

# Sport Scale - Static Score Sheet

Full Name: Jim Bassham  
 NAR Team: \_\_\_\_\_  
 Model Subject: Argus

NAR #: 89038  
 NAR Team #: \_\_\_\_\_  
 Division: A B **C** T

**Qualification:**

- NAR number on model
- Minimum documentation (drawing, not from kit, or clear photo showing outline of vehicle)
- Resembles a complete rocket, missile or space vehicle (no missing boosters)
- 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 31.4 cm, or wing span plus length at least 100 cm

*Great execution of a difficult subject*

Static Qualified:

**Similarity of Outline (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for inaccuracies in shape. Deduct points in proportion to magnitude of error and importance of component. In the case of a simple four-fins-and-a-nose-cone model, the nose cone might be assigned 60-70 points, body length 60-70 points, and fins 60-70 points. Deduct all a component's points for a grossly wrong shape (IE ogive vs. conical nose, Body length off by 50%, delta vs. tapered fins). Deduct less for lesser errors.

Similarity of Outline: 190

**Finish, Color and Markings (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for incorrect colors, inaccuracies in paint pattern (position, size, and shape of painted areas), and inaccuracies in markings (insignia, decals and lettering). Distribute points among colors, paint pattern, and decals as appropriate. Deduct all points for each completely wrong color (IE yellow vs. red), completely wrong part of pattern (IE stripe or band absent), and markings (IE conspicuous decal absent, wrong insignia or lettering). Deduct less for lesser errors. If no color data provided, give a zero score.

Finish, Color and Markings: 170

**Degree of Difficulty (100 max.):**

Complexity of model to be judged on close inspection, referring to any modeler-provided notes.

Complexity of structure (40 max.):

Assign 0 points to four-fins-and-a-nose-cone model (IE Tomahawk, Astrobee D); 15 points to 2-stage, 2-diameter model (IE Nike-Tomahawk, Terrier-Sandhawk); 25 points to 3-stage, 3-diameter model (IE Javelin, Saturn V); 40 points to models with more diameters, strap-on boosters, clustered tubes (Saturn IB, Ariane 4). Assign intermediate score if appropriate.

Complexity of details (20 max.):

Add 1 point for cut-out or pre-manufactured detail part; add 2 points for each handmade detail component requiring shaping, drilling, etc., up to 20 points.

Complexity of painting (20 max.):

Add 2 points for each color, add 1 point for each masked paint edge, up to 20 points.

Complexity of markings (20 max.):

Add 1 point for each decal, add 2 points for each modeler-fabricated decal, up to 20 points.

Degree of Difficulty: 75

**Craftsmanship (300 max.):**

Craftsmanship of model to be judged from up close.

Care in construction (100 max.):

Examine how well parts were cut, fabricated and assembled. Are fins and tubes cut straight and cleanly? Are cuts parallel and perpendicular as required? Are curves smooth? Are fins identical? Do paper parts have dents or conspicuous glue tab marks? Do turned wood parts fit the body tubes? Are fins glued on straight? Are splinters, corners, or tips broken from fins? Have damaged parts been repaired? Are clear plastic fins well made? Distribute the points among components as appropriate, or estimate an overall percentage grade.

Preparation of surfaces (100 max.):

Examine the surface preparation under the paint, including sanding and sealing of wood grain, filling of body spirals, sanding or filling of plastic mold lines, and general cleanliness (IE absence of glue blobs). Also judge the transparency and cleanliness of clear plastic fins. Distribute the points among components as appropriate, or estimate an overall percentage grade.

Care of Finish (100 max.):

Examine the paint and decals for quality of application. Is the paint uniform and smooth? Are there visible brush marks? Are there chips or fingerprints in the paint? Is there an orange peel or pebbled texture on the paint? Are there drips or runs in spray paint? Are there color mismatches on repairs or between components? Are there rough masked edges? Are masked edges straight and clean? Is the decal firm silvered, yellowed or otherwise visible? Are decals and letters wrinkled or pulling up? Is the NAR number applied neatly? Distribute the points among components as appropriate, or estimate an overall percentage grade.

Craftsmanship: 230

*1st flight 10 + 75 (85)*

Static Total: 665

Name: Marc McReynolds

NAR #: 11769

RegOK

# Sport Scale - Static Score Sheet

Full Name: Chris Flanigan  
 NAR Team: \_\_\_\_\_  
 Model Subject: Thunderstar

NAR #: 17540  
 NAR Team #: \_\_\_\_\_  
 Division: A B C T

**Qualification:**

- NAR number on model
- Minimum documentation (drawing, not from kit, or clear photo showing outline of vehicle)
- Resembles a complete rocket, missile or space vehicle (no missing boosters)
- 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 31.4 cm, or wing span plus length at least 100 cm

Static Qualified:

**Similarity of Outline (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for inaccuracies in shape. Deduct points in proportion to magnitude of error and importance of component. In the case of a simple four-fins-and-a-nose-cone model, the nose cone might be assigned 60-70 points, body length 60-70 points, and fins 60-70 points. Deduct all a component's points for a grossly wrong shape (IE ogive vs. conical nose, Body length off by 50%, delta vs. tapered fins). Deduct less for lesser errors.

Similarity of Outline: 195

**Finish, Color and Markings (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for incorrect colors, inaccuracies in paint pattern (position, size, and shape of painted areas), and inaccuracies in markings (insignia, decals and lettering). Distribute points among colors, paint pattern, and decals as appropriate. Deduct all points for each completely wrong color (IE yellow vs. red), completely wrong part of pattern (IE stripe or band absent), and markings (IE conspicuous decal absent, wrong insignia or lettering). Deduct less for lesser errors. If no color data provided, give a zero score.

Finish, Color and Markings: 120

**Degree of Difficulty (100 max.):**

Complexity of model to be judged on close inspection, referring to any modeler-provided notes.

Complexity of structure (40 max.):

Assign 0 points to four-fins-and-a-nose-cone model (IE Tomahawk, Astrobee D); 15 points to 2-stage, 2-diameter model (IE Nike-Tomahawk, Terrier-Sandhawk); 25 points to 3-stage, 3-diameter model (IE Javelin, Saturn V); 40 points to models with more diameters, strap-on boosters, clustered tubes (Saturn IB, Ariane 4). Assign intermediate score if appropriate.

Complexity of details (20 max.):

Add 1 point for cut-out or pre-manufactured detail part; add 2 points for each handmade detail component requiring shaping, drilling, etc., up to 20 points.

Complexity of painting (20 max.):

Add 2 points for each color, add 1 point for each masked paint edge, up to 20 points.

Complexity of markings (20 max.):

Add 1 point for each decal, add 2 points for each modeler-fabricated decal, up to 20 points.

Degree of Difficulty: 25

**Craftsmanship (300 max.):**

Craftsmanship of model to be judged from up close.

Care in construction (100 max.):

Examine how well parts were cut, fabricated and assembled. Are fins and tubes cut straight and cleanly? Are cuts parallel and perpendicular as required? Are curves smooth? Are fins identical? Do paper parts have dents or conspicuous glue tab marks? Do turned wood parts fit the body tubes? Are fins glued on straight? Are splinters, corners, or tips broken from fins? Have damaged parts been repaired? Are clear plastic fins well made? Distribute the points among components as appropriate, or estimate an overall percentage grade.

Preparation of surfaces (100 max.):

Examine the surface preparation under the paint, including sanding and sealing of wood grain, filling of body spirals, sanding or filling of plastic mold lines, and general cleanliness (IE absence of glue blobs). Also judge the transparency and cleanliness of clear plastic fins. Distribute the points among components as appropriate, or estimate an overall percentage grade.

Care of Finish (100 max.):

Examine the paint and decals for quality of application. Is the paint uniform and smooth? Are there visible brush marks? Are there chips or fingerprints in the paint? Is there an orange peel or pebbled texture on the paint? Are there drips or runs in spray paint? Are there color mismatches on repairs or between components? Are there rough masked edges? Are masked edges straight and clean? Is the decal firm silvered, yellowed or otherwise visible? Are decals and letters wrinkled or pulling up? Is the NAR number applied neatly? Distribute the points among components as appropriate, or estimate an overall percentage grade.

Craftsmanship: 200

Static Total: 540

*1st flight (10+5+10)+95*  
120

Name: Marc McReynolds

NAR #: 11769

RegOK

# Sport Scale - Static Score Sheet

Full Name: Larry Brand  
 NAR Team: \_\_\_\_\_  
 Model Subject: Angara-7

NAR #: 79591  
 NAR Team #: \_\_\_\_\_  
 Division: A B C T

**Qualification:**

- NAR number on model
- Minimum documentation (drawing, not from kit, or clear photo showing outline of vehicle)
- Resembles a complete rocket, missile or space vehicle (no missing boosters)
- 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 31.4 cm, or wing span plus length at least 100 cm

Static Qualified:

**Similarity of Outline (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for inaccuracies in shape. Deduct points in proportion to magnitude of error and importance of component. In the case of a simple four-fins-and-a-nose-cone model, the nose cone might be assigned 60-70 points, body length 80-70 points, and fins 60-70 points. Deduct all a component's points for a grossly wrong shape (IE ogive vs. conical nose, Body length off by 50%, delta vs. tapered fins). Deduct less for lesser errors.

Similarity of Outline: 90

**Finish, Color and Markings (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for incorrect colors, inaccuracies in paint pattern (position, size, and shape of painted areas), and inaccuracies in markings (insignia, decals and lettering). Distribute points among colors, paint pattern, and decals as appropriate. Deduct all points for each completely wrong color (IE yellow vs. red), completely wrong part of pattern (IE stripe or band absent), and markings (IE conspicuous decal absent, wrong insignia or lettering). Deduct less for lesser errors. If no color data provided, give a zero score.

Finish, Color and Markings: 120

**Degree of Difficulty (100 max.):**

Complexity of model to be judged on close inspection, referring to any modeler-provided notes.

**Complexity of structure (40 max.):**

Assign 0 points to four-fins-and-a-nose-cone model (IE Tomahawk, Astrobee D); 15 points to 2-stage, 2-diameter model (IE Nike-Tomahawk, Terrier-Sandhawk); 25 points to 3-stage, 3-diameter model (IE Javelin, Saturn V); 40 points to models with more diameters, strap-on boosters, clustered tubes (Saturn IB, Ariane 4). Assign intermediate score if appropriate.

**Complexity of details (20 max.):**

Add 1 point for cut-out or pre-manufactured detail part; add 2 points for each handmade detail component requiring shaping, drilling, etc., up to 20 points.

**Complexity of painting (20 max.):**

Add 2 points for each color, add 1 point for each masked paint edge, up to 20 points.

**Complexity of markings (20 max.):**

Add 1 point for each decal, add 2 points for each modeler-fabricated decal, up to 20 points.


Degree of Difficulty: 50

**Craftsmanship (300 max.):**

Craftsmanship of model to be judged from up close.

**Care in construction (100 max.):**

Examine how well parts were cut, fabricated and assembled. Are fins and tubes cut straight and cleanly? Are cuts parallel and perpendicular as required? Are curves smooth? Are fins identical? Do paper parts have dents or conspicuous glue tab marks? Do turned wood parts fit the body tubes? Are fins glued on straight? Are splinters, corners, or tips broken from fins? Have damaged parts been repaired? Are clear plastic fins well made? Distribute the points among components as appropriate, or estimate an overall percentage grade.

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**Preparation of surfaces (100 max.):**

Examine the surface preparation under the paint, including sanding and sealing of wood grain, filling of body spirals, sanding or filling of plastic mold lines, and general cleanliness (IE absence of glue blobs). Also judge the transparency and cleanliness of clear plastic fins. Distribute the points among components as appropriate, or estimate an overall percentage grade.

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**Care of Finish (100 max.):**

Examine the paint and decals for quality of application. Is the paint uniform and smooth? Are there visible brush marks? Are there chips or fingerprints in the paint? Is there an orange peel or pebbled texture on the paint? Are there drips or runs in spray paint? Are there color mismatches on repairs or between components? Are there rough masked edges? Are masked edges straight and clean? Is the decal film silvered, yellowed or otherwise visible? Are decals and letters wrinkled or pulling up? Is the NAR number applied neatly? Distribute the points among components as appropriate, or estimate an overall percentage grade.

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1st Flight (100)

Craftsmanship: 75

Static Total: 235

Name: Mare McReynolds

NAR #: 11769

RegOK

# Sport Scale - Static Score Sheet

Full Name: Todd Mullin  
 NAR Team: \_\_\_\_\_  
 Model Subject: Space Ark

NAR #: 80422  
 NAR Team #: \_\_\_\_\_  
 Division: A B C T

**Qualification:**

- NAR number on model
- Minimum documentation (drawing, not from kit, or clear photo showing outline of vehicle)
- Resembles a complete rocket, missile or space vehicle (no missing boosters)
- 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 31.4 cm, or wing span plus length at least 100 cm

Static Qualified:

**Similarity of Outline (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for inaccuracies in shape. Deduct points in proportion to magnitude of error and importance of component. In the case of a simple four-fins-and-a-nose-cone model, the nose cone might be assigned 60-70 points, body length 60-70 points, and fins 60-70 points. Deduct all a component's points for a grossly wrong shape (IE ogive vs. conical nose, Body length off by 50%, delta vs. tapered fins). Deduct less for lesser errors.

Similarity of Outline: 130

**Finish, Color and Markings (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for incorrect colors, inaccuracies in paint pattern (position, size, and shape of painted areas), and inaccuracies in markings (insignia, decals and lettering). Distribute points among colors, paint pattern, and decals as appropriate. Deduct all points for each completely wrong color (IE yellow vs. red), completely wrong part of pattern (IE stripe or band absent), and markings (IE conspicuous decal absent, wrong insignia or lettering). Deduct less for lesser errors. If no color data provided, give a zero score.

Finish, Color and Markings: 0

**Degree of Difficulty (100 max.):**

Complexity of model to be judged on close inspection, referring to any modeler-provided notes.

Complexity of structure (40 max.):

Assign 0 points to four-fins-and-a-nose-cone model (IE Tomahawk, Astrobee D); 15 points to 2-stage, 2-diameter model (IE Nike-Tomahawk, Terrier-Sandhawk); 25 points to 3-stage, 3-diameter model (IE Javelin, Saturn V); 40 points to models with more diameters, strap-on boosters, clustered tubes (Saturn IB, Ariane 4). Assign intermediate score if appropriate.

Complexity of details (20 max.):

Add 1 point for cut-out or pre-manufactured detail part; add 2 points for each handmade detail component requiring shaping, drilling, etc., up to 20 points.

Complexity of painting (20 max.):

Add 2 points for each color, add 1 point for each masked paint edge, up to 20 points.

Complexity of markings (20 max.):

Add 1 point for each decal, add 2 points for each modeler-fabricated decal, up to 20 points.

*Sorry, but even though the color looks silver in the B&W photo, the only actual color data (lower photo) doesn't show silver.*

Degree of Difficulty: 50

**Craftsmanship (300 max.):**

Craftsmanship of model to be judged from up close.

Care in construction (100 max.):

Examine how well parts were cut, fabricated and assembled. Are fins and tubes cut straight and cleanly? Are cuts parallel and perpendicular as required? Are curves smooth? Are fins identical? Do paper parts have dents or conspicuous glue tab marks? Do turned wood parts fit the body tubes? Are fins glued on straight? Are splinters, corners, or tips broken from fins? Have damaged parts been repaired? Are clear plastic fins well made? Distribute the points among components as appropriate, or estimate an overall percentage grade.

Preparation of surfaces (100 max.):

Examine the surface preparation under the paint, including sanding and sealing of wood grain, filling of body spirals, sanding or filling of plastic mold lines, and general cleanliness (IE absence of glue blobs). Also judge the transparency and cleanliness of clear plastic fins. Distribute the points among components as appropriate, or estimate an overall percentage grade.

Care of Finish (100 max.):

Examine the paint and decals for quality of application. Is the paint uniform and smooth? Are there visible brush marks? Are there chips or fingerprints in the paint? Is there an orange peel or pebbled texture on the paint? Are there drips or runs in spray paint? Are there color mismatches on repairs or between components? Are there rough masked edges? Are masked edges straight and clean? Is the decal film silvered, yellowed or otherwise visible? Are decals and letters wrinkled or pulling up? Is the NAR number applied neatly? Distribute the points among components as appropriate, or estimate an overall percentage grade.

*70 Flight (1st)*

Craftsmanship: 1.80

Static Total: 360

Name: Marc McReynolds

NAR #: 11769

RegOK

# Sport Scale - Static Score Sheet

Full Name: Ross Iwamoto  
 NAR Team: \_\_\_\_\_  
 Model Subject: Thunderstar

NAR #: 20059  
 NAR Team #: \_\_\_\_\_  
 Division: A B C T

**Qualification:**

- NAR number on model
- Minimum documentation (drawing, not from kit, or clear photo showing outline of vehicle)
- Resembles a complete rocket, missile or space vehicle (no missing boosters)
- 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 31.4 cm, or wing span plus length at least 100 cm

Static Qualified:

**Similarity of Outline (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for inaccuracies in shape. Deduct points in proportion to magnitude of error and importance of component. In the case of a simple four-fins-and-a-nose-cone model, the nose cone might be assigned 60-70 points, body length 60-70 points, and fins 60-70 points. Deduct all a component's points for a grossly wrong shape (IE ogive vs. conical nose, Body length off by 50%, delta vs. tapered fins). Deduct less for lesser errors.

Similarity of Outline: 165

**Finish, Color and Markings (200 max.):**

Accuracy to be judged from at least 1 meter, against data provided by modeler. Inspect model for incorrect colors, inaccuracies in paint pattern (position, size, and shape of painted areas), and inaccuracies in markings (insignia, decals and lettering). Distribute points among colors, paint pattern, and decals as appropriate. Deduct all points for each completely wrong color (IE yellow vs. red), completely wrong part of pattern (IE stripe or band absent), and markings (IE conspicuous decal absent, wrong insignia or lettering). Deduct less for lesser errors. If no color data provided, give a zero score.

Finish, Color and Markings: 120

**Degree of Difficulty (100 max.):**

Complexity of model to be judged on close inspection, referring to any modeler-provided notes.

Complexity of structure (40 max.):

Assign 0 points to four-fins-and-a-nose-cone model (IE Tomahawk, Astrobee D); 15 points to 2-stage, 2-diameter model (IE Nike-Tomahawk, Terrier-Sandhawk); 25 points to 3-stage, 3-diameter model (IE Javelin, Saturn V); 40 points to models with more diameters, strap-on boosters, clustered tubes (Saturn IB, Ariane 4). Assign intermediate score if appropriate.

Complexity of details (20 max.):

Add 1 point for cut-out or pre-manufactured detail part; add 2 points for each handmade detail component requiring shaping, drilling, etc., up to 20 points.

Complexity of painting (20 max.):

Add 2 points for each color, add 1 point for each masked paint edge, up to 20 points.

Complexity of markings (20 max.):

Add 1 point for each decal, add 2 points for each modeler-fabricated decal, up to 20 points.


Degree of Difficulty: 25

**Craftsmanship (300 max.):**

Craftsmanship of model to be judged from up close.

Care in construction (100 max.):

Examine how well parts were cut, fabricated and assembled. Are fins and tubes cut straight and cleanly? Are cuts parallel and perpendicular as required? Are curves smooth? Are fins identical? Do paper parts have dents or conspicuous glue tab marks? Do turned wood parts fit the body tubes? Are fins glued on straight? Are splinters, corners, or tips broken from fins? Have damaged parts been repaired? Are clear plastic fins well made? Distribute the points among components as appropriate, or estimate an overall percentage grade.

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Preparation of surfaces (100 max.):

Examine the surface preparation under the paint, including sanding and sealing of wood grain, filling of body spirals, sanding or filling of plastic mold lines, and general cleanliness (IE absence of glue blobs). Also judge the transparency and cleanliness of clear plastic fins. Distribute the points among components as appropriate, or estimate an overall percentage grade.

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Care of Finish (100 max.):

Examine the paint and decals for quality of application. Is the paint uniform and smooth? Are there visible brush marks? Are there chips or fingerprints in the paint? Is there an orange peel or pebbled texture on the paint? Are there drips or runs in spray paint? Are there color mismatches on repairs or between components? Are there rough masked edges? Are masked edges straight and clean? Is the decal film silvered, yellowed or otherwise visible? Are decals and letters wrinkled or pulling up? Is the NAR number applied neatly? Distribute the points among components as appropriate, or estimate an overall percentage grade.

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Craftsmanship: 150

Static Total: 490

*DQ-USF  
 Lt motor no ign from crash*

Name: Marc McReynolds

NAR #: 17769

RegOK