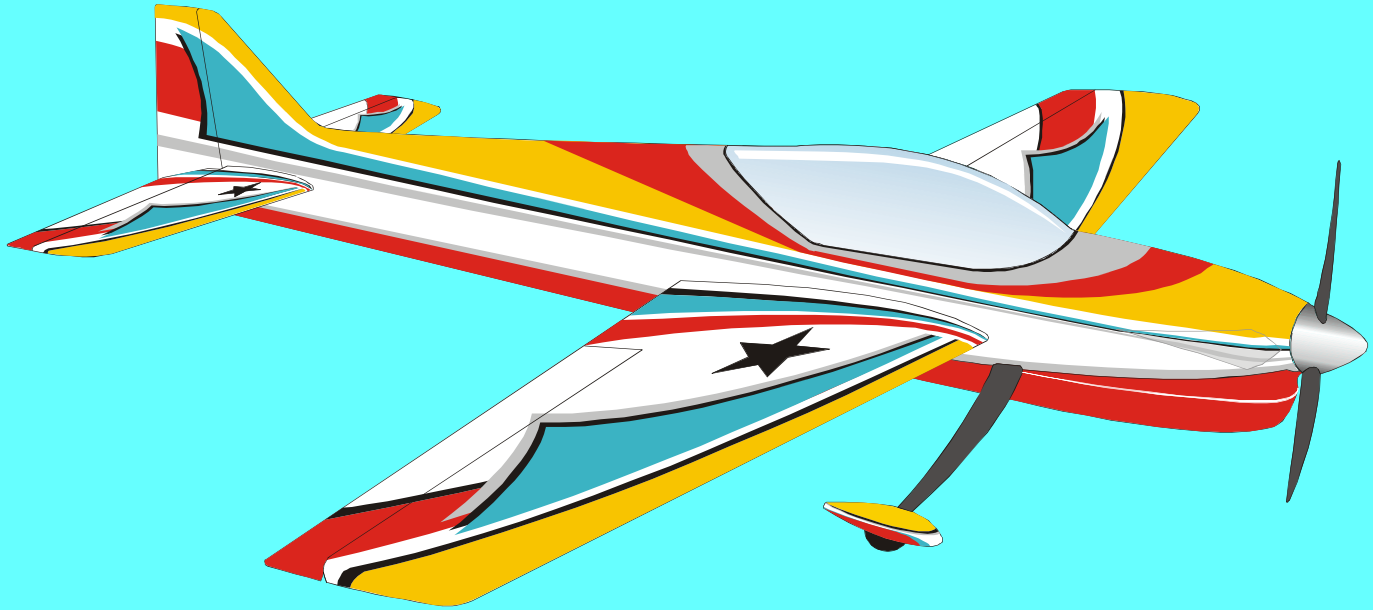
Flying and Judging F3A



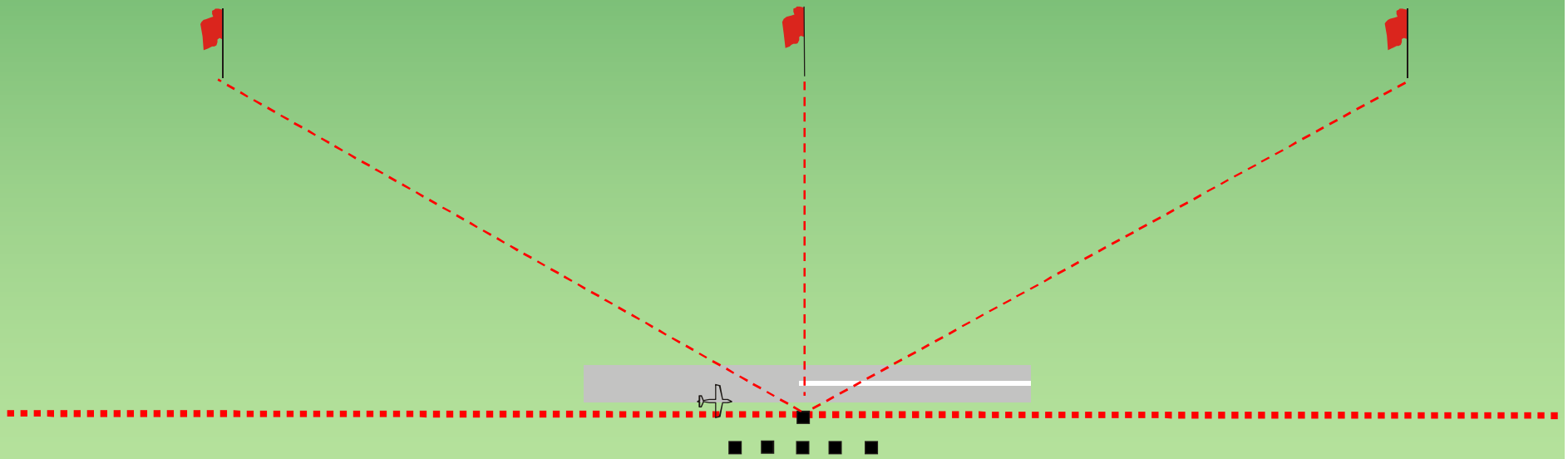
SCHEMATIC MANOEUVRE ILLUSTRATIONS

SCHEDULE P-13

Take-off procedure

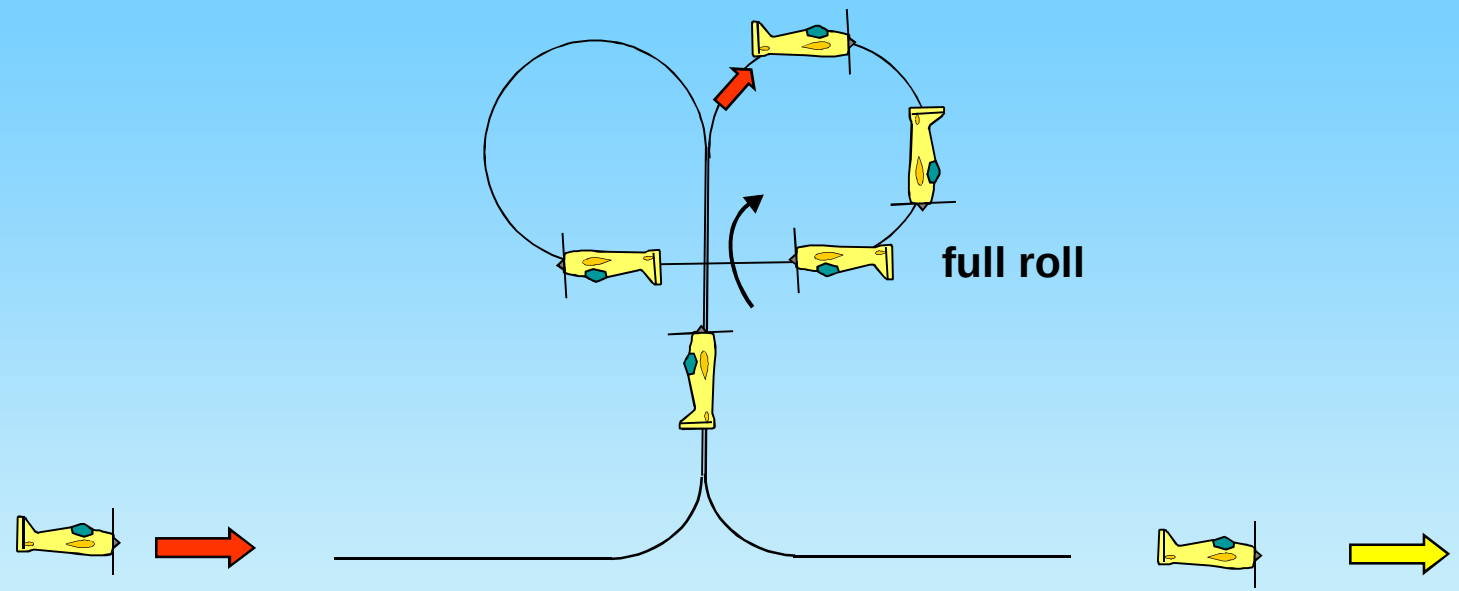
(not judged, not scored)

wind



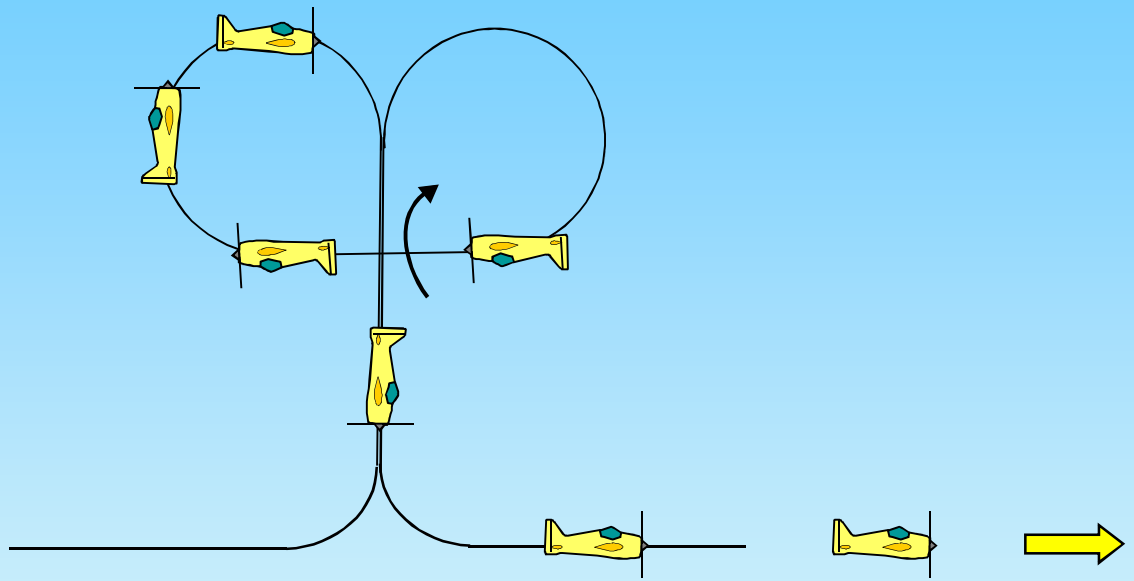
Security line

P-13.01: Half Clover Leaf with horizontal roll

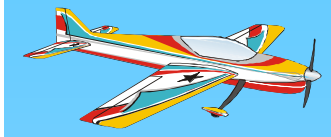


P-13.01.01

P-13.01: Half Clover Leaf with horizontal roll



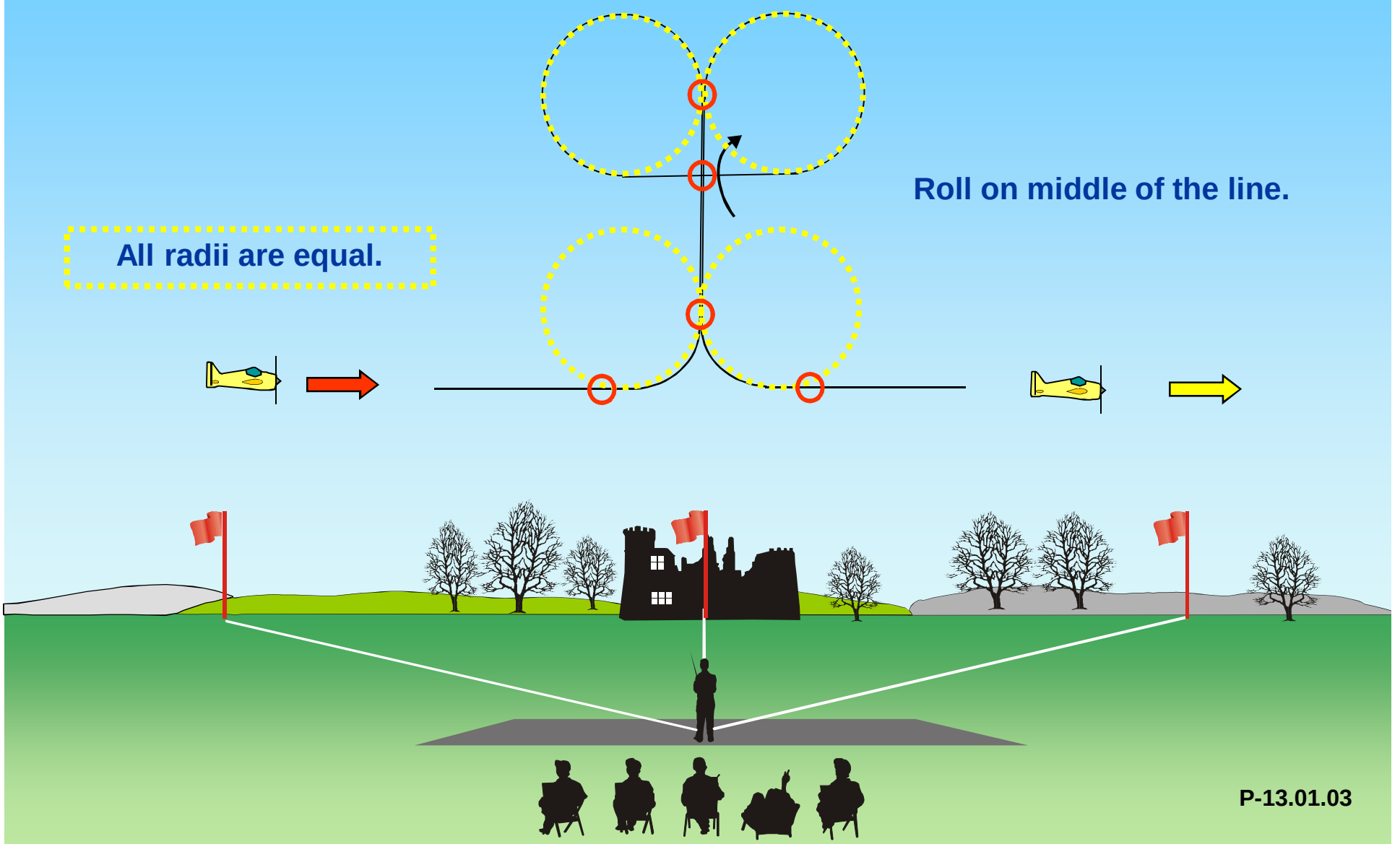
P-13.01.02



P-13.01: Half Clover Leaf with horizontal roll

All radii are equal.

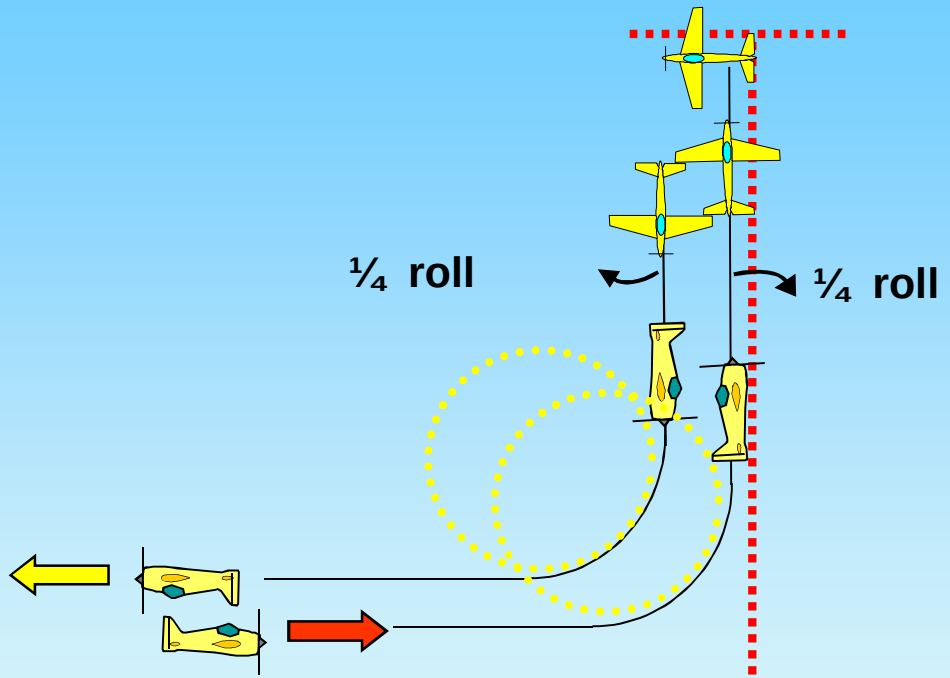
Roll on middle of the line.

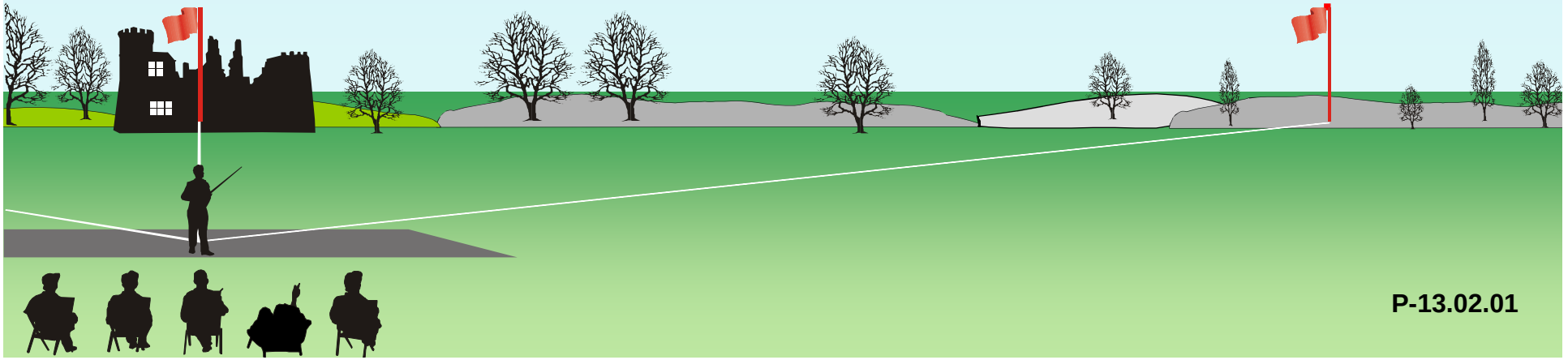


P-13.01.03

P-13.02: Stall Turn with ¼ roll up, ¼ roll down

All radii are equal.





P-13.02.01

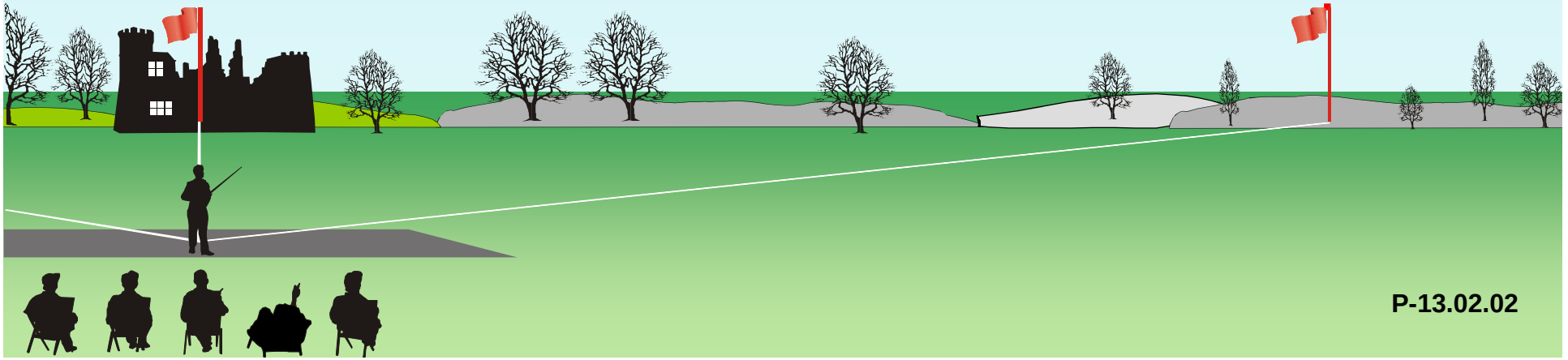
P-13.02: Stall Turn with ¼ roll up, ¼ roll down

Pivot on CG

Two wing spans or more ï zero points!

¼ roll on middle of the line.

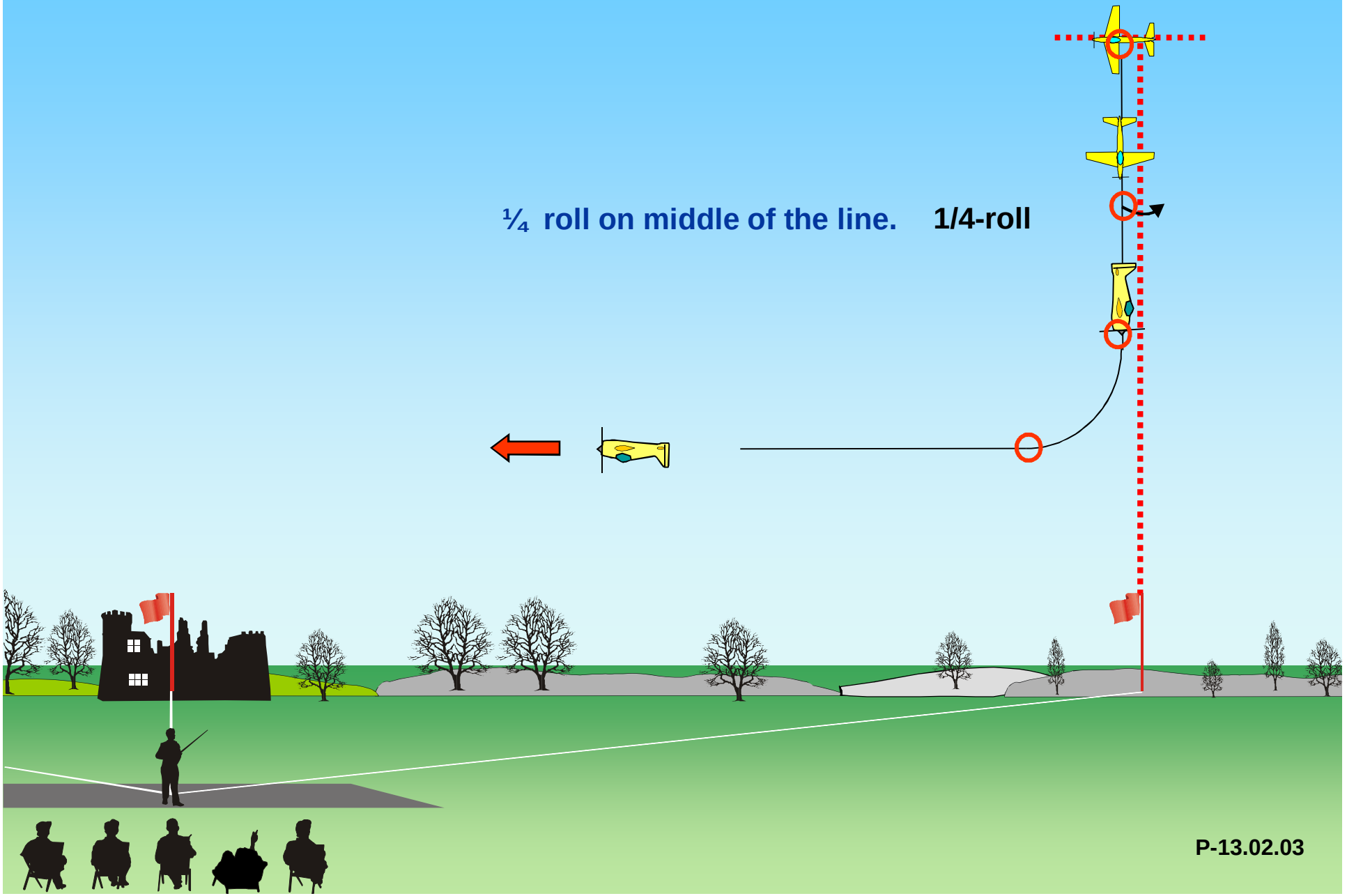
¼ roll



P-13.02.02

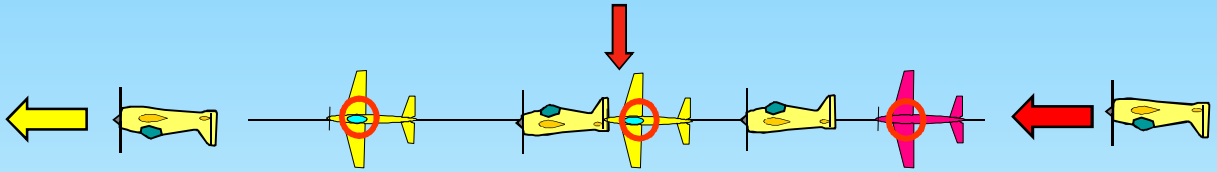
P-13.02: Stall Turn with ¼ roll up, ¼ roll down

¼ roll on middle of the line. 1/4-roll



P-13.03: Roll Combination with consecutive three ¼ rolls, three ¼ rolls in opposite direction

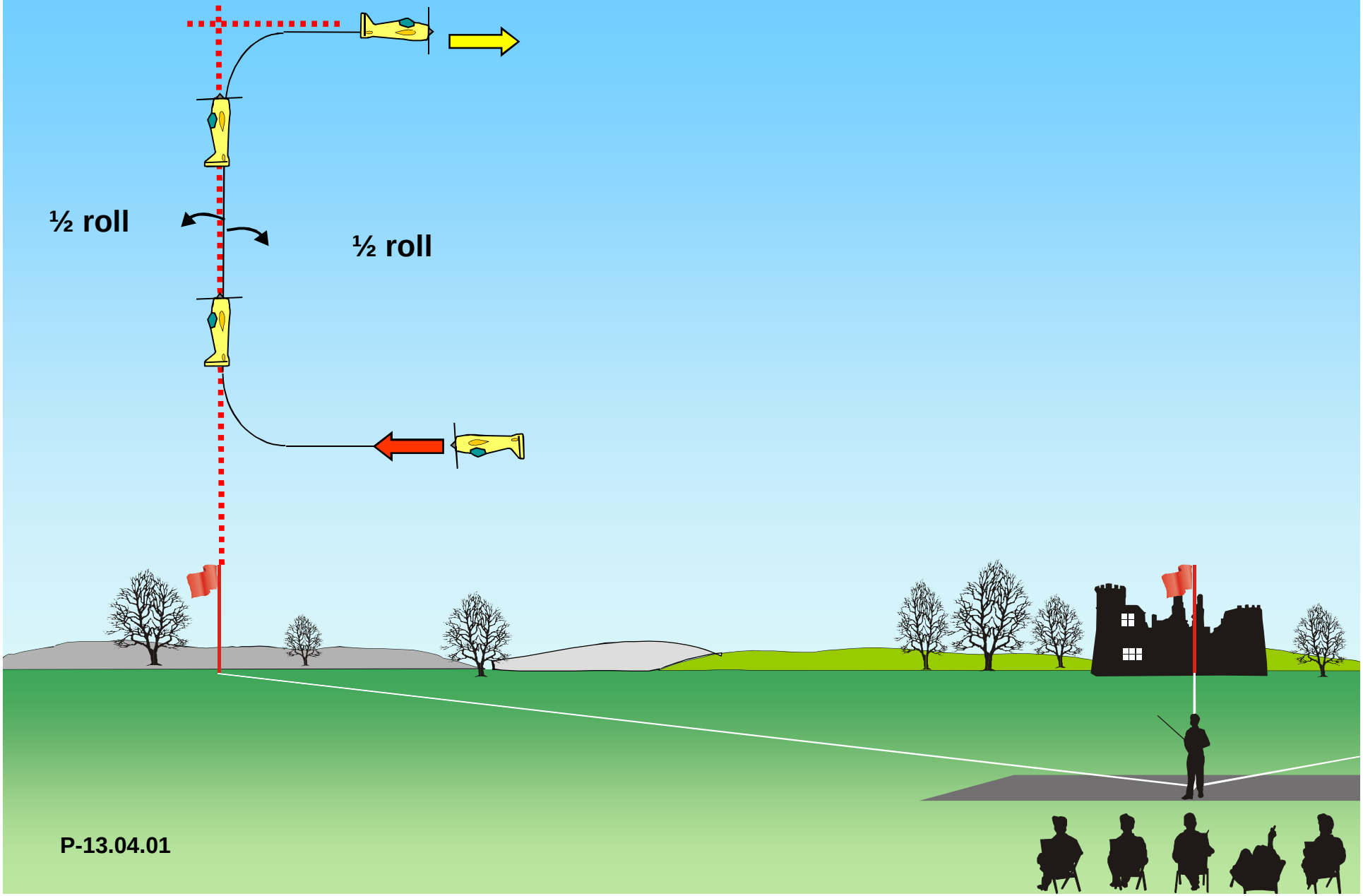
The ¼ rolls must have the same roll rate.



Lines between part rolls must be short and of equal length.

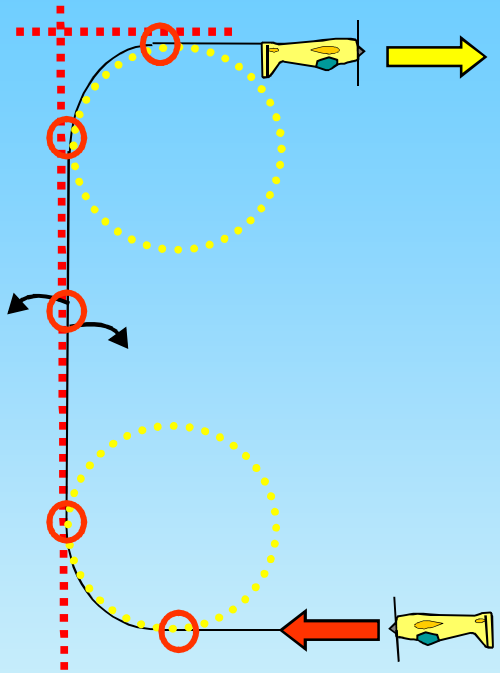
Between part rolls in opposite direction there must be no line.

P-13.04: Half square loop with consecutive two ½ rolls in opposite direction



P-13.04.01

P-13.04: Half square loop with consecutive two ½ rolls in opposite direction

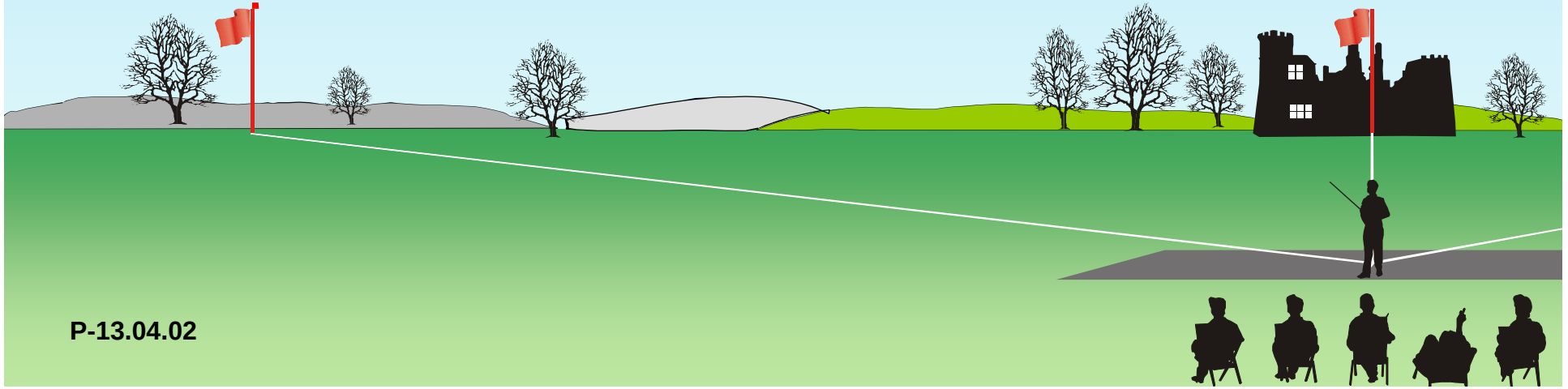


Half rolls on middle of the line.

The half rolls must have the same roll rate.

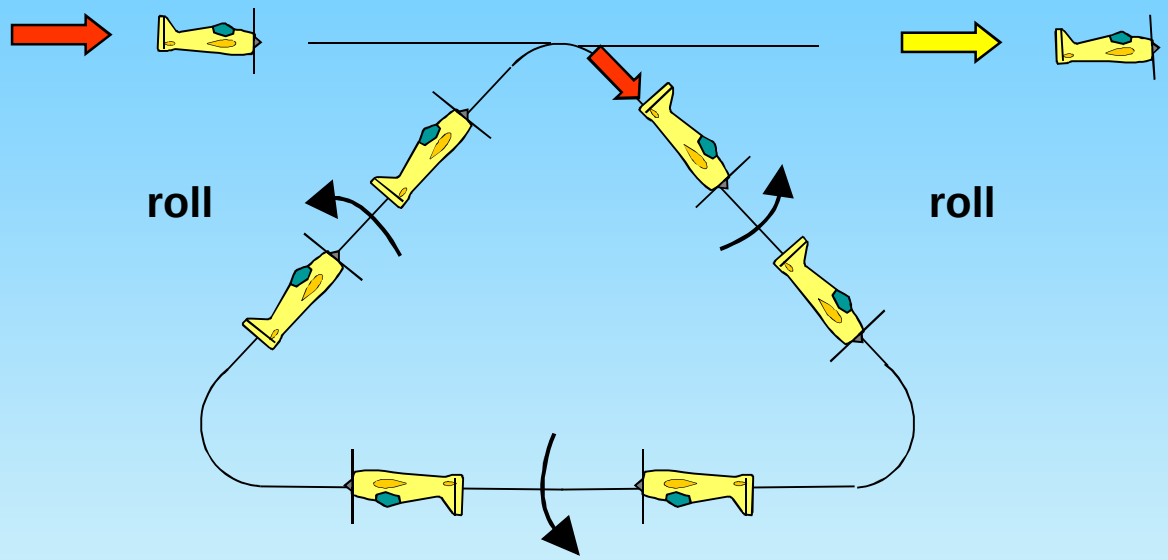
No line between the half rolls.

All radii are equal.



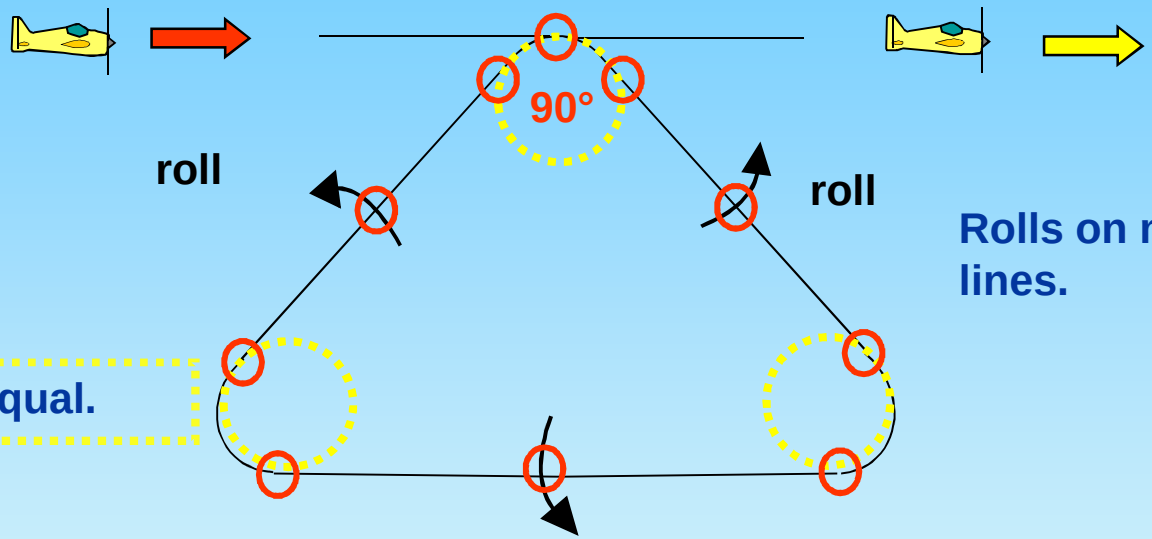
P-13.04.02

P-13.05: Triangle with roll in each line



P-13.05.01

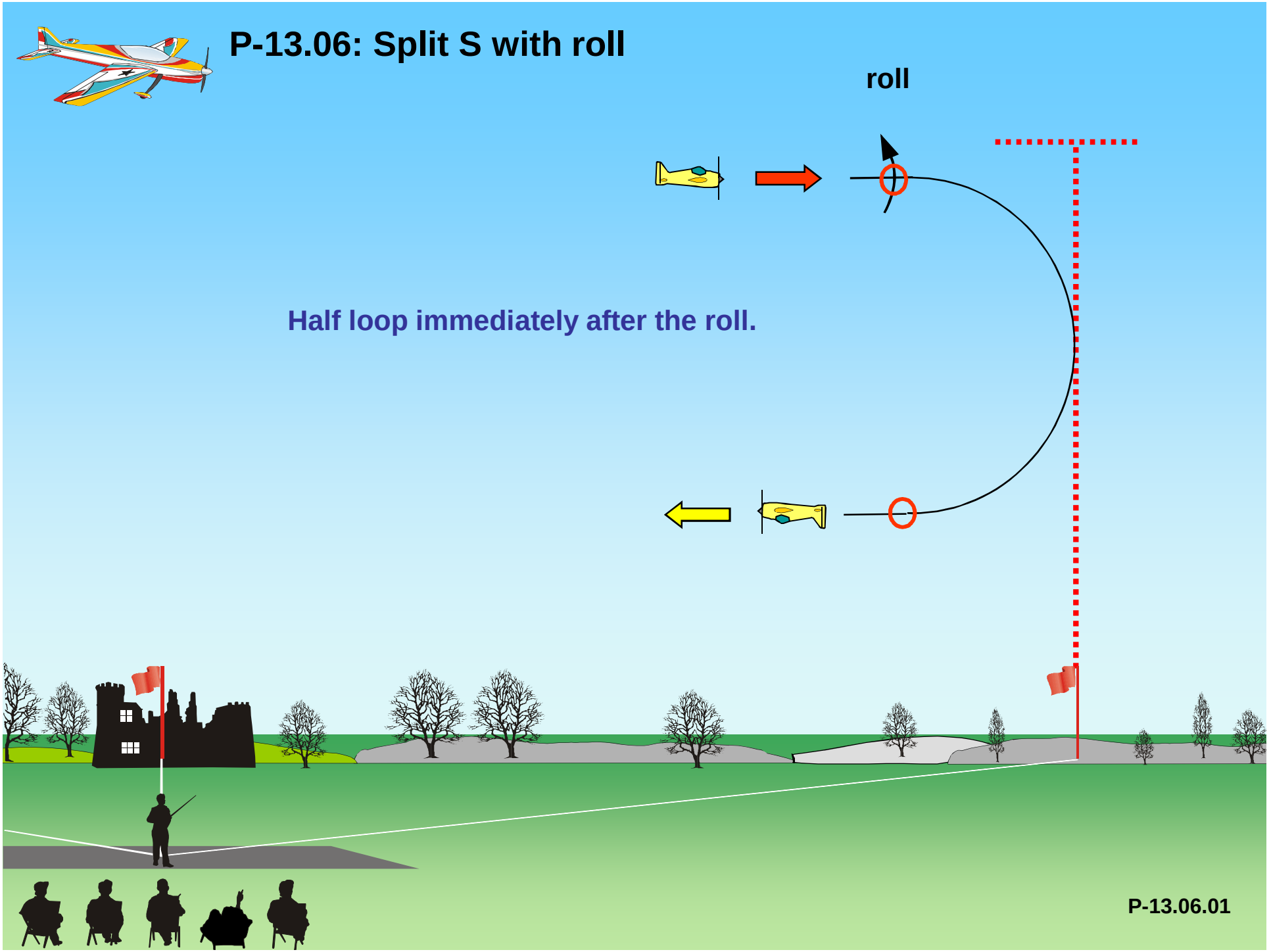
P-13.05: Triangle with roll in each line



Al radii are equal.

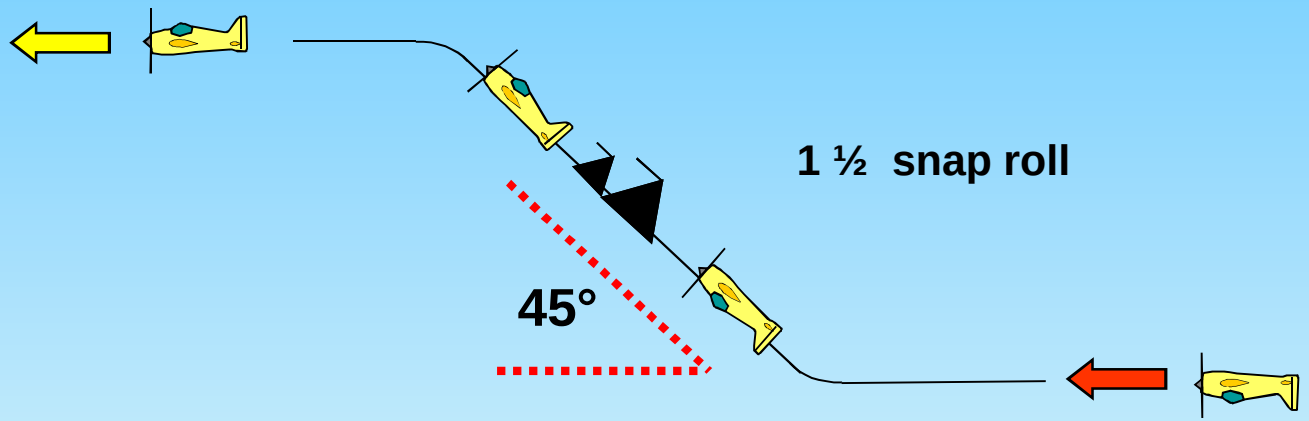
Rolls on middle of the lines.

P-13.06: Split S with roll



P-13.06.01

P-13.07: 45° Upline with 1 ½ snap roll



P-13.07.01

P-13.07: 45° Upline with 1 ½ snap roll

If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.

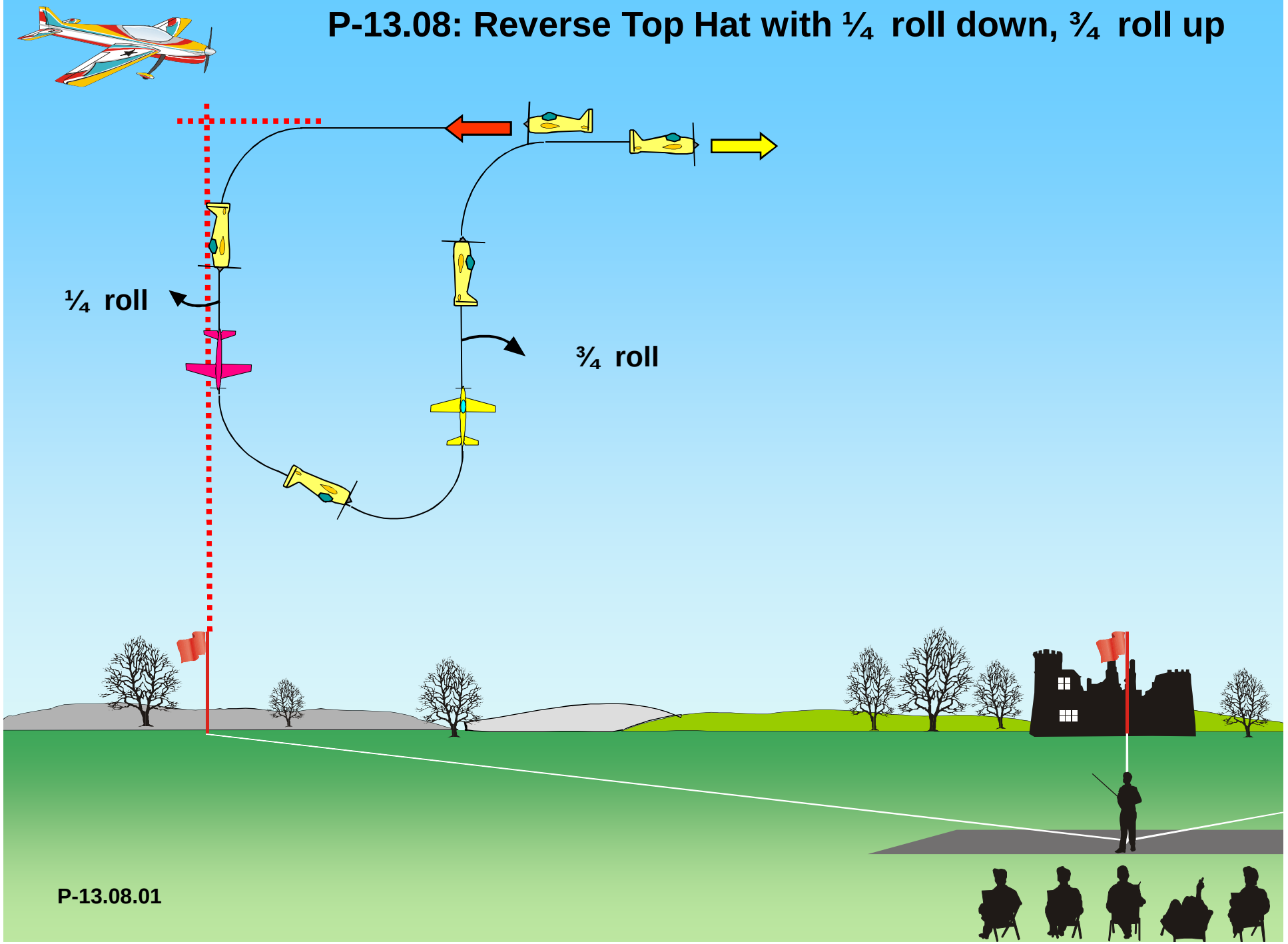
Snap roll on middle of the line.

45°

All radii are equal.

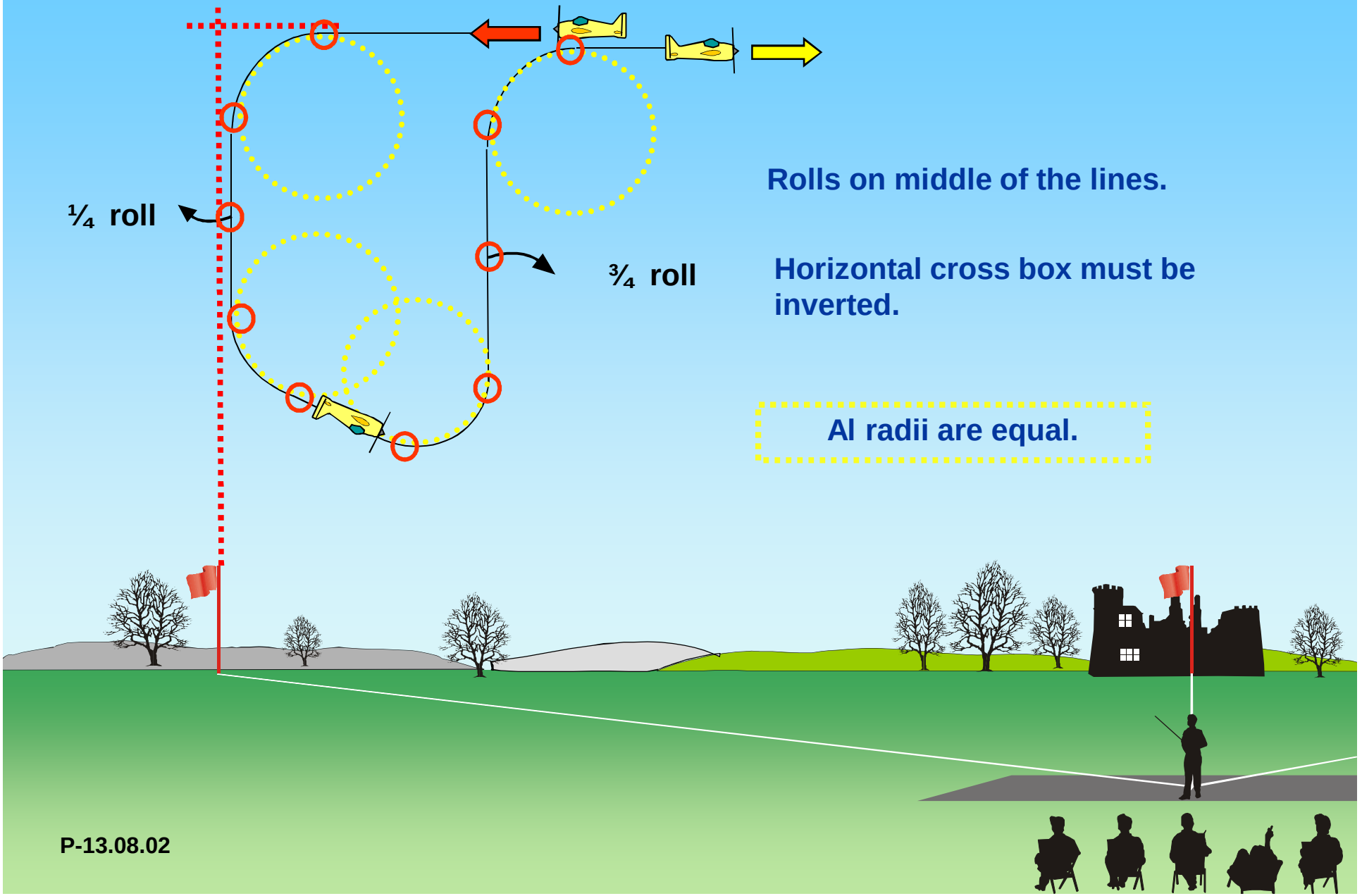
P-13.07.02

P-13.08: Reverse Top Hat with ¼ roll down, ¾ roll up



P-13.08.01

P-13.08: Reverse Top Hat with ¼ roll down, ¾ roll up



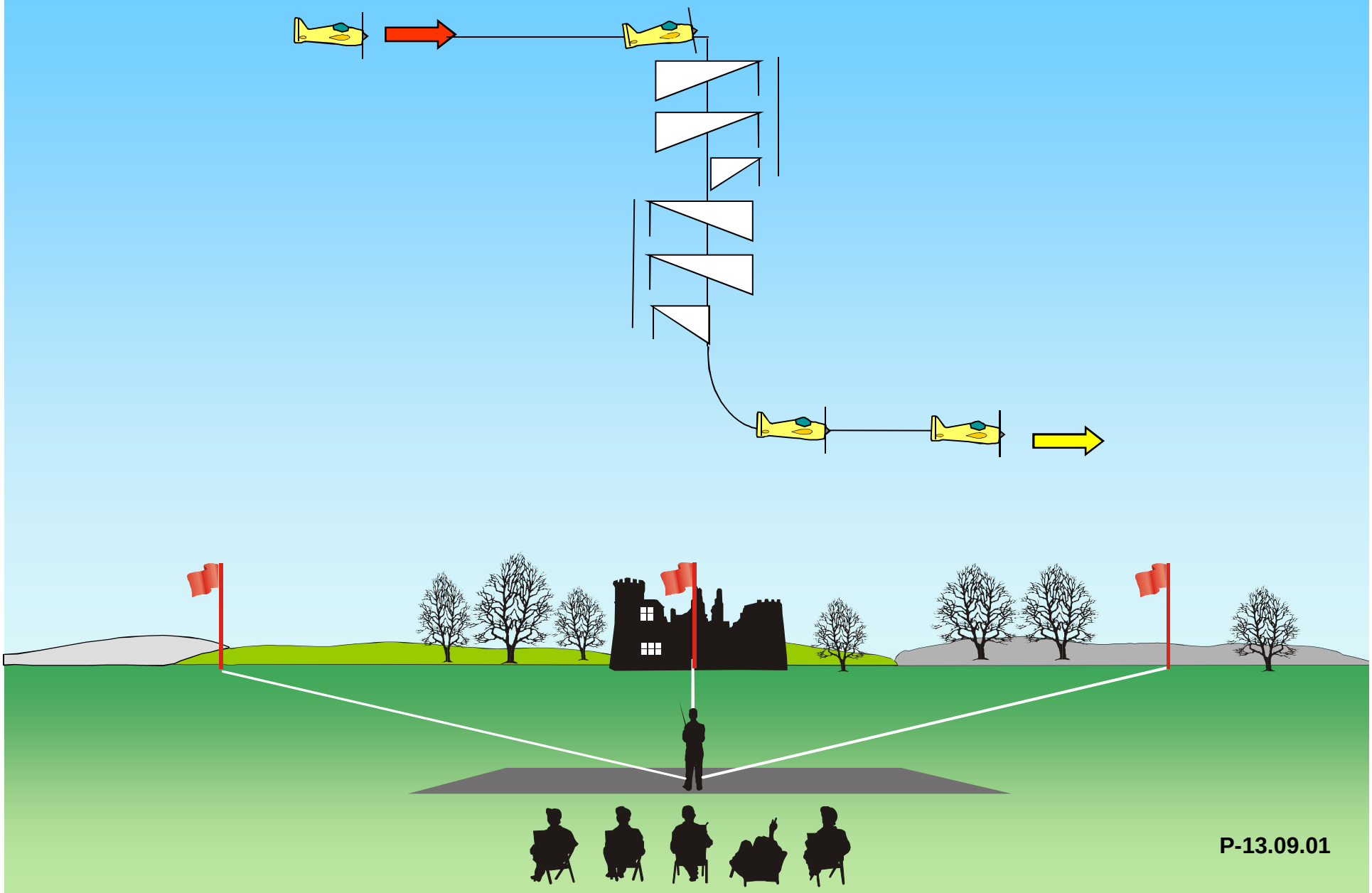
Rolls on middle of the lines.

Horizontal cross box must be inverted.

Al radii are equal.

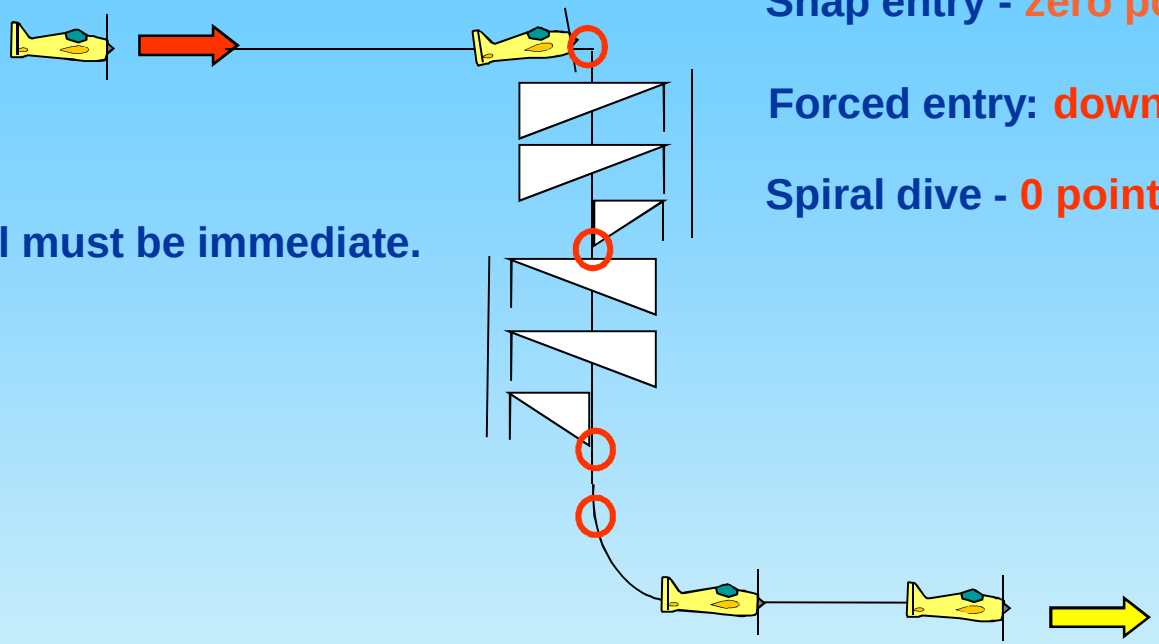
P-13.08.02

P-13.09: Spin with 2 ½ turns, 2 ½ turns in opposite direction



P-13.09.01

P-13.09: Spin with 2 ½ turns, 2 ½ turns in opposite direction



Snap entry - zero points!

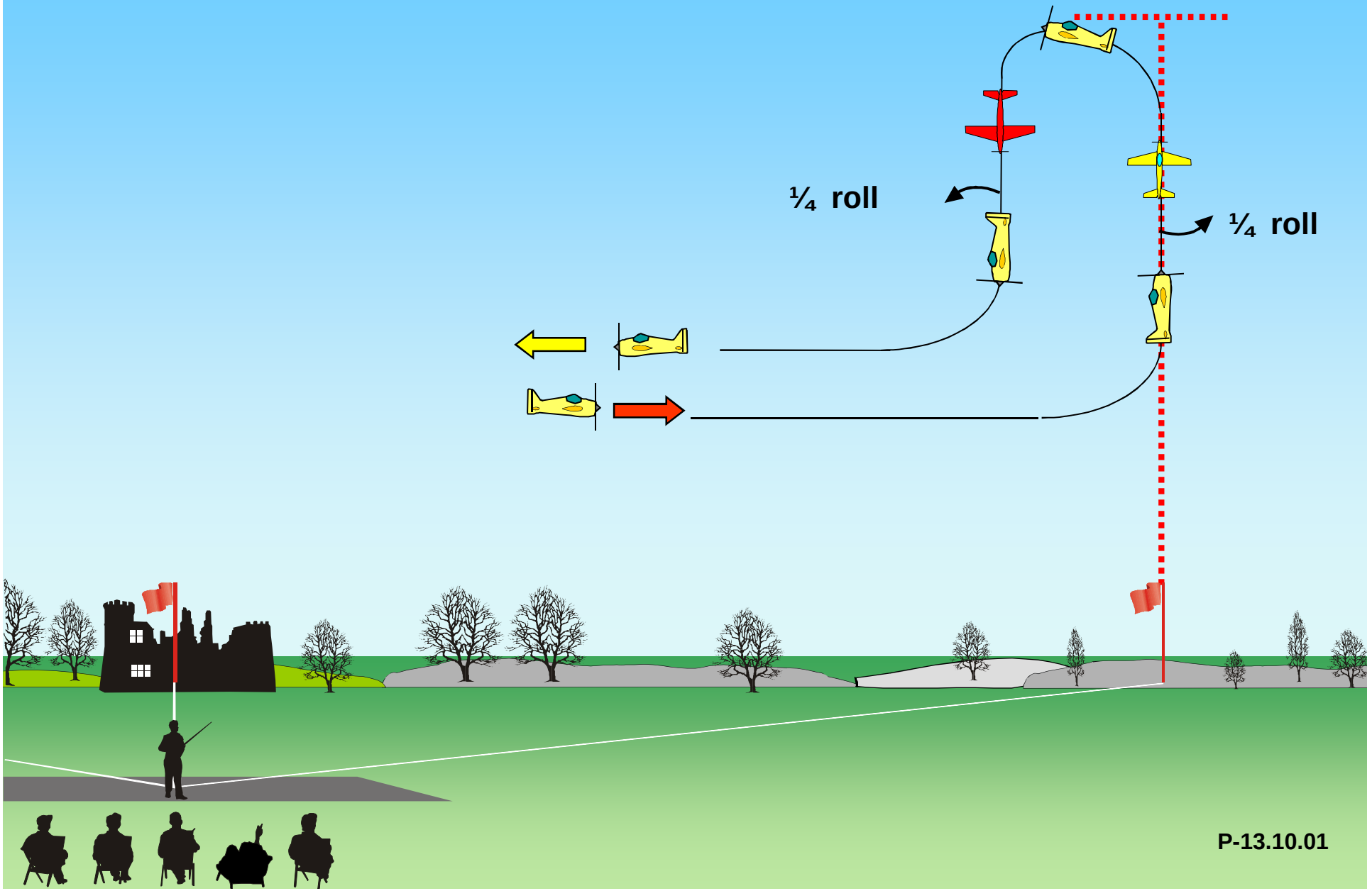
Forced entry: downgrade.

Spiral dive - 0 points!

Spin reversal must be immediate.

P-13.09.02

P-13.10: Pull-Push-Pull Humpty Bump with ¼ roll up, ¼ roll down (Option : Consecutive two ¼ rolls up)

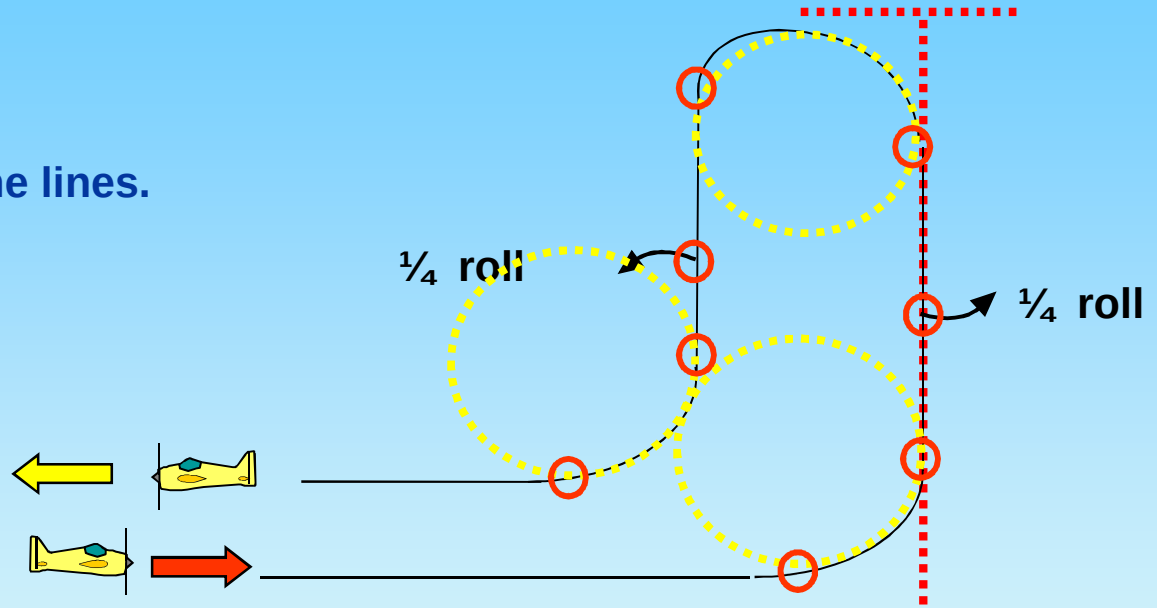


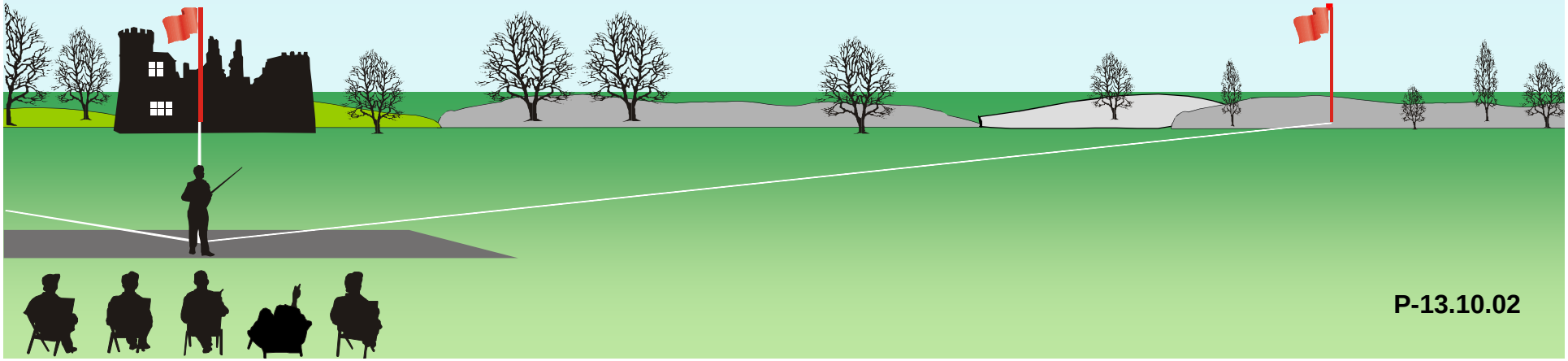
P-13.10.01

P-13.10: Pull-Push-Pull Humpty Bump with ¼ roll up, ¼ roll down (Option : Consecutive two ¼ rolls up)

¼ rolls on middle of the lines.

Al radii are equal.

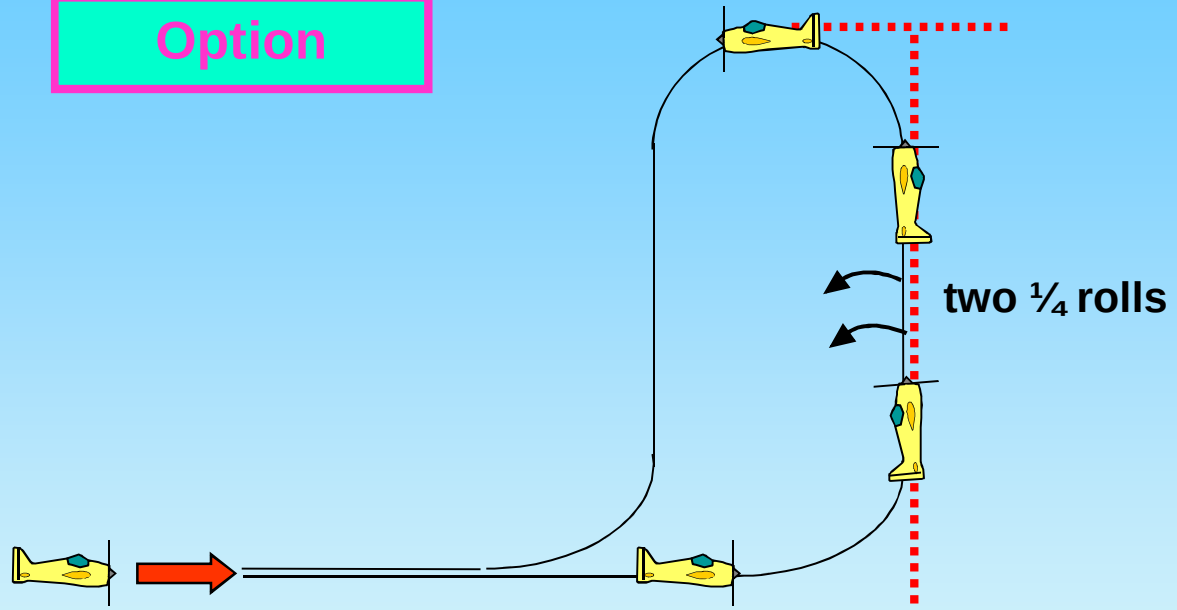


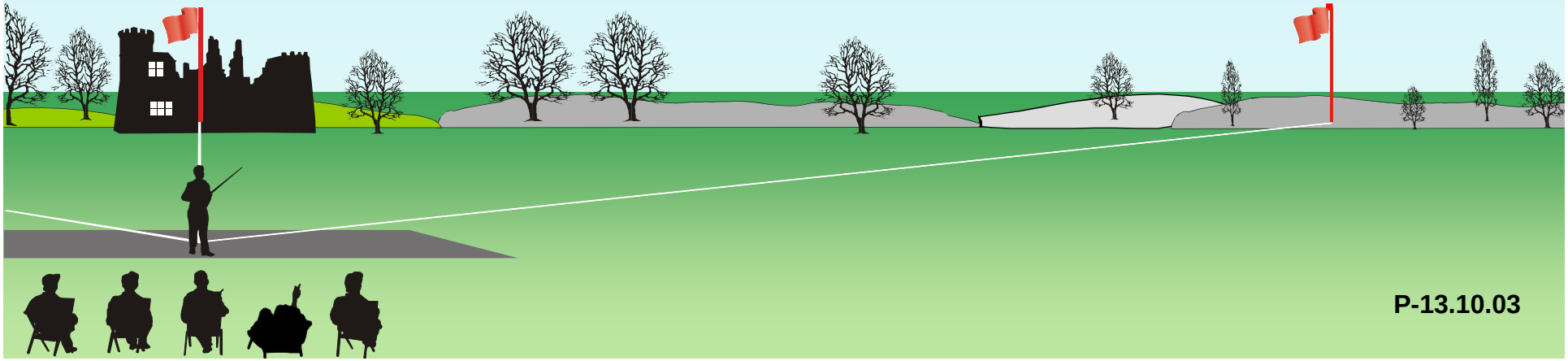


P-13.10.02

P-13.10: Pull-Push-Pull Humpty Bump with ¼ roll up, ¼ roll down (Option : Consecutive two ¼ rolls up)

Option

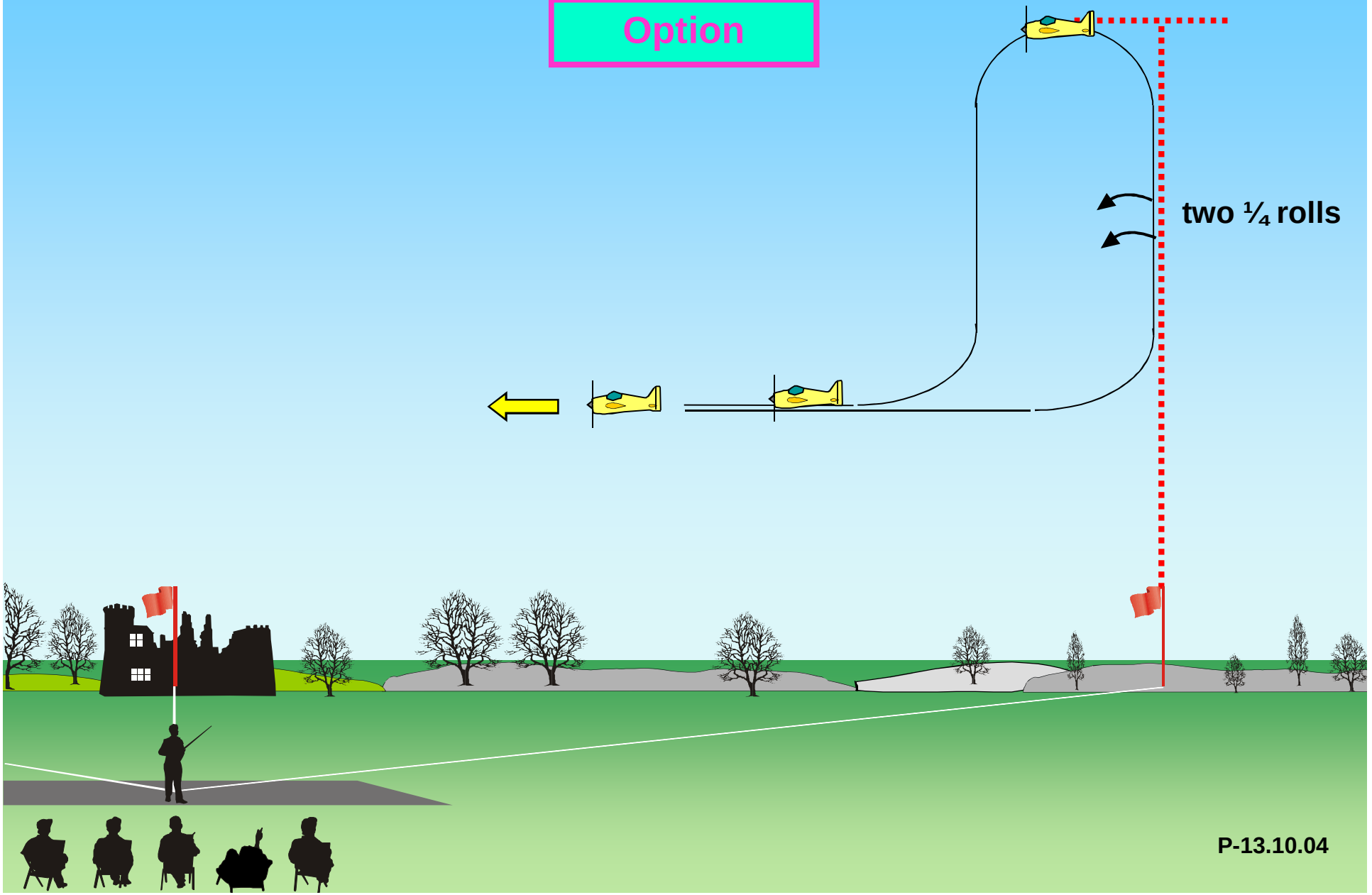


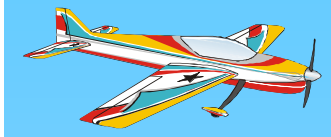


P-13.10.03

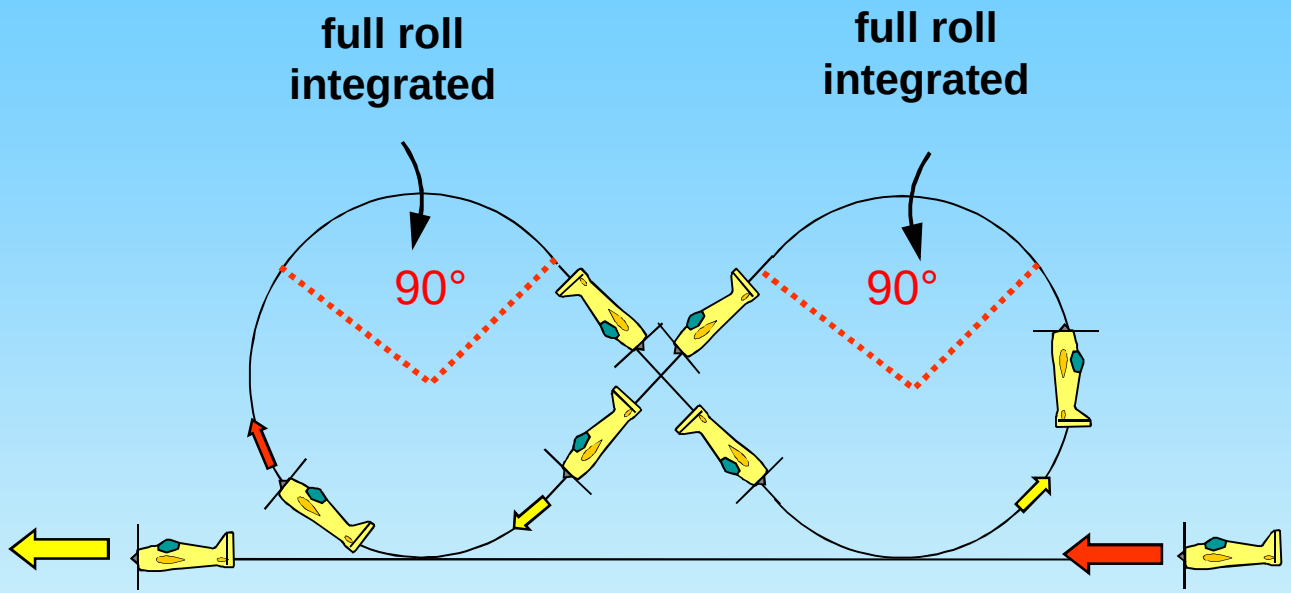
P-13.10: Pull-Push-Pull Humpty Bump with ¼ roll up, ¼ roll down (Option : Consecutive two ¼ rolls up)

Option

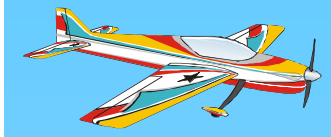




P-13.11: Cuban 8 with integrated rolls on top 90° of both part loops



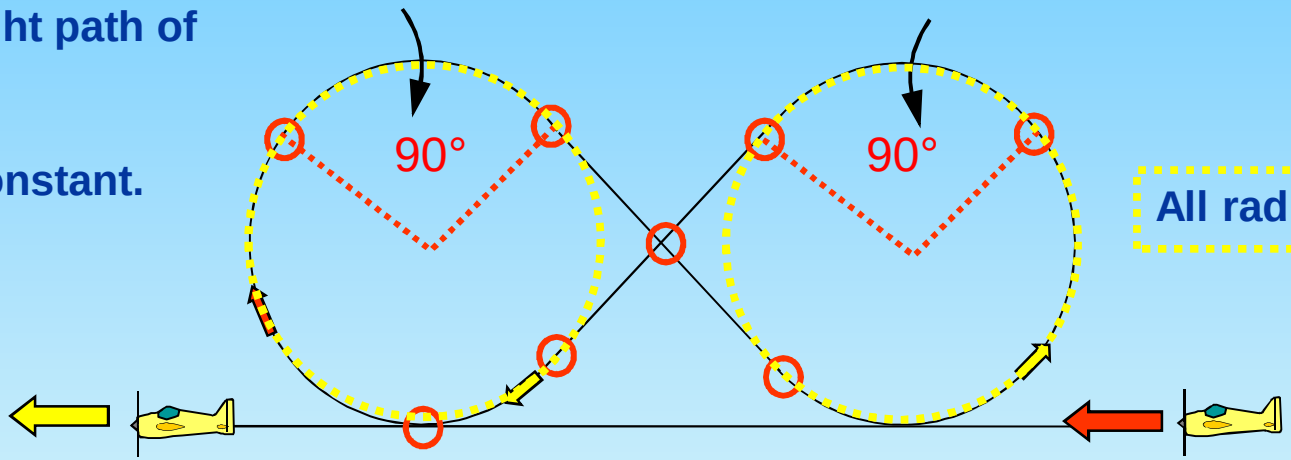
P-13.11.01



P-13.11: Cuban 8 with integrated rolls on top 90° of both part loops

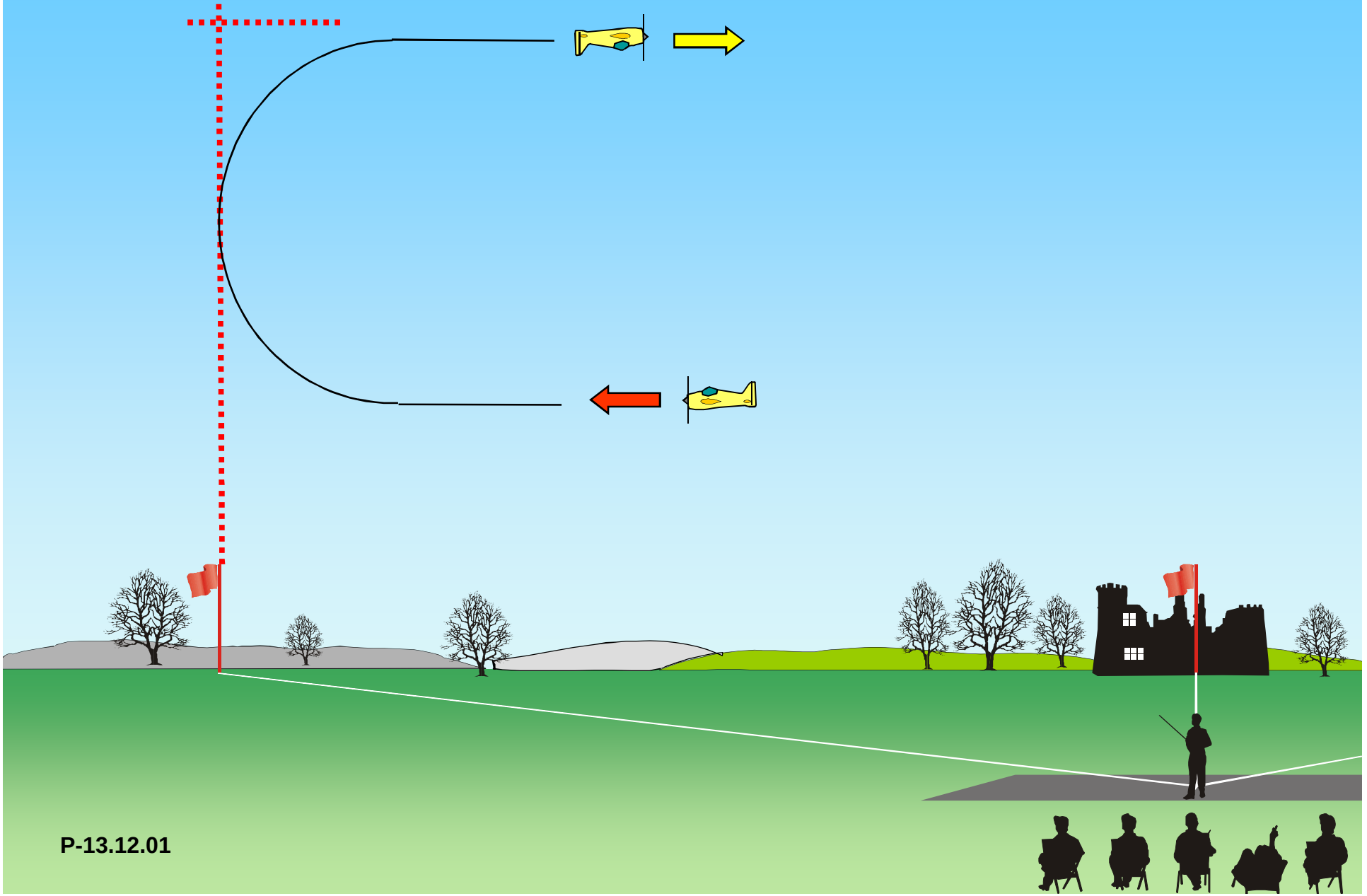
The rolls must be fully integrated on the circular flight path of the loops.

Roll rate constant.



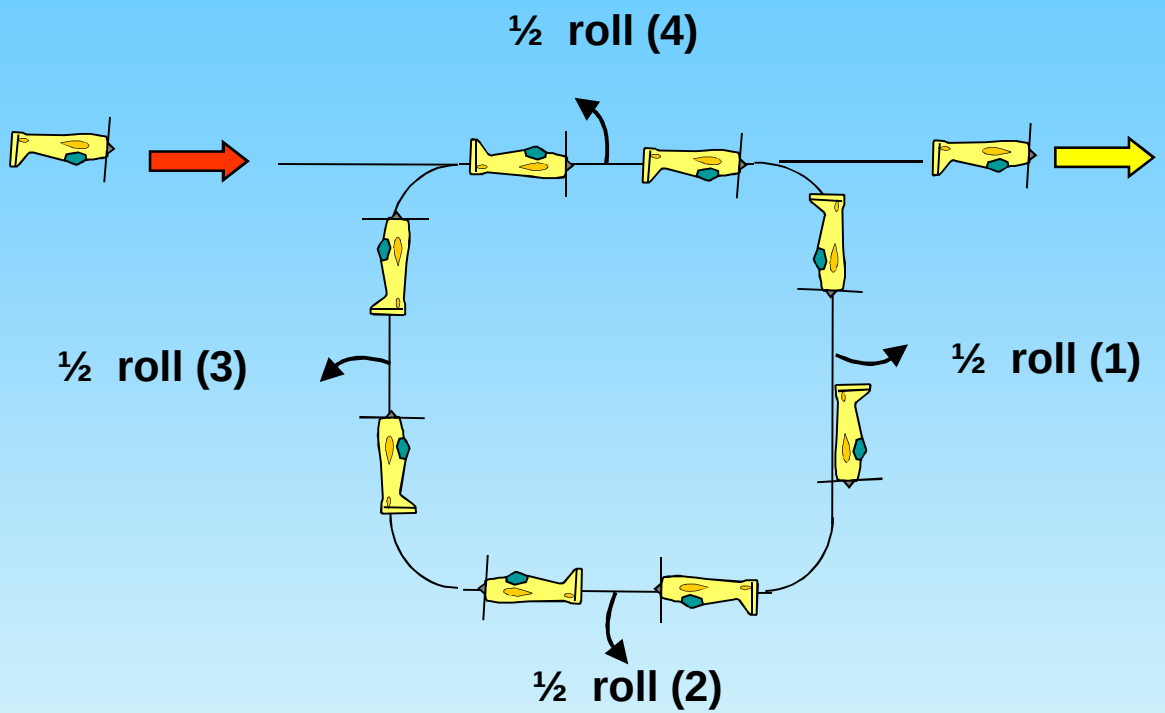
All radii are equal.

P-13.12: ½ Loop



P-13.12.01

P-11.13: Square Loop with ½ roll on each line



P-13.13.01

P-11.13: Square Loop with ½ roll on each line

½ roll (4)

½ rolls on middle of the lines.

½ roll (3)

½ roll (1)

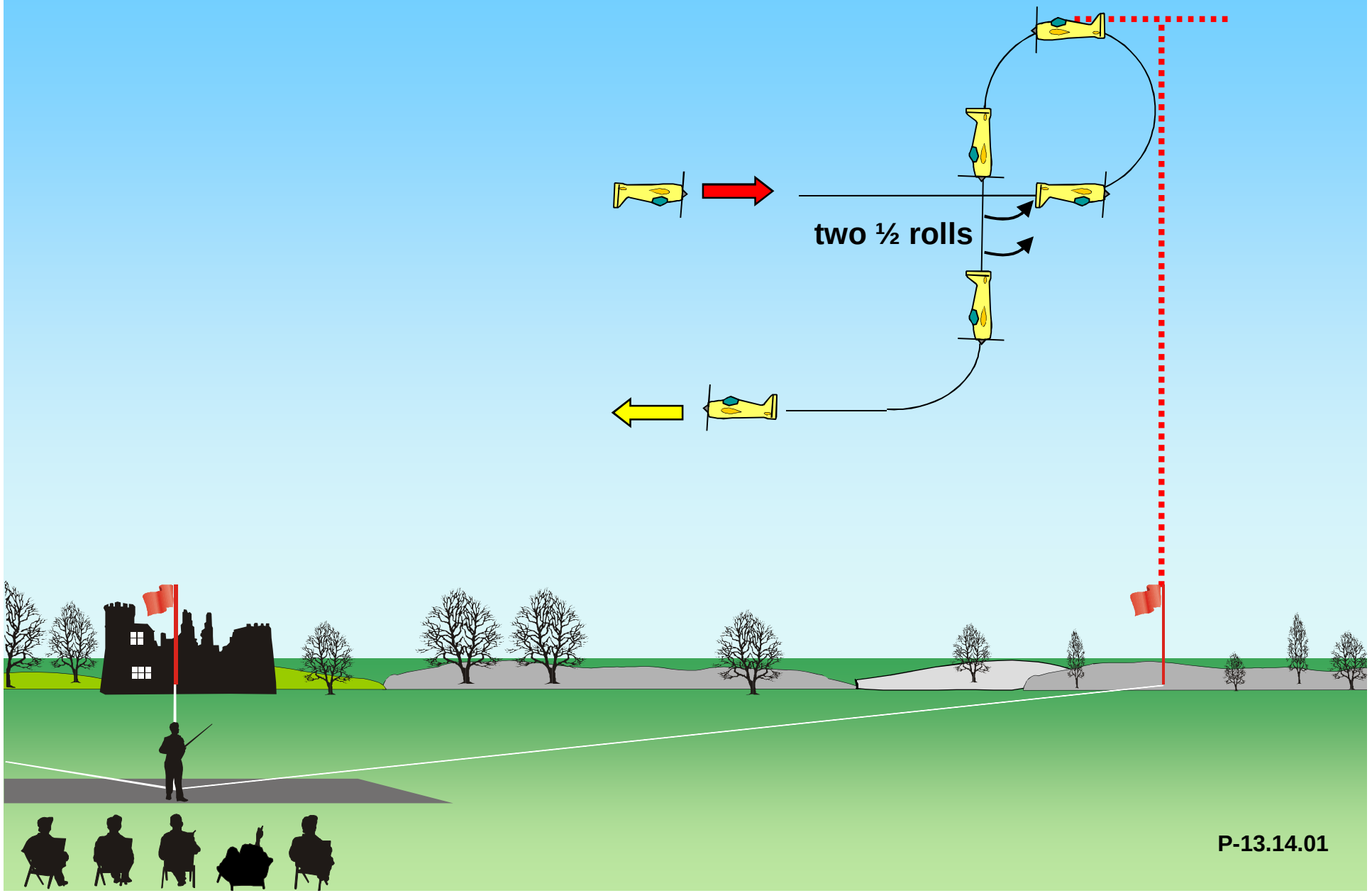
All roll rates are equal.

All radii are equal.

½ roll (2)

P-13.13.02

P-13.14: Figure 9 with consecutive two ½ rolls

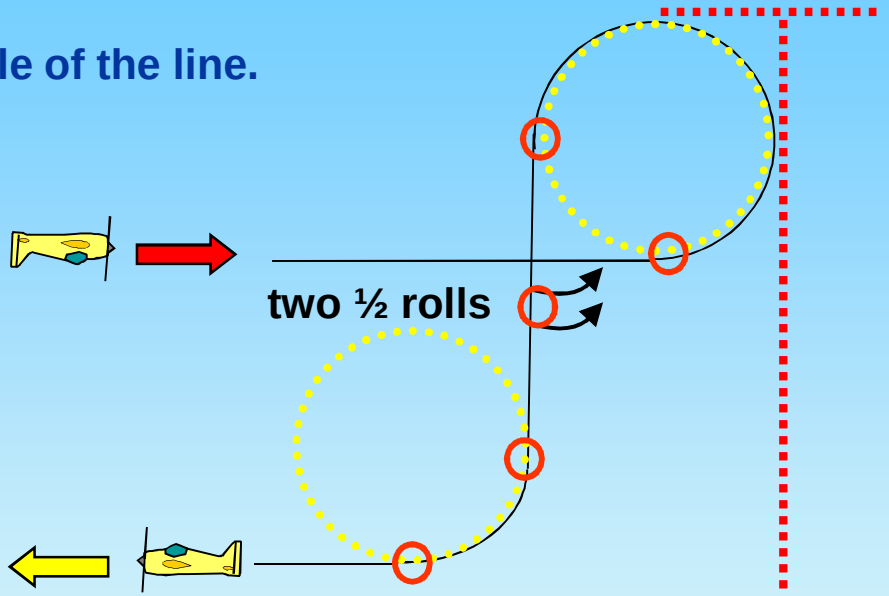


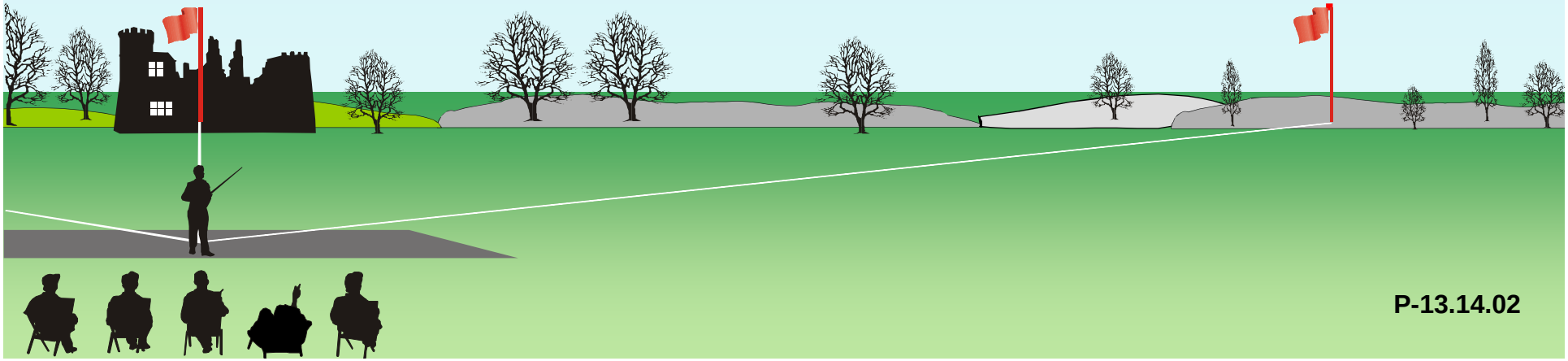
P-13.14.01

P-13.14: Figure 9 with consecutive two ½ rolls

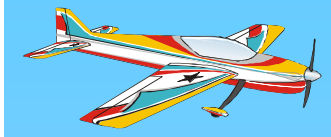
½ rolls on middle of the line.

All radii are equal.

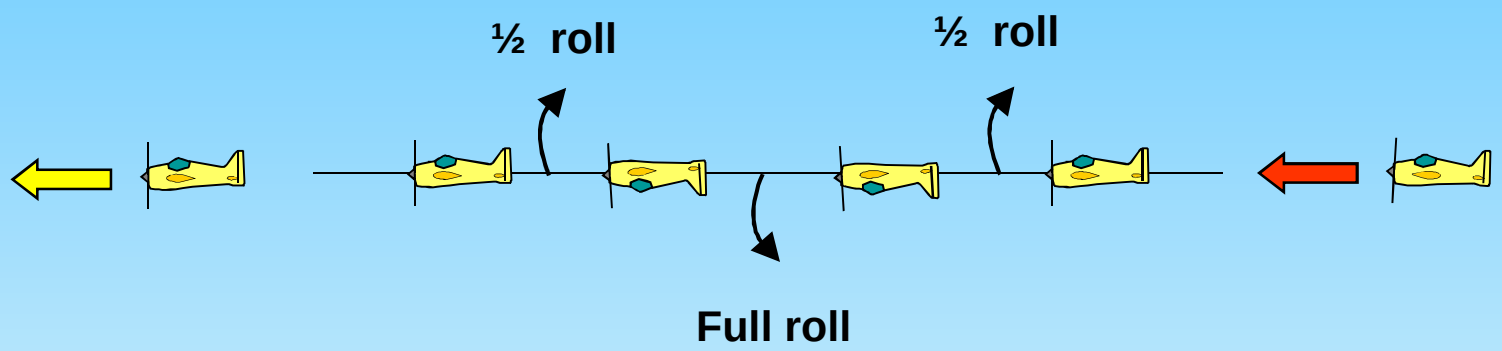




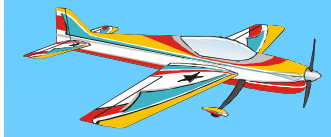
P-13.14.02



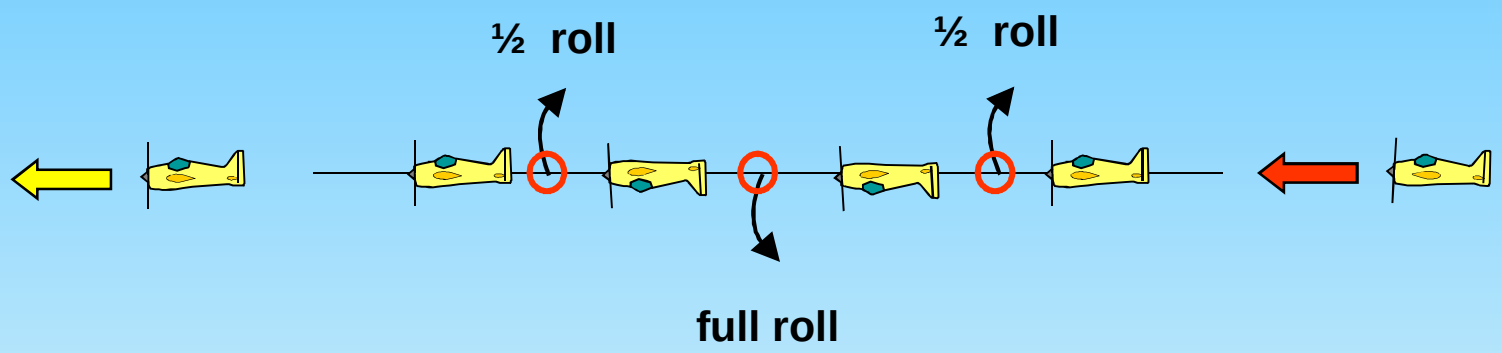
P-13.15: Roll combination with consecutive ½ roll, roll, ½ roll in opposite direction



P-13.15.01



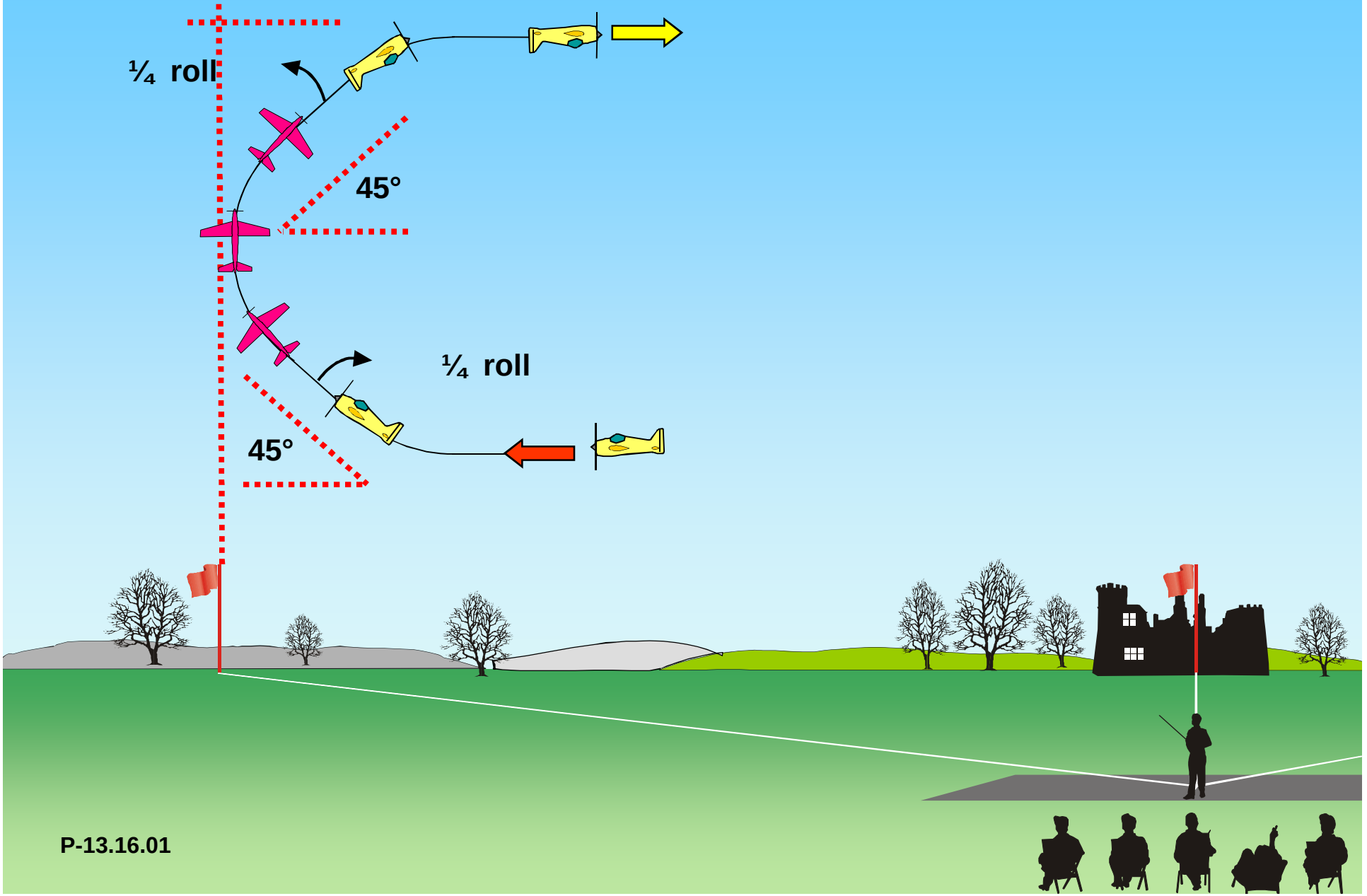
P-13.15: Roll combination with consecutive ½ roll, roll, ½ roll in opposite direction



Part rolls must have the same roll rate.

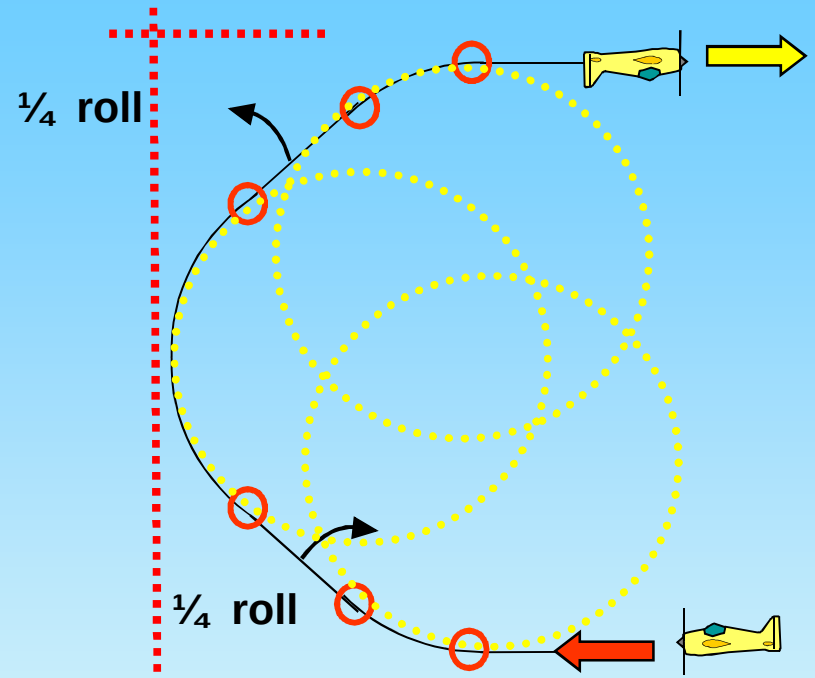
No lines between the rolls.

P-13.16: ½ Loop on Corner with ¼ roll ¼ knife edge loop, ¼ roll



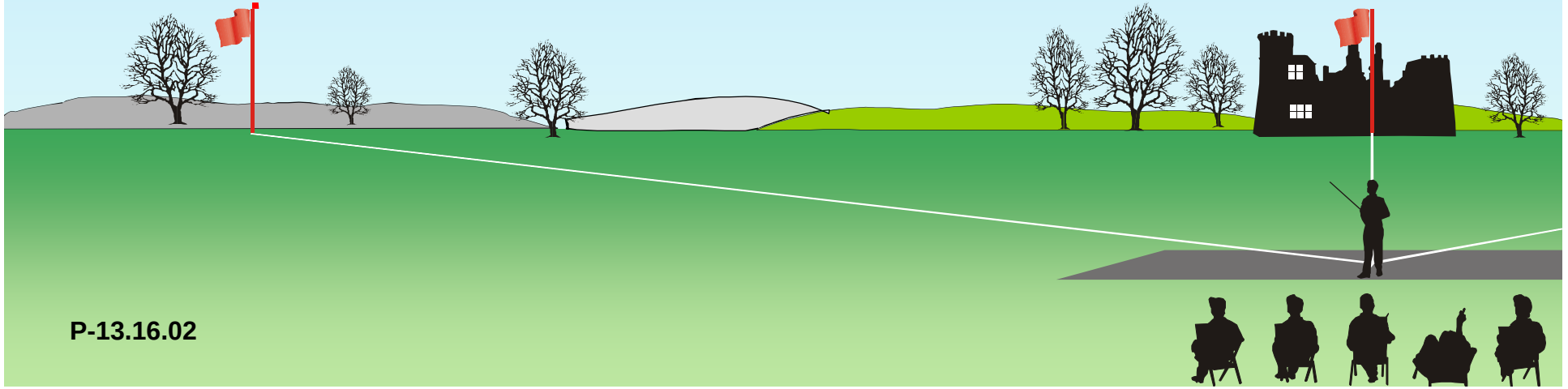
P-13.16.01

P-13.16: ½ Loop on Corner with ¼ roll ¼ knife edge loop, ¼ roll

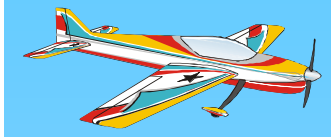


¼ rolls on middle of the lines.

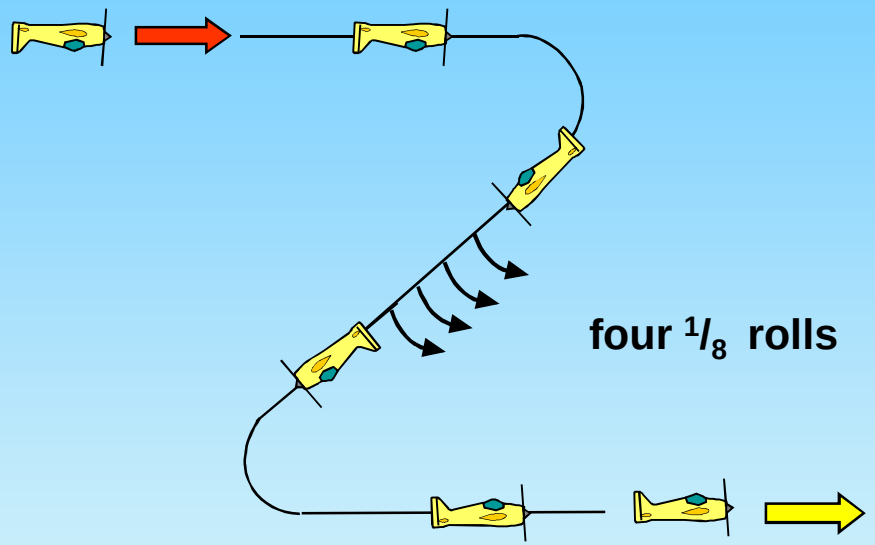
All radii are equal.



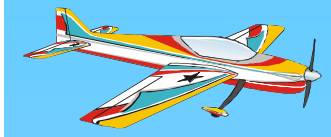
P-13.16.02



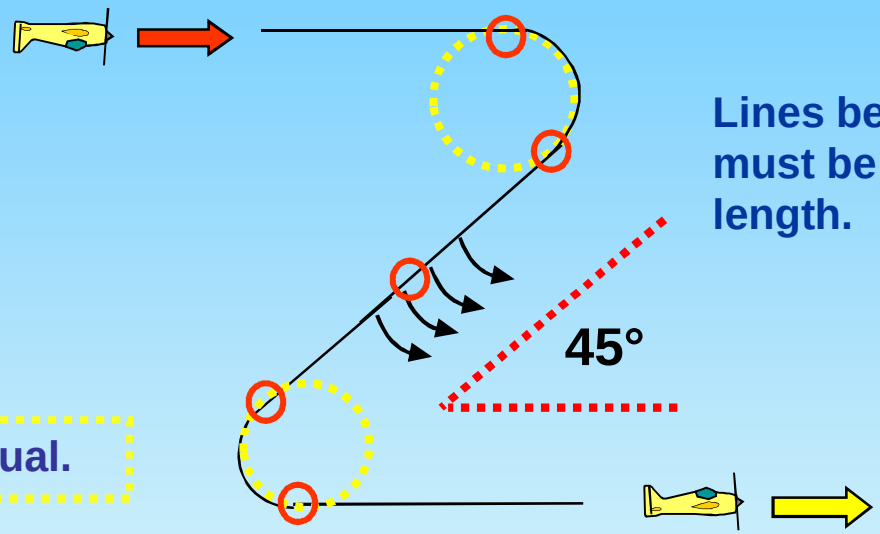
P-13.17: Figur Z with consecutive four $^1/_8$ rolls



P-13.17.01

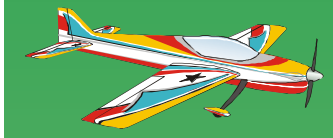


P-13.17: Figur Z with consecutive four $^{1}/_{8}$ rolls



Lines between part rolls must be short and of equal length.

All radii are equal.

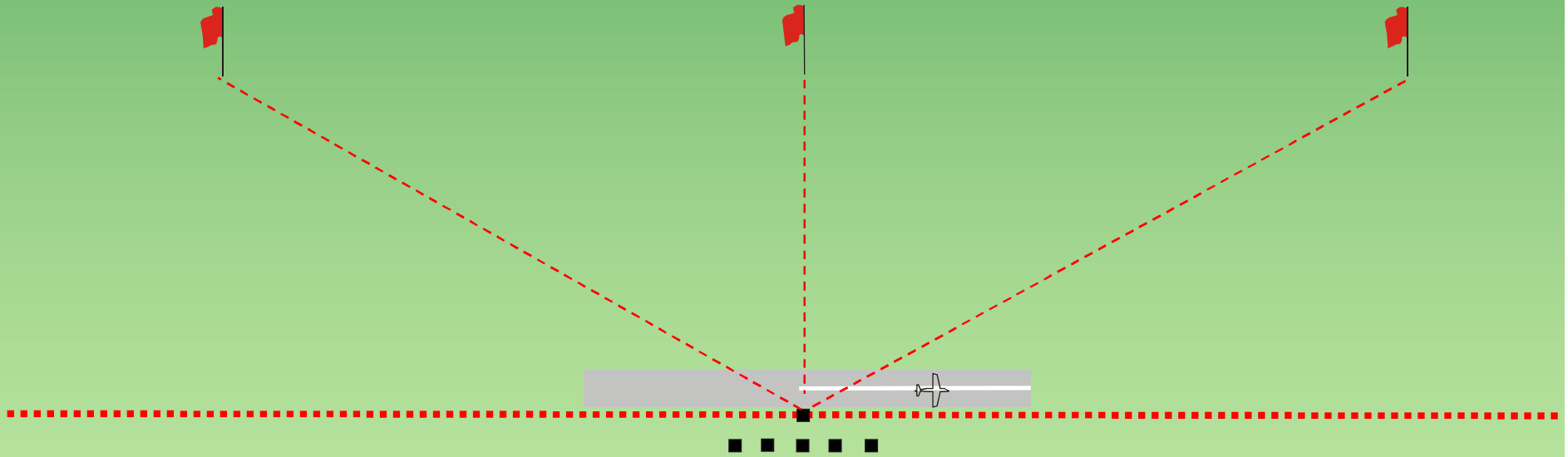


Landing procedure

(not judged, not scored)

The direction of the landing may be different to the take off.

wind



Forget WHO is flying

(friend, rival, countryman, flier from other nation)

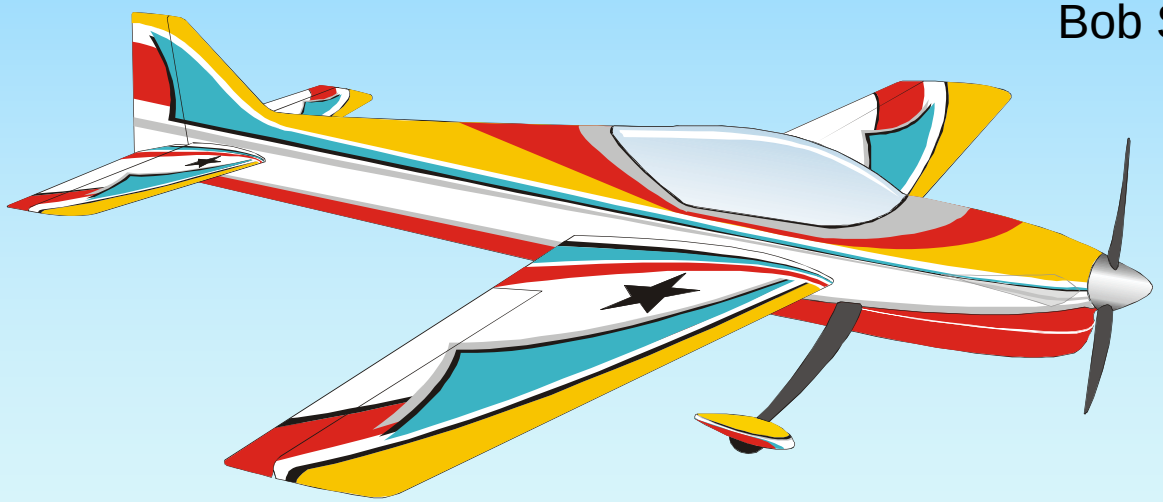
Forget WHAT is flying

(2-stroke, 4-stroke, electric, turbine, rubber-power)

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

(and the precision, smoothness, positioning, and size)

Bob Skinner



Thank you!

Peter Uhlig, October 2011