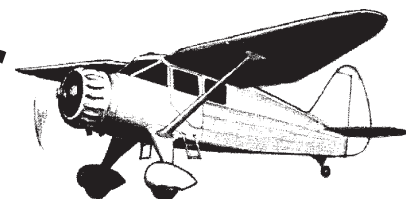


Western Regional Scale Masters Qualifier

June 11-12-13, 2004



El Toro OCMA Field - Irvine, California



Presented By
**The Scale Squadron
of Southern California**



A Flying Class for Everyone - Spectators Welcome

EXPERT - TEAM SCALE - SPORTSMAN - FUNSCALE

SCHEDULE OF EVENTS:

- Friday** **June 11:** Static Judging with Practice Flying 10:00am - 4:00pm at El Toro OCMA Field
- Saturday** **June 12:** Qualifying Rounds begin at 8:30am until 5:00PM Static Judging will be conducted until the end of Round One.
- Sunday** **June 13:** Completion of Round Three & Four for a total of Four (4) Rounds of Flying. Score is based on average of best three flying rounds plus static score.

Entry Includes Pilot Gift Package, Saturday & Sunday Lunch for Pilot & Caller. Pilot Raffle Tickets. Plus \$5.00 Discount on Scale Squadron Polo Shirts. Lunch provided by the Squadron Canteen.

Saturday Dinner: Italian Outdoor Banquet at Cucina Romano Patio. Dinner \$15.00 each includes 2 Drink Tickets.

Entry Fees: Expert & Team Scale \$20.00 Pre-Registered. \$25.00 Late Entry Fee at Field.
 Sportsman & Fun Scale \$15.00 Pre-Registered, \$20.00 Late Entry Fee at Field.

Trophy Plaques: Awarded to first three finishes in each class. Includes Best New Pilot, Best Civilian, Best Military, Pilots Choice, Peoples Choice, and the NASA Flight Achievement Award.

See Class Rules and Flying Maneuvers on the reverse side of this flyer. For more information review the Scale Masters Championship Rule Book on line in a PDF and MS Word Format at www.scalemasters.org

AMA Sanctioned Event. All entries must have a current 2004 AMA membership card at Sign In.

Contest Director: Sam Wright Email: sam-w@cox.net, Evenings 949-766-9786 Fax 949-888-1141
Chief Judge: Gordon Truax gltruax@earthlink.net Evenings 714-525-7926
Host Hotel: La Quinta Inn, Lower Floor Room. 15 minutes from the field on Sand Canyon.

Advance Registration Packets will be available March 31, 2004

Western Regional Scale Masters Championship Rules and Maneuvers for this event.

Entrant Categories:

EXPERT:

Competent Pilot and Builder. Capable of flying in front of judges for the specified maneuvers and capabilities of the pilots miniature aircraft. Must have documentation. Open to any pilot. No ARF's in this class. (This class can qualify for the Scale Master's Championships)

TEAM SCALE:

The Team is comprised of a builder and pilot. The builder is the caller unless pre-approved by the Chief Judge for a stand in. In this case builder must still be present at the event. Open to any builder and pilot. No ARF's in this class. (This class can qualify for the Scale Master's Championships) Team Builder may not fly in the Expert class.

SPORTSMAN:

This is an entry level class for new and developing scale pilots. Open to any pilot with a scale appearing model aircraft. The model must represent a full size man carrying aircraft. Sportsman will be judged under the same flying and static judging as Expert and team Scale. No documentation will receive a zero for static judging. This class is open to any pilot who has not competed in an Expert class or has not finished prior in the top two finishes for the Sportsman class. This class will fly from the Expert and Team Scale Judging Sheets. This class does not qualify for the Scale Master's Championships.

FUN SCALE:

This is a beginners's category for new and entry level pilots. Pilots will receive a minimum of 5 points for static judging providing they have proof that the model represents a full size man carrying aircraft. The box top or instruction manual may serve as documentation. This class accepts all Scale and Sport Scale models and ARFs.

This class will be judged from the Expert & Team Scale Score sheets. Any pilot placing first twice prior in this class will be required to fly in the Sportsman category for the event. This class does not qualify for the Scale Master's Championships. Craftsmanship for ARFs will be judged only on items added to improve the appearance of the model by the pilot.

MANEUVERS:

All maneuvers are required as specified in the 2004 Scale Masters Championship Rule Book. Each pilot will fly 5 mandatory maneuvers: **Take Off - Figure Eight - Fly Past - Landing - Flight Realism.** Flight Realism is scored at the end of the flight for the entire presentation. Pilots may use a mechanical option such as bomb drops slow fly by with flaps and gear deployment and others as replicated from the full size aircraft.

Slow Fly By: This maneuver will only be performed by aircraft that have retractable gear and flaps as represented from the full size aircraft.

Maneuver Diagrams: Entrants and prospective entrants may review as well as download The maneuver diagrams and judging criteria from the Scale Masters Web site at **www.scalemasters.org**. The entire 2004 rule book is available in a PDF and MS Word Format at the USSMA website in the Downloads section.

Entrants are urged to review these procedures and rules prior to the event. The better prepared you are the better your chances are of winning your respective class.