



NATIONAL ASSOCIATION OF SCALE AEROMODELERS

Welcome to NASA's 2004 events for Indoor R/C Scale. We will be flying both INDOOR R/C FUN SCALE and INDOOR R/C SPORT SCALE. These are "unofficial" events, meaning they are not part of the official AMA schedule. Please bear in mind that these are new events, and if it seems that we are a bit disorganized in regards to procedures or rules, it is simply part of the growing process. We hope that you will keep that in mind and enjoy trying these new events in the pioneering spirit in which they are offered.

The events are basically the same as the AMA R/C Fun Scale and R/C Sport Scale events that are already in the rule book. There are some differences.

Model Requirements (both events):

- 1) Models must be powered with electric, CO₂, or compressed air motor(s).
No other type of power plant is permissible for indoor flying.
- 2) Models shall weigh no more than 12 ounces ready for flight, including fuel or batteries.
- 3) Maximum wing loading of the model, ready for flight, shall not exceed 6 ounces per square foot.

Indoor R/C Fun Scale

This event will be flown in accordance with AMA rule book event #520 RC Fun Scale.

Highlighting the basic rules for this event...

- 1) Open to modeler-built or factory-built models (no builder-of-the-model-rule).
Factory-built ARFs and team-built models are allowed.
Profile fuselage (road-kill series) airplanes are allowed.
- 2) Static scale score will be zero (0) OR five (5) points. Five (5) scale points will be awarded to contestants who show proof that a full-size airplane of this type, and in this paint/markings scheme, did exist. Proof is limited to a single 8-1/2x11 sheet maximum. Proof can consist of as little as one photograph, profile painting, or plastic model kit box. If the photograph is b&w, other written documentation of color is required also. If no proof of existence is shown, no scale points will be awarded.
- 3) Flight rules are the same as for R/C Sport Scale. The contestant will fly ten (10) maneuvers; five (5) mandatory and five (5) optional. The mandatory maneuvers are: Takeoff, Figure 8, Fly Past, Landing, and Realism In Flight. The optional maneuvers can be any flight maneuver or scale operation typical of the subject aircraft. All maneuvers will be scored 0-10 points. Maximum possible flight score is 100 points.
- 4) The contestant's score shall be the total of the static scale points (5 points max.) plus the average of the best two flight scores (100 points max.).

Indoor R/C Sport Scale

This event will be flown in accordance with AMA rule book event #513 RC Sport Scale.

Highlighting the basic rules for this event...

- 1) A builder-of-the-model-rule applies to this event.
Traditional kit-built (non ARF) models are allowed.
Factory-built ARFs or team-built models not allowed.
- 2) Static scale judging will be done as per regular Sport Scale rules, except that the judging will be done from a distance of 10 feet, instead of 15 feet, due to the small size of most indoor models. The model will be judged in the following categories:
 - Accuracy of Outline 40 points max.
 - Craftsmanship 30 points max.
 - Finish, Color & Markings 30 points max.
 - Total static scale score 100 points maximum
- 3) Flight rules are the same as for R/C Sport Scale. The contestant will fly ten (10) maneuvers; five (5) mandatory and five (5) optional. The mandatory maneuvers are: Takeoff, Figure 8, Fly Past, Landing, and Realism In Flight. The optional maneuvers can be any flight maneuver or scale operation typical of the subject aircraft. All maneuvers will be scored 0-10 points. Maximum possible flight score is 100 points.
- 4) The contestant's score shall be the total of static scale points (100 points max.) plus the average of the best two flight scores (100 points max.).

Flight Maneuvers (both events):

Optional flight maneuvers can be any maneuver or scale operation listed in the **AMA R/C Scale Flight Judging Guide** (starting on page 169 of the 2002-2004 **AMA Rule Book**).

Examples:

Taxi	Inside Loop	Inverted Flight
Straight Flight Out	Outside Loop	Spot Landing
Procedure Turn	Immelman Turn	Retract Landing Gear
Straight Flight Back	Barrel Roll	Flaps
Overshoot	Slow Roll	Bomb Drop
Sideslip	Snap Roll	
Flight in Rectangular Circuit	Point Roll	Any other prototypical
Flight in Triangular Circuit	Split S	maneuver or scale
Traffic Pattern Approach	Spin	operation
Chandelle	Cuban 8	
Touch & Go (counts as 2 options)	Reverse Cuban 8	

Because of the size restrictions that indoor flying naturally imposes on the flight of a model, some of the maneuver descriptions in the rule book will have to be "sized down" to fit inside the Horizon Center. For example, the Judging Guide says that the Fly-Past should be flown between 10 – 20 feet altitude for at least 5 seconds. We will change that to 5-10 feet altitude for a distance of at least 20 feet. Other maneuver descriptions in the rule book that may need to be adjusted are Straight Flight Out, Straight Flight Back, Flight In A Triangular Circuit, Flight In A Rectangular Circuit, and Traffic Pattern Approach To Landing. These maneuver descriptions all contain references to distances that are not practical for indoor flying.

Make sure the flight judges understand what maneuvers you will be doing and what they should look like before you takeoff.