wheels/tracks sit appropriately on the ground.
- Any clear parts present are free of glue marks, scratches or cracks unless they are part of the weathering of the subject.
- Aftermarket parts and kitbashed or scratchbuilt additions/changes blend in with the rest of the model.

Finish

- The model's surface, once painted, should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being replicated, the finish should be uniform and smooth.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any orange peel or eggshell effect and no powdering in recessed areas.
- There should be no differences in sheen of finish or whitening caused by the mis-application of final clear coats, or glossiness caused by washes.
- Dry-brushing should not be apparent as such.
- Weathering is not required. However, if present it should be consistent throughout the model.
- Weathering should not be used to hide flaws in construction or finishing.
- Because of the many factors causing variations in the paint colors found on real/historical vehicles, color hues should not be used to determine a model's accuracy. Models with radically unusual colors and/or color schemes should have appropriate documentation.

Decals

- Decals should be aligned properly. If the real prototype had a markings anomaly, the modeler should document it.
- There should be no silvering or bubbling of decal film.
- Decals should "snuggle down" around detail/corners smoothly.
- Decals replicating painted markings should blend in with the rest of the finish.

Detailing

(added value if well executed, but do not outweigh lapses in basic construction and/or finish)

- Parts are made to be of scale thickness and texture.
- Weld marks are simulated where applicable.
- Machine guns, main guns, exhausts, vents, etc. are drilled out/opened up.
- Small detail parts such as rivets, nuts, bolts, tie downs, grab handles, windshield wipers, hatch and storage compartment handles, valve stems, are added/simulated.
- Stowage, such as tarps, bedrolls, chains, fuel cans, are added and have some method—hook, rope, or tie down—by which they are attached to the vehicle.
- Cable and electrical lines are added to lights, smoke dischargers and other electrical equipment where appropriate.

- Molded-on parts that simulate items separate from the subject, such as tools and cables, are undercut or removed completely and replaced.
- Molded-on grab handles, tie downs, hatch levers, etc. are replaced with separate parts.
- Molded-on screening has been replaced with real screen.
- Track sag on tracked vehicles is replicated where appropriate.
- Head-, tail- and spotlights are hollowed out and have lenses added.
- Crew positions in open topped vehicles are appropriately detailed.

Automotive Judging Guidelines

Construction

- Flash, sink marks, mold lines, ejector-pin marks, trademarks are eliminated.
- Seams are filled if not present on the actual vehicle. This is especially important on the car's body.
- Detail removed while filling seams, removing sink marks, etc. is restored to a level consistent with the rest of the model.
- There are no visible glue or adhesive smears, puddles, or globs.
- The underside of the model, if visible, has the same attention to these criteria as the rest of the model.
- The mold seams are removed from rubberized kit tires that have them.
- Gaps between the body and chassis, and between the windshield and body, are eliminated as applicable.
- All wheels touch the ground and are aligned properly when viewed from the front or rear of the vehicle.
- If turned, the wheels should be aligned in the same direction.
- Where applicable, external items such as mirrors, exhaust pipes, and internal items such as seats and engine/drive components, are aligned appropriately.
- Windshields and other clear parts are clear and free of glue marks, scratches, cracks, crazing or fingerprints.

Painting

- The model's surface, once painted, should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being replicated, the finish should be uniform and smooth.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any orange peel or eggshell effect and no powdering in recessed areas.
- There should be no differences in sheen of finish or whitening caused by the mis-application of final clear coats, or glossiness caused by washes.
- Framing of clear parts should be neatly painted without overlapping the clear panels.
- Chrome parts should be correctly represented and should be just as free of surface blemishes and evidences of the construction process as the painted components.
- Weathering is not required. However, if present it should be consistent throughout the model.
- Weathering should not be used to hide flaws in construction or finishing.

Decals

- Decals should be aligned properly with no silvering or bubbling of decal film.
- Decals should "snuggle down" around detail/corners smoothly.
- Decals replicating painted markings should blend in with the rest of the finish.

Detailing

(added value if well executed, but do not outweigh lapses in basic construction and/or finish)

- Thick parts such as door edges, wheel wells, trunk lids are thinned to more realistic appearance.
- Intakes, scoops and other such openings are blocked off to prevent "see-through."
- Exhaust stacks, vents and other such openings are drilled out.
- Brake lines, tire treads, structural lightening holes and other such details are added.
- Opening doors, trunks and hoods.
- Working steering (wheels should be pointed in the same direction).
- Engine wiring added.
- Custom body work added.

Ship Judging Guidelines

Construction

- Flash, sink marks, mold lines, ejector-pin marks, trademarks are eliminated.
- Seams are filled, especially on round objects such as fuel tanks.
- Detail removed while filling seams, removing sink marks, etc. is restored to a level consistent with the rest of the model.
- The underside of the model, if visible, has the same attention to these criteria as the rest of the model.
- All components are appropriately aligned.
- Superstructure components (platforms, cabins, funnels, etc.) are aligned with the vertical when viewed from stem to stern.
- Masts are parallel to the vertical axis of the ship when viewed from stem to stern. Rake of masts is uniform unless the real vessel's masts had varying rake angles. Rigging tension must not cause the masts and spars to bend.
- Deadeyes should be right side up, and rigging lines and blocks should be in proportion to each other.
- Any clear parts present are free of glue marks, scratches or cracks unless they are part of the weathering of the subject.
- Aftermarket parts and kitbashed or scratchbuilt additions/changes blend in with the rest of the model.

Photo-etched parts

- Nubs and burrs where parts are removed from fret must be eliminated.
- Glue marks and buildups should not show.
- All railings should be straight—no wavy railings.
- Railings must line up horizontally and vertically where they join.

Painting

- The model's surface, once painted, should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being replicated, the finish should be uniform and smooth.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any orange peel or eggshell effect and no powdering in recessed areas.
- There should be no differences in sheen of finish or whitening caused by the mis-application of final clear coats, or glossiness caused by washes.
- Dry-brushing should not be apparent as such.
- Weathering is not required. However, if present it should be consistent throughout the model.
- Weathering should not be used to hide flaws in construction or finishing.

Decals

- Decals should be aligned properly.
- There should be no silvering or bubbling of decal film.
- Decals should “snuggle down” smoothly around detail and corners.
- Decals replicating painted markings should blend in with the rest of the finish.

Figure Judging Guidelines

(The underlying premise of a miniature figure is that it should look like a small version of a real person. The closer the figure comes to that goal, the better the figure will appear to the judges.)

Construction

- Flash, sink marks, mold lines, ejector-pin marks, trademarks are eliminated.
- Seams are filled, especially on round objects such as fuel tanks.
- Detail removed while filling seams, removing sink marks, etc. is restored to a level consistent with the rest of the model.
- Where construction seams have been filled, creases that cross these seams are restored.
- There are no visible glue or adhesive smears, puddles, or globs.
- Pose should be natural and fluid unless a condition of extreme physical exertion is being depicted.
- All components are appropriately aligned.
- Equipment is properly attached, e.g., holsters not hanging in space, canteens attached to belts.
- Straps hang properly. Rifle slings, horse harnesses, etc. hang/sag properly to depict their weight.
- Feet touch the ground/surface properly.
- Aftermarket parts and kitbashed or scratchbuilt additions/changes blend in with the rest of the model.

Painting

- The model's surface, once painted, should show no signs of the construction process such as glue, file or sanding marks, fingerprints, etc.
- Unless irregularities in the actual subject's finish are being replicated, the finish should be uniform and smooth.
- There should be no brush marks or hairs, lint or dust in or on the finish.
- There should not be any orange peel or eggshell effect and no powdering in recessed areas.
- There should be no differences in sheen of finish or whitening caused by the mis-application of final clear coats, or glossiness caused by washes.
- Dry-brushing should not be apparent as such.
- Cloth, leather and metal should have the proper sheen, e.g., a matt finish for wool, leather, other than in shoes, should have a slight sheen.
- Blending of highlighted and shaded areas with the basic color should be smooth, gradual, and subtle.
- No demarcation lines should show.
- Shadows should be present when two surfaces meet (e.g. belts over tunics) and on undersurfaces (e.g. between legs and under arms).
- Eyes should not be pop-eyed or wide-eyed unless appropriate for the figure or pose.
- Eyes should be symmetrical—figure should not be wall-eyed or cross-eyed.
- Weathering of feet or shoes, if depicted, should be appropriate to the ground cover.
- Headgear shadows should show on the figure's face.
- Equipment such as swords should have a shadow shown on the figure.
- Flesh tones should reflect the climate in which the figure is depicted.

Detailing

- Straps should have proper thickness.
- Gun barrels should be drilled/hollowed out.
- Accessories and equipment should be in proper scale for the figure.
- Lapels and collars should be slightly raised whenever possible.
- Slings should be added to weapons where necessary.
- Equipment being worn by, or slung on, the figure should be given an appearance of weight, e.g., by indenting straps slightly into the shoulder.
- Although the base should not detract from the figure, points should not be deducted for a figure not having one or having an inappropriate one.

Gundam/Mecha Judging Guidelines

Basic Construction

- Flash, mold seams, sink marks, ejector pin marks, and molding flaws eliminated.
- Seams filled if present on the actual prototype (see documentation if provided) If seams are depicted, this detail should be uniform and to scale throughout the model.
- Removed details to correct errors, or filling seams, etc. should be restored to a level consistent with the rest of the model.
- Alignment/ Symmetry, of arms and legs (where applicable to the model), wings, fins, pods, boosters, should line up with the centerline of the subject being depicted in the model.
- Ordinance, weapons (cannon's, rifles, hand combat weapons, rockets, etc.) should be aligned appropriately or make sense for the theme of the model.
- Cockpits, cameras, canopies, clear areas, should be free of crazing effects, no visible gaps between said structures and base where they attach or operate. All clear area's shall be scratch, blemish, and paint free.

Details

- Overly thick parts should be thinned to scale or replaced (V-fins, antennas, etc.)
- Vents, scoops, intakes should be blocked off or appropriately detailed to prevent a see-through effect.
- Weapon barrels, exhaust, intakes, vents, small thrusters, steering rockets etc. should be drilled open where appropriate.
- Additional added details to the model should in scale or as close as possible to the appropriate scale.
- Aftermarket parts, (resin, phot-etch, white metal, etc.) should integrate well with the model. These parts should be precisely folded or shaped. If surface needs to be built up for said parts, then these connection point should be smooth and uniform with the model.
- When using parts from other kits, they should be sufficiently altered or adjusted so that their origin isn't immediately apparent and detracting from the theme of the model. (Kit bashing, scratch-building, to enhance utility of subject)

Painting And Finishing

- Models surface once painted should show no signs of construction process (glue, file, sand marks, fingerprints, alignment issues of plastic, body filler, etc.)
- Finish should be even and smooth (no brush marks, lint, brush hairs, orange peel, eggshell effect, powdering in cavities or inside corners.)
- Clear coats finishes should be smooth and uniform. There may be clear final finishes that vary in sheen due the representation of the build, but each should remain uniform and smooth (body armor, cameras, weapons parts, shields, etc.)
- Paint edges that should be sharp should be sharp) no ragged edges caused by masking, etc.). And edges that should be soft or feathered should not show overspray and should meet scale of the model.
- Framing on clear parts should have crisp uniform edges.
- Weathering is present on model should be consistent throughout the model, not overdone, and appropriate for the subject and the conditions it is depicted in or operating in. (Re-entry streaking, rocket engine nozzles, gun barrel discoloration or blowback, walking debris, etc.)
- Decals should be aligned properly, no silvering or bubbling of decal film and edges should be eliminated or hidden to make markings look painted on. All decals on model (including stock decals, and any aftermarket) should have a uniform finish.
- Color shades should not be used to determine the accuracy of a model that represents a specific TV or Science Fiction vehicle, mobile suit, etc. due to atmospheric, and terrain affects as in non-fiction builds would be affected. There are many interpretations of paint schemes and finishes, and as many models will depict what the original look was intended, there are also other variations that can enhance or create more interest in each model in these categories.

Space/Science Fiction Judging Guidelines

Space and Science Fiction models depict a wide variety of subjects, from real vehicles to complete flights of fancy. In so doing, they run the gamut from sleek “rocket ships” to boxy satellites, from robots to alien armored vehicles. The incredible range of science fiction subjects, however, would seem at first glance to defy any attempt at systematic judging. Models of actual spacecraft are typically judged much like aircraft or vehicle models, and even a model that represents a builder’s total flight of fancy can still be judged on the basis of basic scale modeling skills.

Science fiction modeling can entail a fair amount of scratch-building or kitbashing. Items or areas added in this fashion should look useful and truly part of the vehicle, and should be similar in fit, detail, and overall finish to the rest of the model. Parts used from other kits should be sufficiently altered or disguised so that their origin is not immediately apparent in order to avoid the appearance of a haphazard assemblage of spare parts.

Space and Sci-Fi models can be judged by using this guide in conjunction with the guidelines for models of similar construction types as follows:

Space Ships: use the Aircraft Guidelines,

Land Vehicles: for military vehicles, use the Armor/Military Vehicle Guidelines; for civilian vehicles, use the Automotive Guidelines.

Figures: use the Figure Guidelines.

Dioramas and Vignettes: use Guidelines for Dioramas and Vignettes.

Benefit of the Doubt

The benefit of the doubt goes to the modeler! Today, even with a number of paint lines producing “accurate” colors, and a vast array of research material, a modeler’s research and the model they produce are only as good as their chosen sources. They place their trust in the authors and rely on the manufacturers to produce products that meet their claims even though we may know or believe the truth to be otherwise. Therefore any reasonable shade, scheme or configuration should go unchallenged. If you encounter a contending model with what seem to be radically eccentric colors and/or configuration, please consult the Head Judge.