

Judging Downgrades Summary

Ref: BAeA Website 11/10/15 and AAC Regulations 2015

Here is a précis of the principal "faults" that you should look for and the number of marks to deduct whilst you are applying standard CIVA rules of critique to sequence programmes at all levels. Always however refer to the current CIVA Section-6 Rules for the 'official' solution in all matters of judging detail.

At the entry to and exit from EVERY figure element DEDUCT..

Horizontal start & finish Lines

Off axis left or right n-deg	1 point/5 deg
Climbing or diving n-deg	1 point/5 deg
One wing low n-deg	1 point/5 deg
No distinct line drawn	1 point each
Flying in wrong direction on the "A" axis	Mark = Hard Zero (HZ)

Family 1 - lines and angles

Horizontal 45's & Verticals

Climbing or diving n-deg (before or after roll)	1 point/5 deg
Steep or shallow n-deg (before or after roll)	1 point/5 deg
Positive or negative n-deg (before or after roll)	1 point/5 deg
No line drawn before or after roll	1 point each
Longer or shorter line before or after roll	1 to 3 points

Family 2 - turns and rolling turns

Turns

Rolling entry or exit (i.e. a "co-ordinated" turn)	1 to 2 points
Bank angle too shallow (less than 60 deg)	1 point/5 deg
Bank angle varied	1 point/variation

Rolling Turns

Roll rate varied	1 point/variation
Roll stopped or turn and then restarted	2 points
Not an even integration of rolls at end	1 point/5 deg
Not enough / too many rolls or a flick-roll seen	Mark = hard zero

Both Types

Turn rate or radius varied	1 point/variation
Climbing or diving in turn	1 point/5 deg

Exit

Was n-deg early or late	1 point/5 deg
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Family 5 - stall turns

Up/down Lines

Up/down-line pos/neg/left/right n-deg (before or after roll)	1 point/5 deg
Short, long or no line drawn up/down (before or after roll)	1 to 3 points

The Turn

Turn-around too wide (pivot beyond wingtip)	1 point/wing length
Rolled or pitched n-deg in turn-around	1 point/5 deg
Exit pull or push radius smaller or larger	1 to 3 points

Family 6 - Tail Slides

Up/Down Lines

Up/down-line pos/neg/left/right n-deg (before or after roll)
Short, long or no line drawn up/down (before or after roll)

1 point/5 deg (was 2 per 5 - beware!)
1-3 points

The Slide

Visible 'cheat' angle at the top
No slide seen
Yawed or rolled n-deg in slide
Pitched the wrong way (wheels up or down)

Mark = Perception Zero (PZ)
1 point/5 deg
1 to 3 points
Mark = Hard Zero (HZ)

Family 7 - Loops and Eights

Half & Full Loops

Large or small radius at top or in 1'st/2'nd etc. quarter
Line drawn between roll and looping segment
Roll not central in looping segment
Off axis during looping segment
Higher or lower exit

1 to 3 points
2 points
1 to 3 points
1 point/5 deg
1 to 3 points

Eights

Smaller or larger 2'nd half
Lower or higher 2'nd half (horizontal)

1 to 3 points
1 to 3 points

With Corners

Longer or shorter 2'nd etc. line length
Up/down-line pos/neg/left/right n-deg {before or after roll}
1'st/2'nd etc. 45 steep or shallow {before or after roll}
Horizontal segment off axis left/right/up/down

1 to 3 points
1 point/5 deg
1 point/5 deg
1 point/5 deg

Family 8 - Combinations of Lines, Angles and Loop, Humpty Bumps

Humpty Bumps

Up/down-line pos/neg/left/right n-deg (before or after roll)
Rolled or yawed in half-loop
Push instead of pull, or pull instead of push

1 point/5 deg
1 point/5 deg
Mark = hard zero

Family 9 - Rolls and Spins

Slow Rolls

Rolled n-deg short or too far
Roll barrelled (pitched and/or yawed whilst rolling)
Roll rate varied
Axis changed left/right/up/down n-deg during/after roll
Hesitation at random point
Wrong type of roll substituted

1 point/5 deg
1 point/5 deg
1 point/variation
1 point/5deg
2 points
Mark = Hard Zero (HZ)

Hesitation Rolls

Climbed or sank in knife
Slower or faster 2'nd etc. half/quarter/eighth
Under/over rotated 1'st/2'nd etc. half/quarter/eighth
Hesitation missed (wrong type of roll substituted)

1 to 2 points
1 to 3 points
1 point/5 deg
Mark = Hard Zero (HZ)

Flick Rolls

Part flicked and part aileron'd roll
Not flicked (no stall seen)
Positive instead of negative, or neg instead of pos

2 to 5 points
Mark = Perception Zero (PZ)
Mark = Hard Zero (HZ)

Combinations Of Rolls

Any line between two rolls
Significant(?) line between rolls
Same direction when opposite required (or vice versa)
Wrong number of rolls where linked

At least 2 points
Mark = Hard Zero (HZ)
Mark = Hard Zero (HZ)
Mark = Hard Zero (HZ)

Rolls immediately prior to or just after looping

Any line between stopping loop/roll and starting roll/loop

Roll starts before loop finishes

Significant line between rolls

At least 2 points

1 point/5 deg (from required line)

Mark = Hard Zero (HZ)

Spin Entry

Entry not stalled, and/or "rolled" in – not spinning

Flicked entry (too fast)

Mark = Perception Zero (PZ)

Mark = Perception Zero (PZ)

Spin Exit (DJP amended)

Spin rotation short or too far n-deg

Attitude after was positive or negative n-deg

1 point/5 deg

1 point/5 deg

The following general points apply to all sequences:

- At unlimited and advanced two half-rolls and a selection of "safety figures" are allowed prior to the start of the sequence. At other levels reduced allowances are made - consult the respective national rules.
- The sequence start, end and any intermediate breaks must be signified by three wing rocks.
- Every figure must begin and end on the "A" or "B" axis in erect or inverted level flight.
- The mark for each figure is 10 points minus the sum of the deductions that you judge appropriate.
- The framing mark (out of 10) is judged on the symmetrical and good use of the whole 'box'.

5.1.4.5. The highest marks will be given if the central point of a competition flight is above the secondary axis, and if each figure is optimally placed inside the performance zone. The judge's final decision on a grade for positioning must take into account deductions for asymmetry of the sequence, and non-optimal placement of individual figures.

6.4.1.3. Should a competitor fly a figure at a location, inside or outside the performance zone, such that the accuracy of the flight path or attitude cannot reasonably be determined, a downgrade of 2 points should be applied for each element of the figure that cannot be properly assessed.

6.10.1.1. Even though figures are flown within the performance zone, judges must still consider their positioning in relation to an optimum position where clarity of execution and geometry are at their greatest. This optimum position will vary depending on the aircraft's height and the nature of the figure.

6.10.1.5. Consideration of all the parameters in the few short paragraphs of this section will enable a judge to make a clear decision about any figure that is clearly flown in other than its optimum position. Judging of the particular figure will be difficult, and such bad presentation should be reflected in the positioning grade for the sequence. It would be appropriate to deduct between 0.5 and 1 mark for any such misplaced figure, depending on the severity of the difficulty incurred.

Zeros

5.3.2. Perception Zero

5.3.2.1. A grade of "perception zero" (PZ) should be given if the Judge considers that the figure is incorrectly flown in respect of a criterion that is a matter of subjective perception, rather than clearly demonstrable fact. For example, if the Judge considers that a flick roll or spin never started proper auto-rotation, that a tail slide did not move backwards by the required amount or that a rolling turn included a flick roll.

5.3.2.2. The Chief Judge should check that PZ's are applied only to manoeuvres where a perception error has been seen, and that a plausible reason has been given. The CJ has no other input regarding the presence of PZ's; they are subjective decisions made by individual judges and there is no

requirement to review or “Confirm” them.

5.3.3. Hard Zero

5.3.3.1. A grade of “hard zero” (HZ) should be given if the Judge considers that the figure is incorrectly flown in respect of a geometrical error, as listed below, that is clearly verifiable as a matter of fact. A grade of “HZ” will be given to a figure if:

- a) any figure is flown which does not conform to the drawing held by the judges for marking purposes (Form ‘B’ or ‘C’). Note - when a figure is added to a sequence Rule 5.2.5.2 applies;
- b) when rolls are superimposed on a turn or loop (Rule 5.3.1.8), the roll is finished but 90° or more of the turn or loop still remains to be flown, or the turn or loop is finished but 90° or more of the roll remains to be flown;
- c) any deviation from the prescribed direction (Rules 5.3.1.2 and 5.3.1.3) reaches 90°;
- d) any other single deviation in geometry/flight path/attitude/rotation (Rule 5.3.1) reaches 90°;
- e) the pre-stated figure or any part of it is omitted;
- f) any part of the figure was not visible as it was flown in or behind cloud. If the figure was visible to a majority of judges, then the Chief Judge should instruct unsighted judges to revise their mark from "HZ" to "A".

6.6.1.5. Any figure with both entry and exit lines aligned on the Y-axis must be flown with the exit direction relative to the entry direction as drawn on sequence Forms B or C, i.e. in the same or the opposite direction, otherwise the figure will be marked HZ

7.2.1.1. The awarding of Confirmed hard zero marks is determined by the Chief Judge, if necessary after a judging conference. When a Judge’s vote is over-ruled, upward correction of a hard zero will be to a Fitted Value determined by the scoring software. When awarding a hard zero, judges are to write down the nature of the error and are not to give a ‘reserve’ mark.

7.2.1.2. A Judge has the right to ask for a video review, if it is determined at a Judging conference that his written score is incorrect and he is not in agreement with this ruling.

7.2.2. Hard Zeros Given By The Majority Of Judges

The score sheets go to the scorer unchanged, the Chief Judge having checked the Confirmed hard zero (CHZ) box on the score sheet, unless a conference to confirm the facts is demanded by any judge(s).

The computer system changes the minority scores to HZ and determines the judges’ HZI points for Section 8.8.4 .

7.2.3. Hard Zeros Given By 50% Or Less Of The Judges

The Chief Judge first determines by means of conferencing whether the hard zero is correct or not. If correct, the Chief Judge will check the “CHZ” box on the score sheet; if not he will leave it blank. The judges must not change their score sheets as a result of the discussion. The score sheets will then go to the scanner and the computer system will then change the incorrect grades and determine judges’ HZI points for Section 8.8.4

7.5. The Judges

7.5.1.1. It is required that all Judges use an experienced Judge’s Assistant (see 2.1.5.2). Judges who do not provide such an Assistant will be excluded.