Sedgemoor Scale Challenge Series Trophy

The "Scale Challenge" is a series of very different competitions to test a club member's skill at operating their scale model boat on the water through a wide variety of competition events. The series consists of a number of rounds held on Wednesday evenings through the summer months. The exact number of rounds, dates and what competitions may be run at each will be decided by the Section Secretary and published by the club.

1   Model Boats

1.1   The scale boat must be looking like a replica of a full size or a prototype vessel with a reasonable degree of detail (a plank of wood with a prop attached will not be allowed to enter!). If three or more members present at a meeting decide is not suitable it will not be scored.

1.2   All boats must be at least 100 square inches in size, this is the hull length multiplied by its width.

1.3   A member can only enter one boat once at each round, but they may change model boats for each event.

1.4   Apart from the Payload event models can be powered by any form of battery or motor.

2   Series format and scoring

2.1   Whenever possible and if the weather permits there will be 7 rounds in the series. 2 of these will be the 1 Hour Payload plus 5 other rounds which will consist of a mixture of competition events (see below). Apart from the Payload there will be 2 competition events run at each round, all will be scored separately.

2.2   Each competition event has its own specific requirements and rules, details of these are listed below. For each the final finishing places will be scored as follows;
1st place – 21 points, 2nd – 18, 3rd – 16, 4th – 15 and down so on to 1 point for 17th place.

2.3   The lowest points scored will be discarded from the overall series results as follows;
5 or fewer competitions = 0 discards
6 to 7 = 1 discard
8 to 12 = 2 discards

In the event of a tie the discard(s) score(s) will be counted to separate the places, if this also ties, then places will be decided by count back on finishing places. Most 1st places, 2nd, 3rd etc.

Competitions Events

3   1 Hour Payload

3.1   This event is to carry a 1Kg payload the greatest distance with a fixed amount of fuel (battery power). The load may be divided into smaller packages for ease of fitting. (eg. 2 x 500g) The weight must be written on each package. (Felt tip is sufficient) The load must be removable.

3.2   Only a 2S 2200mAh Lipo battery must be used. The receiver may be powered with a separate battery, but no other batteries are allowed in the boat. All boats must have a low voltage cut off to protect the battery.

3.3   The propeller shaft must be a minimum of 2mm thick and must be a straight drive.

3.4   Boats will run in a clockwise direction around a large course, with a time limit of 1 hour.

3.5   The competition ends when the last boat stops (or takes the lead) or when the 1 hour time limit is up - whichever comes first. The boat that has completed the most lap/distance is the winner.

4. Scale Steering (SS)

4.1 A boat must be piloted following a planned route through a course with a number of obstacles, gates and/or docks. A copy of the course will be provided to each entrant on the night.

4.2 The penalty scoring is as follows;
1 penalty point for each and every touch/contact with a buoy/obstacle to a maximum of 5 pts on a single obstacle.
5 pts for failing to complete an obstacle or missing it altogether.
The winner is the person who receives the lowest penalty score.
Boats will not be timed – it's not a race!

5 Predicted Log (PL)

5.1 Boats must follow a very simple course comprising of several marker buoys with a start and finish point which may include a dock. Each boat must complete the course twice, once in each direction. Whenever possible all entries must complete their first run in one direction before the second run in the opposite direction is started. Each run will be timed and the person who has completed both runs with the smallest difference between the two times being the winner. Fractions of a second will be rounded up if 0.50 of a second or down if 0.49 of second.

6 Straight Running (SR)

6.1 In the Straight Run event a boat must run in a straight line over some distance across the lake through a number of marker buoys but the pilot may not use the boats rudder! There will be an entry marker buoy(s) after which point the transmitter rudder stick cannot be used until the course is completed. The throttle may be used to reduce or increase the boats speed, but the boat may not stop moving altogether or reverse at any point on the course. Points are awarded depending on how close they get to the centre marker and/or for hitting markers.

7 Range test (RT)

7.1 This tests the ability to operate a boat accurately over a fairly long distance. A number of marker buoys will be set out in a straight line in parallel with the bank so they can be easily seen and scored by a person judging. The boats pilot must stand at a point which will be some distance away at a position normally marked with a cone. They must complete a simple course requiring steering through the markers in the correct order.

7.2 Scoring will be 3 penalty points for any pair/gates that are missed completely. 1 penalty point for each and every touch on a marker (assuming it is the correct marker) and 0 points each time the correct pair/gate is cleared without any contact and in the correct order. The person with the lowest score wins.

8 Blind Steering (BL)

8.1 This is run with two persons working as a team with one "Blind" steering a course and a second person as a "Navigator" giving verbal directions to his/her teammate for them to steer their boat to complete a simple course. Team members are drawn from a hat, which also decides the running order. The person operating a boat must stand with their back to the lake (so they are "Blind") holding their transmitter while their teammate navigates them around a course. There will be a start and finish point so it can be timed. The team with the quickest time to complete the course wins. Both members of the team will score equal points.
When all teams have completed the course once the team members switch around places. The second run is scored separately and counts as a separate competition event.