IMAC Judging Criteria Quick Reference

Mandatory Zeros:

- 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 progress at time of break.
- Figure flown partly or completely behind deadline.
- Accumulation of error > 90 degrees.

- Stall Turn – flyover > 4 wingspans.
- 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

> ◇ 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**.

Turns:

- ½ point per 5 degrees < 60 degrees, > 90 degrees.
- ½ point per 5 degrees for any change in bank angle.
- 1 point per instance for any change of turn rate.
- 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
- End of figure - turn or roll not complete — 1/2 point per 5 degrees

Stall Turns:

- Aircraft "torques off" — 1/2 point per 5 degrees
- Pivot beyond 1/2 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
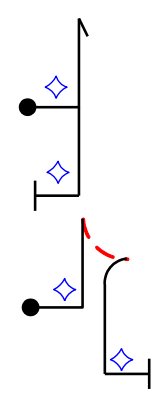
Tailslides:

- 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

3/4 Loops (Goldfish):
- Loop rules apply
- 45 degree lines – roll centering criteria applies
- 1/8th loop and 3/4 loop radii need not match

Reversing Loops:
- Loop rules apply
- 3/4 and 1/4 loops not equal   - 1 point
- Inserted line between 3/4 and 1/4 loop   - 2 points
- Inserted line between loop and roll   - 2 points

Horizontal S:
- Loop rules apply
- 5/8ths loops not equal   - 1 point
- 45 line – roll centering criteria applies

Vertical S and Vertical 8 (not shown)
- Loop portions not equal   - 1 point
- Inserted line between loop segments   - 2 points
- Inserted line before or after 1/2 roll   - 2 points

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

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

Horizontal / Vertical 5/8ths Loops (Half Cubans / Teardrops):
- Loop rules apply
- Part loop radii need not match
- 45 degree line – roll centering criteria applies
- Inserted line between loop and roll (1/2 Cuban) - 2 points

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

7/8ths Loops (Q Loops):
- Loop rules apply
- 45 degree line – roll centering criteria applies
- Part loop radii need not match

Humpty Bumps / Double Humpty Bumps:
- Loop rules apply
- Vertical lines – roll centering criteria applies
- Part loop radii need not match

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