

Platt's Laws

of Scale Modeling

The following laws have been compiled from observations made over a lifetime of building competition scale models. It will be noticed that, like "Murphy's Law", while formulated for amusement, they are nevertheless true.

Dave Platt

- 1. All of the best information on a subject arrives the day the model is completed, and proves conclusively that what you have done is wrong.**
- 2. You never finish a scale model. You just stop working on it.**
- 3. Those subjects requiring the greatest number of working channels have the least room for radio gear.**
- 4. How right it looks matters more than how right it is.**
- 5. Competitive scale modeling is about replication, not authentication.**
- 6. Given a choice, judges will believe wrong information over right.**
- 7. Live by the principle of scarfology. Things disappear from the marketplace, so scarf them up while the scarfing is good.**
- 8. Experience has demonstrated that the worst 3-views of any subject are the ones that came from the factory. The best were done by some careful modeler who wanted an accurate model and made his 3-view a labor of love.**
- 9. Never, ever, use color photos in documentation.**
- 10. The weak link in the RC Scale reliability chain is still - the engine.**
- 11. A fair model with a good docs-book will outscore an excellent model with a poor docs-book.**
- 12. Scale RC is a very relaxing hobby – if you can stand the pace.**
- 13. Big models fly; small models flit.**
- 14. First, it's got to fly.**

- 15. No amount of flying will improve your static score.**
- 16. It's a mistake to take a scale model out to fly while you still like it.**
- 17. Whenever a manufacturer improves his product, usually the old one is much better than the new one.**