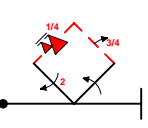
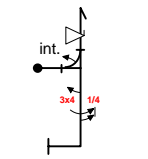

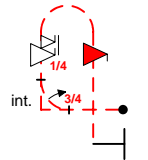
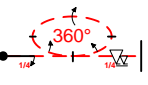
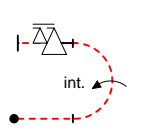
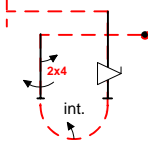
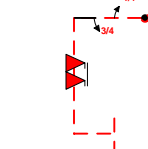
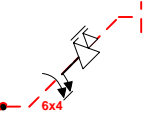
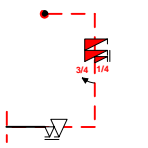


INTERNATIONAL AEROBATIC CLUB SCORESHEET

A

Contest: German Acro Masters 2012	Date: 14.- 16.09.2012	Category:	Programme: Unknown B	pilot's number	
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No	Symbol	Catalogue No.	K	Total K	Grade	Remarks	Item	K	Score			
1		7.9.1 9.2.4.4 9.1.2.3 9.10.4.5 9.1.2.4	15 9 8 15 10	57 [SF 07]			Presentation					
2		5.1.1 9.1.1.2 9.1.2.2 9.9.1.4 9.4.5.3 9.1.5.5	17 8 6 15 8 9	63 [SF 05]				FIGURE TOTAL K =	440			
3		1.1.3 9.4.3.3 9.9.3.5	2 8 13	23 [SF 07]				INCLUDING PRESENTATION =	440			
4		8.2.2 9.9.1.5 9.1.2.3 9.10.5.6	17 17 8 16	58 [SF 07]				Aircraft Type:				
5		2.1.2 9.1.3.1 9.1.3.2 9.1.3.4 9.1.3.2 9.9.3.5	8 2 4 8 4 13	39 [SF 02]				FREE PROGRAM CHECKED BY:	Signature:	Date:		
6		7.1.2 9.1.1.4 9.9.3.6	8 12 14	34 [SF 07]							IAC No.	
7		8.1.4 9.4.5.2 9.1.5.4 9.1.3.2 9.9.1.4	13 5 8 4 15	45 [SF 07]								
8		1.7.4 9.1.3.2 9.1.3.3 9.10.5.8	9 4 6 20	39 [SF 07]								Judge
9		1.3.1 9.4.2.6 9.9.2.6	7 17 16	40 [SF 07]								Name
10		1.7.4 9.12.1.4 9.12.1.5 9.1.5.3 9.9.3.6	9 7 6 6 14	42 [SF 07]								Number



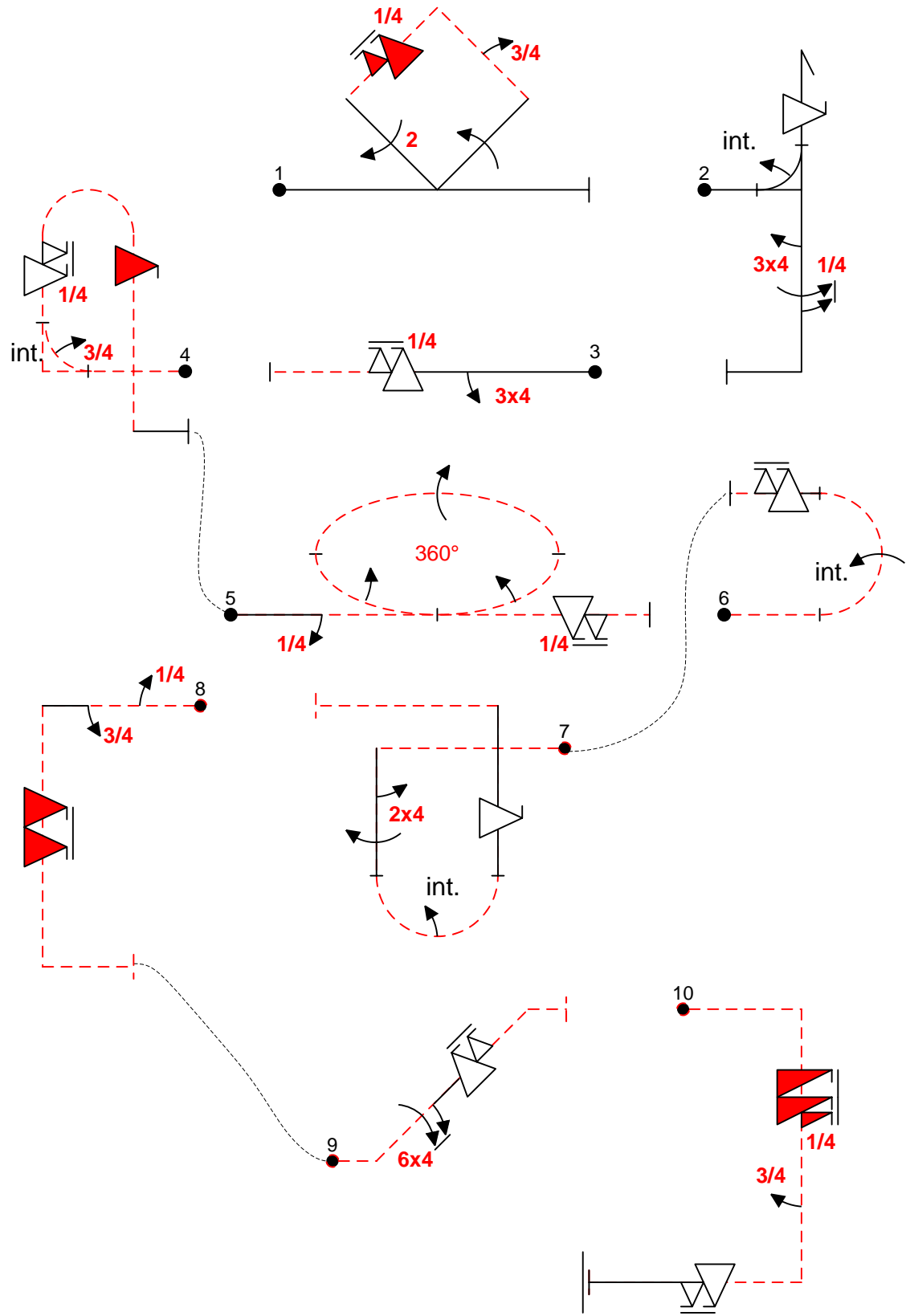
pilot



B	Contest: German Acro Masters 2012	Category:
	Date: 14.-16.09.2012	Program: Unknown B

wind direction

Pilot: _____



A/C: _____

(signature/date)

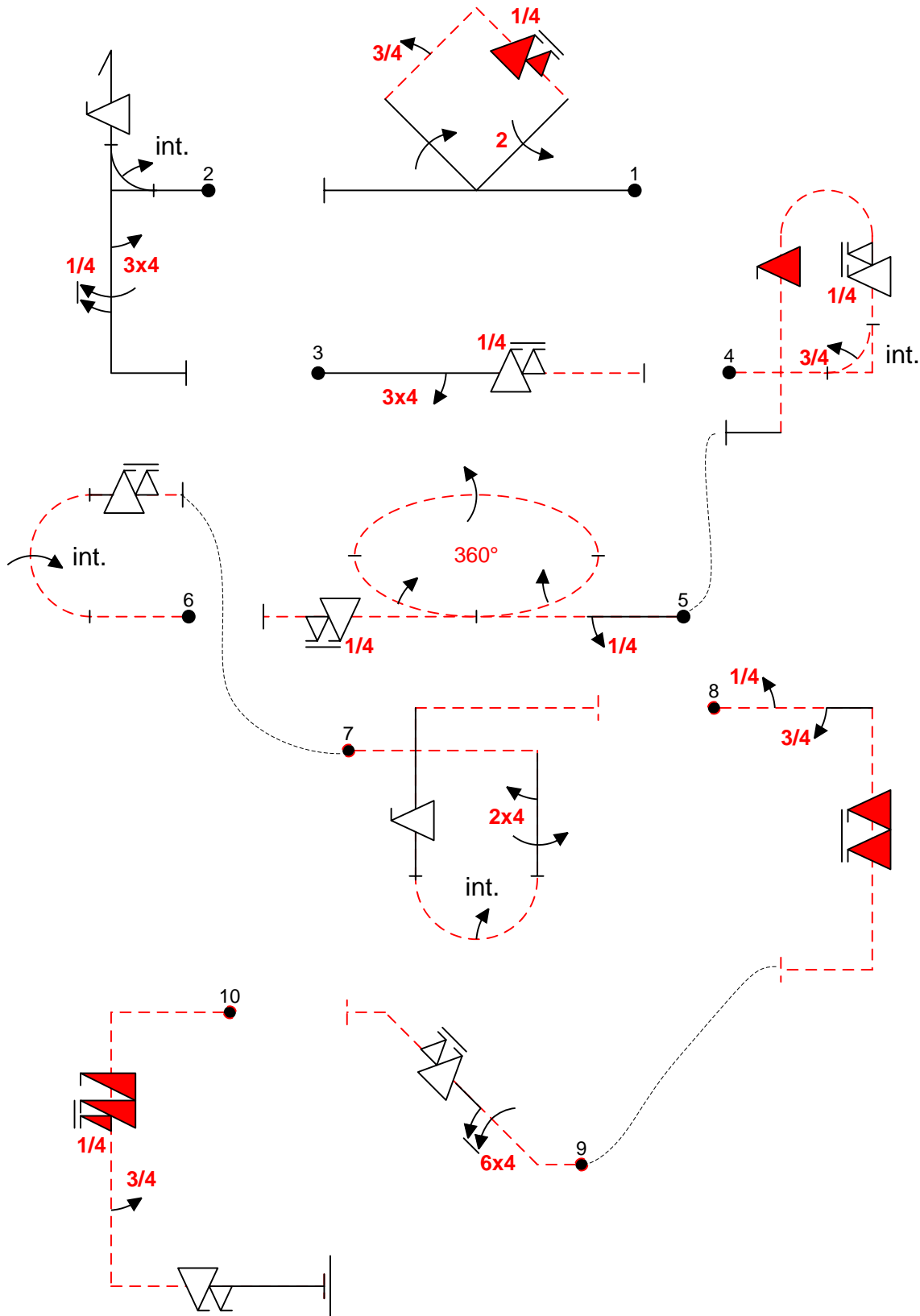
FREE PROGRAM CHECK BY: _____



C	Contest: German Acro Masters 2012	Category:
	Date: 14.-16.09.2012	Program: Unknown B

Pilot: _____

ection



A/C: _____

(signature/date)

FREE PROGRAM CHECK BY: _____

DMFV German Acro Masters 2012



Manoeuvres description: **Unknown B**

1. Square loop on corner, with 1 roll, $\frac{3}{4}$ roll and 1 $\frac{1}{4}$ negative snap in same direction, 2/2-pt roll
2. Stall turn with $\frac{1}{2}$ integrated roll in $\frac{1}{4}$ -loop up, 1 positive snap roll up, 3/4-pt roll and 1 $\frac{1}{4}$ roll in opposite direction down
3. 3/4-pt roll and 1 $\frac{1}{4}$ positive snap roll in opposite direction, **inverted exit**
4. Push-push-pull humpty bump, $\frac{3}{4}$ integrated roll in $\frac{1}{4}$ -loop up, 1 $\frac{1}{4}$ positive snap roll in same direction up line, 1 negative snap roll down line
5. $\frac{1}{4}$ roll into knife-edge, rolling circle with $\frac{1}{2}$ roll inside within first 90° circle-sector, 1 roll outside within 180° circle-sector, $\frac{1}{2}$ roll inside within 90° circle-sector, 1 $\frac{1}{4}$ positive snap roll, **inverted exit**
6. Half loop up with 1 integrated roll, 1 $\frac{1}{2}$ positive snap roll, **inverted exit**
7. Pull-push-pull humpty bump, 2/4-pt roll and 1 roll down in opposite directions, $\frac{1}{2}$ roll integrated in 180° loop-sector, 1 positive snap roll up, **inverted exit**
8. Half square loop down with $\frac{1}{4}$ and $\frac{3}{4}$ roll in opposite directions and 2 negative snap roll down, **inverted exit**
9. 45° up line 6/4-pt roll and 1 $\frac{1}{2}$ positive snap roll with opposite directions, **inverted exit**
10. 2 $\frac{1}{4}$ inverted spins, $\frac{3}{4}$ roll opposite direction down line, 1 $\frac{1}{2}$ positive snap roll

DMFV German Acro Masters 2012



Figuren - Beschreibung: **Unbekannte B**

1. Quadrat-Loop auf Spitze, 1 Rolle, $\frac{3}{4}$ Rolle und 1 $\frac{1}{4}$ negativ Snap Rolle in gleicher Richtung, 2/2-Punkt Rolle
2. Turn mit $\frac{1}{2}$ integrierter Rolle in $\frac{1}{4}$ -Loop aufwärts, 1 positiv Snap Rolle aufwärts, 3/4-Punkt Rolle und 1 $\frac{1}{4}$ Rolle in Gegenrichtung abwärts
3. 3/4-Punkt Rolle und 1 $\frac{1}{4}$ positiv Snap Rolle in Gegenrichtung, **Rückenlage**
4. Drücken-Drücken-Ziehen Humpty Bump, $\frac{3}{4}$ integrierter Rolle in $\frac{1}{4}$ -Loop aufwärts, 1 $\frac{1}{4}$ positiv Snap Rolle in gleicher Richtung aufwärts, 1 negativ Snap Rolle abwärts
5. $\frac{1}{4}$ Rolle in Messerflug, Rollenkreis mit $\frac{1}{2}$ Rolle nach innen im ersten 90° Kreis-Sektor, 1 Rolle nach außen im 180° Kreis-Sektor, $\frac{1}{2}$ Rolle nach innen im letzten 90° Kreis-Sektor, 1 $\frac{1}{4}$ positiv Snap Rolle, **Rückenlage**
6. Halber Loop aufwärts mit 1 integrierter Rolle, 1 $\frac{1}{2}$ positiv Snap Rolle, **Rückenlage**
7. Ziehen-Drücken-Ziehen Humpty Bump, 2/4-Punkt Rolle und 1 Rolle abwärts in Gegenrichtung, $\frac{1}{2}$ Rolle integriert in 180° Loop-Sektor, 1 positiv Snap Rolle aufwärts, **Rückenlage**
8. Halber Quadrat Loop abwärts mit $\frac{1}{4}$ und $\frac{3}{4}$ Rolle in Gegenrichtung und 2 negativ Snap Rollen abwärts, **Rückenlage**
9. 45° aufwärts, 6/4-Punkt Rolle und 1 $\frac{1}{2}$ positiv Snap Rolle in Gegenrichtung, **Rückenlage**
10. 2 $\frac{1}{4}$ Umdrehungen Rückentrudeln, $\frac{3}{4}$ Rolle in Gegenrichtung abwärts, 1 $\frac{1}{2}$ positiv Snap Rolle