

2017 British Columbia Scale Classic Guidelines

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The following article is a "Readers Digest" version of the Scale Masters Guidelines-please visit <http://www.scalemasters.org> for more details.

The Mission/Purpose Statement:

To encourage **participation and fellowship**; We are committed to the development and growth of scale aircraft modeling by bringing people together to learn about the fascinating aspects of aviation, *scale realism, competition and sportsmanship* for the enjoyment of all.

The 'Focus' is on entry level, FUN and SPORTSMANSHIP.

Entry Categories

There will be 5 entry categories with the emphasis on Fun Scale & having Fun
FUN SCALE - Pro/Am - Sportsman (Novice) and Pro/Am - Pro (Experienced)
OPEN, ADVANCED, EXPert & TEAM

1. Pro/Am - Sportsman (Novice) and Pro/Am - Pro (Experienced)

This category is for entry level competition.-at regional qualifiers only
Fun Scale 1(Novice) and Fun Scale 2(Experienced)

Static score - provide some form of documentation proving that the entry is an example of a full size man carrying aircraft.

Documented evidence will automatically score 5static points. No documentation- static score will be zero.

Any scale or semi-scale aircraft is eligible for competition including **ARF's/ARC's**.

The only requirement is that the aircraft must resemble an actual full size man-carrying airplane.

The contestant will be required to use the flight sheet utilized by all categories.

The Fun Scale 1 (Novice) pilot that has placed first must advance to a higher category in future years.

2. OPEN:

This category is an entry-level class for new and developing scale competitors for static judging for the builder/pilot for regional qualifiers only

Contestants may enter the Open provided they have not previously competed in Expert, Team or Advanced Scale.

No BMO (builder of the model) rule- e.g.: ARF/ARC or purchased.

The contestant will be required to use the flight sheet utilized by all categories

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Open entries are required to fulfill all prerequisites and are held to the same judging criteria as Expert Scale and Team Scale with some exceptions as noted on Scale Master Guidelines.

<http://usscalemasters.org/forums/index.php?action=tpmod;dl=cat1>

Modellers who have previously placed in the top two in OPEN two years in a row must enter the Advanced, Expert or Team Scale category as a pilot from that point on.

ARFs may be entered but are subject to the same documentary requirements as Expert Scale.

Craftsmanship points can only be awarded on items created/added by the modeller over and above what is considered normal for the model.

3. **ADVANCED:**

This category is available for top level pilots that are not governed by BMO rule (builder of the model) - eg: ARF/ARC or purchased.

Advanced Scale will be judged same as Expert & Team for static and flight judging.

Modellers who have previously placed in the top two in Advanced two years in a row or win at the Scale Masters Championships must enter the Expert or Team Scale category as a pilot the following year.

The top 30% in Advanced Scale category will qualify to fly at the Championships.

Those competing in Advanced may not compete in Expert at the same contest however those competing in Advanced may also enter as either the builder or pilot in one Team class.

Contestants who place in the top 30% of the class shall be qualified for entry in the Advanced Class at the Championships.

4. **EXPERT:**

Participant **must be** the BMO - builder of the model.

The top 30% in Expert Scale category will qualify to fly at the Championships

Experts may also enter as either the builder or pilot in one Team only.

Experts cannot enter in Advanced category at the same Regional Qualifier event.

5. **TEAM:**

There are some excellent builders out there who may not have time to

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practice flying or might not feel their flying skills are adequate to risk damage to their museum quality model. That's okay! Select a pilot you are comfortable with, practice, and come out and enter in Team Scale. Team category allows one of the Team members that excels in piloting or building skills to participate in a competitive environment and also learn from their Team partner.

Entries will consist of the builder of the model and a pilot of the builder's choice.

The builder must be present at the contest to fulfill the definition of a team. In special cases, if the pilot is unable to be present at the Championships due to hardship, the builder may, with pre-approval from the CD, designate another pilot to participate as the builder/pilot combination.

Anyone participating in Team Scale as either the pilot or builder can only participate in one Team at the same event.

The top 30% in a Team Scale category will qualify to fly at the Championships

Team Scale will be judged same as Expert & Advanced for static and flight judging.

The Contestants' Goal

- To present the most accurate, well-constructed representation possible of the full size aircraft that has been chosen to model.
- To provide adequate documentation that proves the model represents a full size, man-carrying aircraft.
- The contestant, or designated pilot, should then fly this aircraft in the most realistic and prototypical fashion possible performing the documented manoeuvres.
- Each aircraft type has its own problem set so it is up to the modeller to choose the manoeuvres that are best suited for their aircraft.
- Only manoeuvres that are prototypical of the full size aircraft should be chosen, and they should be performed as though observing the full-scale aircraft.
- A high level of construction accuracy, excellent craftsmanship and superior flying skills will allow the successful contestants to collect the most points and win the competition.

Further information is at this website <http://www.scaleaero.com/flightedu.htm>

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SAFETY

MAAC/AMA Safety Guidelines will be followed.
Current MAAC/AMA membership required.

The importance of safety is the highest priority.

The contestant must declare that the model to be flown has had at least 3 consecutive successful flights (Big Birds- 6 flights) prior to attempting round one of the competition.

Runway Safety:

All manoeuvres not requiring access to the runway to perform shall be placed beyond the far side of the "defined runway" on the manoeuvring line.
Manoeuvres requiring access to the runway will include Takeoff, Landing, Touch and Go, as well as Overshoots.

Deadline (flight line) Infractions:

Crossing the deadline (flight line), as observed and agreed by the judges, during any part of a flight will incur a warning to the contestant and score a zero for the manoeuvre being performed (or the previous manoeuvre if the occurrence is in between manoeuvres).

A repeat crossing disqualifies the flight and the contestant must land immediately.

FLYING MANOEUVRES

The pilot is required to fly 10 manoeuvres; 5-Mandatory and 5-Optional.

Mandatory Manoeuvres

The contestant must perform **5** mandatory manoeuvres (includes Overall Flight Realism):

Take Off

Figure Eight

Fly Past

Landing

Overall Flight Realism

5 optional manoeuvres

You choose the manoeuvres that are best suited for your aircraft.

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Manoeuvres examples are at this website

<http://www.scaleaero.com/fltman1.htm> and

<http://usscalemasters.org/forums/index.php?action=tpmod;dl=cat1>

Manoeuvres can be presented in any order except Flight Realism, which will be scored at the end of the flight.

Models of pure seaplanes or other aircraft that do not have wheeled landing gear may select two other optional manoeuvres in place of Takeoff and Landing as scored manoeuvres.

If you understand the above information you will do well towards enjoying RC Scale Aero-Modelling and all the other benefits of RC Scale.

Have FUN and enjoy being a good SPORT.
