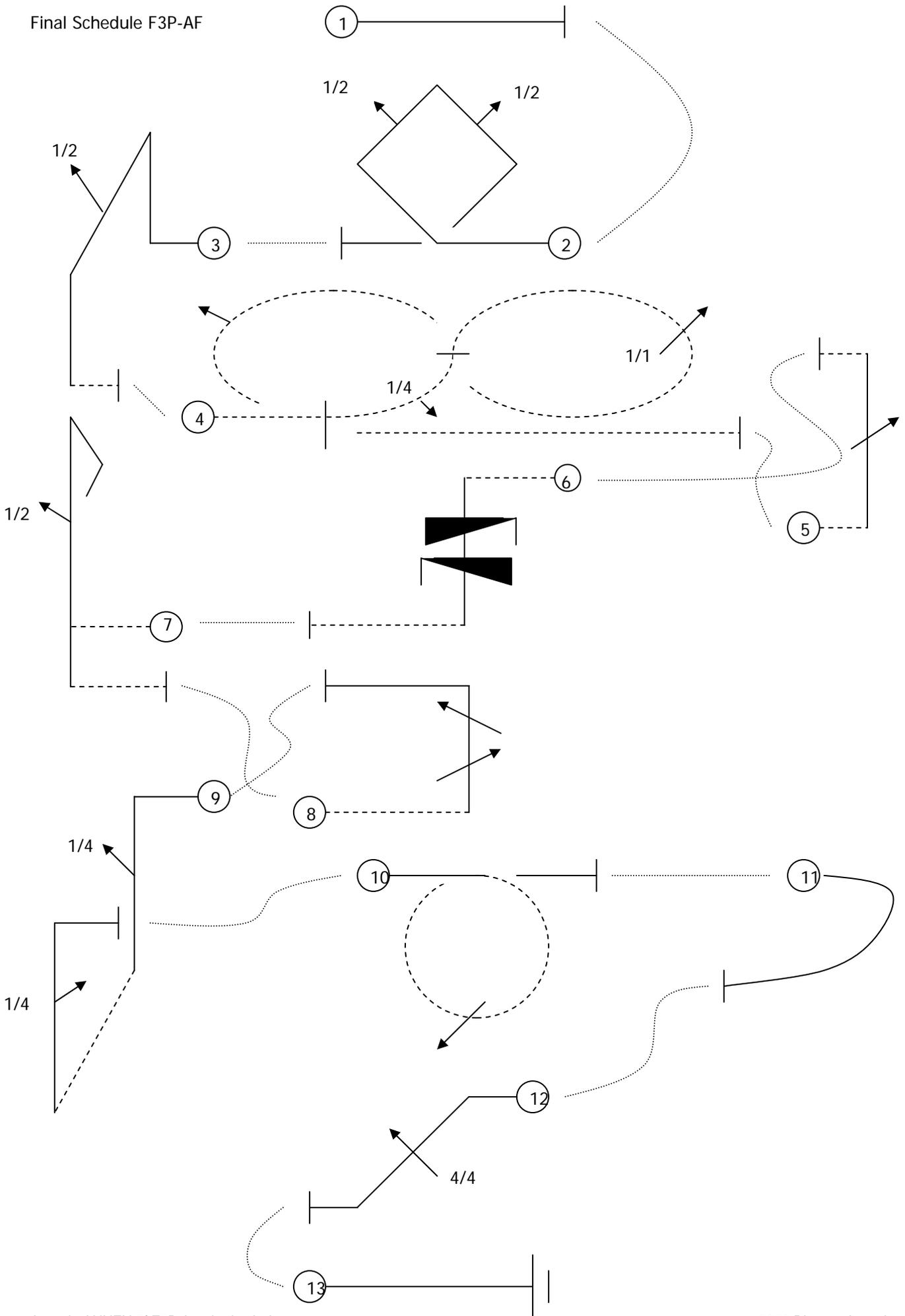


Agenda ANNEX 7f F3P Aerobatics Indoor Manoeuvres Schedule Finals (Annex 5M)

2008 Plenary Agenda Item No F3 Aerobatics, item h)

Final Schedule F3P-AF



Description of Manoeuvres

AF01. Take-off Sequence

Place the model aircraft on the floor and take-off in parallel to the security line. After having reached a reasonable height, turn 180° away from the security line.

Judging Notes:

- Take-off Sequence is not scored

AF02. Square Loop on Corner with 2 Half Rolls (Center manoeuvre)

Perform a square loop with side-lines at 45°. Perform half a roll in the center of each one of the two upper side-lines. Exit level

AF03. Top Hat in Horizontal Knife-Edge Flight with ½ Roll (Turn-around manoeuvre)

Pull into a vertical upline and perform a knife-edge flight in cross-box direction. Perform half a roll in the center of the knife-edge flight, then perform a vertical downline and pull to inverted. Exit inverted.

AF04. Horizontal Eight with ¼ Roll, 1 Full Roll and ¾ Roll Integrated (Center Manoeuvre)

From inverted perform 90° of a rolling circle with one quarter of a roll to the outside integrated, immediately followed by a 360° circle in opposite direction with a full roll to the outside integrated and immediately followed by a 270° circle in opposite direction with three quarters of a roll to the outside integrated. Exit inverted.

Judging notes:

- The circles have constant radius
- The altitude must not vary during the entire manoeuvre
- The roll rates must be constant.

AF05. Half Square Loop with Roll (Turn-around manoeuvre)

Push to a vertical upline, perform a full roll and push to inverted flight. Exit inverted.

AF06. 2 Turns of Inverted Spin (Center Manoeuvre)

From inverted flight reduce flying speed until the model stalls. Perform two turns of inverted spin, then recover into inverted flight. Exit inverted.

Judging notes:

- Spin entry must not be a snap roll

AF07. Tail Slide with ½ Roll up (Turn-around manoeuvre)

Push to a vertical upline, perform half a roll, then make a Stop in vertical attitude, followed by tail slide (stick back) into a vertical downline. Push to inverted. Exit inverted.

Judging Notes:

- If model falls headover after the Stop: Score Zero (0)

AF08. 2 Vertical Rolls (Center Manoeuvre)

From inverted push into a vertical upline. Perform a full roll, immediately followed by a second full roll in opposite direction. Push to level. Exit level.

AF09. Top Hat from Top with ¼ Rolls (Turn-around manoeuvre)

Push into a vertical downline, perform a quarter roll, push to an inverted cross box flight. Push into a vertical upline, perform a quarter roll and push to level. Exit level.

AF10. Loop from Top with 1 Roll Integrated (Center manoeuvre)

Push and perform a loop with a full roll completely integrated. Exit level.

Judging Notes:

- The roll rate must be constant

AF11. Half Circle (Turn-around manoeuvre)

Perform half a circle . Exit level.

Judging Notes:

- The circle has a constant radius.
- The altitude must not vary during the entire manoeuvre.

AF12. 45° Downline with 4-Point-Roll (Center manoeuvre)

Push to a 45° downline and perform a four-point-roll in its center. Exit level.

AP13. Landing Sequence

Reduce power and turn around 180°. Land the model gently parallel to the security line.

Judging Notes:

- Landing sequence is not scored.