Mitsubishi A6M5c Zero

This model is a 1/5 scale replica of a Mitsubishi A6M5c Zero.

The aircraft was restored, owned & operated by the Chino Air Museum

Declaration:

This 1/5 scale A6M5c Mitsubishi Zero, was built from a Bert Baker kit. It utilizes Dave Platt main retracts, Gene Barton landing gear legs with Williams brothers wheels and Jensen Inc. retractable tailwheel. This model was assembled, painted, markings and details added by me.

Signed:

John Smith

Help With Documentation

by Art Newland

OK, admit it, your documentation package really isn't as good as you would like it to be right? Maybe you built the model first, and then tried to document it later? For shame! This is the cardinal sin of static competition. After these last Championships it has become obvious that more info on providing a good documentation package is very necessary. Building a perfect model replica is only half the battle. Providing enough information for the static judge to give you a high score is the other. Let's take a look at the components needed to make the static judges happy.

Cover Page

The cover page is first. This should have some information about what type of aircraft you are modeling and maybe some short history pertaining to it as well. You may want to have a picture of the full scale aircraft but it's not necessary. The cover page is a very good area to place your declaration for the builder of the model rule. Any information of this type should be included as well as your signature and date. Let's take a look at our example documentation package, we'll start with the cover page and look at what is good and maybe not so good about it. Our cover page looks OK, it has a little information about the plane we are competing with, a declaration for the builder of the model rule complete with signature. How about that cool picture of the Zero taxiing along? Well, I'm told that it is actually a little confusing because you really can't tell if it's the same plane we are documenting or not. It boils down to making sure that everything you are supplying the judges, is very clear and distinct.

Next, we will take a look at our Three Views.
Bare minimum, this should provide a top, bottom, and at least one side view of your aircraft. Optimally, both sides and maybe a front and rear view should be added. After all, how can the judge give you a high score if you don't give them the information they need to properly judge your aircraft? This example is pretty good, it actually is a four-view. If you look closely you'll see that top and bottom are combined and we have a side view and a view from the front. If there is a deficiency it would have to be the size. It is a little small. One important note, no alterations, PLEASE!

Next, is the Markings documentation. Take a look at our example. What do you think? Does it provide all that's needed to show all of the markings and their placement for this aircraft? Well, it does show both sides. You can also see the front and the back, as well as some of the top and bottom. This type of documentation for markings is pretty good. The judges however told me that with these pictures, it would be impossible to receive optimum points. From these angles it's really pretty tough to tell if the markings are located exactly correct. So again without definitive proof, how can you receive optimum points. Better proof would be a five- view of your aircraft that had the markings on it. Oh, you say you can't find a five-view of the plane you built? Then start with your documentation package first, then build your model from the documentation that you have acquired.

Next is Color. Let's open the can of worms and get started! Again let's start by looking at our example.
We have color chips, we have a listing for what color goes where, and we have a bibliography for where we received the information for which we based our model on. WOW, who could ask for anything more, right? Well, again our judges point out a few things that could make this aspect of our documentation even better. First let's look at the color chips. There are too many. It makes it confusing for the color judge if he has to sort through colors that aren't being used on your model. Provide only color chips that pertain to your specific aircraft, no more no less. Ok, so your thinking, poor judges, they have to look at a few more paint chips than they need! On the other end of the spectrum, some contestants may have several different books to look through or something to that effect and search through all sorts of publications to provide the colors they have used. Don't bring a pile of encyclopedias, four magazines, and a stack of old photocopies expecting to get a high static score. One more thing that should be added here is some information about the paint you used and how you matched the colors.

Last but not least, please use a three-ring binder, and have your pages arranged so that they are removable. If you are attending a larger contest where multiple judges are at work at the same time, it is vital to be able to remove the pages from your package.

A final word, don't skimp on the documentation. But don't overdo it either. Gathering the docs before you start building is very important, and remember your total static score is a total of how well you built your model and how well you proved its existence (read: documented) to the judges.

PROVE it or LOSE it!