CLASSIC MODEL SPORT SCALE JUDGING FORM

	Modeler Name BREAK LIETZ
	NAR #: 83992 Contest Division: A B C Team:
	Prototype: //owet
	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 flew (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
4	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.
	Modeler cannot receive points until above requirements are met. Static Qualified: 53 H
	Similarity of Outline
	Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler. Nose: 30 / 40 Fins: 40 / 40 Tubes: 30 / 30 Transitions: 0 / 30
Nuse: Pi	Major details: 30/30 Other: 30/30 The details: 30/30 Other: 30/30 Similarity of Outline Score: 170/200
	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: 60/60 Accurate Pattern: 60/70 Decals & markings: 70/70
	Tail ring seems too narro Finish, Color, and Markings: 190/200
	Judged up close, referring to modeler-provided notes
	Complexity of basic structure: 20 /40 Complexity of detail and painting: 30 /60
	Degree of Difficulty: $\frac{50}{100}$
	Craftsmanship Craftsmanship judged up close. Construction 95/100 Surface prep 600/100 Finish 90/100
Con	Static Score Finish - Slight Sag on Fins, minor prougepoel
	Static Score Finish - Slight Sag on Fins, minor orange poel
	lotal Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores.
	Total Static Score: 695/800
	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 2 200 Flight 2 200
	General Flight Deduct points for flight problems.
	#1 Flight 52/50 Damage 50/50 #2 Flight/50 Damage/50
	1 m c
	General Flight Score: Flight 1 LOP 100 Flight 2/100 Flight 2/100
	Add Mission Score to General Flight Score
	Total Flight Score: Flight 1 795/300 Flight 2/300
	Final Score
	Add Total Static Score to better of two Total Flight Scores. Final Sport Scale Score/1100

CLASSICHODEL

SPORT SCALE JUDGING FORM

Modeler Name	
NAR #: Contest Division: A B © Team:	
Prototype: 19-3 Lande - 1970 Estes	
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 flew (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: 37H	
Similarity of Outline Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler. Nose: 40/40 Fins: 40/40 Tubes: 30/30 Transitions: 30/30 Major details: 30/30 Other: 26/30 Foot pads should Similarity of Outline Score: 115/200	
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: 50/60 Accurate Pattern: 70/70 Decals & markings: 70/70	
Finish, Color, and Markings: 199200	
Degree of Difficulty Judged up close, referring to modeler-provided notes Complexity of basic structure: 30 /40 Complexity of detail and painting: 50/60 Degree of Difficulty: 80/100	
Craftsmanship Craftsmanship judged up close. Construction 80/100 Surface prep 80/100 Finish 96/100 Craftsmanship Score: 250/300	
Static Score Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores. Total Static Score: 42/800	4
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世紀/200 Flight 2 世紀/200	
General Flight	
Deduct points for flight problems. #1 Flight \$\frac{10}{20}\$ /50 Damage \$\frac{49}{20}\$ /50 #2 Flight \$\frac{50}{20}\$ /50 Damage \$\frac{49}{20}\$ /50	
Flight Score	
Add Mission Score to General Flight Score Total Flight Score: Flight 1/300 Flight 2/300	
Final Score Add Total Static Score to better of two Total Flight Scores Final Sport Scale Score 77/1100	

CLASSIC MODEL SPORT SCALE JUDGING FORM

Modeler Name
NAR #: 89038 Contest Division: A B Team:
Prototype: Estes Starship Vega - early version
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 flew (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:
Similarity of Outline
Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler. Nose: 40/40 Fins: 40/40 Tubes: 30/30 Transitions: 4/4/30 Major details: 30/30 Other: 30/30
Similarity of Outline Score: 170/200
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: 60/60 Accurate Pattern: 70/70 Decals & markings: 70/70 Finish, Color, and Markings: 200/200
Degree of Difficulty Judged up close, referring to modeler-provided notes
Complexity of basic structure: 25/40 Complexity of detail and painting: 40/60
Degree of Difficulty: 45/100
Craftsmanship Craftsmanship judged up close. Construction 95/100 Surface prep 95/100 Finish 95/100 Craftsmanship Score: 235/300
Static Score
Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores. Total Static Score: 720/800
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 №/4 /200 Flight 2 №/4 /200
General Flight Deduct points for flight problems.
#1 Flight 40 /50 Damage 40 /50 #2 Flight 40 /50 Damage /50 Para wad General Flight Score: Flight 1 20 /100 Flight 2 20 /100 Flight Score Fligh
Flight Score Add Mission Score to General Flight Score
Total Flight Score: Flight 1 80/300 Flight 2 80/300
Final Score Add Total Static Score to better of two Total Flight Scores. Final Sport Scale Score

SPORT SCALE JUDGING FORM

Modeler Name Oack Hagerty
NAR #: Contest Division: A B C Team:
Prototype: Centuri Point
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 flew (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:
Similarity of Outline
Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler. Nose: 40/10 Fins: 40/10 Tubes: 30/100 Transitions: 15/100
Major details: 15/80 Other: 10/80 Similarity of Outline Score: 150/200
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: 60/60 Accurate Pattern: 70/70 Decals & markings: 70/70 Finish, Color, and Markings: 200/200
Degree of Difficulty Judged up close, referring to modeler-provided notes Complexity of basic structure: 20/40 Complexity of detail and painting: 30/60 Degree of Difficulty: 50/100
Craftsmanship Craftsmanship judged up close. Construction 70/100 Surface prep 75/100 Finish 80/100 Craftsmanship Score: 225/300
Static Score Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores. Total Static Score: 635/800
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 1/200 Flight 2 1/200 Flight 2 1/200
Deduct points for flight problems. #1 Flight <u>50</u> /50 Damage <u>45</u> /50 #2 Flight <u>№</u> /50 Damage <u>№</u> /50
General Flight Score: Flight 1 25/100 Flight 2 1/2 /100
Add Mission Score to General Flight Score Total Flight Score: Flight 1 75 /300 Flight 2 1/2 /300

Final ScoreAdd Total Static Score to better of two Total Flight Scores.

Final Sport Scale Score 730/1100