



# IMAC FREE STYLE

- ✓ DEFINITION
- ✓ RULES
- ✓ SCORING CRITERIA

# WHAT IS IMAC FREE STYLE AEROBATICS

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The 4 minutes Freestyle program is meant to be a

show, an artistic performance

combining choreographed aerobatic maneuvers matching the rhythm and tone of the music in a way that evokes an emotional response from the judges and spectators.

(What IMAC Free Style is not: a reckless way of flying purposely risking the airplane and spectators safety in unexpected and dangerous maneuvers to impress the public and the judges)

To be eligible to participate and compete in this event, the competitor must also compete in one of the five IMAC categories of precision sequence flying at the same event It should have separate awards when offered.

# JUDGES AND SCORING METRIC

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- a. Any number of judges can be utilized, but there should be a minimum of 3. Judges must be familiar with the criteria, not randomly selected spectators. A separate individual should be assigned as a timer.
- b. Each criteria will be judged from ten (10) to zero (0) in 0.5 increments
- c. Scored flight and timing begins when the pilot or caller signals the judges for an air start, or when the planes wheels leave the ground (ground start). Scored flight ends when the pilot announces the end of flight, the pilot lands, or time reaches 4 minutes. If scored flight ends prior to 3 minutes 30 seconds (three and one-half minutes), the score will be prorated by the fraction of the four minute flight time using the following formula:  $\text{Judges Score} \times (\text{Actual Flight Time} / 4)$  If scored flight ends any time after three and one-half minutes, there is no penalty. The judges will stop scoring when the timer announces "Time" at the four minute mark.

# CAUSES OF DISQUALIFICATION

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The following circumstances will disqualify pilots flight:

1. Any part of the plane touches the ground for any reason other than takeoff or landing.
2. The plane crosses onto the pilot side of the Dead Line
3. The pilot performs dangerous or unsafe maneuvers or high energy maneuvers directed at the judges or spectators as determined by a majority of the judges and/or the CD.
4. The pilot touches the plane during flight.

# JUDGES ROLE

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JUDGES ARE SPECTATORS OF AN ARTISTIC PERFORMANCE

EACH JUDGE WILL EVALUATE THE PERFORMANCE

AS AN INDEPENDENT ART CRITIC

ACCORDING TO SHARED CRITERIA

# FREE STYLE SCORE SHEET



	Pilot Name	A. Use of Total Flight Area (20K)	B. Originality - Complexity (20K)	C. Precision (20K)	D. Artistic Impression (30K)	E. Coreography (K30)
1		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
2		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
3		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
4		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
5		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
6		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
7		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
8		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
9		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
10		1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10

Judge \_\_\_\_\_

## A. USE OF TOTAL FLIGHT AREA (20K)

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- ✓ The pilot should make full use of the available flight area, with a balanced mix of maneuvers at both ends of the flight area.
- ✓ Pilots that use only one side, or never leave the middle of the flight area should receive lower scores.
- ✓ Pilots should position maneuvers to help judges and spectators observe all aspects of the maneuver.
- ✓ Pilots should use a combination of fast, high-energy maneuvers with a small footprint, and long, slow maneuvers using a large footprint to demonstrate a wide range of flight skills.

## B. ORIGINALITY AND COMPLEXITY (20K)

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- ✓ Pilots should perform a wide variety of figures.
- ✓ Pilots that repeatedly perform a single maneuver should receive lower scores, even if that maneuver is highly complex.
- ✓ Judges should award the highest scores to pilots that demonstrate a wide variety of complex maneuvers.
- ✓ Pilots should demonstrate complexity using all the aerodynamic and gyroscopic forces available, including stalled flight, autorotation, and propeller torque.



## C. PRECISION (20K)

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- ✓ All maneuvers should demonstrate the precision expected for normal maneuvers.
- ✓ Roll rates should be constant for continuous rolls.
- ✓ Rolls should stop at the normal points (e.g., 1/8, 1/4, 1/2, full).
- ✓ Point rolls should have a constant rhythm.
- ✓ Lines should be straight, and horizontal, vertical, or 45 degrees. Arcs and turns should have constant, continuous radii.
- ✓ Changes in altitude during a maneuver should be consistent with the maneuver, demonstrating the pilot's ability to control the aircraft at all times.

## D. ARTISTIC IMPRESSION (30K)

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- ✓ The music should establish a mood, and the movement of the airplane should match that mood.
- ✓ The rhythm of maneuvers should follow the music. Changes in the music should be reflected by changes in the flight.

## E. COREOGRAPHY (30K)

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- ✓ Pilots should demonstrate a well-rehearsed choreography of maneuvers, not a random selection of maneuvers.
- ✓ Maneuvers should flow from one maneuver to the next, without long pauses between maneuvers.