

Acro fest 2021 competition scoring

1. Warnings

Pilot can receive warnings for different reasons:

- Dangerous flying
- Not throwing reserve
- Disregard of the flight box
- Disregard of the signal closing the flight box
- Performing one of the manoeuvres not allowed to be flown as one the last 2 manoeuvres
- Over flying the public
- Unauthorised take off
- Endangering others (raft crew)
- Unsafe landing
- Late arrival/non-attendance at briefings
- Delay at take-off
- Unsporting behaviour
- Disrespectful or aggressive behaviour towards the organisation, officials or other competitors
- Any other behaviour deemed by the judges and/or the meet director as serious misconduct

Warnings will impact run and final score as follow:

- **1st warning : pilot is noticed**
- **2nd warning: run score = 0**
- **3rd warning: disqualified, competition score = 0**

2. Competition final score

A pilot final score is the sum of all its run scores. (same as FAI)

3 runs per pilot are expected at this event.

If not all pilots are able to do 3 runs (for meteorological reasons for example), the total score will be based on the amount of runs all pilots in that category managed to fly.

3. Run score

The run score is a combination of: (different % from FAI)

- **Technical score (40%)**
- **Choreography score (30%)**
- **Landing score (30%)**

Judges scores are always a number between 0 and 10 (from worse to best).

Each score (technical, choreography and landing) is the average of the judges scores.

3.1. Technical score

Each manoeuvre is scored individually by each judge.

All judge scores are averaged (per manoeuvre).

This average score is multiplied by the manoeuvre coefficient and by twisted/reversed/flipped bonuses to get the final manoeuvre score.

The final technical score for the run is the average of all manoeuvre scores multiplied by the difficulty coefficient.

Difficulty coefficient is the average of the 3 highest manoeuvre coefficients of the run.

3.1.1. Repetitions

Repetitions (over the whole competition) are penalized. Every repetition of a manoeuvre gets its score divided by the amount of time the manoeuvre has been repeated (1st repetition = manoeuvre score / 2, 2nd repetition = manoeuvre score / 3, etc) (different system than FAI).

Performing a manoeuvre on the other side does not count as a repetition (same as FAI).

Performing a manoeuvre twisted or reversed or flipped does not count as a repetition (opposite to FAI).

Only two tumbling/infinite/rhythmic manoeuvres per run (same as FAI). If more, only the ones performed first are counted.

Repetitions are counted within a run for all categories.

Repetitions are counted across all runs for acro category (not for novices).

3.1.2. Twisted, reversed, flipped bonus

Any manoeuvre performed twisted or reversed or flipped gets a bonus on its manoeuvre score:

- Twisted 25%
- Reversed 25%
- Flipped 25%

(different system than FAI)

3.1.3. Manoeuvres list

Only manoeuvres listed below are allowed (same as FAI, only added spiral for novices).

Manoeuvres marked *** cannot be one of the last 2 manoeuvres (same as FAI).

Some connections are forbidden (same as FAI). If one of those connections is performed, only the first manoeuvre or the one that hasn't been performed prior will be scored.

| Manoeuvres | Coefficient | Minimum | Scoring guidelines | Forbidden connection |
|-----------------------|-------------|-------------|---|------------------------|
| Spiral | 1 | | entry, exit (straight (better) or bleed out), control | |
| Full Stall | 1 | | control, direction | |
| Tail Slide | 1.15 | 5 sec | control, direction, glider shape | |
| SAT | 1.25 | 2 rotations | wing 90 deg best, direction | SAT2heli |
| WO | 1.35 | 2 each side | rhythm, flow, height, direction | |
| Assy Spiral | 1.35 | | rhythm, flow, height | |
| Looping | 1.5 | | energy, height | |
| Assy SAT | 1.55 | | energy, height | |
| Dynamic Stall | 1.6 | | height (90+ deg best), control, direction | |
| Misty | 1.65 | | entry and exit straight, direction, glider shape | |
| Mac Twist | 1.7 | | energy, height, exit | |
| Heli | 1.7 | 3 rotations | glider shape, stability, exit | twister, heli2SAT |
| X chopper | 1.7 | | see misty | |
| Misty 2 SAT | 1.7 | | see misty and SAT transition (clean and speed) | SAT |
| Misty 2 Misty | 1.75 | | see misty | |
| Misty 2 Heli | 1.75 | | see misty and heli transition (clean and speed) | heli |
| Tumbling *** | 1.8 | | energy, height (180 deg best) | infinite |
| Anti-Rhythmic SAT *** | 1.8 | | rhythm and regularity | |
| SAT 2 Heli | 1.85 | | see SAT and heli transition (clean and speed) | heli |
| Mac Twist 2 Heli | 1.85 | | see mctwist and heli transition (clean and speed) | heli |
| Twister | 1.85 | 3 each side | see heli transition (clean and speed) | heli |
| Heli 2 SAT | 1.85 | | see SAT and heli transition (clean and speed) | SAT |
| Corkscrew | 1.9 | | see heli, energy height, transition (clean and speed) | heli |
| Cowboy | 1.9 | | see misty and heli transition (clean and speed) | heli |
| Infinite Tumbling *** | 1.9 | 5 rotations | trajectory (no roll), tension in lines, exit | tumbling, AR |
| Rhythmic SAT *** | 1.95 | | rhythm and regularity, max height (best 180 deg) | tumbling, infinite, AR |
| Joker | 1.95 | | see heli energy, height transition (clean and speed) | heli |
| Esfera *** | 2 | | see rhythmic and anti-rhythmic | |

| | | | |
|-------------------------------|-----|-------------|----|
| Misty 2 Tumbling *** | 2.1 | 3 rotations | |
| Stall 2 Infinite Tumbling *** | 2.2 | 3 rotations | AR |

3.1.4. Other scoring guidelines and penalties

- Collapses/Tucks:
 - o 0 to 25%: 0 to 2.5 points reduction for the manoeuvre
 - o 25 to 50%: 2.5 to 5 points reduction for the manoeuvre
 - o 50 to 100%: 5 to 8 points reduction for the manoeuvre
- Unplanned Change of Direction:
 - o <90o: 0 to 2.5 points reduction for the manoeuvre
 - o 90 to 180o: 2.5 to 5 points reduction for the manoeuvre
 - o >180o: 5 to 8 points reduction for the manoeuvre
- Cravat:
 - o Fast recovery and full control are required.
 - o <10% and recovery in less than 3s: 2.5 points reduction for the manoeuvre
 - o >50% and recovery in more than 3s: 2.5 to 8 points reduction for the manoeuvre
- Unplanned Twist
 - o <1 turn: 2.5 to 5 points reduction for the manoeuvre
 - o 1 turn or more: 5 to 8 points reduction for the manoeuvre

3.2. Choreography score

A single score per judge which takes into account:

- Placement & Drift 2 pts
- Flow 3 pts
- Connections 3 pts
- Originality & Variety & Fun 2 pts

3.3. Landing score

Two options are available for landing, landing on the ground or on the raft.

!!! Spiral landing are forbidden over ground !!!

3.3.1. Ground landing

If landing on the ground, the landing score is based on

- **Accuracy (75%)**
- **Foot touch/drag (25%)**

A 1-2m diameter spot is used to judge accuracy.

Ground landing scoring guidelines:

- On spot and stopped 10 pts

- Touch spot and move out 9 pts
- <1m from spot 8 pts
- <5m from spot 6 pts
- <10m from spot 4 pts
- <20m from spot 2 pts
- >20m from spot 0 pts

3.3.2. Raft (water) landing

Raft landing attempts score a 20% bonus.

If landing on the raft or water, the landing score is based on

- **Accuracy (60%)**
- **Spiral (25%)**
- **Foot touch/drag (15%)**

Raft/water landing scoring guidelines:

- On raft and gear dry 10 pts
- On raft and gear wet 9 pts
- <1m from raft 8 pts
- <5m from raft 6 pts
- <10m from raft 4 pts
- <20m from raft 2 pts
- >20m from raft 0 pts

Spiral scoring guideline:

- entry (speed, sink rate) 2 pts
- min 360 turn 2 pts
- lowest height above water <3m 3 pts
- wingtip touch water 2 pts
- hand touch water 1 pts

3.4. Reserve

If the pilot throws his reserve, **his technical score takes into account all manoeuvres flown till then, choreography and landing scores are 0.** (same as FAI)