Preliminary Schedule F3P-AP

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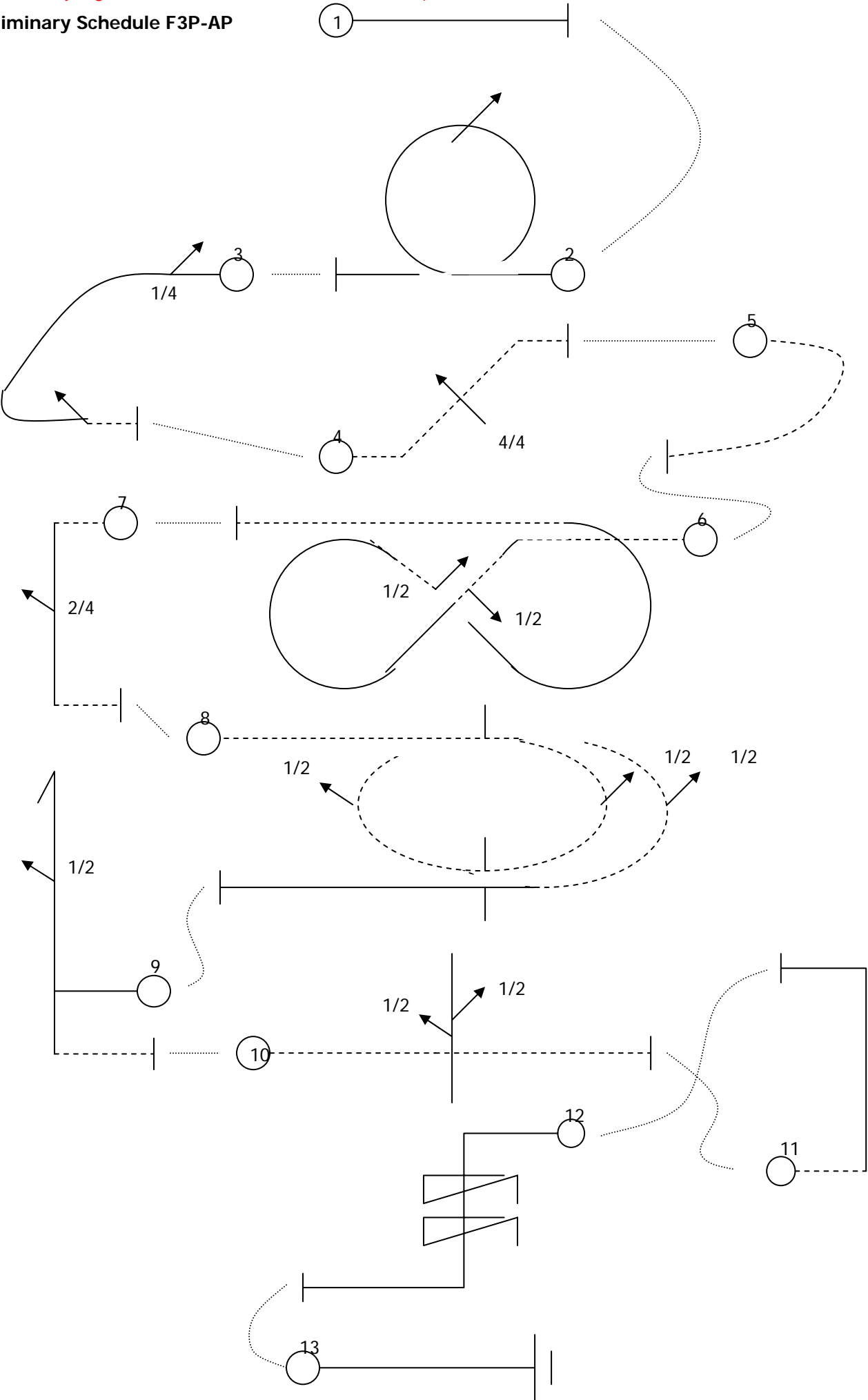**Description of Manoeuvres**

AP01. 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

AP02. Loop with 1 Roll Integrated (Center manoeuvre)
Pull and perform a loop with a full roll completely integrated. Exit level.

Judging Notes:
- The roll rate must be constant

AP03. ¼ Roll, Horizantal Knife-Edge Half Square, ¼ Roll (Turn-around manoeuvre)
Perform a qurter roll, fly a horizontal half square in knife-edge flight and perform a second quarter roll. Exit inverted.

Judging Notes:
- The radii at the half square's corners must be equal.
- The altitude must not vary during the entire manoeuvre.
- There must be no lines between the quarter rolls and the radii.

AP04. 45° Upline with 4-Point-Roll (Center manoeuvre)
Push to a 45° upline and perform a four-point-roll in iits center. Exit inverted.

AP05. Half Circle Inverted (Turn-around manoeuvre)
Perform half a circle in inverted flight. Exit inverted.

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

AP06. Reverse Cuban Eight from Top (Center manoeuvre)
Pull to a 45° downline perform half a roll, pull through a 3/4 inside loop in another 45° downline and perform a second half roll pull through a 5/8 inside loop into inverted flight exit.

AP07. Half Square Loop from Top with 2/4-Point Roll (Turn-around manoeuvre)
Pull to a vertical downline, perform two points of a four-point roll and push to inverted flight. Exit inverted.

AP08. 1 ½ Rolling circle with 3 Half Rolls Integrated (Center Manoeuvre)
From inverted perform 540° of rolling circles with three half a rolls in opposite directions integrated in each 180° section. First half roll to the outside. Exit level.

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

AP09. Stall Turn with ½ Roll up (Turn-around manoeuvre)
Pull to a vertical upline, perform half a roll followed by a stall turn. From the vertical downline push to inverted. Exit inverted.

Judging Notes:
- Radius of the stall-turn more than 1-1/2 wingspan: Score Zero (0)

AP10. 2 Half Torque Rolls (Center Manoeuvre)
From inverted reduce flying speed until the model's longitudinal axis is in a vertically hovering attitude. Perform half a roll in this position, immediately followed by a second half roll in this position and in opposite direction. Then accellerate the model back into inverted flight. Exit inverted.

Judging notes:
-   The altitude and distance must not vary during the entire manoeuvre.

AP11. Half Square Loop (Turn-around manoeuvre)
Push to a vertical upline, then push into level flight. Exit level.

AP12. 2 Turns of Spin (Center Manoeuvre)
From level flight reduce flying speed until the model stalls. Perform two turns of spin, then recover into level flight. Exit level.

Judging notes:
-   Spin entry must not be a snap roll

AP13. Landing Sequence
Reuduce power and turn around 180°. Land the model gently parallel to the security line.

Judging Notes:
-   Landing sequence is not scored.