

WILLAMETTE MODELERS CLUB LOW-DOC SCALE JUDGING GUIDE

Some Givens – Scale models require some enlargement of the tail surfaces or length added to the landing gear to facilitate flight. The new outlines should resemble the scale outlines in general proportion and shape. Flying wings accrue “tail” points in the same proportion as “wing” points. A model that looks like the real thing and flies like the real thing is what this event is all about.

Fuselage, Cowl, Canopy, Windshield, Windows, Landing Gear, Tail Wheel, Cooling Inlets, Radiators - General shapes and proportions. How convincingly are areas of solid material and fabric represented? Size and number of stringers? Are all elements of the canopy, windows or windshield represented and transparent? Is there canopy or window framing? Are cooling inlets or radiator housings and radiators present? Other three-view features present?

Wings, Struts, Bracing – General shapes, proportions and airfoil. Are metal and plywood areas represented well and are all ribs shown? How well-done is the separation of control surfaces? Are all struts and bracing present? Is rib tape shown? What about fairings, blisters and fillets?

Tail, Struts, Bracing – Same as the wing where appropriate.

Miscellaneous Details – These are things like lights, hand grabs, steps, cockpit coaming, mirrors, direction finders, louvers, armament, control horns, cables and pushrods, cowl flaps, panel lines, rivets, carrier hooks and other small items shown in a three view.

Color and Markings – The color scheme should be true to the period as should the markings. Paint or tissue are equally appropriate. How well done is the application? Are letters and numbers the same type and scale-sized? National insignia should be appropriate to the topic.

Flight Judging – The best flight is smooth, steady, stable, with no extreme attitudes through the entire flight. The flight is scored up to, but not including, contact with the ground at the end of the flight.