Official 2019 Advanced Known

Syntethic Guide

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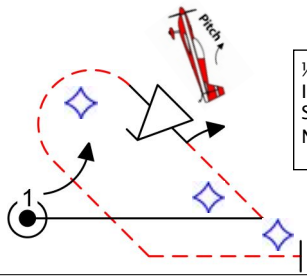
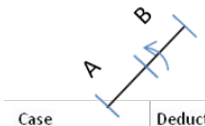
IMAC INTERNATIONAL MINIATURE AEROBATIC CLUB

wind direction

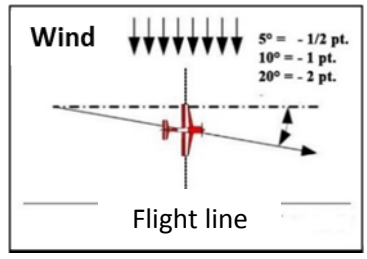


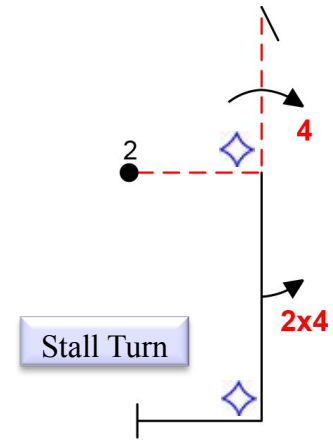
½ roll and snap are opposite.
If same, then **0 pts**
Short pause between ½ roll and snap
No pause **–1 pt.**

45° Humpty Bump

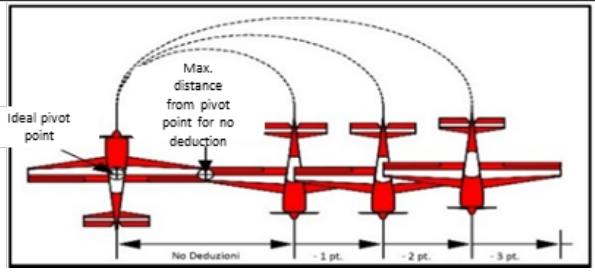


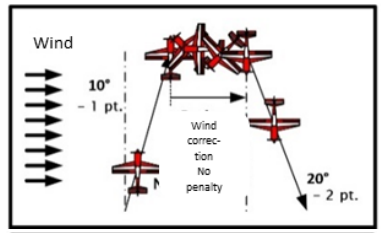
Case	Deduction
A=B	0 Pt.
A close B	-1 pt.
A = 2x B (B = 2x A)	-2 pt.
A = 3x B (B = 3x A)	-3 pt.
A (or B)= 0	-4 pt.
A=B=0	-2 pt.

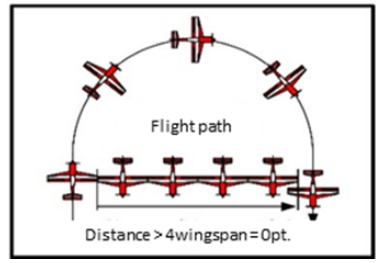




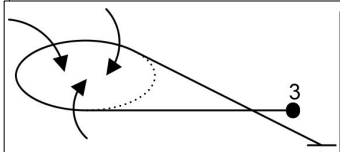
Stall Turn







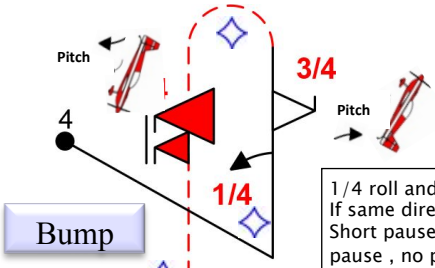
Oscilation after stall	– 0,5 pt./5°
Flight Path deviation	– 0,5 pt./5°
Wings level	– 0,5 pt./5°
Vertical path (up/down)	– 0,5 pt./5°
Horizontal entry/exit	– 0,5 pt./5°
Slide down	0 pt.
No pause between quarters	0 pt.



270° rolling circle

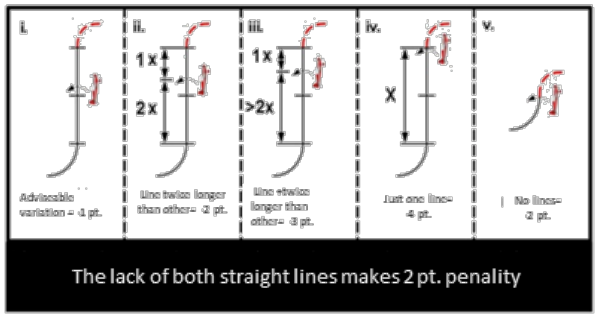
Constant Roll rate; if not	– 1 pt.
Continious rolling or	– 1 pt./per pause
Constante radius or	– 1 pt./per dev,
Constant flight level; or	– 0,5 pt./5°
Roll inside; if not	0 pt
Crossbox direction not evaluated	

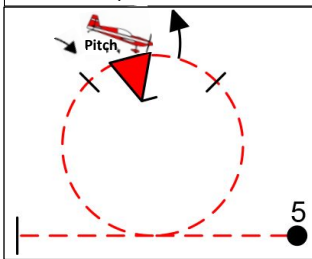
3 Rolls; if not **0 pt,**



Bump

1/4 roll and ¾ snap are opposite.
If same direction **0 pt,**
Short pause between roll and snap. If pause , no paus **–1 Pt**
Optional crossbox direction





Looping

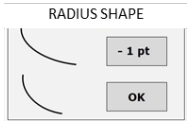
Snap and ½ roll opposite.
If same direction **0 pt,**
Short pause between snap and roll
If no pause **–1 pt.**

For no penalty, loop must be perfectly circular, entry and exit at same level. The loop is being judged through flight.

- Wings level **– 0,5 pt./5°**
- Flight path deviation **– 0,5 pt./5°**
- Entry and exit horizontal; **–0,5 pt./5°**
- **Loop and snap are to be centered on the loop top centering penalty** **–0,5pt./5°**
- **Lop and snap integrated on the loop, if on line –2pt.**

ALL RADIUSES MUST BE THE SAME

RADIUSES ARE NOT NECESSARILY TO BE THE SAME THAN THE OTHERS



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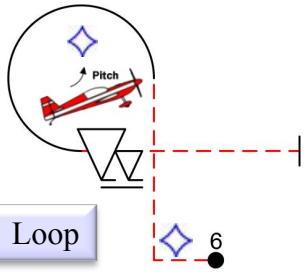
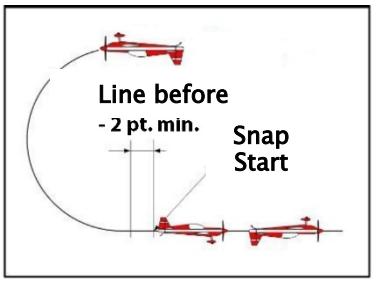
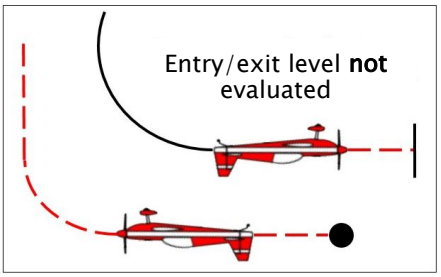
wind direction

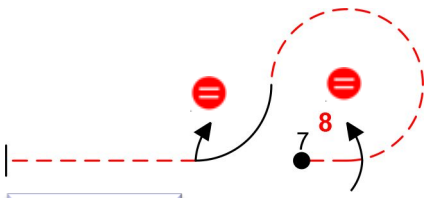
P Loop





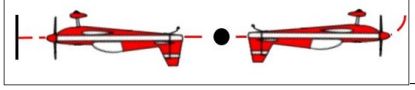


Half Horizonal S



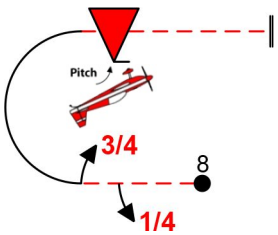
No straigth line between loop fraction; penalty – 2 pt.

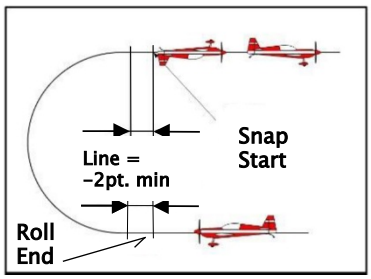
Entry and exit at same level or -0,5pt./5°



Roll rate variation	– 1 pt.
Roll radius variation	– 1 pt.
Wings. level	– 0,5 pt/5°
Flight path dev.	– 0,5 pt/5°
Horizontal entry/exit or	– 0,5 pt/5°
Straight line between 8pt roll and loop	– 2 pt.
Line between ¾ loop & ½ roll	– 2 pt.
Ommited pause on roll	0 pt.

Immelmann





Roll rate variation	– 1 pt.
Roll radius variation	– 1 pt.
Wings. Dev. From flat	– 0,5 pt/5°
Flight path dev.	– 0,5 pt/5°
Horizontal entry/exit or	– 0,5 pt/5°
Straight line between roll and loop	– 2 pt.
¾ roll and ¼ are opposite; if same	0 pt.

Teardrop

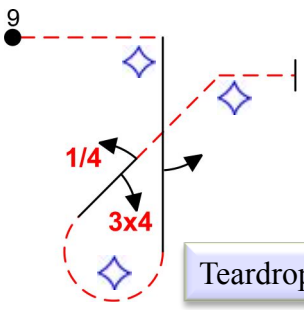
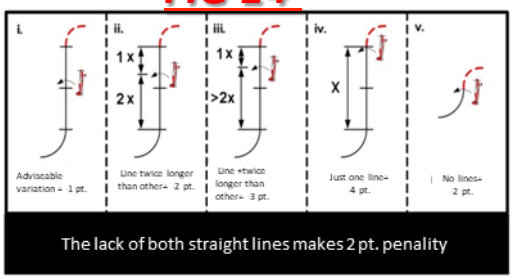
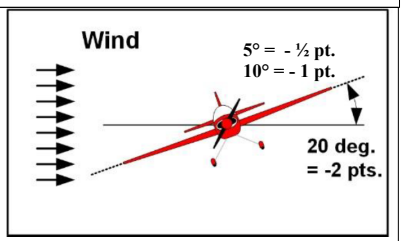


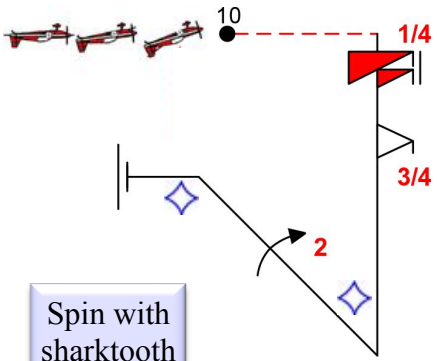
FIG 14





¼ & ¾ roll are opposite. If same 0 pt.
Short pause between ¼ and ¾ roll. If ommited – 1 pt.

Spin with sharktooth



The plane must arrive to the stall with wings in horizontal:
- Missalignement from horizontal: – 0,5 pt/5°
- No stall and/or snap/aileron entry: 0 pt

Straight flight path before stall; missalignement from path – 0,5 pt/5°

Nose and wing shall fall simoultaneosly in spin direction if not –0,5 pt/5°

Plane must autorotare during spin; If spin is roll 0 pts

After the spin, the plane must fly a line 90° vertical path corrected wind corrected:
- For any deviation – 0,5 pt/5°
- Vertical line missing – 1 pt.

Between Spin and ½ snap a short puse with line if ommite –1 Pt.

Spin and ¾ snap must be in same direction; if different; 0 pt.

2/2 needs to fly on a 45 degree line – 0,5 pt/5°

Segments of the line needs to be equal or use *FIG 14*