

Route 66 Model Expo

Thanks for your interest in judging! The Expo uses the Gold, Silver, Bronze (GSB) style of judging, which is based on the basics and fundamentals of modeling. While this is not the ultimate guide for judging, it is intended to provide a solid reference regarding judging the GSB style. Judges should look at the overall result and balance any errors with the areas that were executed well. Also look at how egregious the errors or flaws may be. Remember, not all errors should be weighted the same. The goal of GSB is to judge the craftsmanship of a build and reward models that deserve an award. GSB judges against a standard vice against other entrants. GSB judging does not look to eliminate a model, but to reward a model if the craftsmanship meets the standard of GSB. Level of effort as well as degree of difficulty also applies. Always remember if there are questions or concerns, consult your Category Head Judge or Contest Head Judge.

Fundamental Modeling Skills:

- 1. Seams.** Eliminating seams is one of the basic fundamental skills in modeling. If there is a seam, just decide how egregious the error is. Did the modeler attempt to fix the seams? Or did they just leave them alone and not even try to eliminate the seam? If they didn't even try, stop right there and do not give an award. However, if the modeler attempted to eliminate the seam, but there is a slight indentation (AKA: Ghost Seam), you can still give an award. Judges need to determine how bad the seam is and the level of effort that was applied to eliminate the seam. Just because there is a seam showing, doesn't mean there is not an award given. It just may get a Silver vice a Gold. Just use sound judgment and be reasonable.
- 2. Glue.** Another simple modeling skill. Glue application is easy to see if done poorly. If you see glue blobs in several places, stop right there; no award. If the model is otherwise in great shape and all the other fundamentals are executed well, but there is a minor glue blob that is fairly visible, an award might be appropriate. Again, judges must decide on the level of effort and how egregious the glue blemish is.
- 3. Alignment.** Ugh... alignment. Better known as *mis*-alignment. This is a really tough fundamental that most models suffer from. Even the slightest misaligned item can stand out. If there are several misaligned parts, that's a show stopper. One misaligned wheel, if it's not egregious, could still be an award winner. It just depends on the number of errors and how egregious they are. This is the most overlooked area in modeling. Remember, just because a the model has a misaligned part, that doesn't mean it is out of an award.
- 4. Paint/Finish.** While still a fundamental, this tends to become a subjective element which is not ideal. Some prefer a gloss or semi-gloss finish more than a matte finish. Some prefer a heavily weathered finish versus hardly any or zero weathering. Some may think that the finish is "not accurate." That is *not* what is judged. Judge a finish by a consistent, even, and well executed finish. Is it matte just over the decals and not the rest of the model? Is the finish uneven and splotchy? Is it grainy and pebbly? Is there cracking or peeling? Is the surface dusty? These are the questions Judges should ask. Stay away from any accuracy or color preference issues influencing decision making.

5. **Clear Parts.** This is an easy fundamental for a modeler to make a mistake on. There is only one shot with clear parts and sometimes they fight you all the way and there is nothing a modelers can do. As with judging other fundamental modeling skills, use your best judgment with clear parts. Decide how egregious and visible the error is, then decide if it deserves an award. Please keep in mind, just because there is an error, doesn't mean it doesn't deserve an award.

6. **Decals.** Decal application has become much better with the newer decal companies. There is a wide variety of solutions to assist with application, but there is no substitute for sound decal application resulting in the painted on look. Visible carrier film, wrinkled, cracked, or melted decals, and everyone's favorite... silvering. Silvering of a decal (air trapped between the model surface and decal) is very common. A small area of silvering in one or two areas may still be acceptable. Again, Judges must decide how egregious and numerous the errors are.

Standards of GSB models:

1. **Gold. EXCEPTIONAL CRAFTSMANSHIP.** Mistakes, errors, or flaws (if any) are extremely hard to see or find. The build exhibits advanced skills in finish and detailing and really stands out on the table. Fundamentals are very well executed. There are almost zero (if not any) fundamental flaws. A "Gold" model really stands out on the table. All Gold award recipients should be considered for a "Best of" award in the category.

2. **Silver. SUPERIOR CRAFTSMANSHIP.** The model appears to be very well done. Mistakes are very few and minor in nature, and they do not detract from the overall result. The finish and detailing are excellent, but not flawless. There are no egregious fundamental issues. If there are errors or flaws in the fundamentals, they are minor and are very few.

3. **Bronze. ABOVE AVERAGE CRAFTSMANSHIP.** The model exhibits that the modeler has skills, but there are inconsistencies with finish and detailing. There are flaws or mistakes, but they are not egregious, and most are minor. Errors are not plentiful, and do not detract from the overall model. Minor errors are noticeable, but not distracting. Basic modeling skills are evident, but the builder has not quite mastered all the fundamentals, and the build does not stand out from its peers.

Possible Disqualifiers: More than one of the disqualifying elements should be present:

1. Unpainted parts (does not apply to Gundam "Out of Box" category)
2. Egregious Alignment issues that stand out and grab your attention immediately
3. Very poor finish with rough paint
4. An abundance of easily noticed silvering of decals
5. Easily seen seams
6. Easily seen fogged or glue smeared clear parts
7. Sloppy painted details
8. Easily seen glue marks or blobs

Please keep this guide with you as you judge and always ask questions if you are unsure of how to proceed or need guidance on a particular area. Thank you again for volunteering to judge and for your support of The Route 66 Model Expo

Application of Judging Fundamentals

Aircraft

Seams: All seams not present on the aircraft should be removed, Any details removed or damages while addressing seams should be restored to a level consistent with the rest of the model. If the modeler has chosen to add additional panel lines or rivets they should be free of errors and consistent over the entirety of the model.

Glue: The model should be free of visible glue marks. Attention should be paid to items added after the primary construction and finish of the model such as antennas, ordinances, flying surfaces and landing gear.

Alignment: Wings, fins, rudders and tailplanes should have consistent alignment, angle and placement to the airframe of the aircraft. Engine nacelles and cowlings should be aligned properly with the airframe and each other if multiple are present. Landing gear should be properly aligned with the airframe and each other. External stores should be aligned with the aircraft and each other.

Paint/Finish: Imperfection such as sinks marks, molding artifacts, tool marks and sanding scratches should be removed. No brush marks, lint, hair, etc should be present in the finish. The finish should be in scale with the model and free from runs, overspray, orange peel or powdering (areas like filets and wing roots. The finish should be even and smooth with no unintentional inconsistencies. Hard edged paint should be sharp and contain no flaws due to improper masking. Soft paint edges should be smooth and in scale to the model.

Clear Parts: Gaps between clear parts an airframe should be eliminated where applicable. Clear parts should be free of scratch, fogging and blemishes. Framing should have crisp uniform edges.

Decals: Carrier film should not be visible. Decals should be free of silvering. Decals should not display any visible wrinkles, cracks or melting. Decals should be properly aligned to aircraft and each other.

Military Vehicles

Seams: All seams not present on the vehicle should be removed, Any details removed or damaged while addressing seams should be restored to a level consistent with the rest of the model. If the modeler has chosen to add additional seams or weld beads they should be consistent with those present on the model. Any gap/overlap at the point where the track ends join is eliminated.

Glue: The model should be free of visible glue marks. Attention should be paid to items added after the primary construction and finish of the model such antennas, ordinance, tools, stowage, tracks and running gear.

Alignment: Hull plates, turret and chassis are properly aligned. Hatches and grilles are aligned to mountings and vehicles. The track pattern faces in the proper direction on both sides of the vehicle. The suspension parts are in correct alignment and sit appropriately on the tracks. The tracks are vertical, not leaning in or out when viewed from the front or back of the vehicle and parallel not toed in or out when viewed from top of vehicle. All wheels/tracks sit appropriately on the ground.

Paint/Finish: Imperfection such as sinks marks, molding artifacts, tool marks and sanding scratches should be removed. No brush marks, lint, hair, etc should be present in the finish. The finish should be in scale with the model and free from runs, overspray, orange peel or powdering. The finish should be even and smooth with no unintentional inconsistencies. Hard edged paint should be sharp and contain no flaws due to improper masking. Soft paint edges should be smooth and in scale to the model.

Clear Parts: Gaps between clear parts and attaching structure should be eliminated where applicable. Clear parts should be free of scratch, fogging and blemishes. Framing should have crisp uniform edges.

Decals: Carrier film should not be visible. Decals should be free of silvering. Decals should not display any visible wrinkles, cracks or melting. Decals should be properly aligned to the vehicle and each other.

Ships

Seams: All seams not present on the craft should be removed. Any details removed or damaged while addressing seams should be restored to a level consistent with the rest of the model. Cylindrical cross-section of gun barrels and masts (if applicable) maintained.

Glue: The model should be free of visible glue marks. Attention should be paid to items added after the primary construction and finish of the model such as antennas, ordnance, railing and rigging

Alignment: Superstructure components (platforms, cabins, funnels, etc.) aligned with the vertical when viewed from stem to stern. Masts parallel to the vertical axis of the ship when viewed from stem to stern. Rake of masts uniform, unless the real vessel's masts had varying rake angles. Rigging tension must not cause the masts and spars to bend. Parts (e.g., rails and stanchions) must not overlap. Railings should be straight when viewing the model bow to stern (no wavy railings). Railings must line up horizontally and vertically where they join.

Paint/Finish: Imperfection such as sinks marks, molding artifacts, tool marks and sanding scratches should be removed. No brush marks, lint, hair, etc should be present in the finish. The finish should be in scale with the model and free from runs, overspray, orange peel or powdering. The finish should be even and smooth with no unintentional inconsistencies. Hard edged paint should be sharp and contain no flaws due to improper masking. Soft paint edges should be smooth and in scale to the model.

Clear Parts: Gaps between clear parts and attaching structure should be eliminated where applicable. Clear parts should be free of scratch, fogging and blemishes. Framing should have crisp uniform edges.

Decals: Carrier film should not be visible. Decals should be free of silvering. Decals should not display any visible wrinkles, cracks or melting. Decals should be properly aligned to the vehicle and each other.

Science Fiction/Gundam

Seams: All seams not present on the subject should be removed. Any details removed or damaged while addressing seams should be restored to a level consistent with the rest of the model. If the modeler has chosen to add additional panel lines or rivets they should be free of errors and consistent over the entirety of the model.

Glue: The model should be free of visible glue marks. Attention should be paid to items added after the primary construction and finish of the model such as antennas, ordnance, etc

Alignment: Wings, fins, pods, etc., have same dihedral or anhedral on both sides and, when viewed from various angles, line up properly with the vehicle centerline. Landing/running gear components properly aligned with vehicle and with each other in front, side, and plan views. Ordnance items (laser cannon, photon-torpedo tubes, etc.) aligned correctly with vehicle and with each other.

Paint/Finish: Imperfection such as sinks marks, molding artifacts, tool marks and sanding scratches should be removed. No brush marks, lint, hair, etc should be present in the finish. The finish should be in scale with the model and free from runs, overspray, orange peel or powdering. The finish should be even and smooth with no unintentional inconsistencies. Hard edged paint should be sharp and contain no flaws due to improper masking. Soft paint edges should be smooth and in scale to the model. Source material should be given consideration when judging paint/finish.

Clear Parts: Gaps between clear parts and attaching structure should be eliminated where applicable. Clear parts should be free of scratch, fogging and blemishes. Framing should have crisp uniform edges. Some sci-fi models may be constructed with our transparencies in their window frames, consideration should be given in according source standards

Decals: Carrier film should not be visible. Decals should be free of silvering. Decals should not display any visible wrinkles, cracks or melting. Decals should be properly aligned to the vehicle and each other.

Figures

Seams: Construction seams filled in where appropriate (e.g., where arms meet shoulders, legs meet boots, etc.) and creases that cross these seams restored

Glue: The figure should be free of visible glue marks. Attention should be paid to items added after the primary construction and finish of the figure

Alignment: Equipment properly attached, e.g., holsters not hanging in space, canteens attached to belts. Straps hanging properly. Rifle slings, horse harnesses, etc. hanging/sagging properly to depict their weight. Feet touching the ground/surface properly.

Paint/Finish: Imperfection such as sink marks, molding artifacts, tool marks and sanding scratches should be removed. No brush marks, lint, hair, etc should be present in the finish. The finish should be in scale with the model.

Cloth should have the proper sheen, e.g., a matte finish for wool.

Leather should have a slight sheen except for dress shoes and polished belts. Finish should have an even texture. Brush marks should not be present. Dry-brushing should not be apparent as such. Blending of highlighted and shaded areas with the basic color should be smooth, gradual, and subtle. No demarcation lines should show. 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.

Clear Parts: While unlikely to be used in figures, basic modeling fundamentals should be considered if present. Gaps between clear parts and attaching structure should be eliminated where applicable. Clear parts should be free of scratch, fogging and blemishes. Framing should have crisp uniform edges.

Decals: Carrier film should not be visible. Decals should be free of silvering. Decals should not display any visible wrinkles, cracks or melting. Decals should be properly aligned to the vehicle and each other.

Dioramas

A diorama is a combination of model(s) and a believable setting that tells a story, sets a mood, or creates a charged atmosphere. In addition to evaluating the modeling of a diorama's individual elements, the judges will consider the strength of the diorama's storyline or mood and the overall presentation of the diorama. These three factors are equally important.

Model Components

The individual model components of a diorama will be judged according to the criteria specified in the appropriate individual class. That is, armor pieces will be subject to armor judging criteria while figures will be evaluated according to the figure modeling guidelines. As always, the basics of construction and finishing are of prime importance. Terrain, roadwork, buildings, and accessories that set the scene of the diorama will be evaluated similarly to the primary model components. Basic construction and finish are once again paramount.

Presentation

The diorama base should comprise individual elements that combine to form a realistic and/or plausible setting for the primary model component(s). Each of the elements also should be believable in its own right and consistent with the action or mood being depicted. The degree of imagination and inventiveness used to pose the main elements will factor into the overall presentation evaluation. The base should provide a focal point for the scene and fit or enhance the story line or mood of the diorama. Dioramas with a well-defined focal point highlighting a simple story generally will have a stronger presentation than those attempting to portray an entire battlefield.

Story Line, Mood, Atmosphere

This element is what separates the diorama from models merely set on a base. A simple derelict vehicle rusting away in a field can set a mood as well as, or better than, a complete recreation of the Battle of Waterloo. The story, mood, or atmosphere created by the diorama should be obvious; the judges shouldn't have to strain to see it. Stories can incorporate historical or even humorous aspects.

