

Nordic N-09

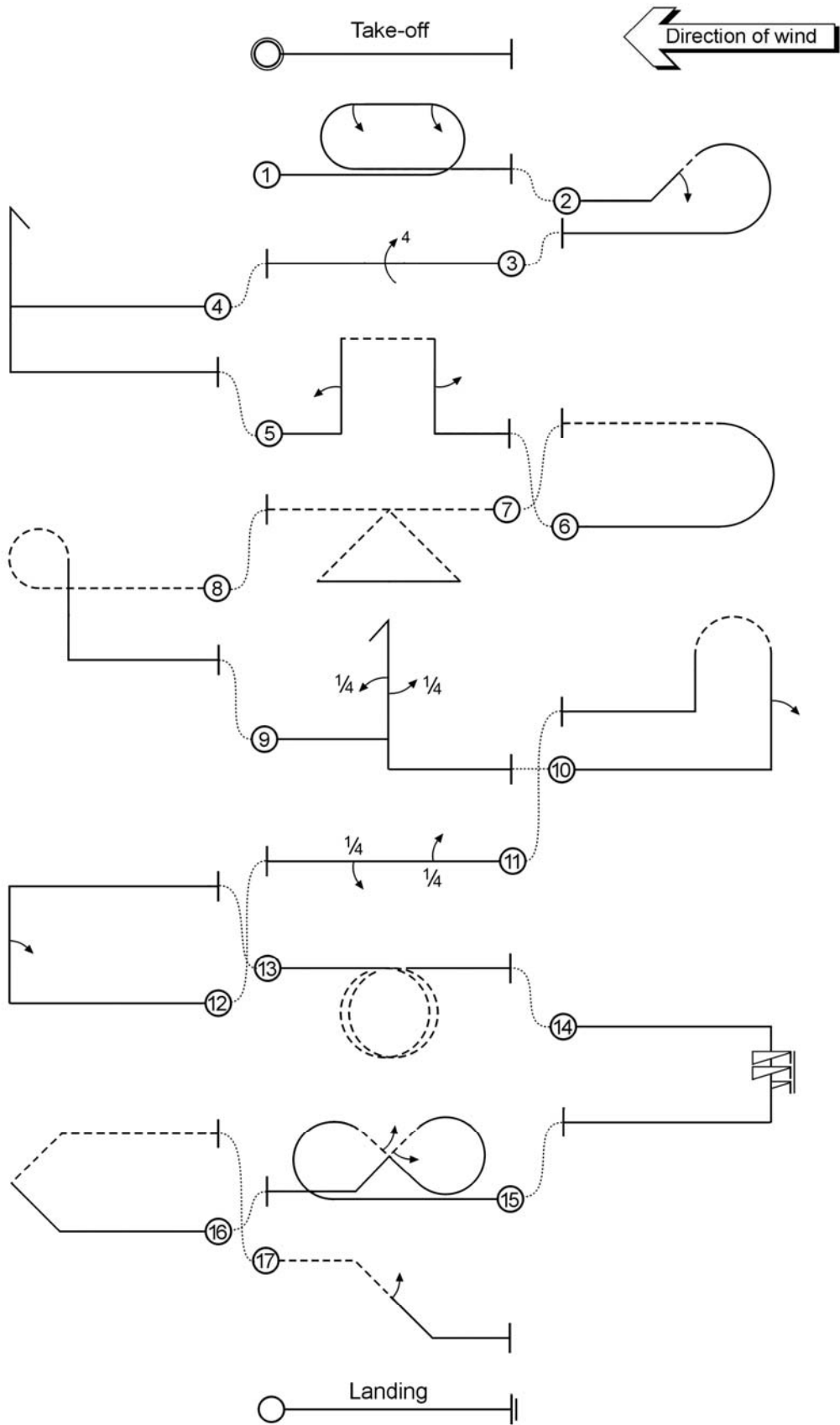
K-Factor

Take-off sequence (not judged, not scored)

1. Immelman split-S "combo".....	3
2. Half reverse cuban 8.....	1
3. 4-pt. roll.....	3
4. Stall turn	1
5. Top hat, with 1/2 rolls, up and down	3
6. Half inside loop, inverted exit.....	1
7. Triangle loop, inverted exit.....	3
8. Figure 9,	1
9. Stall turn, with 1/4 rolls	3
10. Humpty bump, with options	1
11. Knifedge	3
12. Half square loop, 1/2 roll up,	1
13. Two outside loops from top,	3
14. 2 1/2 turn spin,	2
15. Cuban 8, with 1/2 rolls	3
16. Half square loop on corner, inverted exit.	1
17. 45 degrees down, with 1/2 roll	3

Landing (not judged, not scored)

F3A-NORDIC SCHEDULE N-09 (from January 2008)



NORDIC N-09 MANOEUVRE DESCRIPTIONS

NORDIC SCHEDULE N-09 (from January 2008)

Take-of sequence (Not judged, not scored)

N-09.01 Immelmann Split S Combo:

From upright, make an immelmann turn. From the top make a Split S, to exit upright.

Judging notes:

- The length of the upper horizontal line (including roll) is equal to the diameter of the half loops.
- The geometric shape is that of a Double Immelmann.

N-09.02 Half reverse Cuban eight:

Pull to a 45 upline, and perform one half roll. Pull through 5/8 of an inside loop, to exit upright.

N-09.03 Four point roll:

From upright, perform a 4-pt. roll.

Judging notes:

- Pauses between rolls are equal in duration.

N-09.04 Stall turn:

From upright pull to a vertical upline, followed by a stall turn. Exit upright.

N-09.05 Top hat, 1/2 rolls up and down:

From upright, pull to a vertical upline. Perform a half roll, pull to horizontal flight. Pull to a vertical downline, perform a half roll and pull to exit upright.

Judging notes:

- The geometric shape of the top hat is square.

N-09.06 Half inside side loop, inverted exit:

From upright, pull to perform a half inside loop to exit inverted.

Judging notes:

- The exit is to be done in the middle line.

N-09.07 Triangle loop, inverted exit:

From inverted, pull to a 45 degree downline, pull through 135 degrees to upright horizontal flight. Pull through 135 degrees to a 45 degree upline. Pull through 45 degrees to exit inverted.

N-09.08 Figure 9:

From inverted, push to perform $\frac{3}{4}$ of an outside loop. On the vertical downline pull to exit upright.

N-09.09 Stall turn with 1/4 rolls:

From upright, pull to a vertical upline, perform a $\frac{1}{4}$ roll, followed by a stall turn. On the downline, perform $\frac{1}{4}$ roll, then pull to exit upright.

N-09.10 Humpty bump, with options:

From upright, pull to a vertical upline, perform a half roll, and pull through a half inside loop. On the vertical downline pull to exit upright.

Judging notes:

- The manoeuvre can be performed as an option with $\frac{1}{4}$ roll on the up- and downline. The top half loop is to be done as an inside loop and the exit is to be done upright.

N-09.11 Knife-edge:

From upright, perform $\frac{1}{4}$ roll to a knife-edge flight. Then perform a $\frac{1}{4}$ roll the opposite way to upright flight.

Judging notes:

- The knife-edge segments must be long enough to demonstrate controlled, sustained knife-edge flight.

N-09.12 Half square loop, 1/2 roll up:

From upright, pull to a vertical upline, perform a half roll, and push to exit upright.

N-09.13 Two outside loops from top:

From upright, push to perform two consecutive outside loops to exit upright.

N-09.14 Two and $\frac{1}{2}$ turn spin:

From upright, perform two and a half consecutive spins, and pull to exit upright.

- Judging notes:
Snap-roll entry, zero points.
- Forced entry, downgrade.

N-09.15 Cuban 8, with $\frac{1}{2}$ rolls :

From upright, pull through $\frac{5}{8}$ of an inside loop to a 45 degree downline, and perform a $\frac{1}{2}$ roll. Pull through $\frac{3}{4}$ of an inside loop to a 45 degree downline, perform a $\frac{1}{2}$ roll, and pull to exit upright.

N-09.16 Half square loop on corner, inverted exit:

From upright, pull to a 45 degree upline. Pull through 90 degrees to a 45 degree upline, and pull to exit inverted.

N-09.17 45 degrees down, with $\frac{1}{2}$ roll:

From inverted, pull to a 45 degree downline, and perform a $\frac{1}{2}$ roll. Pull to exit upright.

Landing sequence (Not judged, not scored)