

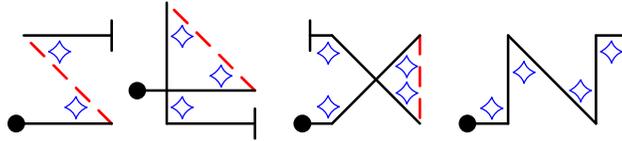


Judging Part-Loop Radii – Quick Reference

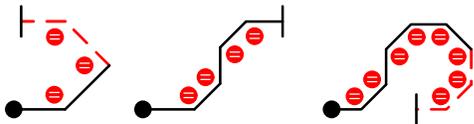
Shown below is a range of examples selected from all of the affected Families. Note the different treatment for Family 3 and the Family 7.4 Hesitation loops.

- ◇ These corners and looping segments must have a constant and smooth radius, but they do **not** need to match any other radius in the same figure.
- ⊖ These corners and looping segments must have constant and smooth radii that are **identical in size**, or the figure must receive an appropriate downgrade.

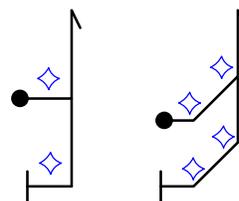
Family 1 – Lines and Angles



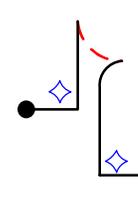
Family 3 – Combinations of Lines



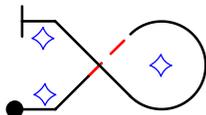
Family 5 – Stall Turns



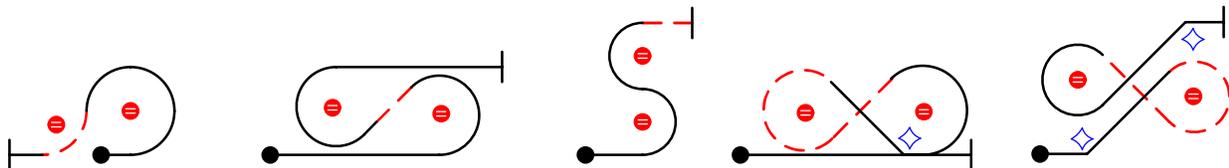
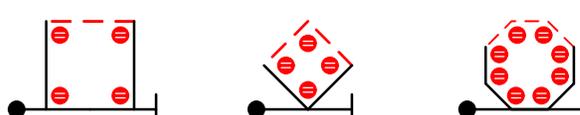
Family 6 – Tailslides



Family 7 – Loops and Eights



Family 7.4.3.x to 7.4.6.x Hesitation Loops



Family 8 – Combination of Lines, Loops, and Rolls

