

**GBR/CAA SCORE SHEET
CLUBMAN SCHEDULE**

Venue:		Judge			Judge			Judge			Judge		
Name:													
Date:		Round 1			Round 2			Round 3			Round 4		
No	Manoeuvre	Mark	K	Score	Mark	K	Score	Mark	K	Score	Mark	K	Score
1	Rectangular Take-off Sequence		2			2			2			2	
2	Two Inside Loops		3			3			3			3	
3	Immelman Turn		2			2			2			2	
4	One Outside Loop		2			2			2			2	
5	Split S		2			2			2			2	
6	Cuban Eight with No Rolls		3			3			3			3	
7	Stall Turn		1			1			1			1	
8	Slow Roll		3			3			3			3	
9	Half Square Loop, ½ Roll on Exit		2			2			2			2	
10	Two Turn Spin		3			3			3			3	
11	Rectangular Landing Sequence		2			2			2			2	
IN FLIGHT NOISE MARK		NOISY:- 10 POINTS											
(Only applies if the majority of judges mark it noisy)													
Promotion Procedure: C.D. to sign EITHER this score sheet or separate promotion claim form.		TOTAL			TOTAL			TOTAL			TOTAL		
I confirm the above has achieved an average of 150 or higher on this flight.		AVERAGE			AVERAGE			AVERAGE			AVERAGE		

Signed:C.D.

Max Score 250

Judges Signature:

**GBR/CAA SCORE SHEET
ADVANCED SCHEDULE**

Venue:		Judge			Judge			Judge			Judge		
Name:													
Date:		Round 1			Round 2			Round 3			Round 4		
No	Manoeuvre	Mark	K	Score	Mark	K	Score	Mark	K	Score	Mark	K	Score
1	Take-off Sequence		2			2			2			2	
2	Figure M, ¼ Rolls Up & Down, Exit Inverted		4			4			4			4	
3	Stall Turn, ½ Roll Down		2			2			2			2	
4	Four Point Roll		3			3			3			3	
5	Half Square Loop, 2/4 pt. Roll on Exit		2			2			2			2	
6	Cuban Eight from Top, ½ Roll in exit line, Exit Inverted		4			4			4			4	
7	Half Loop		1			1			1			1	
8	Cobra Roll with ½ Roll Up & Down		4			4			4			4	
9	Top Hat, ¼ Roll Up & Down		2			2			2			2	
10	1 Positive Snap, ½ Roll Opposite		5			5			5			5	
11	Push Push Pull Humpty Bump, ½ Roll Up & Down		3			3			3			3	
12	One + One Rebound Roll		4			4			4			4	
13	Figure 9, ½ Roll Up		2			2			2			2	
14	Vertical Eight, Mid Entry, Top First		4			4			4			4	
15	Split S		2			2			2			2	
16	Slow Roll		3			3			3			3	
17	Immelman Turn		2			2			2			2	
18	Two + Two Spins Opposite		4			4			4			4	
19	Landing Sequence		2			2			2			2	
IN FLIGHT NOISE MARK		NOISY:-10 POINTS											
(Only applies if the majority of judges mark it noisy)													
Promotion Procedure: C.D. to sign EITHER this score sheet or separate promotion claim form.		TOTAL			TOTAL			TOTAL			TOTAL		
I confirm the above has achieved an average of 330 or higher on this flight.		AVERAGE			AVERAGE			AVERAGE			AVERAGE		

Signed:C.D.

Max Score 550

Judges Signature:

**GBR/CAA SCORE SHEET
MASTERS SCHEDULE**

Venue:		Judge			Judge			Judge			Judge		
Name:		Round 1			Round 2			Round 3			Round 4		
No	Manoeuvre	Mark	K	Score	Mark	K	Score	Mark	K	Score	Mark	K	Score
1	Take-off Sequence		2			2			2			2	
2	Half Clover Leaf		3			3			3			3	
3	Stall Turn		3			3			3			3	
4	Roll Combo with two 1/4 rols, two 1/4 rolls in opposite directions		4			4			4			4	
5	Half Square Loop with 1/2 roll		3			3			3			3	
6	Triangle with roll		4			4			4			4	
7	Split S with 1/2 roll		2			2			2			2	
8	45 deg upline with 1 snap		5			5			5			5	
9	Reverse Top Hat with 1/4 roll down, 1/4 roll up		4			4			4			4	
10	Spin with 3 turns		4			4			4			4	
11	Pull-Push-Pull Humpty Bump with 1/4 roll up, 1/4 roll down (Option: Two 1/4 rolls up)		3			3			3			3	
12	Cuban 8 with roll		5			5			5			5	
13	1/2 loop		1			1			1			1	
14	Square Loop		5			5			5			5	
15	Figure 9		3			3			3			3	
16	Roll combo with consecutive rolls in opposite directions		4			4			4			4	
17	1/2 Square Loop on corner		3			3			3			3	
18	Figure Z with 1/2 roll		4			4			4			4	
19	Landing Sequence		2			2			2			2	
IN FLIGHT NOISE MARK NOISY:-10 POINTS (Only applies if the majority of judges mark it noisy)													
Promotion Procedure: C.D. to sign EITHER this score sheet or separate promotion claim form.		TOTAL			TOTAL			TOTAL			TOTAL		
I confirm the above has achieved an average of 360 or higher on this flight.		AVERAGE			AVERAGE			AVERAGE			AVERAGE		

Signed:C.D. Max Score 640

Judges Signature:

**GBR/CAA 4 ROUND SCORE SHEET
FAI P-13 SCHEDULE**

Venue:		Judge			Judge			Judge			Judge		
Name:		Round 1			Round 2			Round 3			Round 4		
Date:		Mark	K	Score	Mark	K	Score	Mark	K	Score	Mark	K	Score
No	Manoeuvre												
1	Half clover leaf with horizontal roll		3			3			3			3	
2	Stall turn with 1/4 roll up, 1/4 roll down, Exit Inverted		3			3			3			3	
3	Roll combo with consecutive three 1/4 rolls, three 1/4 rolls opp.		4			4			4			4	
4	Half Square Loop with consecutive 1/2 rolls in opposite directions		3			3			3			3	
5	Triangle with roll in each line		4			4			4			4	
6	Split S with full roll		2			2			2			2	
7	45deg upline with 1 1/2 snap roll		5			5			5			5	
8	Reverse Top Hat with 1/4 roll down and 3/4 roll up		4			4			4			4	
9	Spin with 2 1/2 turns in opposite direction		4			4			4			4	
10	Pull-Push-Pull Humpty-Bump with 1/4 rolls up and down (Option:Consecutive two 1/4 rolls up)		3			3			3			3	
11	Cuban 8 with integrated rolls on top 90deg of both part loops		5			5			5			5	
12	1/2 loop		1			1			1			1	
13	Square loop with 1/2 rolls in each line		5			5			5			5	
14	Figure 9 with consecutive 2 1/2 rolls		3			3			3			3	
15	Roll combo with consecutive 1/2 roll, roll, 1/2 roll in opposite directions		4			4			4			4	
16	1/2 loop on corner with 1/4 roll, 1/4 knife-edge loop, 1/4 roll, Exit Inverted		3			3			3			3	
17	Figure Z with 4 consecutive 1/8 rolls		4			4			4			4	
IN FLIGHT NOISE MARK		NOISY:-10 POINTS											
(Only applies if the majority of judges mark it noisy)													
		TOTAL			TOTAL			TOTAL			TOTAL		
Judges Signature		AVERAGE			AVERAGE			AVERAGE			AVERAGE		
Max Score = 600													

**GBR/CAA 4 ROUND SCORE SHEET
FAI F-13 SCHEDULE**

Venue:		Judge			Judge			Judge			Judge		
Name:													
Date:		Round 1			Round 2			Round 3			Round 4		
No	Manoeuvre	Mark	K	Score	Mark	K	Score	Mark	K	Score	Mark	K	Score
1	Humpty-Bump with ¾ roll up, ½ knife-edge loop, ¾ roll down		4			4			4			4	
2	Half Square Loop with consecutive ½ roll, roll in opposite direction		3			3			3			3	
3	Loop with consecutive four ½ rolls in opposite directions integrated		6			6			6			6	
4	Figure 6 with stall turn, consecutive two ¼ rolls down		4			4			4			4	
5	Roll Combination with consecutive ¼ roll, two snap rolls in opposite directions, ¼ roll		6			6			6			6	
6	Shark Fin with roll up, consecutive two ¼ rolls down		3			3			3			3	
7	Horizontal Circle 8 with consecutive two rolls		5			5			5			5	
8	Pull-Push-Pull Humpty-Bump with consecutive four ¼ rolls up, 1½ roll down		3			3			3			3	
9	45° Upline with consecutive four 1/8 rolls, 1 ½ snap roll in opposite direction		5			5			5			5	
10	Reverse Top Hat with ¾ roll down, ¼ rolls up (Option: roll down, consecutive two ¼ rolls up)		3			3			3			3	
11	Clown Dance with ½ loop, inverted spin, 2 ½ turns, consecutive two ¼ rolls down		5			5			5			5	
12	Fighter Turn with two ¼ rolls		4			4			4			4	
13	Knife-Edge Loop with integrated roll on top 90°		4			4			4			4	
14	Reverse Cuban 8 with snap roll up		4			4			4			4	
15	Triangle with consecutive two ¼ rolls in each line		4			4			4			4	
16	½ Loop with roll integrated		3			3			3			3	
17	45° Downline with consecutive two 1/8 roll, roll, two 1/8 roll in opposite directions		4			4			4			4	
IN FLIGHT NOISE MARK		NOISY:-10 POINTS											
(Only applies if the majority of judges mark it noisy)													
		TOTAL			TOTAL			TOTAL			TOTAL		
Judges Signature		AVERAGE			AVERAGE			AVERAGE			AVERAGE		

Max Score = 700