

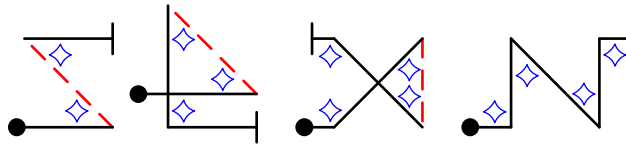


## Judging Part-Loop Radii – Quick Reference

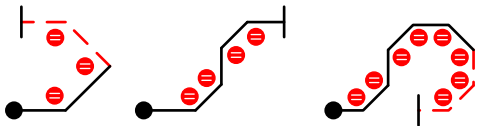
Shown below is a range of examples selected from all of the affected Families. Note the different treatment for Family 3 and the Family 7.4 Hesitation loops.

- ◆ These corners and looping segments must have a constant and smooth radius, but they do **not** need to match any other radius in the same figure.
- ⊖ These corners and looping segments must have a constant and smooth radius that are **identical in size**, or the figure must receive an appropriate downgrade.

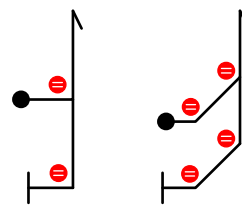
### Family 1 – Lines and Angles



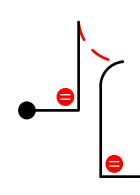
### Family 3 – Combinations of Lines



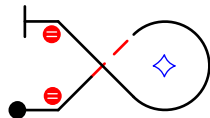
### Family 5 – Stall Turns



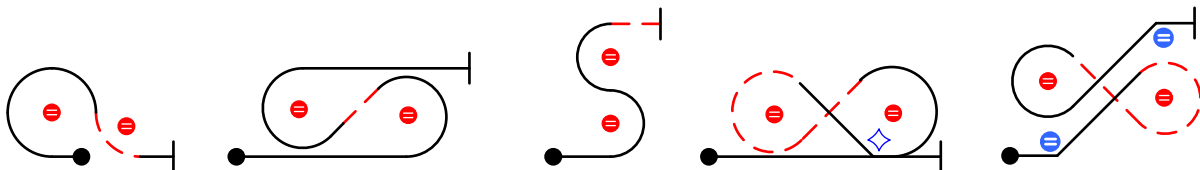
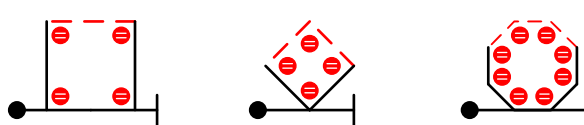
### Family 6 – Tailslides



### Family 7 – Loops and Eights



### Family 7.4.3.x to 7.4.6.x Hesitation Loops



⊖ Note: These radii must equal each other, but not any other radii in the figure.

### Family 8 – Combination of Lines, Loops, and Rolls

