SPORT SCALE JUDGING FORM

Modeler Name Bob Parks

NAR #: 7871 Contest Division: A B (C) Team: _____

Prototype: Astrobee D

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.
- ☐ 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: JJH

Similarity of Outline

Accuracy of shape judged from1 meter (40"), checked against data provided by modeler.

Nose: 40/40 Fins: 40/40 Tubes: 40/40 Transitions: 0/40

Major details: 40/40 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: 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: 60/60

Degree of Difficulty: 80/100

Craftsmanship

Craftsmanship judged up close. Construction 90/100 Surface prep 90/100 Finish 90/100

Pre-existing Battle damage

slight spiral

Craftsmanship Score: 270/300

Static Score

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

Total Static Score: 710/800

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 20/200 **Flight 2** ___/200

General Flight

Deduct points for flight problems.

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

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

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 120/300 **Flight 2** ___/300

Final Score

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

Final Sport Scale Score 830/1100

SPORT SCALE JUDGING FORM

Modeler Name Tom Desmarais

NAR #: 8855 Contest Division: A B C Team: _____

Prototype: Pershing 1

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.
- ☐ 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: JJH

Similarity of Outline

Accuracy of shape judged from1 meter (40"), checked against data provided by modeler.

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

Major details: 35 /40 Other: ___ /___

Similarity of Outline Score: 195 **/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: 5 /70 Decals & markings: 0 /70

A bit too Yellow No Nose or tub- ing breaks non- existant

Finish, Color, and Markings: 55 **/200**

Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 25 /40 Complexity of detail and painting: 5 /60

Degree of Difficulty: 30 **/100**

Craftsmanship

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

Craftsmanship Score: 230 **/300**

Static Score

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

Total Static Score: 510 **/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 15 **/200 Flight 2** ___ **/200**

General Flight

Deduct points for flight problems.

#1 Flight 50 **/50** Damage 49 **/50** #2 Flight ___ **/50** Damage ___ **/50**

Tower Scrapes

General Flight Score: Flight 1 99 **/100 Flight 2** ___ **/100**

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 114 **/300 Flight 2** ___ **/300**

Final Score

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

Final Sport Scale Score 624 **/1100**

SPORT SCALE JUDGING FORM

Modeler Name Paul Pittenger

NAR #: 27104 Contest Division: A B (C) Team: _____

Prototype: Sandia Sandhawk

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.
- ☐ 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: IJH

Similarity of Outline

Accuracy of shape judged from1 meter (40"), checked against data provided by modeler.

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

Major details: 40 /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: 50 /60 Accurate Pattern: 70 /70 Decals & markings: 0 /70

Nozzle and some bands wrong.

Finish, Color, and Markings: 120 /200

Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 20 /40 Complexity of detail and painting: 55 /60

Degree of Difficulty: 75 /100

Craftsmanship

could be better wet sand?

Craftsmanship judged up close. Construction 90 /100 Surface prep 95 /100 Finish 90 /100

slight spiral visible

Craftsmanship Score: 265 /300

Static Score

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

Total Static Score: 620 /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 15 /200 **Flight 2** ___ /200

General Flight

Deduct points for flight problems.

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

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

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 115 /300 **Flight 2** ___ /300

Final Score

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

Final Sport Scale Score 735 /1100

SPORT SCALE JUDGING FORM

Modeler Name Jim Bassham

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

Prototype: Apollo 11 Saturn V

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.
- ☐ 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: JTH

Similarity of Outline

Accuracy of shape judged from1 meter (40"), checked against data provided by modeler.

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

Major details: 40 /40 Other: ___ /___

Similarity of Outline Score: 200 **/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: 35 /40 Complexity of detail and painting: 55 /60

Degree of Difficulty: 90 **/100**

Craftsmanship

Craftsmanship judged up close. Construction 95 /100 Surface prep 85 /100 Finish 85 /100

some wrap seams off a bit → some spirals showing → Red smear on "B" tarring, Fin decals missing

Craftsmanship Score: 265 **/300**

Static Score

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

Total Static Score: 755 **/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 40 **/200 Flight 2** ___ **/200**

General Flight

Deduct points for flight problems.

#1 Flight 50 **/50** Damage 40 **/50** #2 Flight ___ **/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 1 130 **/300 Flight 2** ___ **/300**

Final Score

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

Final Sport Scale Score 885 **/1100**

SPORT SCALE JUDGING FORM

Modeler Name Ryan Coleman

NAR #: 59361 Contest Division: A B (C) Team: ____

Prototype: Black Knight BK.01

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 from1 meter (40"), checked against data provided by modeler.

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

Major details: 40 /40 Other: ___ /___

Similarity of Outline Score: 195 **/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: 30 /60

Degree of Difficulty: 55 **/100**

Craftsmanship

Craftsmanship judged up close. Construction 85 /100 Surface prep 70 /100 Finish 75 /100

Craftsmanship Score: 230 **/300**

Static Score

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

Total Static Score: 680 **/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 60 **/200 Flight 2** ___ **/200**

General Flight

Deduct points for flight problems.

#1 Flight 50 **/50** Damage 49 **/50** #2 Flight ___ **/50** Damage ___ **/50**

General Flight Score: Flight 1 99 **/100 Flight 2** ___ **/100**

Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 159 **/300 Flight 2** ___ **/300**

Final Score

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

Final Sport Scale Score 839 **/1100**