

Modelers in Action
Open Judging Card (Long Format)

Model Description: _____ **Entry #:** _____

Workmanship:

Seams:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Glue Marks:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Sanding:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Putty Work:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Paint/Finish:

Smooth:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Decal Appl.:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Uniformity:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Deformities:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Detail:

Relief Work:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Modifications:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Add Ons:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Realism:

Weathering:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Scale:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Properly:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Presentation:

Expression:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Creativity:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Base:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Diorama:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Total: _____

Notes: Each primary category begins with a base value of 5 points. After judging is complete, the subcategory modifiers are added or subtracted from the base value of 5. There is a ceiling of 10 points and a floor of 0 points (Meaning if the score would be lower than 0 it is raised to 0 and if the score would be greater than 10 it is lowered to 10). The primary categories are then added together to get the total score for the model. The total score is then compared to the chart below for ranking. It is suggested that 3 judges score each model and the average of the total scores (rounded appropriately) is used for the purpose of determining the model's placement.

Scoring

45 - 50 Gold
40 - 44 Silver
35 - 39 Bronze
26 - 34 Certificate of Merit

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Sanding:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Putty Work:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>

Paint/Finish:

Smooth:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Decal Appl.:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
Uniformity:	Excellent (+2) <input type="checkbox"/>	Good (+1) <input type="checkbox"/>	DNA/AVG(+0) <input type="checkbox"/>	Below Avg (-1) <input type="checkbox"/>	Poor (-2) <input type="checkbox"/>
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Scoring

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Judging Categories:

Workmanship: Is the evaluation of basic building skills.

Seams: Seams are experienced in all forms of modeling. They should be aligned evenly. In vehicles joining seams should not be seen or be in scale to the vehicle being presented. Figures except at clothing lines do not have seams.

Glue Marks: All forms of binding materials are included in this category. Drip marks, fingerprints, spills and all the other horrors of binding materials will need to be evaluated for clean application based on the final presentation.

Sanding Marks: Sanding marks are to be evaluated in the known areas. Not only are sanding marks left by a coarse grain but the removal of detail in the model itself. If a panel is indicated at a seam and half the panel is removed by sanding this is an area that receives a poor rating.

Putty Work: Once again Journey man modelers know that all models do not require putty. Journey men also know what putty work looks like, where it could be required and if it may be needed to help the presentation. All of these areas are covered in this category.

Paint/Finish: Is the evaluation of the covering medium of the presentation.

Smooth: By all accounts scale models should have a smooth finish not necessarily a glossy one. Evaluation should be made at areas of paint build up (heavy application of paint) and areas not painted.

Decal Application: The fitting of decals, ensuring they lay down in the crevasses and panel lines. No wrinkles, silvering and in certain areas making sure they are semetrical. You should not be able to see the clear portions of the decal.

Uniformity: The entire model should be painted and with the same effectiveness throughout the model. Close examination will decide the level of adherence.

Paint Deformities: The dreadful fingerprint next to the tail wheel or on the bottom of that piece of hair always seems to get by the one closest to model. There are time when brush marks are desired, when they are they should be considered for the effectiveness of use. Basically the final finish of the paint is considered in this area of evaluation. Unwanted build up or the actual dripping of paint no matter how small is evaluated in the category.

Detail: Is the evaluation of finishing touches to bring out the being of the display.

Relief Work: Service panels if marred by sanding should be repaired (scribed back in or eliminated completely). Exhaust pipes and intakes should be opened.

Modifications: This category evaluates detail work done on the basic kit parts that come with the model only. It does not include after market parts. If a door or panel is opened it should be checked for the appearance of closability. The openings should be checked for rough (saw) edges. Panel depth should be in scale.

Add Ons: This covers the application of after market products affecting the physical appearance of the model. This includes resins, etched metals, white metals and injected plastics used to enhance the appearance of the display presentation that did not come with the kit.

Realism: Is the evaluation of making the presentation more realistic. This is not an evaluation to determine if you made an exact copy. Colors and ordinance will not be verified that can be argued in another arena.

Weathering: The evaluation of environmental decay via rust, sunlight, rain or other extraneous influences. Presentation should be done in a way not to affect scale or to make the decay a distraction.

Scale: This evaluates modifications, add ons, weathering, paint fade, wear & tear and scratch builds on how successfully they appear to fit the model. It is the final evaluation that in your mind it could look this way.

Properly Built: Is the model built according to kit instructions or if you are familiar with the subject have modifications been made to add accuracy.

Presentation: This evaluates the way the presentation is displayed. *Although other clubs hold the mount does not affect the work on the model it does affect the overall appearance of the presentation and if added should be evaluated.*

Expression: Does the presentation make you attach yourself to it. Does it bring out an emotion good, bad, WOW! This category is subjective but then it should be.

Creativity: This evaluates the ability to bring it together. Did you find unusual markings, did you just have fun with it, did someone say that's neat or I should have thought of that. This is also subjective but can be expressed with physical back up.

Mounted: This evaluates the final presentation and materials used in that effect. If a small wood stand is used it should be sanded and varnished. If grass or dirt is displayed is it to scale. What is the overall effect?

Diorama: The diorama should present an era or activity. Considerations are the if the presentation is to scale, whether a season is presented. Once again it is the final evaluation that in your mind it could look this way.

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