

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.

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 judge: 50-100.

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