

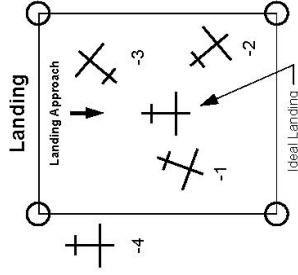
Judges Viewing Window

A manoeuvre should be performed within a specified area as depicted in the diagram above. If it is not, then the judges can downgrade the manoeuvre for not appearing to be centred, i.e. flying too high or too low or in an area that is not easily visible to the judges.

Downgrading Guidelines

Downgrading applies according to the severity of any inaccuracy

- Flightpath on entry not a distinct horizontal line
- Precision of the manoeuvre
- Flightpath on exit not a distinct horizontal line
- Entry and exit flightpaths not at the same altitude
- Aircraft's flightpath changes heading by more than 15 degrees to that of original heading
- Presentation of the manoeuvre not centred



Basic Scoring Guide

0	1 - 2	3 - 4	5	6 - 7	8 - 9	10
Not Recognisable	Very Poor	Poor	Pass	Good	Very Good	Excellent

~ MANDATORY MANOEUVRES ~

1. Two Consecutive Loops **kf** 1.0
2. Slow Axial Roll for 2 seconds minimum 1.0
3. Straight and Level Inverted Flight for 5 seconds minimum 1.0
4. Three Turn Spin 1.0
5. Two Consecutive Stall Turns 1.0
6. Optional Manoeuvre #1 1.0
7. Optional Manoeuvre #2 1.0

~ OPTIONAL MANOEUVRES ~

- Extended Loop	1.5	- Immelman Combo	$\frac{1}{2}$ inside loop, $\frac{1}{2}$ roll, $\frac{1}{2}$ outside loop, $\frac{1}{2}$ roll	2.5
- Barrel Roll	1.5	- Cuban Eight	$\frac{1}{2}$ outside loop, $\frac{1}{2}$ roll	2.5
- Circle	1.5	- Three Consecutive Rolls		2.5
- Top Hat - no rolls	1.5	- Four Consecutive Loops		2.5
- Triangular Loop	1.5	- Knife Edge for 3 seconds minimum		2.5
- Square Loop	2.0	- Split S Combo	$\frac{1}{2}$ roll, $\frac{1}{2}$ outside loop, $\frac{1}{2}$ roll, $\frac{1}{2}$ inside loop	3.0
- Four Point Roll	2.0	- Three Turn Inverted Spin		3.0
- Inward Figure Eight	2.0	- Inward Inverted Figure Eight		3.0
- Inverted Circle	2.0	- Two Outside Loops		3.0
- Eight Point Roll	2.0	- Top Hat with $\frac{1}{2}$ roll up, inverted top, $\frac{1}{2}$ roll down		3.0

8. D Shaped Circuit and fly-past over landing area 1.0
9. D Shaped Circuit and Landing with first 3 legs level, last leg descending $\frac{1}{2}$ circle 1.0

AEROBATICS SCORESHEET

NAME MAAA No. DATE

CLUB

MANDATORY MANOEUVRES	kf	R1	R2	R3	R4
1. Two Consecutive Loops	1.0				
2. Slow Axial Roll for 2 seconds minimum	1.0				
3. Straight and Level Inverted Flight for 5 seconds minimum	1.0				
4. Three Turn Spin	1.0				
5. Two Consecutive Stall Turns	1.0				
6. Optional Manoeuvre #1	1.0				
7. Optional Manoeuvre #2	1.0				
OPTIONAL MANOEUVRES					
- Extended Loop	1.5				
- Barrel Roll	1.5				
- Circle	1.5				
- Top Hat - no rolls	1.5				
- Triangular Loop	1.5				
- Square Loop	2.0				
- Four Point Roll	2.0				
- Inward Figure Eight	2.0				
- Inverted Circle	2.0				
- Eight Point Roll	2.0				
- Immelman Combo with ½ inside loop, ½ roll, ½ outside loop, ½ roll	2.5				
- Cuban Eight	2.5				
- Three Consecutive Axial Rolls	2.5				
- Four Consecutive Loops	2.5				
- Knife Edge for 3 seconds minimum	2.5				
- Split S Combo with ½ roll, ½ outside loop, ½ roll, ½ inside loop	3.0				
- Three Turn Inverted Spin	3.0				
- Inward Inverted Figure Eight	3.0				
- Two Outside Loops	3.0				
- Top Hat with ½ roll up, inverted across top, ½ roll down	3.0				
8. D Shaped Circuit and Fly-past over landing area	1.0				
9. D Shaped Circuit and Landing with first 3 legs level, last leg ½ circle	1.0				

Total

AEROBATICS SCORESHEET

NAME MAAA No. DATE

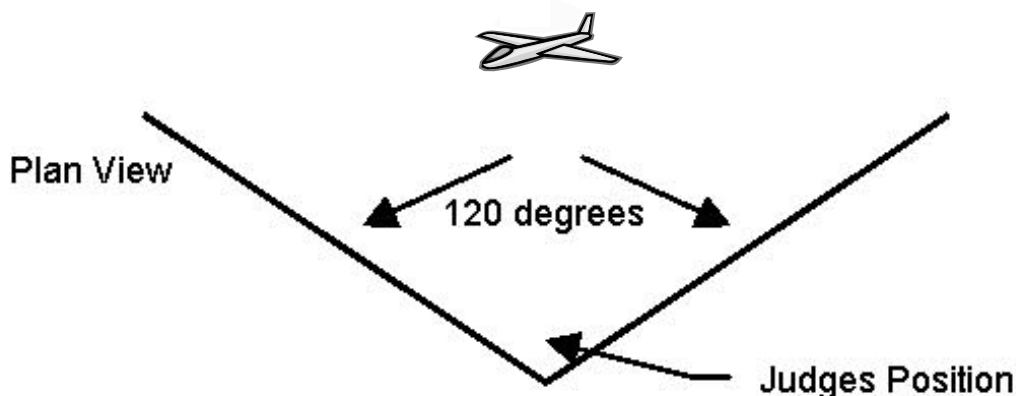
CLUB

MANDATORY MANOEUVRES	kf	R1			R2			R3			R4		
1. Two Consecutive Loops	1.0												
2. Slow Axial Roll for 2 seconds minimum	1.0												
3. Straight and Level Inverted Flight for 5 seconds minimum	1.0												
4. Three Turn Spin	1.0												
5. Two Consecutive Stall Turns	1.0												
6. Optional Manoeuvre #1	1.0												
7. Optional Manoeuvre #2	1.0												
OPTIONAL MANOEUVRES													
- Extended Loop	1.5												
- Barrel Roll	1.5												
- Circle	1.5												
- Top Hat - no rolls	1.5												
- Triangular Loop	1.5												
- Square Loop	2.0												
- Four Point Roll	2.0												
- Inward Figure Eight	2.0												
- Inverted Circle	2.0												
- Eight Point Roll	2.0												
- Immelman Combo with ½ inside loop, ½ roll, ½ outside loop, ½ roll	2.5												
- Cuban Eight	2.5												
- Three Consecutive Axial Rolls	2.5												
- Four Consecutive Loops	2.5												
- Knife Edge for 3 seconds minimum	2.5												
- Split S Combo with ½ roll, ½ outside loop, ½ roll, ½ inside loop	3.0												
- Three Turn Inverted Spin	3.0												
- Inward Inverted Figure Eight	3.0												
- Two Outside Loops	3.0												
- Top Hat with ½ roll up, inverted across top, ½ roll down	3.0												
8. D Shaped Circuit and Fly-past over landing area	1.0												
9. D Shaped Circuit and Landing with first 3 legs level, last leg ½ circle	1.0												

Total

Instructions for making a Judges Scoreboard - part one

- Construct a board similar to the one shown in the photo on part two of the instructions.
- Print the page then cut out a rectangle along the dotted line (or cut to suit) where indicated.
- Laminate the page if possible to weatherproof it.
- Cut a second rectangle around the outside of the laminated page leaving a border of about 4mm to 6mm.
- Adhere the page with double-sided tape to the makeshift board.



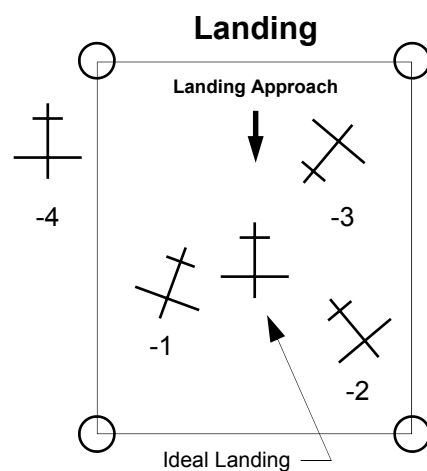
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Basic Scoring Guide

0 Not Recognisable	1 - 2 Very Poor	3 - 4 Poor	5 Pass	6 - 7 Good	8 - 9 Very Good	10 Excellent
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Instructions for making a Judges Scoreboard - part two

- Print this page then cut out a circle along the dotted line where indicated.
- Laminate the page if possible to weatherproof it.
- Cut a second circle around the outside of the laminated number-board to leave a border of about 2mm.
- Adhere this circle to a rigid piece of material. i.e. thick paper, cardboard, plastic, plywood or the like, then cut another circle out of this backing material to leave a further 3mm to 4mm border.
- Make a hole in the centre.
- Attach the circle to the board with a small round head, metal thread screw and nut. Use a washer top and bottom to prevent wear.

