

Judge's Quick Reference

This section is intended to be a summary of point deductions for the most commonly seen errors and a quick reference guide to the applicable rules for those deductions. In case of confusion or disagreements, the current edition of the IMAC Flying and Judging Guide is definitive.

Zero a figure

From 6.3 and others

Omitted figure	6.3a
Wrong figure	6.3b
Adding a figure, zero will be given to the next figure	6.3c
Break in sequence other than safety	6.3d
Wrong direction (X axis)	6.3e
Accumulation of more than 90° in roll, pitch & yaw errors	6.3f
Any part of figure flown behind the Deadline	6.3h
Hammerhead fly over > 4 wing spans	8.5
Hammerhead with any distinctive backward slide	8.5
Tailslide wrong way	8.6
No visible backward slide in a Tailslide	8.6
Any stoppage in a Roll where it could be considered a Point Roll	8.9.1
No recognizable pause in Point Rolls	8.9.2
No stall (break) in Snap Rolls	8.9.3 - 8.9.4
No stall (break) or snap/barrel roll entry in Spins	8.9.5

Errors in aircraft attitude or flight path

From 5.3

Deduct one-half (0.5) points for every five (5) degrees error in the following:

Horizontal flight	Judge flight path, not attitude	5.3
Climb or descent	Projected angle from horizontal	5.3
Vertical flight	Judge flight path, not attitude (exception, in stalled condition)	5.3
45° lines	Judge flight path, not attitude	5.3
Heading	Judge flight path, not attitude	5.3
Bank angle	Deviation from wings level	5.3

Unequal radius in part loops From 7.2

Deduct 0.5 or more, except in Family 1 and where indicated in 7.2
 Family 8.1 - 8.28 and 8.49 - 8.56

Omitting a line between figures From 7.1

Deduct two (2) points - one (1) from each figure 7.1

If figure requires lines of equal lengths From 7.1

A visible variation	1 point
If the lengths vary by 1:2	2 points
Above a 1:2 variation	3 points
No line either before or after roll	4 points
No line at all before and after roll	2 points

Added line From 8.7.1, Family 7

Line between roll and loop or at least 2 points
 between loop and roll
 (e.g., Split S or Immelmann)

Roll rate changes From 8.9.1, Family 9

Roll rate change	1 point each occurrence
Roll stoppage	zero figure (Family 9.1 only)

Turns/Rolling turns From 8.2, Family 2

Turn or roll rate change	not more than 1 point for each
Roll stoppage	not more than 1 point for each

Fly over top in Hammerhead From 8.5, Family 5

For each ½ wing span past wing tip < 4 spans 1 point

Break Penalties From 6.3

Basic	10 pts
Sportsman	20 pts
Intermediate	40 pts
Advanced	70 pts
Unlimited	100 pts