

# Official 2019 Sportsman Known

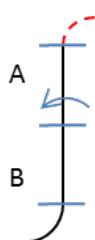
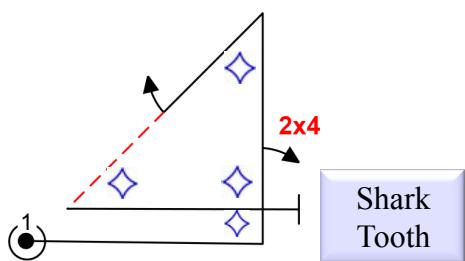
## Synthetic Guide

by Fabio G.  
IMAC ITALIA

Trad.: Guillermo M.R.



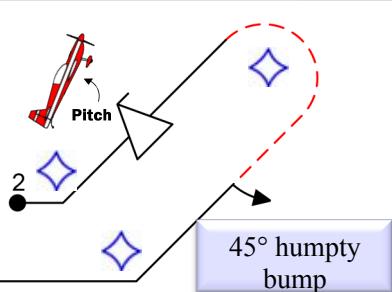
wind direction



Case

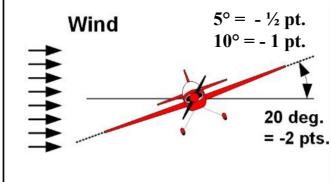
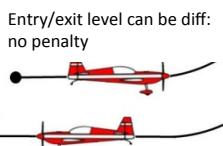
- A=B 0 Pt.
- A close B -1 pt.
- A = 2x B (B = 2x A) -2 pt.
- A = 3x B (B = 3x A) -3 pt.
- A (or B)=0 -4 pt.
- A=B=0 -2 pt.

	Deduction
0 Pt.	0 Pt.
-1 pt.	-1 pt.
-2 pt.	-2 pt.
-3 pt.	-3 pt.
-4 pt.	-4 pt.
-2 pt.	-2 pt.



Case	Deduction
A=B	0 Pt.
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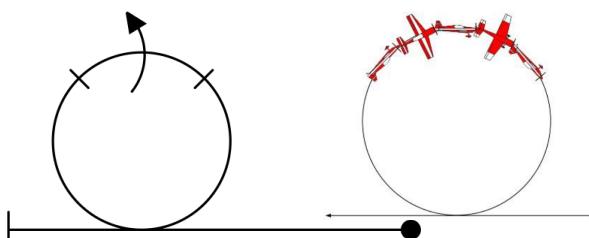
Roll rate variation -1 pt.



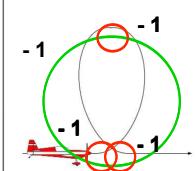
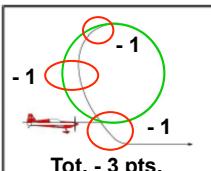
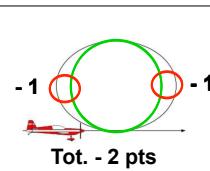
Wings level should be downgraded for every 5 degrees deviation a 0.5 points downgrade, 10 degrees will be a 1 point off.

- 1 pt per each radius variation

Roll centered or - 0,5 pt./5°



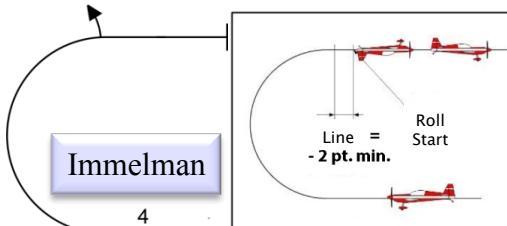
If roll is made on a line in the loop - 2 pt.



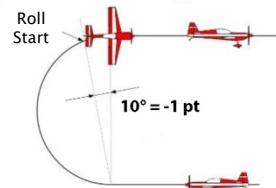
For no penalty, loop must be perfectly circular, entry and exit at same level.

- Roll rate variation - 1 pt.
- Wings missalinement from flat - 0,5 pt./5°
- Scoring should be through the flying of the loop not in the end.
- Radius must be constant, or - 1 pt.
- No line on the radius, or - 1 pt./segment

2x4



Line = - 2 pt. min.



- Roll rate variation - 1 pt.
- Loop radius variation - 1 pt.
- Wings missalinement -0,5 pt./5°
- Flight path deviation -0,5 pt./5°
- Entry and exit horizontal; -0,5 pt./5°
- Straight between loop & roll -2 pt.
- Roll before loop ends -1 pt.

- 1 pt.
- 1 pt.
-0,5 pt./5°
-0,5 pt./5°
-0,5 pt./5°
-2 pt.
-1 pt.



Rotation sense is optional;

- Left => exit
- Right => entry

-Plane must approach stall with wing leveled

- 0,5 pt/5°

-Missalinement from wings level

- 0,5 pt/5°

-Flight path and level kept constant before stall:

Missalinement from path or level

Nose and wingtip are to fall simultaneously in spin direction:

- 0,5 pt/5°

-If wingtip falls before nose drop

- 0,5 pt/5°

-If plane nosedrops before yaw

- 0,5 pt/5°

-After spin ends, plane must fly a vertical straight down line wind corrected, if NO line

- 1 pt.

-Deviation from vertical, wind correction

- 0,5 pt/5°

-No stall (plane was forced to drop nose)the pilot has the benifit of a doubt

0 pt

-Plane must autorotate during spin

ALL RADIISES MUST BE TH SAME



RADIUSES ARE NOT NECESSARILY TO BE THE OTHERS

RADIUS SHAPE



- 1 pt

OK

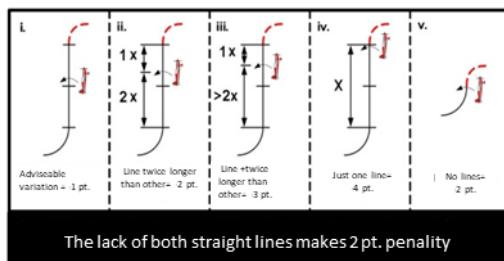
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wind direction



Humpty bump



According to the previous maneuver;

- If incoming;  $\frac{3}{4}$  roll must be Right
- If outgoing;  $\frac{3}{4}$  roll must be Left
- Else = 0 Pt.

- 1 pt.

- 0,5 pt./5°

- 0,5 pt./5°

- 0,5 pt./5°

Roll rate deviation

Wings level

Flight path deviation

Entry/exit deviation from horizontal

- 0,5 pt./5°

- 0,5 pt./5°

- 0,5 pt./5°

- 0,5 pt./5°



Stall turn

2x8

3/4

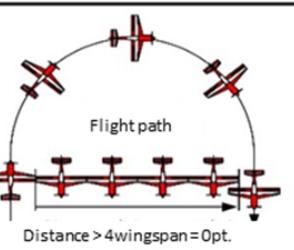
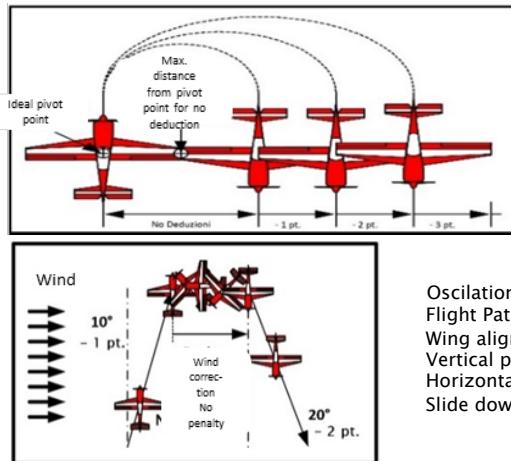
On the up line 2/8 point roll  
On down line  $\frac{3}{4}$  roll  
Roll rate variation

- 1 pt.

Wings level - 0,5 pt./5°

Flight path deviation - 0,5 pt./5°

Entry/exit deviation from horizontal - 0,5 pt./5°



Oscillation after stall

Flight Path deviation

Wind alignment

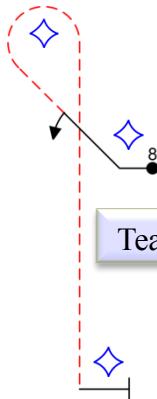
Vertical path (up/down)

Horizontal entry/exit

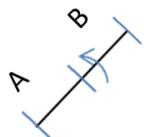
Slide down before rotation

- 0,5 pt./5°

0 pt.



Teardrop



Case

A=B

Deduction

0 Pt.

A close B

-1 pt.

A = 2x B (B = 2x A)

-2 pt.

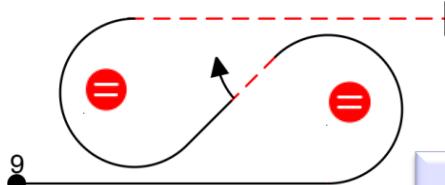
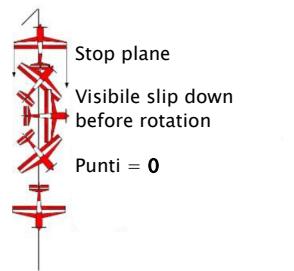
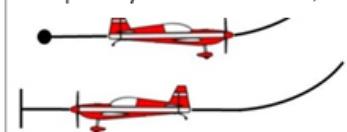
A = 3x B (B = 3x A)

-3 pt.

Just one line

-4 pt.

Entry/exit level can be diff:  
no penalty



Eight



Case

A=B

Deduction

0 Pt.

A close B

-1 pt.

A = 2x B (B = 2x A)

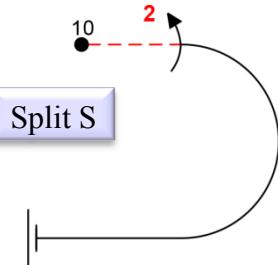
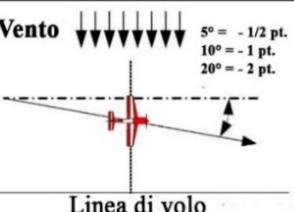
-2 pt.

A = 3x B (B = 3x A)

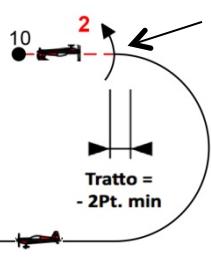
-3 pt.

Just one line

-4 pt.



Split S



Fine roll

- Roll rate variation - 1 pt.
- Deviation from flight path - 0,5 pt./5°
- Wings missalignment from flat - 0,5 pt./5°
- Entry/exit deviation from horizontal - 0,5 pt./5°
- Radius must be constant, or -1 pt.
- No straight segments; or - 1 pt./segment