Official 2019 Unlimited Known

Synthethic Guide

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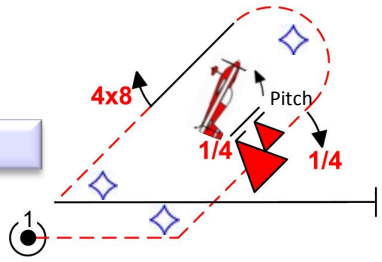
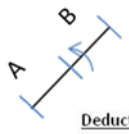
IMAC INTERNATIONAL MINIATURE AEROBATIC CLUB

wind direction

45° H. Bump

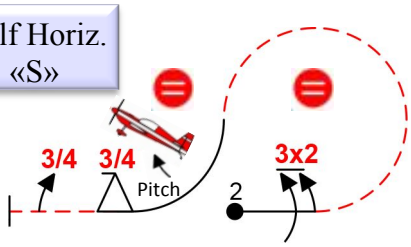


- Negative Snap & 1/4 roll are **opposite**. If the same **0 pt.**
- Must have an obviuse pause between Snap and ¼ roll. If not **– 1 pt.**
- Must have pauses between each 8 point roll; if not or ommited **0 pt.**
- **Must be wind corrected**



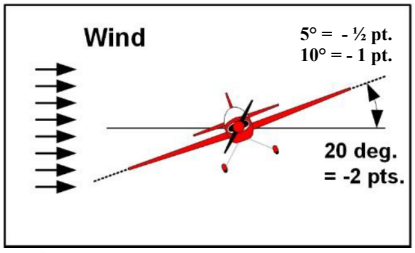
Case	Deduction
A=B	0 Pt.
A close B	-1 pt.
A = 2x B (B = 2x A)	-2 pt.
A = 3x B (B = 3x A)	-3 pt.
A (or B) = 0	-4 pt.
A=B=0	-2 pt.

Half Horiz. «S»

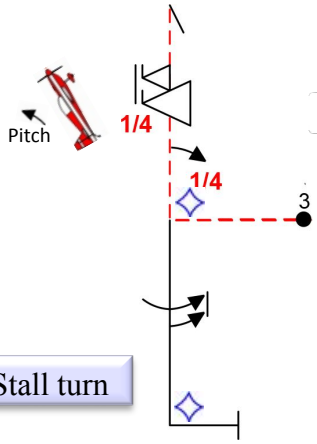


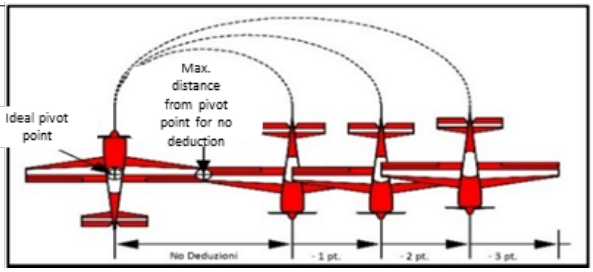
- No lines between loops If present **– 2 pt.**
- ¾ roll and ¾ snap **same direction.** If not; **0 pt.**
- Must have pauses between each 3x2 point roll; if not or ommited **0 pt.**

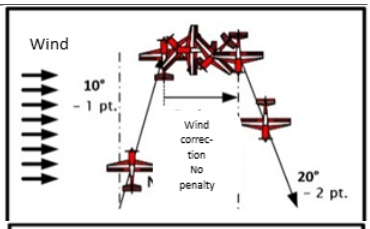
Wing level on maneuver entry and exit ; **–0,5pt / 5°**

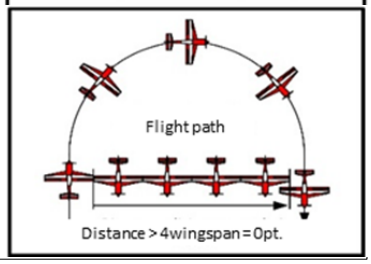


Stall turn

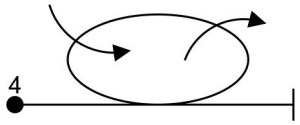






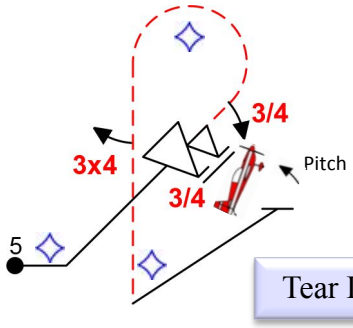


- 1/4 roll and snap are **opposite**. If same **0 pt,**
- Oscilation after stall. **– 0,5 pt./5°**
- slide down before rotation **0 pt**
- Vertical flight path **– 0,5 pt./5°**
- Wings are level or **– 0,5 pt./5°**
- On Entry and exit wings level **– 0,5 pt./5°**
- Entry and exit can be on different level



Rolling Circle

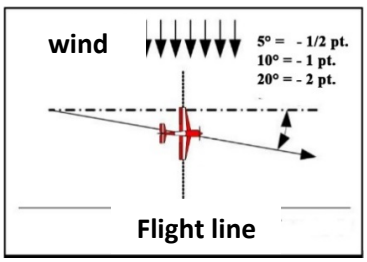
Constant Roll rate; if not for every change **– 1 pt.**
Continious rolling, for every change **– 1 pt./per pause**
Constante radius or **– 1 pt./per dev,**
Constant flight level; or **– 0,5 pt./5°**
Roll **outside** and then inside; if not **0 pt**
If rolls are more or less than two **0pt.**
The rolling circle will be jugde as flown.



Tear Drop

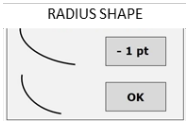
¾ Snap and ¾ roll **same** direction **0 pt.**
Must have obviuse pause between snap and roll. If ommited **–1 pt.**
Constant speed rolling; if not; **– 1 pt/per dev**

Crossbox figure; can exit in or out according to the 3x4 roll direction.



ALL RADIUSES MUST BE THE SAME

RADIUSES ARE NOT NECESSARILY TO BE THE SAME THAN THE OTHERS



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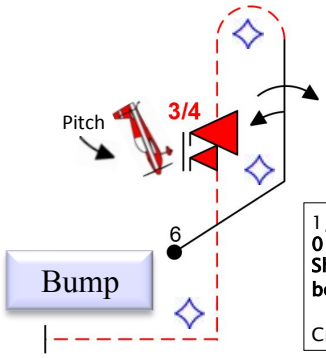
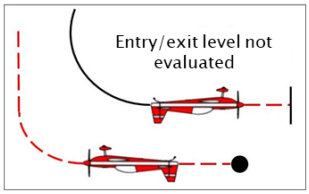
wind direction

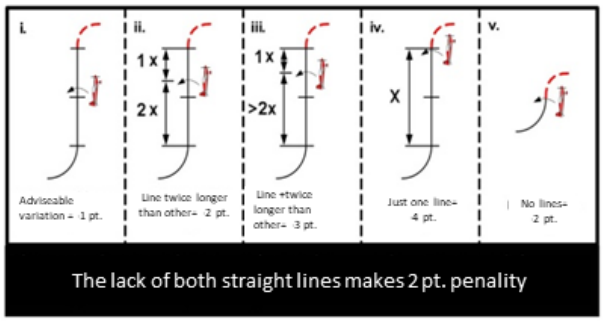


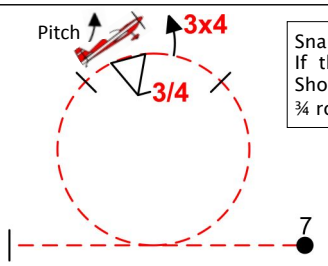
Bump



1/2 roll and full roll are **opposite** if not **0 pt.**
Short pause between rolls, roll rate can be different.

Crossbox figure; in or out is optional





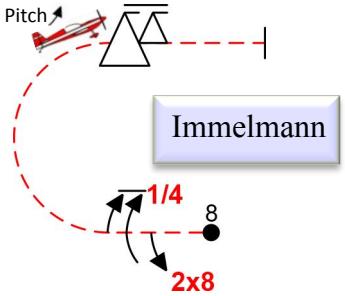
Outside Loop

Snap and 3/4 roll are **opposite**
If the same **0 pt**
Short pause obviuse,between snap and ¾ roll

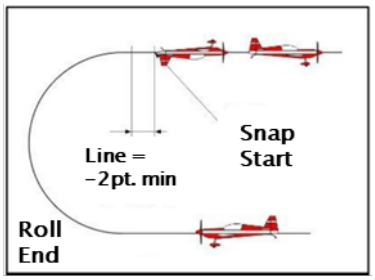
Loop has to be perfectly round starting and ending at same flight level and needs to be judge while flying, wind correct

Wings level on entry	**– 0,5 pt/5°**
Flight path deviation	**– 0,5 pt/5°**
Horizontal entry and exit or	**– 0,5 pt/5°**
Line or change in radius	**– 1 pt.**

Snap and 3x4 are opposite must be integrated in loop and centered on loop's top or **– 0,5 pt/5°**

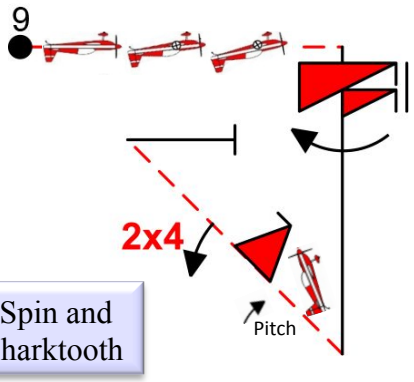


Immelmann



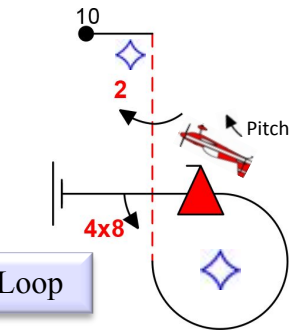
–Roll rate variation	**– 1 pt.**
–Loop's radius variation	**– 1 pt.**
–Wings level on entry	**– 0,5 pt/5°**
–Flight path deviation	**– 0,5 pt/5°**
–Horizontal entry and exit	**– 0,5 pt/5°**
–Line between rolls and loop	**– 2 pt. min**
–2x8 and 1+1/4 are **apposite** or	**0 pt**

–Obviuse pause between 2x8 and 1+1/4 If ommited **– 1 pt.**

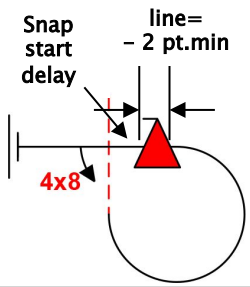


Spin and sharktooth

–Plane must approach stall with wing leveled	
– Missalinement from wings level	**– 0,5 pt/5°**
–Flight path and level kept constant before stall:	
Missalinement from path or level	**– 0,5 pt/5°**
Nose and wingtip are to fall simoultaneously in spin direction:	
– If wingtip falls before nose drop	**– 0,5 pt/5°**
– If plane nosedrops before yaw	**– 0,5 pt/5°**
–After spin ends, plane must fly a vertical straight down line wind corrected, if NO line	**– 1 pt.**
–Deviation from vertical, wind correction	**– 0,5 pt/5°**
–No stall (plane was forced to drop nose)**the pilot has the benifit of a doubt**	**0 pt**
–Plane must autorotate during spin	
If spiral spin	**0 pt**
–Between spin and ¾ roll must be line if No	**– 1 pt.**
–Spin and ¾ roll are **opposite**. If same	**0 pt**
½ negative snap and 2x4 roll are **opposite**; if same	**0 pt**



"P" Loop



½ negative snap and 4x8 roll are **opposite**; if same **0 pt**
Short pause between snap and 4x8
No line between ¾ loop and snap, if there is a line **– 2 pt.min**