SPORT SCALE JUDGING FORM

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M	lodeler Name	n Basshar	<u> </u>		<u> </u>
N	AR#: 89038		_ Contest Division:	A B © Team:	**************************************
Р	rototype: Hones	ndet			2 12 15 15 15 15 15 15 15 15 15 15 15 15 15
Qualif	ication Check	list			
9	NAR number, team n		e on model		
0 N/A	stages unless vehicle If Peanut Scale, no m If Giant Scale, at leas	rocket, missile flew without). fore than 30 cr at 100 cm long t least 51.4 cn at be flight-rea	e or space vehicle in a c Amateur rockets must t m long or no more than or at least 10 cm in dia n or wing span plus leng dy (dummy nozzles rem	be of obvious historica 2 cm in diameter. meter, or girth measur opth at least 100 cm. hoved and transparent	ed around significant
0111	it. of Outline				
Accuracy Nose: <u>35</u>	rity of Outline of shape judged from 5 /40 Fins: 4 tails: 30 /30 Oth	0/40	checked against data produced to the second of L. Lugs. defail in spin motors.	Transitions: 20/5	
Finish.	Color, and Mar	kings	attail in spin mot	015	
Accuracy	judged from 1 meter (40"), checked	against data provided b	y modeler. (if no color	data, score is zero).
Correct c	colors: 10/ Accu	ırate Pattern:	70 / 70 Decals & m.	arkings: 50 / 60	190,000
			side do	Finish, Color, and	Markings: 190/200
Degree	e of Difficulty up close, referring to m		1-1-1	1	
Judged u Compley	ity of basic structure:	2 /40 Cc	ed notes emplexity of detail and page	ainting: 20/60	
Complex	ity of basic structure.		mplomy of detail and p	Degree of D	ifficulty: 40/100
					31.1 WORDS-0. • 10.1 Surem reg 10.1 Surem
Crafts Craftsma Fore Static Total Sim	manship Inship judged up close I wan uisible Score Outline, Finis	Construction	n 50 /100 Surface pre anding warks i unou llefs around spin mor Markings; Difficulty and	(or 5 a-He c Craftsmanship Scores	2/100 p Score: 220/300 c Score: 625/800
NA:!-				19	
Missic Start from See revi	n zero. Add points for sed Mission Points Wo	successful in-forksheet to cal	flight functions if docume lculate points.	ented as representativ	e of prototype flight.
)#			Mission Score:	Flight 1/200	Flight 2 1/200
Gener	al Flight				
Doduct r	points for flight problem	is.	4 1 /4	11/4	
#1 Fligh	t <u>50</u> /50 Damage _	<u>5</u> /50 #2	Flight 1/4/50 Damag	e <u>N/H</u> /50	1/10
		Ge	eneral Flight Score:	Flight 1 45/100	Flight 2 100
	Score				
Add Miss	sion Score to General	Flight Score	Total Flight Score:	Flight 1 95/300	Flight 2 1/4 /300
Final S	Score al Static Score to bette	er of two Total	Flight Scores.	Final Sport Sca	le Score 720/1100

	ALE JUDGING FORM
Modeler Name Pacific	Flying Machines
+ 221	Contest Division: A B C Fearm: 736
Prototype: AST (Stee D	
Qualification Checklist	
stages unless vehicle flew without). If Peanut Scale, no more than 30 cm In If Giant Scale, at least 100 cm long outer assemblies is at least 51.4 cm	drawing or photo e or space vehicle in a configuration that flew (no missing lower Amateur rockets must be of obvious historical importance.
Modeler cannot receive points until above requ	
Similarity of Outline	Je 2004
Accuracy of shape judged from1 meter (40"), of	
	Tubes: 38/40 Transitions: N/A/
Major details: 40/90 Other: 35/90 Tube break in Motor tube Extra (App. Scale) Laurch Lugs	Similarity of Outline Score: 193/200
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 Complexity of basic structure: 20 /40 Cor	mplexity of detail and painting: 50/60
	Degree of Difficulty: 70/100
Some "Shop wear" from previous	90/100 Surface prep 80/100 Finish 85/100 Craftsmanship Score: 255/300
Static Score Total Similarity of Outline, Finish, Color, and M	
	Total Static Score: 718/800
Mission Start from zero. Add points for successful in-fli See revised Mission Points Worksheet to calc	ight functions if documented as representative of prototype flight.
	Mission Score: Flight 1 50 /200 Flight 2 11/14/200
General Flight Deduct points for flight problems. #1 Flight 50 /50 Damage 40 /50 #2 Fl	
#1 Flight/50 Damage/50 #2 F	rlight/50 Damage/50 neral Flight Score: Flight 1 99/100 Flight 2 1/4/100
Flight Score Add Mission Score to General Flight Score	neral Flight Score: Flight 1 1/100 Flight 2 1/100
	Total Flight Score: Flight 1 49/300 Flight 2 4/300
Final Score	av7
Add Total Static Score to better of two Total Fl	light Scores. Final Sport Scale Score //1100

SPORT SCALE JUDGING FORM

Modeler Name Alex Perhs
NAR #: Contest Division: (A) B C Team:
Prototype: D-region Tomahawk
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:
Static Qualified:
Accuracy of Shape judged from 1 meter (40"), checked against data provided by modeler. Nose: 35 / 40 Fins: 40 / 40 Tubes: 20 / 30 Transitions: 28 / 30 Major details: 25 / 30 Other: 30 / 30 Similarity of Outline Score: 178 / 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: 30 / 60
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: 50 /60
Degree of Difficulty: 70/100
Craftsmanship Craftsmanship judged up close. Construction 90 /100 Surface prep 80 /100 Finish 70 /100 Craftsmanship judged up close. Construction 90 /100 Surface prep 80 /100 Finish 70 /100 Craftsmanship Score: 250 /300 Static Score
Total Similarity of Outline, Finish, Color, and Markings; Difficulty and Craftsmanship Scores.
Total Static Score: 668/800
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 31 /50 #2 Flight /50 Damage /50
General Flight Score: Flight 1 $\frac{\$9}{100}$ /100 Flight 2 $\frac{\text{MA}}{100}$ /100
Add Mission Score to General Flight Score
Total Flight Score: Flight 1 89 /300 Flight 2 1/1 /300
Final Score Add Total Static Score to better of two Total Flight Scores. Final Sport Scale Score 57/1100

SPORT SCALE JUDGING FORM

Modeler Name
NAR #: Contest Division: A B C Team:
Prototype: Persting 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. 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: 574
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: 25 / 30 Major details: 30 / 30 Other: 25 / 30 Similarity of Outline Score: 180/200
Michigan Splice joints on Nose
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: 40/200
Degree of Difficulty Judged up close, referring to modeler-provided notes Complexity of basic structure: 25 /40 Complexity of detail and painting: 10 /60 Degree of Difficulty: 35 /100
Craftsmanship Craftsmanship judged up close. Construction 85/100 Surface prep 70/100 Finish 60/100 Some Spirals Still visible, Minor grain Craftsmanship Score: 215/300 Static Score
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 70/200 Flight 2 1/200
General Flight Deduct points for flight problems. #1 Flight 50 /50 Damage 35 /50 #2 Flight N/A/50 Damage N/A /50 General Flight Score: Flight 1 85 /100 Flight 2 N/A /100
Flight Score
Add Mission Score to General Flight Score Total Flight Score: Flight 1 55/300 Flight 2 1/4/300
Final Score Add Total Static Score to better of two Total Flight Scores. Final Sport Scale Score 725/1100

SPORT SCALE JUDGING FORM
Modeler Name Paul Pittenger
NAP #: 27/04 Contest Division: A B (C) Team:
Prototype: Sandia Sand hawk
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 Transitions: /// Major details: 55/40 Other: 40/40 New-Scale launch logs 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: 470 Accurate Pattern: 79/70 Decals & markings: 9/60 Finish, Color, and Markings: 135/200
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: 45/100
Craftsmanship Craftsmanship judged up close. Construction 90/100 Surface prep 50/100 Finish 60/100 Craftsmanship judged up close. Several masking issues Craftsmanship Score: 200/300
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 50 /200 Flight 2 1/200
General Flight Deduct points for flight problems. #1 Flight 50/50 Damage 50/50 #2 Flight 1/50 Damage 1/50
General Flight Score: Flight 1 00/100 Flight 2 1/1/100
Flight Score Add Mission Score to General Flight Score
Total Flight Score: Flight 1 50 /300 Flight 2 1/4 /300
Final Score Add Total Static Score to better of two Total Flight Scores. Final Sport Scale Score 735/1100