

IMAC Judging Criteria Quick Reference



Mandatory Zeros

- | | |
|---|---|
| <ul style="list-style-type: none"> - Omitted figure. - Added figure (other than corrective maneuver) zeros next correct figure. - Flying figure other than that depicted by flimsy. - Break in Sequence – zeros the figure in process at time of break. - Figure partly or completely behind deadline. - Accumulation of error > 90 degrees. - Stall Turn – flyover > 4 wingspans. | <ul style="list-style-type: none"> - Stall Turn – any visible slide prior to pivot. - Tailslides – no visible slide. - Tailslides – slides wrong way. - Snaps – no pitch departure and or no autorotation, or wrong type – pos / neg. - Spins – no stall - push entry, snap, or roll entry. - Point rolls – no recognizable pause. - Point rolls – incorrect number of pauses. |
|---|---|

Downgrades

Lines:

- 1/2 point per 5 degrees for any track error.
- 1 point from each figure for omitted line between figures.
- Line length deviation for lines required to be of equal length:

- Visible error	- 1 point
- 2:1 error	- 2 points
- > than 2:1	- 3 points
- No line before or after	- 4 points
- No line before and after	- 2 points

Turns:

- - 1/2 point per 5 degrees < 60 degrees, > 90 degrees.
- - 1 point for any change of turn rate; bank change.
- - 1 point for roll entry and roll exit rate not matching.

Rolling Turns:

- | | |
|--|---------------------------|
| • Change in roll rate | - 1 point per occurrence |
| • Change in turn | - 1 point per occurrence |
| • Stoppage in roll (other than direction change) | - 1 point per occurrence |
| • Altitude change | - 1/2 point per 5 degrees |
| • Wings not level at roll stoppage | - 1/2 point per 5 degrees |
| • Turn or roll not complete | - 1/2 point per 5 degrees |

Stall Turns:

- | | |
|---------------------------------------|----------------------------|
| • Aircraft “torques off” | - 1/2 point per 5 degrees |
| • Pivot beyond 1 wingspan | - 1 point per 1/2 wingspan |
| • Pivot not in vertical plane (pitch) | - 1/2 point per 5 degrees |
| • Pendulum after pivot | - 1/2 point per 5 degrees |

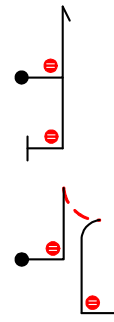
Tailslides:

- | | |
|--------------------------------------|---------------------------|
| • Slide not in vertical plane | - 1/2 point per 5 degrees |
| • Torquing | - 1/2 point per 5 degrees |
| • Wings not perpendicular to horizon | - 1/2 point per 5 degrees |

Loops and Part Loops:

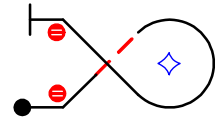
- | | |
|--|---------------------------|
| • Change in radius | - 1 point per occurrence |
| • Lateral displacement (corkscrew) | - 1/2 point per 5 degrees |
| • Flat spot | - 1 point per occurrence |
| • Rolls not centered (apex or bottom) | - 1/2 point per 5 degrees |
| • Inserted line between part loop and roll | - 2 points per occurrence |

◇ These part loops must be smooth and constant, but need **not** match any other part loops in the figure.
 ● These part loops must be constant, smooth; **identical in size**.



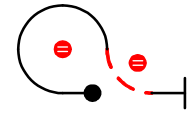
3/4 Loops (Goldfish):

- Loop rules apply
- 1/8th loops not equal - 1 point
- 45 degree lines – roll centering criteria applies
- 1/8th loop and 3/4 loop radii need not match



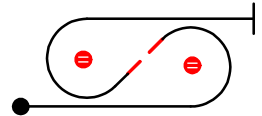
Reversing Loops:

- Loop rules apply
- Inserted line between 3/4 and 1/4 loop - 2 points
- Inserted line between loop and roll - 2 points



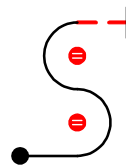
Horizontal S:

- Loop rules apply
- 5/8th loops not equal - 1 point
- 45 line – roll centering criteria applies



Vertical S:

- Inserted line between half loops - 2 points
- Inserted line before or after 1/2 roll - 2 points

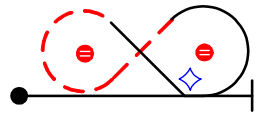


Vertical 8s:

- Loop rules apply
- Inserted line before or after 1/2 roll - 2 points

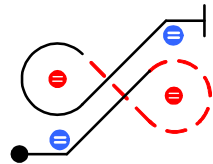
Horizontal 8:

- Loops rules apply
- 45 degree lines – roll centering criteria applies
- 3/4 and 5/8th loops not equal - 1 point
- Inserted line between roll and 5/8th loop - 2 points



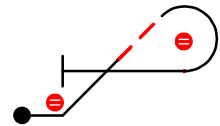
Horizontal Super 8:

- Loop rules apply
- 3/4 loops not equal - 1 point
- 1/8th loops not equal - 1 point
- 45 degree lines – roll centering criteria applies



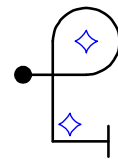
Horizontal / Vertical 5/8th Loops (Half Cubans / Teardrops):

- Loop rules apply
- All part loop radii must be equal - 1 point
- 45 degree line – roll centering criteria applies



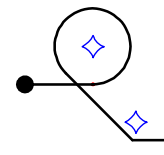
P Loops / Reversing P loops:

- Loop rules apply
- Joined part loops equal radii - 1 point
- Inserted line between joined part loops - 2 points
- Inserted line between part loop and roll - 2 points
- Vertical lines – roll centering criteria applies



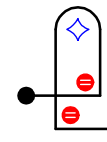
7/8th Loops (Q Loops):

- Loop rules apply
- 45 degree line – roll centering criteria applies
- Part loop radii need not match



Humpty Bumps / Double Humpty Bumps:

- 1/4 Loop radii not equal - 1 point
- Vertical lines – roll centering criteria applies
- Half loop(s) need not match 1/4 loops, or each other.



Rolls:

- Change in roll rate - 1 point per occurrence
- Over / under rotation - 1/2 point / 5 degrees