

CIVA / FAI International

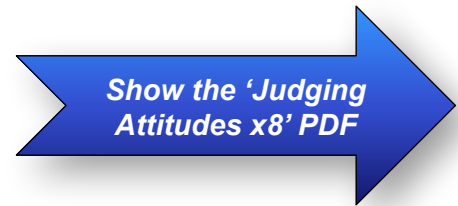
# Aerobatic Judging Seminar



CIVA / FAI  
Seminar

Part 2 – The Judging Process

# IS IT 45°? LET'S SEE!



# The process of judging

## The Judging Team

**Caller ~ Judge ~ Scribe**



- ❖ *Get familiar with the sequence*
  - ❖ *Mark “opposites” & equal radii*
  - ❖ *The Judge has no paperwork:  
The Caller and Scribe handle this*
  - ❖ *Never take your eyes off the  
aeroplane from box entry to exit*
  - ❖ *The Judge uses a pencil as a guide  
to lines and angles*
- 
- ❑ **The Caller describes each  
element “Just-In-Time”**
  - ❑ **The Judge observes, checks!  
judges, grades and comments**
  - ❑ **The Scribe notes the marks and  
the comments**

# 1. The Judge

Mark **ONLY WHAT YOU SEE**



- *Judging must be objective. Check carefully, then assess and judge only what you see*
- *If an aeroplane does not demonstrate the required criteria then a zero or the right downgrade must be given*
- *If the required criteria for a flick are not seen you must not GIVE a mark because “I know that aeroplane and how it flies!”*

If it didn't flick, slide or spin then it **must** be **CORRECTLY** downgraded

# 2. The Caller



## Creating Time

- *Remain calm!*
- *Call clearly and at the right speed to create time for the judge to concentrate on the small errors*
- *The Caller is also responsible for helping the judge to spot gross errors: the **Hard Zeros***

The principle is:

- ✓ Give a running commentary on the detail within the figure just before each item begins, including radii that should be the same, left / right / cross-box exit etc.
- ✓ Saying the general outline of the figure **FIRST** can sometimes be useful, but more often leads to confusion with complicated figures. Don't overcomplicate!
- ✓ Always use the minimum of words to convey the maximum of information

# 3. The Scribe



- *An experienced scribe can assist in looking for gross errors*
- *He/she should repeat the mark called by the judge after each figure*
- *The scribe listens for the caller to say “**End**” and if the judge does not give a mark then he simply calls “Mark?”*
- *The main job of the scribe is to write down the mark, and he must note the reasons for all ZERO’s (HZ and 0.0)*
- *If he has time to write other comments given by the Judge so much the better - pilots do appreciate it*

**Remember : “Mark ONLY what you see”**

# **Compare these judges ...**



*In the team on the LEFT the judge is dividing his attention between looking down at his Form-B and looking up to mark the figures.*











*Focus near, focus far ... !*

*In the team on the RIGHT the judge is giving full attention to marking the figures*

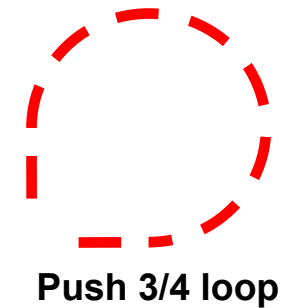
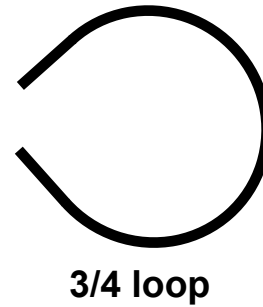
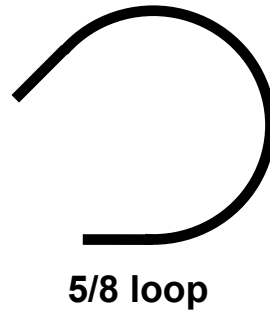
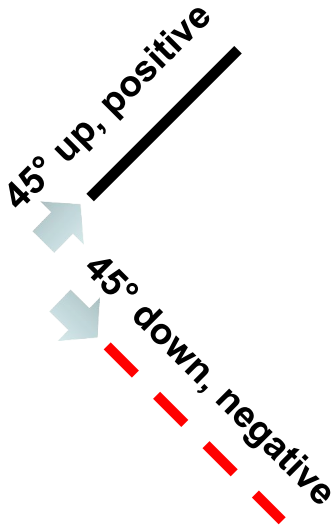
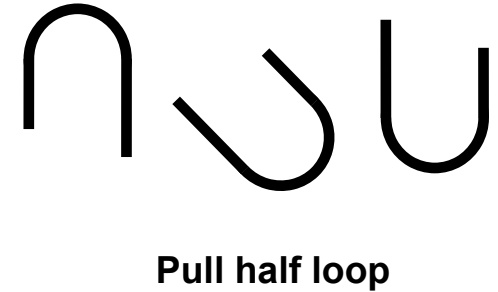
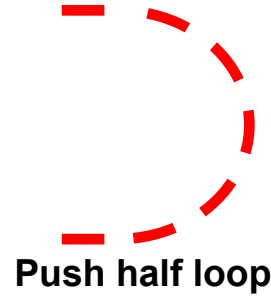
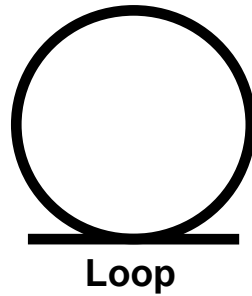
**Judging requires unbroken attention.  
A good CALLER and TEAMWORK are vital!**

# Marking the Forms

- Flight number
- Judge number and name
- Make sure it is signed
- Ensure the correct use of AV, HZ and 0.0
- Position mark recorded
- NP if no penalties

WAC - KGYI Texas										2013		Form A																							
Unlimited Programme 1 - Known											17																								
No	Symbol	Cat. No.	K	Total K	Remarks	Pos	Item	K	Grade																										
1		1.2.9.1 9.1.2.2 9.9.2.2 9.9.5.2 9.1.5.2	15 6 13 11 4	49	5 5	Flick 10 over Last rad exp	Positioning	40	6 0																										
2		7.2.2.1 9.1.3.7 9.1.3.3 9.10.8.5 9.1.3.3	6 11 6 17 6	46	HZ	Flick all aileron	R	Fig K 383	Total K 423																										
3		8.6.6.3 9.4.3.2 9.1.1.4	12 5 12	29	6 5	Line after 2x4 Early full roll	<table border="1"> <tr><td colspan="2">Penalties</td></tr> <tr><td>Too Low</td><td></td></tr> <tr><td>Disqual Fig</td><td></td></tr> <tr><td>Too High</td><td></td></tr> <tr><td>Outs</td><td></td></tr> <tr><td>Intersections</td><td>NP</td></tr> <tr><td>Inversions</td><td></td></tr> <tr><td>Missed Rot</td><td></td></tr> <tr><td>Trig Violation</td><td></td></tr> <tr><td>Faulty Wing Rocks</td><td></td></tr> <tr><td colspan="2">Final Freestyle</td></tr> <tr><td>Duration</td><td>Min Sec</td></tr> </table>					Penalties		Too Low		Disqual Fig		Too High		Outs		Intersections	NP	Inversions		Missed Rot		Trig Violation		Faulty Wing Rocks		Final Freestyle		Duration	Min Sec
Penalties																																			
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4		8.8.6.3 9.11.1.4 9.10.5.3 9.1.1.3 9.9.10.3 9.1.5.1	21 5 13 10 13 2	64	7 0	OK																													
5		5.2.1.1 9.10.6.4 9.9.5.5	17 19 13	49	6 0	Not vert after flick up	RR																												
6		8.6.1.1 9.8.1.1 9.4.3.4 9.1.3.8	11 7 11 12	41	8 5	OK	N	<table border="1"> <tr><td colspan="2">Judges Details</td></tr> <tr><td>Signature</td><td>A Judge</td></tr> <tr><td>Name</td><td>A Judge</td></tr> <tr><td>Number</td><td>3</td></tr> </table>				Judges Details		Signature	A Judge	Name	A Judge	Number	3																
Judges Details																																			
Signature	A Judge																																		
Name	A Judge																																		
Number	3																																		
7		2.3.3.3	38	38	5 5	+ and - ht Less than 270°																													
8		6.2.1.4 9.1.1.1 9.9.5.4	17 6 11	34	8 0	Over 5° cheat	N																												
9		8.4.3.1 9.1.1.1 9.1.5.3	15 12 6	33	8 5	Short last line																													

# Calling Angles and Loops





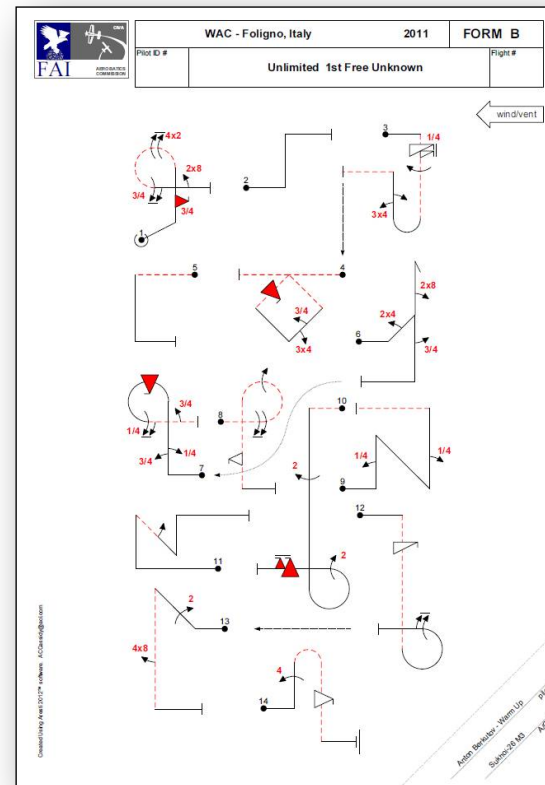
# A demonstration: Calling an Unlimited Sequence

## Mark your Sequence Diagram

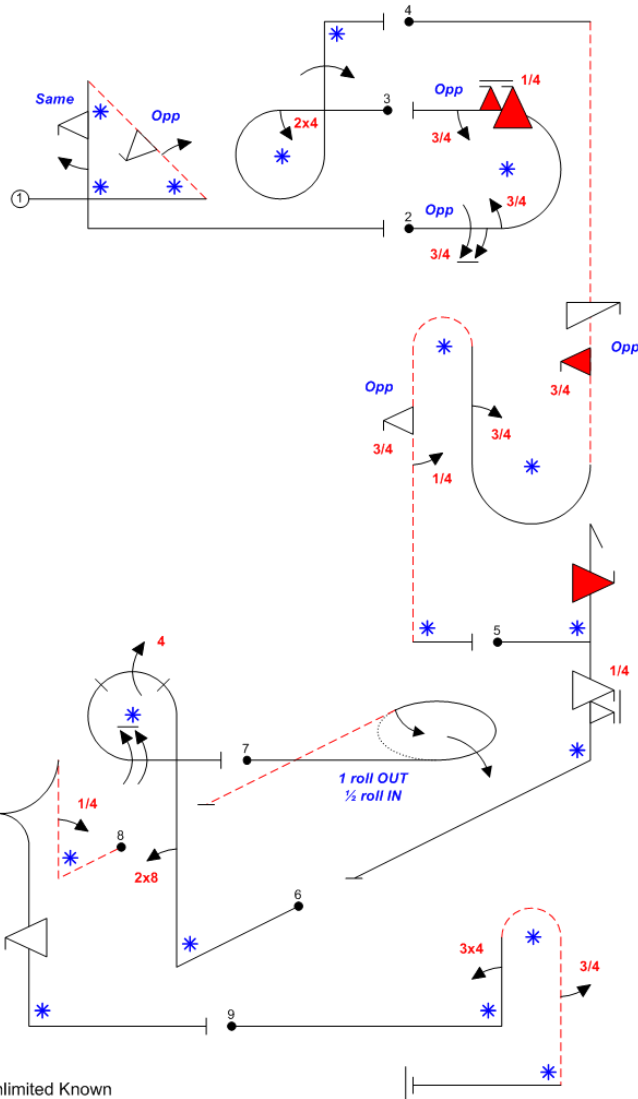
- *Radii that should be matched*
- *Rolls that should be in the 'same' or 'opposite' directions*
- *Tricky or key figure aspects*

## Call the Sequence

- *Watch the video through*
- *The calling is "Just in Time"*
- *Match the figure elements to the descriptions called*
- *Listen to the judging ... do you agree with the marks?*



## Calling 3



CIVA Unlimited Known  
Programme 1 - 2013

# The Caller

- ❑ **CALLER**  
Figure one. Pull to 45° inverted, opposite half roll then half positive flick, (*looks up and says "opposite was OK"*), pull down to vertical, same direction half positive flick then half roll, pull erect, exit right. End.
- ❑ **JUDGE**  
45° OK ... roll good ... flick 10° over and corrected ... vertical OK ... snap and roll good ... short line after ... last radius bigger at end ... position OK. Five point five.
- ❑ **SCRIBE**  
Five point five.
- ❑ **CALLER**  
Figure two. Opposite one and three quarters roll then three quarters roll back, pull half loop up (*waits till near the top of loop*), opposite one and a quarter negative flick then three quarters roll, exit left erect. End.
- ❑ **JUDGE**  
5° over 1<sup>st</sup> roll ... snatched into loop ... flicked early but hardly any yaw ... it's all aileron so minus 4 points ... three quarters good. Position right, Three point zero.
- ❑ **SCRIBE**  
Three point zero and not properly snapped ... Right.
- ❑ **CALLER**  
Figure three. Two by four roll to inverted, three quarters loop down (*waits until nearly vertical*), full roll, push off right erect. End
- ❑ **JUDGE**  
Line after two by four roll ... second roll was early ... Position left. Six point five.
- ❑ **SCRIBE**  
Six point five ... Left

# Practice Calling

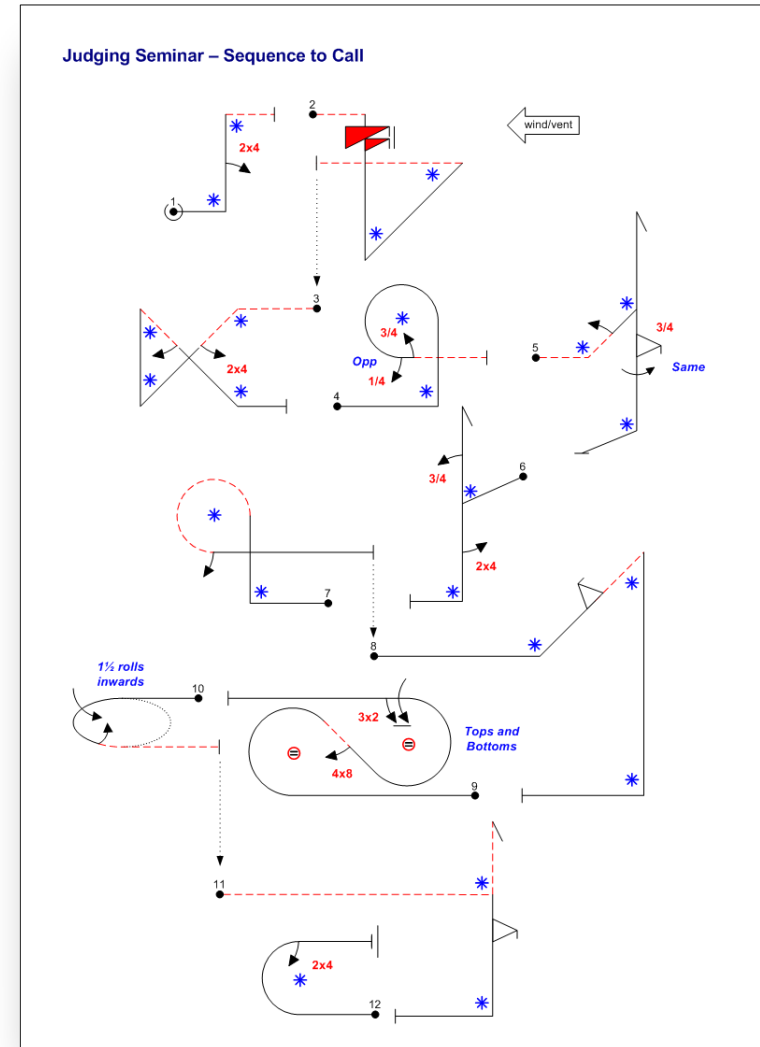
*Don't be shy now .... !*

## 1. Mark the Sequence Diagram

- *Radii that should be matched*
- *Rolls that should be in the 'same' or 'opposite' directions*
- *Tricky or key figure aspects*


## 2. Call the Sequence

- *Be clear and concise*
- *Use minimum words for maximum information*
- *Watch for major errors*
- *Exit direction is important*
- *Remember to say "End" when each figure is finished*



# The 4 minute Final Freestyle

- A change from OBJECTIVE to **SUBJECTIVE** Judging!
- Remember: it is the *relative* marks that matter, NOT the marks themselves
- You must hand in your marks sheet after EVERY FLIGHT
- Use the REFERENCE sheet to keep track of how you grade each competitor

 <b>CIVA Final Freestyle Judging Form</b>		Pilot's Name:	Flight #:									
Description of flight characteristics		Grade										
Artistic Impression = 160K	<b>1. Programme design and artistic rendition</b> <ul style="list-style-type: none"> <li>Comprehensive variety of freestyle and classical manoeuvring with high dynamic range</li> <li>Combinations of traditional elements and fresh or original manoeuvres</li> <li>Interesting diversity of flight-paths not restricted to classical main / cross box axes</li> <li>Avoidance of dull or boring periods that might indicate lack of planning</li> <li>Effective and sympathetic use of smoke and / or any accompanying audio track</li> </ul>	80K										
	<b>2. Integration of flight paths and attitudes</b> <ul style="list-style-type: none"> <li>Smooth and flowing execution with good control</li> <li>Consecutive periods with different characteristics harmoniously linked</li> <li>Use of many vectors and curving flight paths to present individual features</li> </ul>	80K										
Technical Control = 160K	<b>3. Technical excellence and dynamic range</b> <ul style="list-style-type: none"> <li>Clarity of intentions and accuracy of presentation through all flight regimes</li> <li>Exploration of fast and slow speed regimes, forward and backward flight</li> <li>Freedom from obvious corrections, uncontrolled or unplanned departures</li> </ul>	80K										
	<b>4. Aerodynamic controls and propeller-driven elements</b> <ul style="list-style-type: none"> <li>Good use of full range of positive and negative angles of attack</li> <li>Accurate slow, fast and hesitation rotations, use of yaw, pitch and roll axes</li> <li>Wide variety of positive and negative flicks and unusual rotations</li> <li>Interesting range of propeller-driven gyroscopic elements and tumbling</li> </ul>	80K										
Positioning = 80K	<b>5. Use of the performance zone and allowed time to maximum advantage</b> <ul style="list-style-type: none"> <li>Imaginative and balanced use of the width, height and depth of the performance area</li> <li>High and wide elements not too close, low elements not too distant to assess</li> <li>Manoeuvres and transitions positioned and orientated for best impact</li> <li>Imperceptible handling of wind effects</li> <li>Good use of the available time to demonstrate a wide range of manoeuvres</li> </ul>	80K										
<b>Marking:</b> Judges should always use a wide range of marks, such as - <table border="1" style="margin-left: 20px;"> <tr> <td>⊖</td> <td>Poor</td> <td>0.0 to 3.5</td> </tr> <tr> <td>⊕</td> <td>Ordinary</td> <td>4.0 to 7.0</td> </tr> <tr> <td>⊕</td> <td>Excellent</td> <td>7.5 to 10.0</td> </tr> </table>		⊖	Poor	0.0 to 3.5	⊕	Ordinary	4.0 to 7.0	⊕	Excellent	7.5 to 10.0	This form is to be completed and submitted to the Chief Judge immediately following completion of each flight	
⊖	Poor	0.0 to 3.5										
⊕	Ordinary	4.0 to 7.0										
⊕	Excellent	7.5 to 10.0										
		<b>Judge:</b> Name: _____ Number: _____ Signature: _____										
Penalties	Flight Time .....	10 points/sec if < 3m 30s or > 4m 0s	Mins:    Secs.									
	Missed slot .....	250 points	<input checked="" type="checkbox"/> if Yes <input type="checkbox"/>									
	Too Low .....	Low = 250 points Low-Low = Disqualification	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>									
	Where a deadline is established .....	Disqualification if the deadline is crossed	<input type="checkbox"/>									

CIVA Final Freestyle Judging Sheet - v1 2019

## CIVA Final Freestyle Judging Summary Sheet



Pilot	Artistic Impression – 160K		Technical Control – 160K		Positioning – 80K	Comments
	<i>Programme design and artistic rendition</i>	<i>Integration of flight paths and attitudes</i>	<i>Technical excellence and dynamic range</i>	<i>Aerodynamic controls and propeller-driven elements</i>	<i>Use of the performance zone and allowed time to maximum advantage</i>	
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**Use this reference sheet to record how you grade every competitor, so you can ensure that they all get a balanced and fair set of marks.**

# Judges Break #2

