

# IMAC Judging Criteria Quick Reference



## Mandatory Zeros

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

## 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 <b>or</b> after	- 4 points
- No line before <b>and</b> 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  |

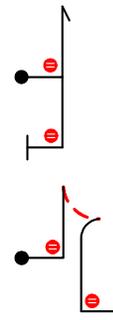
### Tailslides:

- |                                      |                           |
|--------------------------------------|---------------------------|
| • 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:

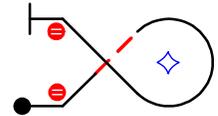
- |  |                           |
|--|---------------------------|
| • Change in radius                         | - 1 point per occurrence  |
| • Lateral displacement (corkscrew)         | - 1/2 point per 5 degrees |
| • Flat spot                                | - 1 point per occurrence  |
| • Rolls 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**.



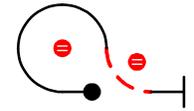
**3/4 Loops (Goldfish):**

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



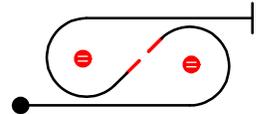
**Reversing Loops:**

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



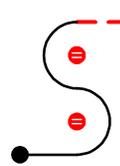
**Horizontal S:**

- Loop rules apply
- 5/8<sup>th</sup> 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

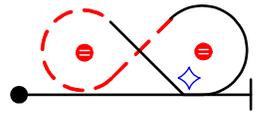


**Vertical 8s:**

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

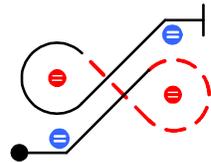
**Horizontal 8:**

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



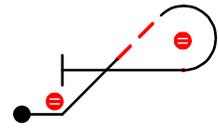
**Horizontal Super 8:**

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



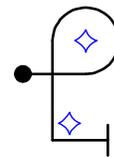
**Horizontal / Vertical 5/8<sup>th</sup> Loops (Half Cubans / Teardrops):**

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



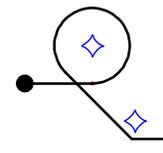
**P Loops / Reversing P loops:**

- 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



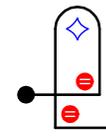
**7/8<sup>th</sup> Loops (Q Loops):**

- 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