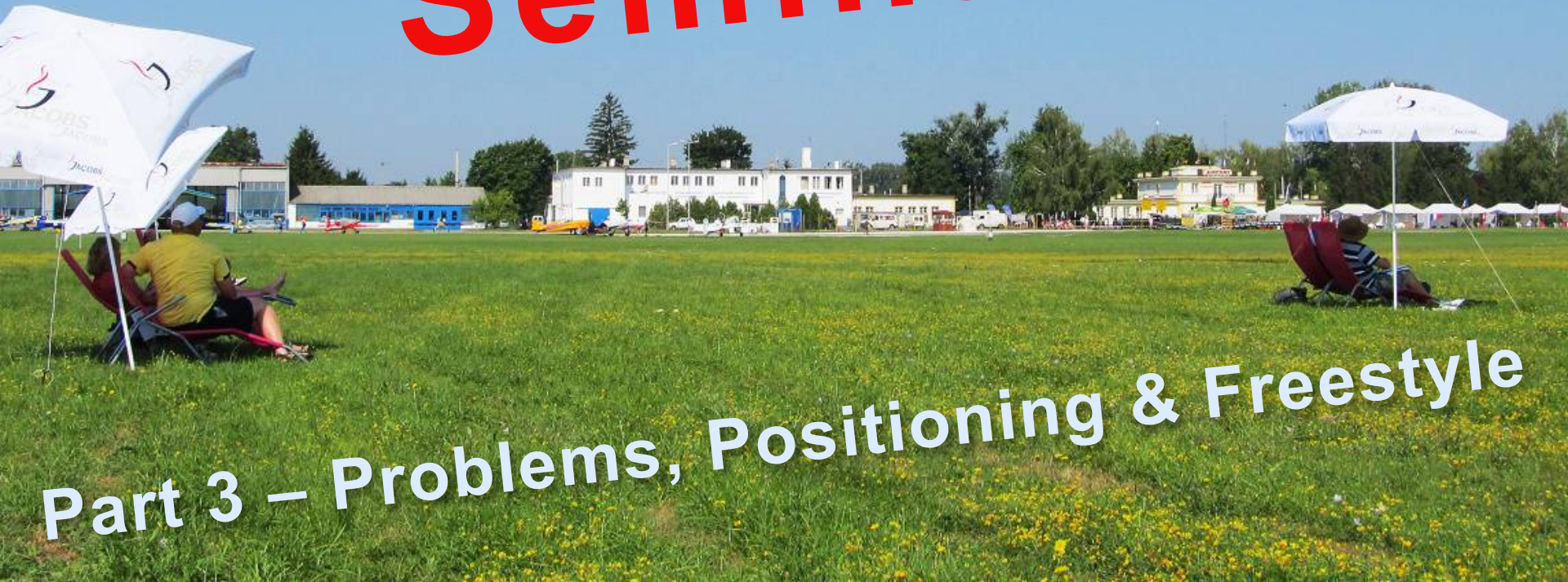


CIVA / FAI International

Aerobatic Judging Seminar



CIVA / FAI
Seminar



Part 3 – Problems, Positioning & Freestyle

HANDLING MISTAKES

If there is a “mix up”, avoid trying to solve the problem immediately. Ask the caller to give you the number of the next figure so the scribe knows that the next mark given will apply to that figure.



- **Keep calm.** *The judge should be able to sort it out immediately after the flight.*
- NEVER JUST **GIVE** A MARK. YOUR MARK MUST BE THE NUMBER OF ERRORS DEDUCTED FROM TEN
- **If in doubt it's an AV.** However ... Judges must prepare for every flight in a professional manner. Give an **AV only** if you have been distracted and have not properly **SEEN** the figure.

Pilot Mistakes *Be Prepared!*



- A pilot starts a figure which seems to bear no relation to the next form B/C ...
- Or a figure is not flown at all ...
- Or a full sequence row is missed ...

-
- ✓ Try to match what you see to valid figures later in the sequence
 - ✓ BUT if the pilot realises his mistake he may revert back to the original sequence, and the figure may become classified as an Insertion. Be sure you know the correct rules for what to mark as 0.0, what to mark as HZ, and what to mark as normal ...

Video

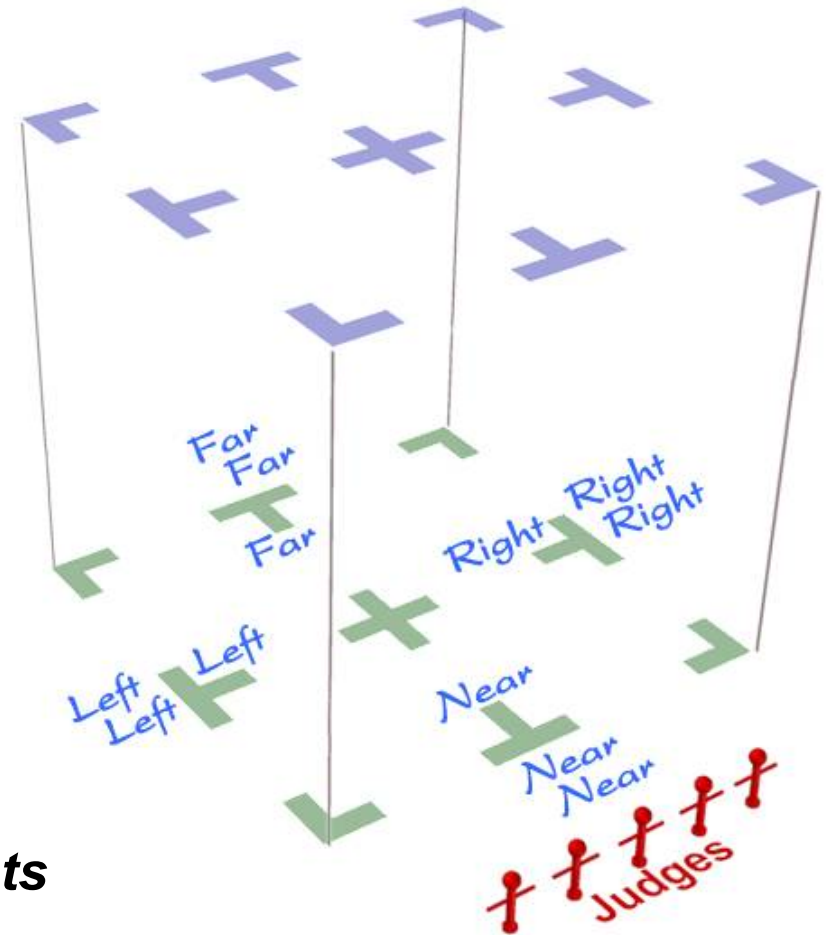


- Is used for matters of **FACT**
- Any judge may call for the video even if he is the only judge who believes that there is an error of fact
- It may be used to confirm gross under or over rotation, yaw / pitch of 90° or more, perhaps tail slide canopy up or down.
- ***The judge must give his mark before calling to see the video, but is ALWAYS entitled to review the video afterwards***

POSITIONING

The positioning mark is very important, and is often not given enough attention

- ❖ *The rules give good guidance on how to reach the correct mark*
- ❖ *The position mark can have the highest “K” factor on Form A*
- ❖ *Use of the Near Near - Far Far System is mandatory at CIVA events*



Now ...

**Just how
observant
do you
think you
really are?**

A green arrow pointing to the right, containing the text 'Run the 'Monkey Business' video'.

*Run the 'Monkey
Business' video*

SOME HOT TIPS

- ▶ Listen – watch – then judge honestly
- ▶ A correctly held pencil will help correct for parallax with 45° attitude flight
- ▶ Against a clear sky it is almost impossible to judge accurately the height of two loops without some reference point: Finger ... pencil ... pen !
- ▶ Have the confidence to give the mark you know is right
- ▶ Your job is to "nit pick" – pilots respect strict but fair judging
- ▶ Do not be influenced by comments overheard from other judges
- ▶ Manage your judging station firmly – you are the BOSS and in charge
- ▶ Have a few large elastic bands to stop paper flapping on your clipboards



Remember

See ... Check! ... Grade

Humans react effortlessly when the eye-brain combination thinks it sees a recognisable event, and the brain immediately fetches and delivers a fixed answer. You have a huge store of these reactions.

Psychologists call this process **Fast Thinking**. It involves no logical reflection or assessment, and is normally very convincing

It can also blind you to REALITY – the reaction may be **WRONG!**

A careful judge will constantly check to ensure that the brains' automatic reaction really does match what has actually happened.

This process is called **Slow Thinking** and it requires a positive effort to reassess things before the figure Grade can be settled.

Slow Thinking – truly re-examining what you saw – only happens when YOU make the effort to do it. Check, check, check!

Remember

THE KEY SKILLS ARE:

**THE ABILITY TO DEDUCT MARKS
ACCURATELY AND QUICKLY
WHILE WATCHING A SEQUENCE**

FULL KNOWLEDGE OF THE RULES

GOOD EYESIGHT (+ GLASSES!)

TEAMWORK

Remember

1

LEARN THE RULES:

Print a full copy of the CIVA Section-6 Regulations, read the Judging Rules and understand how to apply them

2

PRACTICE “CALLING” for other Judges:

Being able to Call is the best preparation

3

Get used to being a TEAM MEMBER:

Judging is always a co-operative venture

4

Go and Scribe, then Call ... then Judge

So: what is a Judge?

- *Detective*
 - *Examiner*
 - *Analyst*
 - *Interpreter*
 - *Reviewer*
 - *Theatre critic*
 - *Commentator*
 - *Pilot ...*
- A competition aerobatic sequence is a demonstration of aeroplane control requiring extreme levels of technical ability and discipline from the Pilot.
- The Pilot attempts to convince the Judges that the figures are flown exactly according to the rules.
- The Judges view the performance to discover where the rules are not fully met. They award downgrades for imperfections and errors seen.

An aerobatic Judge uses ALL of these skills to mark the performance properly.



Judges Break #3