



- **We heard you asking what's going on here?...**

**Competitive Flying Scale contests are comprised of two segments:**

(1). **Static**, that portion of the contest in which accuracy of each model is judged, comparing **Builder Of the Model** provided documentation viewed from typically 15 feet at multiple angles, referred to as 3-Views.

Documentation provides proof that a full size fixed wing man carrying aircraft looked exactly like the model. In all but two contest classes\* pilot's must be the builder of the model, (**BOM**).

\*Above, Arlington, TX's Ernie Harwood holds his Fokker D-VII on its nose enabling judges to verify outline and markings accuracy compared to Ernie's

documentation viewed from 15 ft. A perfect static score is 100 points.

Half of the contest score is earned in the Static portion of the contest. Each competitor creates [documentation binders](#) following a [composition guide](#).

Competitors provide a copy of documentation to each judge to expedite the judging process. [Documentation](#) substantiates the models presented to judges for comparison.

[Documentation](#) is contained in at least [one 3-ring binder](#) such that pages in each section can be given to the judges to allow simultaneous judging. One copy of [documentation](#) for each judge is preferred.

Cockpit and cabin interiors or the interior of landing gear wheel wells, even if partially visible from judging distance, are not scored.

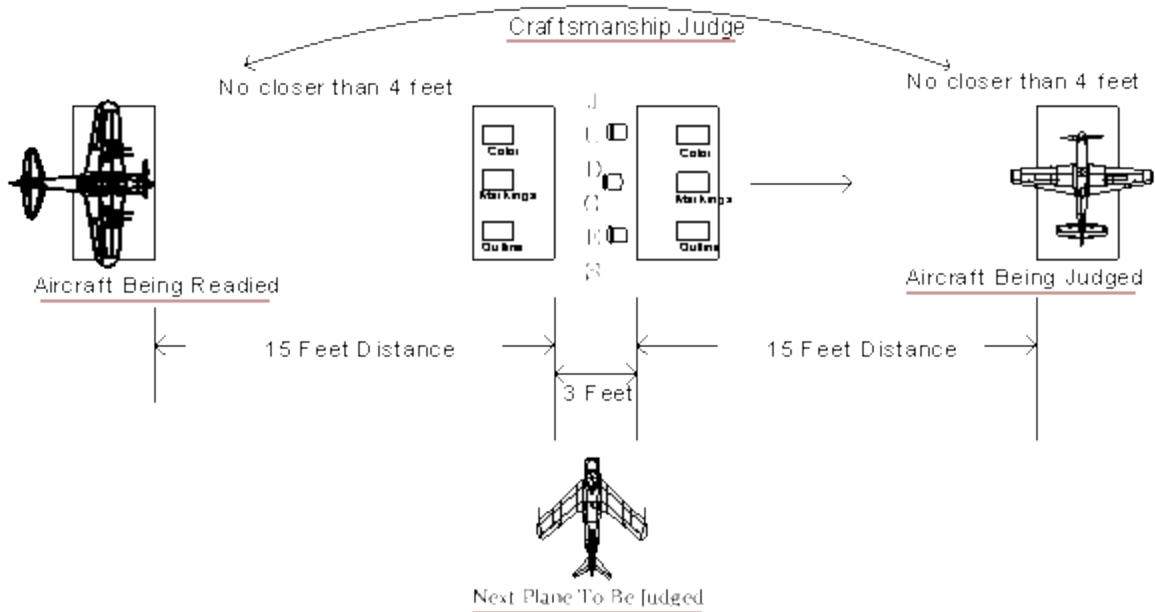
Pilot resembling a human being is required in cockpit area when in flight competition.



A detailed explanation of the static judging process is in the [Comp Guide](#).

Static judging process begins with model set on table 15 ft. from nearest judge. Judges are seated between two (2) tables 30' apart. As judging starts facing one model a second model is placed on table 15' ft. behind judges.

## The Dual Simultaneous Judging System



When judging of first model concludes, judges turn around and begin comparison of next competitor's model to [documentation](#). This process expedites static judging. Maximum static score changes from time to time. Consult the current competition guideline.







The only comparison of model to 1:1 aircraft is between competitor [documentation](#) and the model. Novice level competition does not require [documentation binders](#) but they are encouraged.

A judge's knowledge of any 1:1 aircraft is not permitted to effect their scoring. Judge candidates attend multiple sessions in which they earn the privilege to judge.

(2). **Flight**, that half of the contest score earned with the pilot's skill to replicate full size aircraft the contestant chose to model. There are nine maneuvers flown in each flight round. Minimum number of flight rounds is three.

Pilot practices flight plan many times before flying in a contest. Often the flight routine is thought of as a mission. Pilot's presentation skill can contribute to higher scores. Judges compare each maneuver to the AMA [Academy of Model Aeronautics Competition Guidelines](#).

AMA Competition Guide defines downgrade value for failing to replicate specific aspects of each maneuver. Each judge earns their positions by demonstrating an ability to interpret nine maneuvers in a fair and impartial manner.

Judging flight routines is less subject to opinion and bias than static judging because maneuvers are defined in the fixed wing [Competition Regulations\\*](#) in a clear manner.



Manuever must be preceded with announcement (maneuver name) "**Begins Now**" by pilot or pilot's caller prior to performing each maneuver. Failing to do so will result in "0" points awarded for the maneuver. This alerts judges to beginning of maneuvers.

A partial list of maneuvers with illustrations:

[Roll](#)

[Retracts & Flaps](#)

[Loop](#)

[Flight In Straight Line](#)

[Split "S"](#)

[Side Slip to Left or Right](#)

[Take-Off](#)

[Flight In Triangular Circuit](#)

[Stall Turn](#)

[Flight In Rectangular Circuit](#)

[Immelmann](#)

[360 Degree Descending Circle](#)

[3 Turn Spin](#)

[Flight In Straight Line 1 Motor Idled](#)

[Wingover](#)

[Cuban Eight](#)

[Lazy Eight](#)

[Straight Flight](#)

[Touch 'n Go](#)

[Inverted Flight](#)

[Chandelle](#)

[Derry Turn](#)

[Overshoot](#)

[Figure Eight](#)