

# *Having Fun at Scale Events*

Brian Kelly, April 2025



# “Serious” Scale Contests

## Northwest Scale Aeromodelers (NWSAM)

Several events  
around PNW

## Categories:

- “Pro-Am” Beginner
- ”Pro-Am” Advanced
- Advanced
- Expert
- Team



### [Introduction to RC Scale Aero-Modeling Video](#)

An Example of a Scale Routine

Maneuvers: Each of the maneuvers are followed by a rectangular traffic pattern except for reverse maneuvers. 1-Take-off, 2-Fly-Past, 3-Loop, 4-Figure 8, 5-Stall Turn, 6-

Descending Circle, 7-Procedure Turn, 8-Split-S, 9-Landing, 10 Realism.



### MEMBER SPOTLIGHT

Earl Aune:

### UPDATES:

The 2025 NWSAM Competition Guide is now available below!

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Note: Certification requirements have changed for Canada/U.S. RC events:  
If you are Canadian flying in the U.S. check [www.modelaircraft.org](http://www.modelaircraft.org)  
If you are an AMA member flying in Canada check [www.maac.ca/en](http://www.maac.ca/en)  
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2024 Event Supporters: Horizon Hobbies, Dynamic Balsa, RTL Fasteners, AMA, Balsa USA, Bigfoot Hobbies, D's Hobbies in Bend, OR, Desert Aircraft, Du-Bro, Ernst Mfg, House of Balsa, Micro Fasteners, RC Battery and Dave Rawlings, Jeff Stinson, Mike Ingram, Gene LaFond, Scott Enochs, Gale Vasquez,

# NWSAM Scoring

Most pilots fly “Pro-Am”

- Static Score is a guarantee
  - Show a picture of your aircraft “type”
  - Full points if judges agree, “yes it’s a Cub, Mustang, Cessna 150, etc.”

Other classes judged against documentation for “static” score

- Photos of that specific airplane
- 3-View Drawing
- Outline, Markings, and Craftsmanship judged by 3 judges

Full Score is sum of:

- Static Score
- Best 3 of 4 Flights
  
- Flight judging is the same for all classes

# MAR/C **FUN** Scale Meet in July

## MUCH Easier and Simpler than NWSAM

- “Anything Fun Scale” Category

Provide to the Static judges:

- Picture of a real plane that is the same type, e.g. *Mustang, Cub, etc*
  - ARFs welcome
  - Pilot does not need to be the builder
  - Photo on phone is sufficient

- “Scale” Category

Provide to Judges:

- Front and side view photos of the exact plane your model matches
- ARFs OK, pilot does not need to be the builder

- Flight scoring is the same for both categories

# Static Scoring (about ¼ of total)

Two Judges, outside 10 foot radius circle

## Anything Fun Scale

- Photo of the same “type” of plane
- 6 points if it is that type
- Up to 4 additional points for enhancements to appearance or working parts.

## Scale

- Photos of the exact plane being modeled, i.e. same registration number.
- Preferably profile and front view
- 3-view drawing helpful
- Outline, markings, and craftsmanship. Max 10 points

# Flight Scoring is at least 2/3 of the score

- “Scale” and “Anything Fun Scale” are flown and scored the same way.
- Required Maneuvers
  - Takeoff and Climb
  - Traffic pattern and Fly-By
  - Landing Pattern
  - Final Approach and Landing
- Optional Maneuvers (up to TWO)

Split S	Bomb drop
Loop or Vintage Loop	Touch and Go
Barrel Roll	Horizontal Figure 8
Slow Roll	Chandelle
Immelman Turn	Fly-by with Flaps and/or Gear

# Flight Judging

## Realism

- Scale speed
- Pitch and roll rates
- Smoothness

## Precision

- Takeoff and landing on center line
- Maneuvers at constant altitudes, if applicable
- Maneuvers at “show center”
- Start and end altitudes the same

## Judging

- Two judges. Scores are averaged
- Simple judging criteria are written for each maneuver in the handout to all pilots

# Decide on Your Maneuvers

- Choose your 2 optional maneuvers
- Give paperwork to judges
- Make list of maneuvers for yourself, in the order you want to fly
- Maneuvers done one at a time while passing judges on upwind leg
  - No need to string the maneuvers into a “routine”
- May use different optional maneuvers on each flight

# Use a “Caller”

- Super helpful to have someone be your “caller”
  - coach you and tell you what maneuver is next
- Say “Begin Maneuver” and “End Maneuver”, or “Maneuver Complete”, loud enough for the judges, at the appropriate time.
- The maneuver will be judged between your calls
- Try to fly in a scale-like manner the whole time

# How to Do the Maneuvers

- Flying slow enough to look like the “scale” speed is the biggest challenge.
  - It will not feel natural
  - A  $\frac{1}{4}$  scale Cub should fly at  $\frac{1}{4}$  the speed of a real one
  - Practice flying slowly at altitude first. Know when your plane will stall.
- Fly smoothly.
- Use realistic bank angles and realistic roll rates
- Fly at constant altitudes when appropriate
- Enter and exit maneuvers at the same altitude, and heading

## **BEFORE THE CONTEST:**

- READ THE JUDGING CRITERIA FOR THE MANEUVERS
- PRACTICE!! WITH YOUR CALLER IF POSSIBLE

# 2024 Fun Scale Meet Handout