

# SPORT SCALE JUDGING FORM

Modeler Name \_\_\_\_\_

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

Prototype: \_\_\_\_\_

## 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: \_\_\_ / \_\_\_ Fins: \_\_\_ / \_\_\_ Tubes: \_\_\_ / \_\_\_ Transitions: \_\_\_ / \_\_\_

Major details: \_\_\_ / \_\_\_ Other: \_\_\_ / \_\_\_

Similarity of Outline Score: \_\_\_ / 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: \_\_\_ / \_\_\_ Accurate Pattern: \_\_\_ / \_\_\_ Decals & markings: \_\_\_ / \_\_\_

Finish, Color, and Markings: \_\_\_ / 200

## Degree of Difficulty

Judged up close, referring to modeler-provided notes

Complexity of basic structure: \_\_\_ / 40 Complexity of detail and painting: \_\_\_ / 60

Degree of Difficulty: \_\_\_ / 100

## Craftsmanship

Craftsmanship judged up close. Construction \_\_\_ / 100 Surface prep \_\_\_ / 100 Finish \_\_\_ / 100

Craftsmanship Score: \_\_\_ / 300

## Static Score

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

Total Static Score: \_\_\_ / 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 Damage \_\_\_ / 50 #2 Flight \_\_\_ / 50 Damage \_\_\_ / 50

General Flight Score: Flight 1 \_\_\_ / 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 \_\_\_ / 1100