

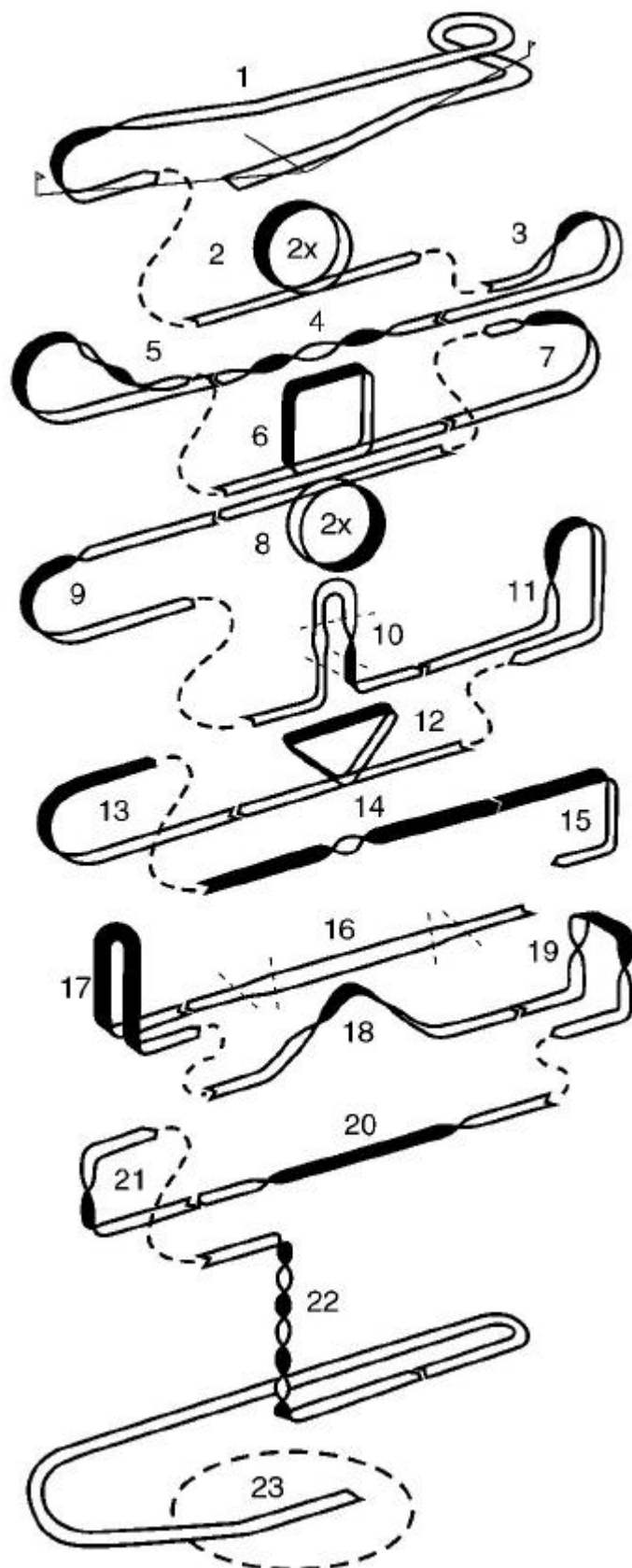
F3A-Nordic valid from 1. January 2002

At the 2001 Nordic championships in Grenaa, Denmark, a few changes to the Nordic schedule was agreed upon. This document is the formalizations of the result of the discussions.

All general descriptions of maneuver execution, judges guide and other rules and regulations in FAI sporting code for F3A (Preliminary edition, effective from 1. January 2000), are valid also for F3A-Nordic.

Be aware that it is the official maneuver description on the next page that is the base for correct maneuver execution, the listing below and ribbon-drawing at the right are present only for illustrational purposes.

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Maneuver descriptions :

N-1 Take off sequence : The model is placed on the runway, takes off, turns 90 deg. toward the line defined by the upwind and downwind markers. When approximately over this line, the model turns 270 deg. for a downwind trim pass. When approximately even with the downwind marker, the model performs a turn-around maneuver of pilots's choice.

Judging notes :

- Procedure not followed, zero points
- Model passes behind the judges line, zero points
- Only two scores, a zero or a 10 may be awarded.

N-02 2 loops : The model pulls up and complete two consecutive inside loops.

N-03 1/2 Reverse Cuban-eight : Pull to a 45 deg. flight, execute a 1/2 roll on a straight line, then pull and complete a 5/8 loop to recover in level flight

N-04 2 rolls : From level flight, perform two consecutive aileron rolls.

N-05 1/2 Cuban-eight : Model pulls up and executes 5/8 of an inside loop, on a 45 deg. line it executes a 1/2 roll and pulls to recover in level flight.

N-06 Square loop : Model pulls up and executes a complete square inside loop.

Judging notes :

- All sides of loop shall be of equal length.

N-07 Immelmann : Model pulls up and executes a half inside loop, then executes a half aileron roll.

Judging notes :

- There shall be no hesitation between the half loop and the half roll.

N-08 2 outside loops : The model pushes over and completes two consecutive outside loops.

N-09 Spit-S : The model performs a half aileron roll, followed immediately by a half inside loop.

Judging notes :

- There shall be no hesitation between the half roll and the half loop.

N-10 Stall-turn with 1/4 rolls : Model pulls up into a vertical flight path, executes a quarter roll, stall turns 180 deg. to either side into a vertical descend, executes a second quarter roll and pulls into level flight.

N-11 Hump the bump with options : Model pulls up into a vertical flight path, executes a half roll (or optionally a quarter roll), pushes or pulls through a half loop to a vertical flight path, pauses (or executes a second quarter roll), then pulls to recover in level flight.

N-12 Triangular loop : Model pulls up into 45 deg. climb, pauses, pulls to level inverted flight, pulls to 45 deg. descend, pauses again, and pulls to recover in level flight at the same point as where the maneuver started.

Judging notes :

- The maneuver must end at the same point as where it started.

N-13 Half loop : Model pulls up and executes a half loop to level inverted flight

N-14 Roll from inverted to inverted : From level inverted flight, the model executes one aileron roll, to recover in level inverted flight.

N-15 Half square loop : From level inverted flight the model pulls into a vertical dive, pauses and pulls into level flight.

N-16 Knife-edge : From level flight, the model executes a quarter roll to knife-edge, pauses and executes a second quarter roll to recover in level flight.

N-17 Stall-turn : Model pulls up into a vertical flight path, stall turns 180 deg. to either side into a vertical descend and pulls to recover in level flight.

N-18 Cobra roll : Model pulls up into a 45° climb, executes a half roll, pulls through 90° into a 45° descend, executes another half roll and pulls out to recover in straight level flight.

N-19 Top hat with 1/4 rolls : Model pulls up into a vertical flight path, executes a 1/4 roll, pulls into inverted flight, pulls again into vertical descend, executes another 1/4 roll and pulls to recover in straight level flight.

N-20 Straight inverted : From level flight, the model executes a half roll to inverted, pauses and executes a second half roll to recover in level flight.

N-21 half square loop with half roll : Model pulls up into a vertical flight path, executes a half roll and pushes into level flight at higher altitude than entry.

N-22 Three turn spin : Model establishes a heading with reduced power and is held in a slightly nose high attitude until it stalls and commences to spin. The model auto-rotates through three complete turns, pauses in a nose down attitude, then pulls to recover in level flight.

Judging notes :

- Snap entry, zero points.
- Forced entry, downgrade.

N-23 Landing sequence : At reduced power, execute a 180 deg. turn into a downwind heading. Fly the downwind leg, the turn 180 deg. into wind. Fly a descending approach to the runway and touch down in the designated landing zone. The landing is complete when the model has either rolled 10 meter, or come to rest.

Judging notes :

- Model does not follow landing sequence, zero points.
- If any landing gear retracts on landing, zero points.
- The model lands outside the landing zone, zero points.