Flying and Judging F3A

SCHEMATIC MANOEUVRE ILLUSTRATIONS

SCHEDULE A-25
Explanations:

- Aircraft upright
- Aircraft inverted
- Aircraft in Knife-Edge View from Top
- Aircraft in Knife-Edge View from Below

Symbols:

- part roll
- pos. spin
- neg. spin
- pos.
- neg.
- snap rolls
- reference points
Take-off procedure
(not judged, not scored)
From upright, in the center push through a one eighth loop into a forty-five degree downline, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, push through a one eighth loop, exit upright.
A-25.01 Triangle from Top with roll

All radii are equal.

Roll in the center.
A-25.02 Half Square Loop with half roll

From upright, push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.
A-25.02 Half Square Loop with half roll

½ roll on middle of the line.

All radii are equal.
From upright, in the center pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree downline, perform a half roll, pull through a quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.
A-25.03 Square Loop on corner with half roll, half roll

½ rolls on middle of the line.

All radii are equal.
From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a three quarter loop, exit upright.
A-25.04 Figure Nine with half roll

½ roll on middle of the line.

All radii are equal.
From upright, perform consecutively four quarter rolls, exit upright.
Lines between part rolls must be short and of equal length.
A-25.06 Stall Turn with half roll

From upright, pull through a quarter loop into a vertical upline, perform a stall turn into a vertical downline, perform a half roll, push through a quarter loop, exit inverted.
A-25.06 Stall Turn with half roll

Two wing spans or more – zero points!

½ roll on middle of the line.

All radii are equal.

Stop before pivot (slight hesitation)

Pivot on CG
From inverted, perform a half roll, pull through a half loop, perform a half roll, push through a half loop, perform a half roll, exit upright.
A-25.07 Double Immelman with half roll, half roll, half roll

The second ½ roll must follow immediately after the half loop.

The half loop must follow immediately after the first ½ roll.

All radii are equal.

The third ½ roll must follow immediately after the second half loop.
A-25.08 Humpty Bump with half roll

From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.
A-25.08 Humpty Bump with half roll

½ roll on middle of the line.

All radii are equal.
From upright, before center perform a half roll, push through a loop, perform a half roll, exit upright.
Loop must be round.

Line from half roll to the centre must have the same length as the line from centre to second half roll.
From upright, pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, pull through a one eighth loop, exit inverted.
A-25.10 Half Square Loop on Corner

All radii are equal.

45°
From inverted, pull through a quarter loop into a vertical (centre) downline, pull through a three quarter loop into a horizontal line, pull through a three quarter loop into a vertical (centre) upline, pull through a quarter loop, exit inverted
All radii are equal.

Vertical lines must be congruent.
From inverted, pull through a one eighth loop into a forty-five degree downline, pull through five eighths loop into a vertical upline, push through a quarter loop, exit upright.
All radii are equal.
A-25.13 Spin two turns

From upright, perform a spin with two turns, perform a vertical downline, pull through a quarter loop, exit upright.
A-25.13 Spin two turns

Snap entry - 0 points!
Spiral dive - 0 points!
Forced entry: downgrade.

Line after the spins.
A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.
A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

½ roll on middle of the line.

All radii are equal.
A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

Option: From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.
A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

Option

¼ rolls on middle of the line.

All radii are equal.
From upright, pull through a three eighths loop into a forty-five degree upline, perform a half roll, pull through a three eighths loop, exit inverted.
½ roll on middle of the line.

All radii are equal.
From inverted, pull through a one eighth loop into a forty five degree downline, push through a three quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.
All radii are equal.
From upright, pull through a half loop, immediately push through a half loop, exit upright.
Part loops must be round.

Radii of the part loops 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)

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

Bob Skinner

Thank you!

© Peter Uhlig, February 2023