

Concept Scale
SPORT SCALE JUDGING FORM

Modeler Name Jordan Sato
NAR #: 91301 Contest Division: A B C Team: _____
Prototype: Mrs Snapper

Qualification Checklist

- NAR number, team number or name on model
- Minimum documentation: prototype drawing or photo *waived*
- Resembles complete rocket, missile or space vehicle in a configuration that *has been proposed*
~~stages unless vehicle flow without). Amateur rockets must be of obvious historical importance.~~
- N/A* If Peanut Scale, no more than 30 cm long or no more than 2 cm in diameter.
- N/A* If Giant Scale, at least 100 cm long or at least 10 cm in diameter, or girth measured around significant outer assemblies is at least 51.4 cm or wing span plus length at least 100 cm.
- Exterior of model must be flight-ready (dummy nozzles removed and transparent fins installed, etc.)

Modeler cannot receive points until above requirements are met.

Static Qualified: _____

Similarity of Outline

Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler.

Nose: 30/40 Fins: 30/40 Tubes: 35/40 Transitions: 30/40

Major details: 35/40 Other: ___/___

Similarity of Outline Score: 160/200

Finish, Color, and Markings

Accuracy judged from 1 meter (40"), checked against data provided by modeler. (if no color data, score is zero).

Correct colors: ___/___ Accurate Pattern: ___/___ Decals & markings: ___/___

Finish, Color, and Markings: 0/200

Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 30/40 Complexity of detail and painting: 45/60

Degree of Difficulty: 75/100

Craftsmanship

Craftsmanship judged up close. Construction 60/100 Surface prep 50/100 Finish 50/100

Craftsmanship Score: 160/300

Static Score

Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores.

Total Static Score: 395/800

Mission

Start from zero. Add points for successful in-flight functions if documented as representative of prototype flight. See revised Mission Points Worksheet to calculate points.

Mission Score: Flight 1 ___/200 Flight 2 ___/200

General Flight

Deduct points for flight problems.

#1 Flight 50/50 Damage 40/50 #2 Flight ___/50 *N/A* Damage ___/50

General Flight Score: Flight 1 90/100 Flight 2 ___/100

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 90/300 Flight 2 ___/300

Final Score

Add Total Static Score to better of two Total Flight Scores.

Final Sport Scale Score 485/1100

Concept Scale
~~SPORT SCALE~~ JUDGING FORM

Modeler Name Jim Bassham

NAR #: 89038 Contest Division: A B C Team: _____

Prototype: Argus

Qualification Checklist

- NAR number, team number or name on model
- Minimum documentation: prototype drawing or photo
- Resembles complete rocket, missile or space vehicle in a configuration that ~~has~~ ^{has been proposed} ~~(no missing lower stages unless vehicle flew without)~~. Amateur rockets must be of obvious historical importance.
- If Peanut Scale, no more than 30 cm long or no more than 2 cm in diameter.
- If Giant Scale, at least 100 cm long or at least 10 cm in diameter, or girth measured around significant outer assemblies is at least 51.4 cm or wing span plus length at least 100 cm.
- Exterior of model must be flight-ready (dummy nozzles removed and transparent fins installed, etc.)

Modeler cannot receive points until above requirements are met.

Static Qualified: JJH

Similarity of Outline

Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler.

Nose: 35/40 Fins: 35/40 Tubes: 40/40 Transitions: 35/40

Major details: 40/40 Other: ___/___

Similarity of Outline Score: 185/200

Finish, Color, and Markings

Accuracy judged from 1 meter (40"), checked against data provided by modeler. (if no color data, score is zero).

Correct colors: 100/100 Accurate Pattern: 50/50 Decals & markings: 0/50 ^{NASA Decal not supported by data}

Finish, Color, and Markings: 150/200

Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 25/40 Complexity of detail and painting: 20/60

Degree of Difficulty: 45/100

Craftsmanship

Craftsmanship judged up close. Construction 80/100 Surface prep 75/100 Finish 50/100

Craftsmanship Score: 205/300

Static Score

Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores.

Total Static Score: 585/800

Mission

Start from zero. Add points for successful in-flight functions if documented as representative of prototype flight. See revised Mission Points Worksheet to calculate points.

Mission Score: Flight 1 N/A/200 Flight 2 ___/200

General Flight

Deduct points for flight problems.

#1 Flight 50/50 Damage 50/50 #2 Flight N/A/50 Damage ___/50

General Flight Score: Flight 1 90/100 Flight 2 ___/100

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 90/300 Flight 2 ___/300

Final Score

Add Total Static Score to better of two Total Flight Scores.

Final Sport Scale Score 685/1100