

# BMFA PEANUT Competition \_\_\_ Static Score Sheet.

Name:- \_\_\_\_\_ Model \_\_\_\_\_ BMFA No. \_\_\_\_\_

a.	<b>Workmanship. Marked on merit</b>	<b>0 - 15</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
b.	<b>Complexity &amp; accuracy of colour and markings.</b>	<b>0 - 10</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
c.	<b>Authentic Details</b>	<b>0 - 5</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
d.	<b>Flying surfaces</b> Double covered – 4. Double covered surface wing but single surface tail - 2 Single surface - 0	<b>0 - 4</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Note – If prototype was single covered then similarly covered models should be awarded full 4 points			
e.	<b>Surface finish</b> Painted colour 5 – 9. Unpainted coloured tissue - 4 Unpainted condenser tissue – 3. Micro film/Mylar - 0	<b>0 - 9</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
f.	<b>Landing gear.</b> Scale length – 3. Slightly enlarged – 2. Greatly enlarged or No documentation – 1. None or retracted - 0	<b>0 - 3</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
g.	<b>Dihedral.</b> Scale – 3. Slightly exaggerated - 1 Grossly exaggerated or no documentation - 0	<b>0 - 3</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
h.	<b>Stabiliser outline.</b> Correct size & shape – 3. Correct size, wrong outline - 2 Enlarged – 1. Grossly enlarged - 0	<b>0 - 3</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
i.	<b>Bonus points for complexity.</b> Low wing – 9, biplane – 9, Triplane – 15, Autogiro – 21 Helicopter - 27	<b>0 - 27</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Flying boat or floatplane	<b>9</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Scale number of wing ribs. 2 per wing.	<b>2 ea</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Scale number of tailplane ribs.	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Scale number of rudder ribs	<b>1/2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Separate ailerons	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Separate rudder	<b>1/2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Separate elevator or all moving tailplane	<b>1/2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Other than square fuselage	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Wheel pants or spats	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Three dimensional pilot	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Exposed engine	<b>1</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
j.	<b>Negative points for deviation from scale to assist flying performance</b>			
	Lengthening of nose or tail moment - 2 each	<b>-2 ea</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Moving wing back	<b>-2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Simplifying fuselage cross section or outline	<b>-2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Enlarging rudder	<b>-2</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	All other non-scale performance aids	<b>-2 ea</b>	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>

Judges initials      Judge 1 \_\_\_\_\_      Judge 2 \_\_\_\_\_