

SPORT SCALE JUDGING FORM

Modeler Name: _____

NAR #: _____

Contest Division: _____

Team: _____

Prototype: _____

Qualification Checklist

- NAR number, team number, or name on the model.
- Minimum documentation: Prototype drawing or photo.
- Resembles a complete rocket, missile, or space vehicle in a configuration that flew (no missing stages unless the vehicle flew without). Amateur rockets must be of obvious historical importance.
- If Peanut Scale, no more than 30cm long or no more than 2cm in diameter.
- If Giant Scale, at least 100cm long or at least 10cm in diameter, or girth measured around significant outer assemblies is at least 31.4cm or wingspan plus length at least 100cm.
- The exterior of the model must be flight-ready (dummy nozzles removed and transparent fins installed, etc.).

The modeler cannot receive points until the above requirements are met.

Static Qualified:

Similarity of Outline

Accuracy of shape judged from 1 meter (40"), checked against the data provided by the 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 the data provided by the modeler. (If no color data is provided, score 0)

Correct colors: _____/_____ Accurate pattern: _____/_____ Decals and markings: _____/_____

Finish, Color, and Markings Score: _____/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 Score: _____/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.

2-stage: 50. 3-stage: 100. 2-cluster: 25. Additional cluster: 20 per engine. Glide: 50. Deployment: 10. Spin: 10. Release: 10. Working payload: 25-50. Payload producing reduced data for the judge: 50-100.

Mission Score Flight 1: _____/200

Flight 2: _____/200

General Flight

Deduct points for flight problems.

Flight 1: _____/50 Damage: _____/50 Flight 2: _____/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