F3 – Helicopter Technical Notice

Revisions for Early Implementation

It was agreed at the recent CIAM Plenary Meeting that the following amended rules in the Sporting Code Volume F3 - Helicopter (shown in bold, underline), dealing with safety considerations and clarification of existing procedures, will be effective from 1st June 2018 and will be in force for all remaining 2018 FAI competitions.

ANNEX 5E - F3C Judges' Guide

5E.6.11. - Autorotations This rule is effective from **1st June 2018**.

The manoeuvre begins and ends as announced by the caller. The end must be after the landing. Because the autorotation can contain several flying manoeuvres, the announced beginning can be before the engine is powered off or set to idle. The manoeuvre description must clearly state, when the engine has to be powered off or set to idle position. In order to obtain the maximum score, the MA must have executed the flying manoeuvres exactly as described in the manoeuvre description, and after the smooth landing the MA tailboom must be parallel to the judges' line. If the flight path is stretched, shortened or deviated from, in order to reach the landing circle, the manoeuvre must be downgraded. The required flight path gives maximum score, but there will be downgrades of 1 or 2 points depending of the severity of the path deviation. For example: If the flight path clearly points to a landing close to one of the flags, but the path is stretched to reach the circle, the score can only be a maximum of 6 (corresponding to outside the circles), and there will be an additional downgrade of 2 points for the stretch. This means the score can only be a maximum of 4. If the model lands without stretching, the maximum score would have been a 6.

Scoring criteria for Autorotation landings:
Landing gear inside 1m circle = Maximum 10 points.
Rotor shaft points to inside of 1m circle = Maximum 9 points.
Landing gear inside 3m circle = Maximum 8 points.
Rotor shaft points to inside of 3m circle = Maximum 7 points.
Rotor shaft points to outside of 3m circle = Maximum 6 points.

Note: If a flying manoeuvre is missed out or if the engine is not powered off (or not set to idle position), the score for the complete figure shall be zero.

5.11 Class F3N – RC Freestyle Aerobatic Helicopters

5.11.10 – Flight Program This rule is effective from **1st June 2016**

Set Manoeuvre Flight
Every pilot makes his choice of **seven** ~~eight~~ different manoeuvres from the list of manoeuvres (refer to paragraph 5.11.11). He may choose different manoeuvres for each round. The list with the manoeuvres chosen for a round must be delivered to the Contest Director or an official before the beginning of the round. The flight time of the Set Manoeuvre rounds is eight minutes.

ANNEX 5G - F3N Judges' Guide

5G.8.6. – EVALUATION OF THE LEVEL OF DIFFICULTY FOR FREESTYLE SCHEDULE

This rule is effective from **1st June 2018**

Replace the scores in the current table 5G.8.6:

Aerobatic Manoeuvres in Basic Orientations	
3	Examples: Immelmann, short straight passages, loop, loop with full pirouette on top, roll, turn, 540° turn, pirouettes
5	Examples: ½ Cuban eight, long passages, nose-in circle, flips, autorotation
6	Examples: inverted hovering on eyelevel, flip sideward, Cuban eight, flips with hovering stops
6-10	Examples: Horizontal eight, loop sidewards, turn with hesitations and/or changes of turning direction, rolling stall turn, autorotation with 180 degree turn, death spiral, knife edge pirouette, speed circle, stationary tictoc, funnel, 4-point roll, multi-point tictoc, Snake
Aerobatic Manoeuvres in Several Orientations	
10-15	Aerobatic manoeuvres that demonstrate several orientations like inverted, sideways, backwards etc. Examples: Backward Inverted Cuban eight, skids in and out knife edge manoeuvres, snake parallel to flight line and to centerline, different kinds of funnels like waltz
Aerobatic Manoeuvres including Piros, Rolls and Flips Etc	
13-18	Aerobatic manoeuvres flown in a way where in addition to the CG movement of the main manoeuvre, the model is continuously performing rolls, piros, flips, tictocs or similar. In order to get a high score, many orientations must be shown. Examples: Pirouetting Globe, Chaos, Rolling Globe, Rolling circles, Pirouetting funnels
Aerobatic Manoeuvres including Reversals and Transformations	
17-20	Aerobatic manoeuvres flown in a way, where piros, rolls, tictocs or other secondary manoeuvres are included/integrated and reversed in an equal and balanced way. Examples: Rolling globe with roll reversals, horizontal circle with continues flips/rolls so that tail boom is always parallel to centerline, Reversing chaos In order to score near maximum, many orientation changes must be displayed, and flight must include many clearly defined manoeuvres.

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