

# Tingalpa Model Aero Club inc

## Scale judging procedure

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### 1. Scale Competition Categories etc.

- (a) Depending on the specific Competition, from the list below, the Contest Director will determine what categories are to be contested. Trophies will be given for first place and runner up in each category contested.

Categories are:

L - Aircraft over 90inch

M - Aircraft 70inch to 90inch

S - Aircraft under 70inch

W - Warbirds

B - Bi-Plane

H - Helicopters

P - Peter Cutler Memorial Trophy (Static only)

J - Junior Flier

Trophies could be awarded for a “Hard Luck” story and “Encouragement” if suitable.

**NOTE:** FLYING and STATIC competitions will be judged separately - scores will NOT be combined. However all aircraft must compete in both the FLYING and STATIC competitions to be eligible for Trophies.

- (b) Aircraft are to be setup by 8.30am on the day for STATIC JUDGING and be available till 8.50am.
- (c) Registration for the competition is as follows:

On arriving at the field, book in your transmitter, look for the CONTEST DIRECTOR (he will be wearing a yellow smock) Give him your Name, Club and Aircraft description, these will be entered on a sheet (SF2) and you will be given a plaque with an “ENTRANTS NUMBER” on it for each aircraft. Place this numbered plaque by your aircraft.

**NOTE:** Only one registration number will be allocated to each aircraft and this number will apply only for the duration of the competition.

The “ENTRANTS NUMBER” will include alpha characters (in some circumstances three eg. inclusion of the Peter Cutler Trophy) that represents the competition and the aircrafts size category. eg. 5WL - contestants aircraft is a warbird in the large size category (over 90 inch) and is number 5 in the competition.

In any one competition, all entrant numbers will be unique and will not be duplicated across categories.

- (d) Each competitor will be allowed 2 judged flights on the day. (This could be altered to depending on the number of contestants attending with notification to any change being made at the pilots briefing).

All contestants will hand their plaque to the “DATA”judge for each flight to be judged. The judge will tick this plaque when that flight judging has been completed and handed back to the competitor.

(NOTE:- It will be the responsibility of the contestant to hand the plaque to the judge and to collect it after each judged flight)

- (e) Trophy winners will be selected by taking the highest score achieved by a contestant from all flights made, NOT by the average of all scored flights.

### 2. Static Display procedures for Competitors

- (a) On receiving an “ENTRANTS NUMBER” plaque, setup your aircraft for display by 8.30am, placing the plaque in front of the aircraft and making it available for judging till 8.50am, unless otherwise directed.
- (b) See “Static Display judging procedures for Judges” for what the Judges will be looking for.

3. Static Display judging procedures for Judges

**IMPORTANT: ALL JUDGES WILL JUDGE AN AIRCRAFT TOGETHER AND COMPARE NOTES WHEN DETERMINING SCORES FOR THAT AIRCRAFT**

- (a) Using a maximum of three judges, each is given judging sheets(SF4), to cover all categories being judged.
- (b) Each judge does a broad survey of all aircraft, choosing up to five aircraft for each category that obviously have winning potential, listing their numbers and description on the score sheets.(SF4)
- (c) From these aircraft listed on the score sheets in each category, do a second survey to select a final three in each category, then do a detailed judging of these aircraft to find a winner and runner up.
- (d) Judge each aircraft in the categories in three parts from a maximum score of 10 points per part, placing the score in the relevant box.
- (e) When judging the selected aircraft, judge one part of the all aircraft in each category at the one time, then move onto the next part etc.

The three parts are:

- A. SURFACE - Look for paint, rivet/panel lines etc.
- B. COCKPIT - Look for instruments, sliding canopy etc.
- C. APPEARANCE - Look for correct aircraft proportions, flying surface shapes, retracts (if applicable) scale propeller etc.
- (f) On completion, add the three score parts together, and enter them in the “SCORE TOTAL” box.
- (g) Hand score sheets to the Contest Director

**THE CONTEST DIRECTORS (or Data Judge) PROCEDURES (STATIC)**

- (a) Take the score sheets and in each category, identify where all the judges have chosen a common aircraft from the three scores of the common aircraft, chose the middle score and draw a circle around it.
- (b) Use this procedure for all other commonly chosen aircraft.
- (c) From the circled scores, chose the highest score in each category for winner and then the runner up. Write these winners (1 and 2) in the right hand column of the score sheets.
- (d) If there are no common aircraft selected by all the judges, then chose and circle the highest score of an individual judge to identify the winners and runner-ups.

NOTE: Trophy winners are selected from commonly chosen aircraft by all three judges before single judge chosen aircraft, even if the score is higher.

- (e) Transfer the winning details of all categories to the ‘Contest Directors Winners Score Sheet’ (SF1)

NOTE: To allow the winners scores to be represented as a percentage (eg. out of 100) multiply by 3.3

4. Flying procedures for Competitors

- (a) After the Pilots Briefing, each contestant requests the “DATA” Judge (judge doing the bookwork) for a judged flight. There is a limit of three aircraft to be judged at one time, and if there is a free slot, give the data judge your numbered plaque and fly. If there is NO slot available, wait until one is available. (DO NOT HAND THE PLAQUE TO THE DATA JUDGE IN ANTICIPATION - HOLD ON TO IT)
- (b) Each aircraft flight will be judged in three parts, the TAKEOFF, FLIGHT and LANDING these parts are scored from a maximum score of 10 points per part. (See “Flying judging procedures for Judges” for what the Judges will be looking for)
- (c) It is important to note that the judges will determine your flying score within the first four circuits so there is no purpose in continuing with a long flight.

5. Flying judging procedures for Judges

There will be one “DATA” Judge and three “FLYING” Judges required for this activity.

- (a) The “DATA” Judge will be given the judging sheets(SF5) and will be responsible for taking the plaque from the contestant and entering the details on this sheet. (NOTE:- Details of plaques are to be entered in sequence on the sheet in the order contestants come to be judged) it can be of great assistance to the data judge if a flying judge can help in taking the plaques and placing them on the clip board and returning them to the contestants.  
Ensure each judging sheet is numbered sequentially.
- (b) The “DATA” Judge will call for the “FLYING” Judges to score a specific flight part of a contestant eg “score the spitfire taking off” then ask them each to yell out their score (from a max. of 10 points) The data judge will then take the middle score of the three and enter it in the relevant judging sheet box. This procedure will be adopted for all flight parts.
- (c) The “FLYING” Judges will not be required to enter any scores etc on any judging sheets, however will be required to listen to the call from the data judge on what aircraft and part to judge and to respond quickly to the call for scores. (NOTE:- Judges should allow a contestant only about the equivalent of four circuits to show their flying skills in determining the score for that part)
- (d) Judges will accept no more than three contestants in flight at a time.

- (e) Each aircraft will be judged on three parts of the flight from a maximum score of 10 points per part and those scores placed in the relevant box on the score sheet(SF5)

The type of aircraft and weather conditions are to be taken into consideration when scoring.

The three parts are:

A. THE TAKEOFF- Watch for:

1. (HELICOPTER - ascend to hover)
2. correct taxi procedures
3. maintaining runway heading on takeoff
4. too steep a climb out

B. THE FLIGHT - Watch for:

1. HELICOPTER - smooth flight manoeuvres)
2. appropriate flight for the aircraft type
3. smoothness of manoeuvres for the aircraft type
4. consistent and steadiness of straight and level flight

C. THE LANDING - Watch for:

1. (HELICOPTER - descend to hover and land)
2. smooth entry onto final approach
3. correct glide angle on approach
4. correct flair for the aircraft, smooth touch down and rollout

- (f) On completion, the three score parts are added together then entered in the “SCORE TOTAL” box.

NOTE: Only the best score from all of a contestant’s flights is selected. (scores are NOT averaged)

THE CONTEST DIRECTORS (or Data Judge) PROCEDURES (FLYING)

- (a) Take the score sheets and in each category (L-M-S etc.), identify and circle the highest score indicating ‘1’ within the circle, do the same for the second highest score indicating ‘2’ within the circle ensuring the second highest score is not for the same aircraft that came in first place.
- (b) Transfer the winning details of all categories to the ‘Contest Directors Winners Score Sheet’ (SF1)
- (c) If there is a tie in the scores, a count back will apply on their second scored flights with the highest of the second scores determining the winner between those contestants.

NOTE: To allow the winners scores to be represented as a percentage (eg. out of 100) multiply by 3.3

6. Contest Directors procedures

- (a) Organize Trophies, Competition forms, Judges and Administration procedures etc.
- (b) The following forms are used in competitions:
  - SF1 Contest Directors Winners Score Sheet
  - SF2 Contest Directors Entrants List (records contestants details and allocated entrants number)
  - SF3 Plaque (contains aircraft's name and entrant number, placed by aircraft for judging)
  - SF4 Static Judging Score Sheet
  - SF5 Flying Judging Score Sheet
- (c) Administer the entry of contestants details on form SF2, plaque SF3.
- (d) Finalize competition scores and winners trophies.

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