

PSC Semroc Classic Model Competition

PSC's Semroc Classic Model Competition is a fun event that everyone can participate in. It's an opportunity to showcase your modeling skills while treating us all to an example of an old model rocket produced before 2004. The event is held to commemorate PSC's good friend and original owner of Semroc Astronautics Corporation, Carl McLawhorn. When Carl restarted Semroc in the mid-2000's he brought back clone kits of many of the olden goldies from Estes and Centuri, as well as a few of his own designs from his original Semroc company of the late 1960's. Our event is a celebration of what Carl contributed to the hobby and to PSC, and an opportunity to see some reproductions of these great old designs and models.

The PSC Classic Model event is a friendly competition of craftsmanship skills; the top three places in each division, as determined by our friendly judges, will each be awarded a prize. Details of the competition are as follows.

General Rules

- The competition is open to all fliers at the event; no NAR or PSC membership is required.
- Four age-dependent entry divisions are available for PSC's Classic Model event, as per the NAR:
 - o A Division – individuals ages 0-14
 - o B Division - individuals ages 15-22
 - o C Division - individuals ages 23 and older
 - o D Division - individuals ages 23 and older
- Each entry must be of a model produced by Semroc, and the entry must be of a model that had been kitted in or before 2004 (hence "Classic"). Kits produced by Semroc can be found here: <https://www.erockets.biz/semroc-rocket-kits/>.

To be clear, the entry does not have to be of an original Semroc design (e.g.: the Aphelion); it must be of a model that is or has been kitted by Semroc but has a vintage of, or prior to, 2004. So, for example, an Orbital Transport, whether specifically produced by Semroc, or built from an old Estes kit would qualify, as Semroc has also kitted the Orbital Transport and the model was originally produced before 2004. A scratch-built clone of the same would also qualify.
- Upscales and downscales of the original subject are encouraged; just make sure the upscale or downscale matches the original in shape, outline, color scheme and markings.
- Each entry should have the modeler's name or NAR number applied somewhere on the model so that the judges can identify the entrant's owner. The modeler may "hide" their name or NAR number on the model - for example, inside the aft end of the airframe, or inside the forward end, or perhaps on the nose cone shoulder.
- **Documentation:** Each modeler must provide some form of evidence that their entry was produced in or before 2004, and provide substantiation of the color, marking and pattern scheme their entry displays. The preferable evidence is a photocopy or print of an Estes or Centuri (or other) catalog page from 2004 or earlier. However, a kit face card or a black & white kit instruction set that shows or calls out the color and marking scheme is also acceptable. The best place to find old catalogs online is at the Ninginger.org website.

The specific link is here: <https://www.ninfinger.org/rockets/rockets.html>. Scroll down the page to find the catalog of interest to you. **Remember: the entry must be of a model kitted in, or before, 2004.**

- **Entry Exceptions:** models of scale subjects (like the V2, Aerobee, ARCAS, IRIS, Little Joe II, etc) and plastic models (like the old Estes X-15), are **excluded** from this competition.

Judging

Each entry will be judged for the quality of its craftsmanship; once craftsmanship judging has been completed, the modeler must fly their entry and demonstrate a successful flight. A successful flight qualifies the model and its craftsmanship score. **The top three flight-qualified models with the highest craftsmanship score in each division will be awarded prizes.**

Craftsmanship Criteria

Each entry will be assigned a judging form. The judging form has been adapted from the one typically used in NAR Craftsmanship events. The form will be used by the Judges to determine the score for each model in each of the craftsmanship categories. The total craftsmanship score for each model is the sum of the category scores identified on the judging sheet.

The following outlines the scoring categories the Judges will consider:

Similarity of Outline – 100 points

This category evaluates the entry's shape and profile as compared to the original. Maximum points are awarded for entries that demonstrate the highest degree of accuracy compared to the original.

Finish, Color and Markings – 200 points

This category evaluates the complexity and accuracy of the color scheme, markings and finish.

For guidance, consider that a model painted with just one color and has just one decal or marking won't score as well in this category as a model with a multi-color scheme, different finishes, and many markings. It's like comparing an Estes Alpha to an Estes Interceptor, for example. That said, the most important thing to consider is what you can do well. Sometimes it's better to do an expert finishing job on a simpler model than an average job on a more complex model. It is always best to build something you're excited about and build and finish it to the best of your ability.

Degree of Difficulty, including Flight Features – 300 points

This category evaluates the difficulty experienced by the Competitor in building and finishing the model e.g.: how many different subassemblies, transitions, fin sets, etc, the degree of difficulty to mask and paint the model, and the difficulty of the marking and decal scheme.

This category also considers the degree of flying difficulty – is it single stage or multi-stage? Is it a single motor or a cluster? Is the model recovered by way of a parachute or does it have a gliding descent? All these considerations factor into the challenge of building and flying the model. The Flight Features and their points will be confirmed during the qualification flight.

Craftsmanship – 300 points

This is the most important judging category. Here, the competitor should focus on neatness, surface preparation (i.e.: fill body tube spirals and wood grain so that they are invisible), care in construction, craftsmanship of details, and quality of finish (no brush strokes, masking tape bleed, precise paint edges, paint runs, or other blemishes). The finish should be free of fingerprints and the paint pattern should be well defined. Finally, be sure to apply all appropriate decals, and locate them in the correct locations and orientations. The paint colors/pattern, decals/markings, and their locations should match the picture you include to substantiate your entry.

The importance of craftsmanship is highlighted by the following example. The model in the following photo is a single stage, single motor model with a single parachute recovery device. Because of the quality of craftsmanship, the model placed first in Classic Model craftsmanship scoring at NARAM 60, even though there were more complex entries in the competition.



So, the best advice is to select a subject you're excited about, do your very best to build it accurately and precisely, and then give it the very best paint and finishing job you can. Who knows? Maybe your model will find itself in first place!

PSC's Classic Model event is intended to be a fun event, and all old classic models are welcome. But for those of you who have an eye on the top places in this friendly competition, we encourage you to take some time to review the judging criteria, ask questions, and plan your entry. This is a craftsmanship event, and the scoring encourages one to do their very best in the construction and finishing of their model. Good luck!

Important Classic Model Info:

Old Rocket Catalogs – <https://www.ninfinger.org/rockets/rockets.html>

Kits produced by Semroc – <https://www.erockets.biz/semroc-rocket-kits/>

Old Rocket Reproduction Decals –

<https://www.cmrproducts.com/Tango-Papa-Rocketry-Decals-c124226850>

Have questions? Email jrbrohm@outlook.com