ANNEX 1

SCALE SPACE MODELS JUDGE'S GUIDE

FAI CATEGORY	SUB-CATEGORY	JUDGING CONSIDERATIONS	POINTS
Degree of Difficulty	Configuration	To what degree does the entry depart from the configuration of a "finned cone-topped cylinder.	(0-20)_____
	External Components	Consider the number and complexity of the entry's external components including fins, transitions, interstage adapters, shrouds, strap- on booster, launch lugs, antennae, etc. Also consider to what extent the aforementioned components were prefabricated by none other than the entrant.	~~(0-20)~~_____ **(0-35)**
	Detailing	Consider the number of separate details including nuts, bolts, screws, rivets, fasteners, welds, hatches, panels, corrugations, etc. Also consider to what extent the aforementioned details were prefabricated by anyone other than the entrant.	~~(0-20)~~_____ **(0-35)**
	Paint Pattern	consider the number of colours and complexity of the entry point pattern. Also consider the number and complexity of the entry's markings and to what extent these markings were prefabricated by anyone other than the entrant.	~~(0-20)~~_____ **(0-30)**
	"Flyability"	Consider the difficulty in adapting the entry to make a qualified flight including absence of fins, small fin area, extremes of CP and/or CG, etc.	(0-30)_____
	~~"Originality"~~	~~Bonus points: 40 points for a prototype of one kind in the competition; 20 points if there are two of the same prototype; zero points if there are three models of the same prototype.~~	~~(0-40)~~_____
			Category Total (150 Max)

FAI CATEGORY	SUB-CATEGORY	JUDGING CONSIDERATIONS	POINTS
Scale Adherence	Colour	Comparing the entry to colour photographs, paint samples, or other colour substantiation, to what degree does the entry's colour(s) resemble that prototype's colour?	(0-25)_____
	Markings (lettering & insignia)	Comparing the entry to photographs, marking diagrams, or other marking substantiation, to what degree to the entry's markings resemble the prototype's markings?	(0-25)_____

	Dimensions	Overall model length Nose	(0-25)
		cone length	(0-25)
		Greatest measurable body diameter Length	(0-25)
		of the first stage	(0-25)
		Fin span (individual fin or tip-to tip)	(0-25)
		Selected dimension greater than 10 mm (second stage length, diameter, etc.)	(0-25)
		Award points shall be based on a % deviation from the prototype's scaled dimensions. Each 1% error reduces the value by 2 points. Deviation > 10% shall be awarded a value of 0.	(0-25)
		* If prototype is finless, select one other dimension greater than 10 mm and check here ( )	
		Category Total (200 Max)	

FAI CATEGORY	SUB-CATEGORY	JUDGING CONSIDERATIONS	POINTS
Workmanship	Construction	Consider the absence of visible glue joints, that edges and demarcations should be precise, that planar surfaces should be flat, etc.	
		Nose cone & transitions	(0-40)
		Body	(0-40)
		Fins or Stabilising surfaces (including clear plastic)	(0-30)
		Details	(0-40)
	Finish	Consider that surface textures should duplicate base material of prototype; that paint and other surface coatings should be uniform (unless this would deviate from prototype's finish) thin, dust-free and of the proper texture; that colour demarcations and markings should be crisp* and precise.	
		Nose cone & Transitions	(0-40)
		Body	(0-40)
		Fins *	(0-20)
		*If the prototype is finless, then 0-50 points each for "Nose cone & transitions" and "Body", and check here ( ).	
		Category Total (250 Max)	
		In all (600 Max)	
FAI CATEGORY	SUB CATEGORY	JUDGING CONSIDERATIONS	POINTS
Flight	Launch	Was the launch successful? If not, subtract 10 points for each misfire or hang-fire for a maximum	

Characteristics		of minus 30 points (0 or minus)	
		Realism of launch compared to prototype. Was the take-off speed abrupt or was it a smooth lift off from the launch pad?	~~(0-30)~~ **(0-50)**
	Flight	Realism of flight. Was it a vertical flight without weather-cocking of launcher tip-off? No rotation unless prototype rotated. Stable straight flight without oscillation?	~~(0-30)~~ **(0-50)**
	Special Effects	Did the model exhibit any special effects such as Launching a space probe, separating boosters, radio control devices, ejecting satellites, deploying shield, scale launcher, gliding recovery etc. Special effects can only emulate the actions of the prototype, **confirmed by information from official sources.** Maximum of 15 points for each effect.	~~(0-60)~~ **(0-90)**
	Powered separation	**Separation of prototype stages according to the flight scheme, confirmed from an official source.** **transverse (tandem) division of steps:** Up to 30 points for realistic powered separation of a powered portion of a model (capsule, stage powered spacecraft, etc.) in accordance with paragraphs 2.3.1., 2.3.2. and Annex 2 – 4.d.2. **In the case of block (batch) separation of the rocket model stage, the participant is awarded 40 points**	~~(0-60)~~ **(0-60)** **(0-80)**
	Clusters	Add 5 points for each engine that ignites up to a maximum. No points for single engine models.	(0-30)
	Cluster Misfires	Subtract 15 points for each engine that fails to ignite.	(0 or minus)
	RC Gliding Descent	Stabile gliding, realism of gliding descent of the prototype and safe landing without damage.	(0-50)
	Recovery	~~Single stage model (or booster stage) Recovery device deployment (1 parachute – 10 points)~~	~~(0-20)~~
		~~Multi stage model (upper stage(s)) Recovery device deployment (1 parachute – 10 points, 1 streamer – 5 points)~~ **All stages of the missile model and other parts according to the missile flight cycle must be returned to the rescue system according to paragraph 1.1. Part One - GENERAL DEFINITION**	~~(0-20)~~ **Note: there are no points for a safe**

			return.
		~~Category Total (300 Max)~~ **Category Total (350 Max)**	