

# SPORT SCALE JUDGING FORM

Modeler Name RANDALL TICKNOR

NAR #: 95654 Contest Division: A (B) C Team: \_\_\_\_\_

Prototype: Mercury Redstone

## Qualification Checklist

- NAR number, team number or name on model *Rear Cutaway R. by*
- 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 from 1 meter (40"), checked against data provided by modeler.

Nose: 25/40 Fins: 40/40 Tubes: 30/30 Transitions: 30/30

Major details: 25/30 Other: 0/30

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: 70/70 Accurate Pattern: 65/70 Decals & markings: 40/60 *aft-end markings missing*

Finish, Color, and Markings: 175/200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

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

Degree of Difficulty: 70/100

## Craftsmanship

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

Craftsmanship Score: 215/300

## Static Score

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

Total Static Score: 610/800

## 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 45/50 #2 Flight \_\_\_/50 Damage \_\_\_/50

General Flight Score: Flight 1 95/100 Flight 2 \_\_\_/100

## 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 705/1100

*J. Hackett*



# SPORT SCALE JUDGING FORM

Modeler Name Ryan Coleman  
NAR #: 59361 Contest Division: A B C Team: \_\_\_\_\_  
Prototype: MX-774

## 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: SJH

## 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: 30/30  
Major details: 30/30 Other: 2/30 *tail cone*

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: 70/70 Accurate Pattern: 70/70 Decals & markings: 0/60

Finish, Color, and Markings: 140/200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 20/40 Complexity of detail and painting: 45/60

Degree of Difficulty: 65/100

## Craftsmanship

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

Craftsmanship Score: 205/300

## Static Score

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

Total Static Score: 570/800

## 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 34/200 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 1 134/300 Flight 2 \_\_\_/300

## Final Score

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

Final Sport Scale Score 704/1100

*J. Hagerty*



# SPORT SCALE JUDGING FORM

Modeler Name STEVE KENDALL  
NAR #: 73704 Contest Division: A B (C) Team: \_\_\_\_\_  
Prototype: NIKE SMOKE

## 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: SJH

## Similarity of Outline

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

*Inlet pipe missing* Nose: 38/40 Fins: 40/40 Tubes: 30/30 Transitions: 30/30  
Major details: 30/30 Other: 0/30

Similarity of Outline Score: 168/200

## 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: 60/70 Accurate Pattern: 60/70 Decals & markings: 50/60  
*cradle marks missing*

Finish, Color, and Markings: 170/200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 20/40 Complexity of detail and painting: 30/60

*sloppy fin roots* Degree of Difficulty: 50/100  
*distinct spirals*

## Craftsmanship

Craftsmanship judged up close. Construction 80/100 Surface prep 70/100 Finish 50/100  
*major crazing around fin roots*

Craftsmanship Score: 200/300

## Static Score

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

Total Static Score: 588/800

## 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 30/50 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 1 100/300 Flight 2 \_\_\_/300

## Final Score

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

Final Sport Scale Score 688/1100

*J Hager*



# SPORT SCALE JUDGING FORM

Modeler Name Paul Pittenger  
NAR #: 27104 Contest Division: A B (C) Team: \_\_\_\_\_  
Prototype: 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: SJH

## 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: 0/30

Major details: 30/30 Other: 20/30

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: 70/70 Accurate Pattern: 65/70 Decals & markings: 30/60

Finish, Color, and Markings: 165/200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

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

Degree of Difficulty: 60/100

## Craftsmanship

Craftsmanship judged up close. Construction 80/100 Surface prep 90/100 Finish 60/100

Craftsmanship Score: 230/300

## Static Score

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

Total Static Score: 555/800

## 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 49/50 #2 Flight \_\_\_/50 Damage \_\_\_/50

General Flight Score: Flight 1 99/100 Flight 2 N/A/100

## Flight Score

Add Mission Score to General Flight Score

Total Flight Score: Flight 1 119/300 Flight 2 \_\_\_/300

## Final Score

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

Final Sport Scale Score 679/1100

*J. Hargett*



# SPORT SCALE JUDGING FORM

Modeler Name Jim Bassham

NAR #: 89038 Contest Division: A B C Team: \_\_\_\_\_

Prototype: Aries

## Qualification Checklist

- NAR number, team number or name on model - *on bottom*
- 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

*Fins are correctly beveled, but bevel line is lost under finish.*  
Accuracy of shape judged from 1 meter (40"), checked against data provided by modeler.

Nose: 40/40 Fins: 38/40 Tubes: 30/30 Transitions: 30/30  
Major details: 30/30 Other: 0/30

Similarity of Outline Score: 168/200

## 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: 70/70 Accurate Pattern: 70/70 Decals & markings: 60/60

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: 50/60

Degree of Difficulty: 85/100

## Craftsmanship

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

*Overspray on Fin #3*  
Craftsmanship Score: 280/300

## Static Score

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

Total Static Score: 733/800

## 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.

*4 motors*

Mission Score: Flight 1 34/200 Flight 2 \_\_\_/200

*scale location*

## 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 1 133/300 Flight 2 \_\_\_/300

## Final Score

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

Final Sport Scale Score 866/1100

*J. Haysent*



# SPORT SCALE JUDGING FORM

Modeler Name Richard Evans  
NAR #: 92386 Contest Division: A B C Team: \_\_\_\_\_  
Prototype: Nike Smiler

## 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: SSH

## Similarity of Outline

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

Nose: 38/40 Fins: 35/40 Tubes: 30/30 Transitions: 28/30

Major details: 25/30 Other: 0/30

Similarity of Outline Score: 186/200

## 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: 65/70 Accurate Pattern: 70/70 Decals & markings: 50/60

Finish, Color, and Markings: 185/200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: 35/40 Complexity of detail and painting: 45/60

Degree of Difficulty: 70/100

## Craftsmanship

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

Craftsmanship Score: 295/300

## Static Score

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

Total Static Score: 776/800

## 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 10/200 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 1 109/300 Flight 2 \_\_\_/300

## Final Score

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

Final Sport Scale Score: 815/1100

*J. Hagant*