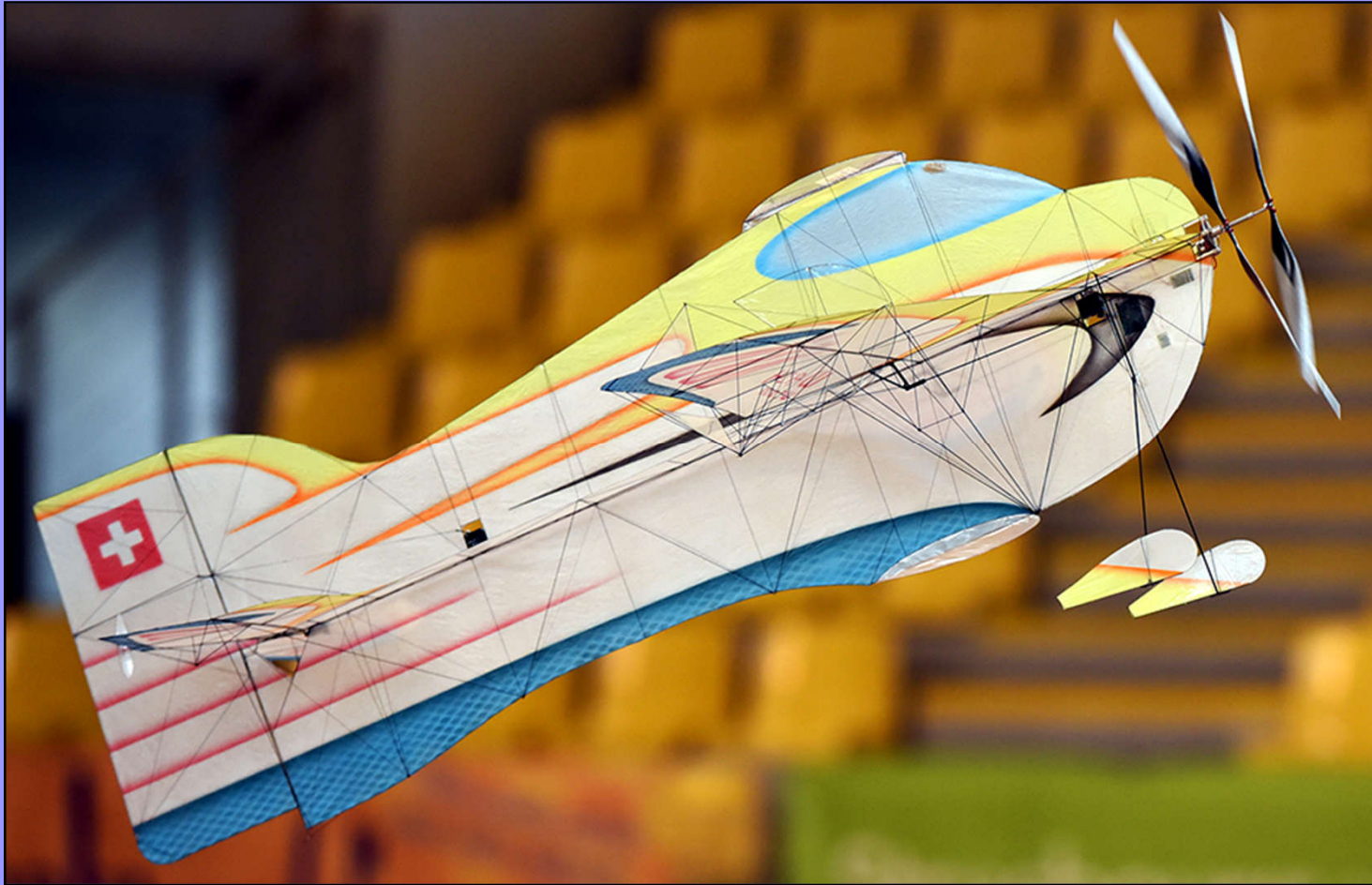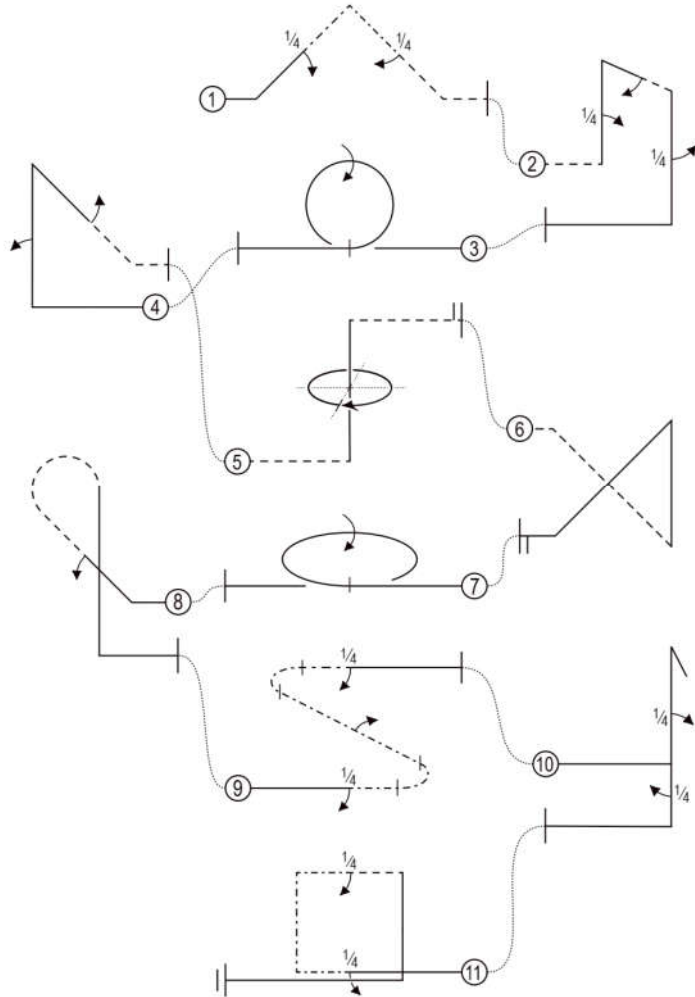# Class F3P Radio Control Indoor Aerobatic Model Aircraft
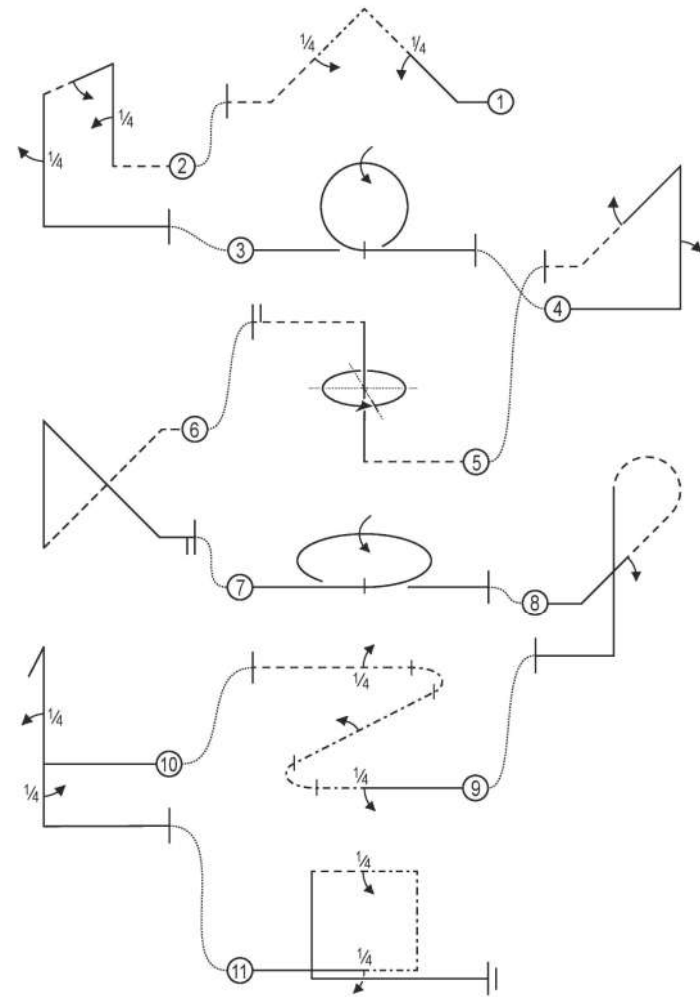

Preliminary Schedule F3P-AA 23   (2022-2023)

ADVANCED SCHEDULE AA-23 (2022-2023)

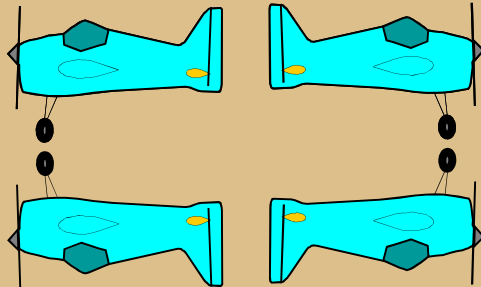

© CIAM F3 Aerobatics
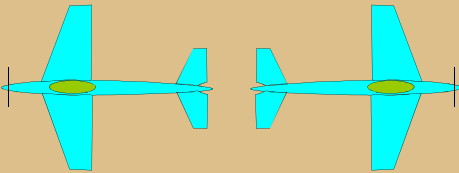Drawings by Ken Hirose
Oct. 2020

Take-off procedure
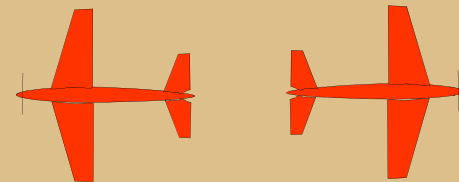# (not judged, not scored)

Explanations:

Aircraft upright

Aircraft inverted

Aircraft in Knife Edge
View from Top

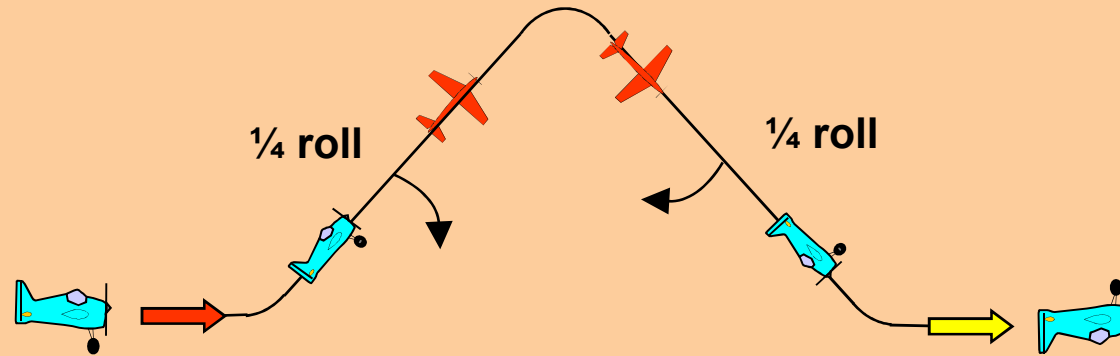Aircraft in Knife Edge
View from Below

Reference points

Safety line

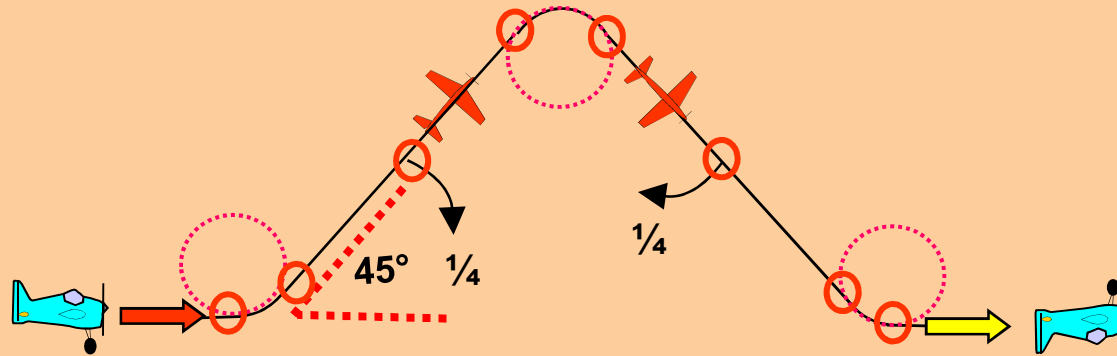# AA 23.01 Pyramid with quarter roll, quarter roll

¼ roll

¼ roll

From upright, pull though a one eighth loop into a forty-five degree upline, perform a quarter roll, perform a quarter knife loop into a forty-five degree knife-edge downline, perform a quarter roll, push through a one eighth loop, exit inverted.

F3P-AA 23.01.01

AA 23.01 Pyramid with quarter roll, quarter roll

¼ rolls on middle of the lines.

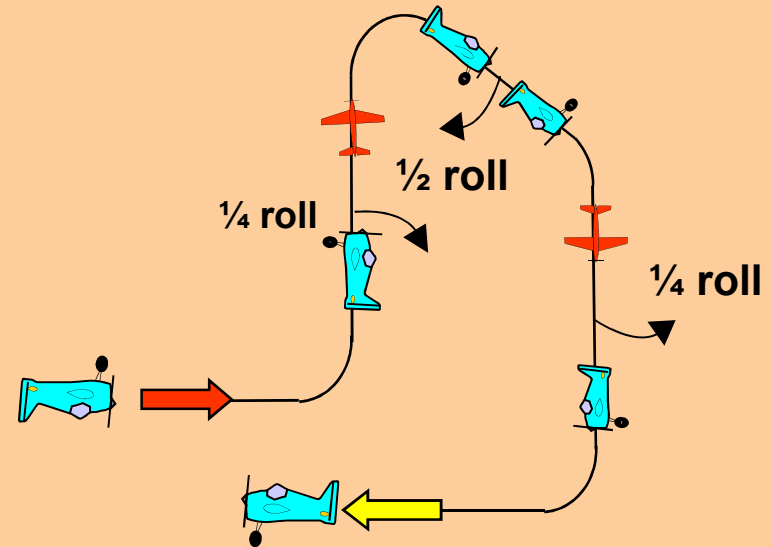All radii are equal.

45°   ¼

¼

Entry and exit must be at the same altitude.

During the knife edge the wing must be in the vertical plane.

F3P-AA 23.01.02

AA 23.02 Crossbox Top Hat with quarter roll, half roll, quarter roll
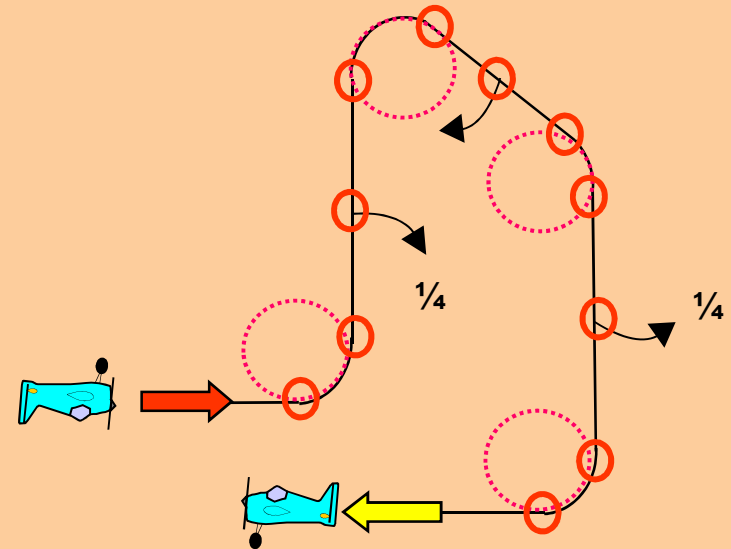
½ roll

¼ roll

¼ roll

From inverted, push through a quarter loop into a vertical upline, perform a quarter roll, push through a quarter loop into a crossbox upright horizontal line, perform a half roll, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

F3P-AA 23.02.01

AA 23.02 Crossbox Top Hat with quarter roll, half roll, quarter roll
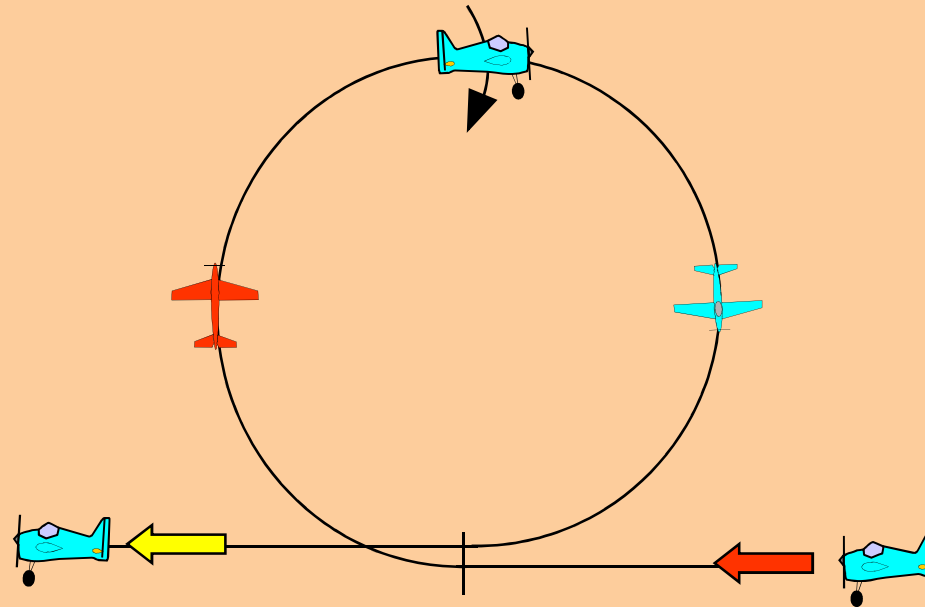
¼ rolls and ½ roll on middle of the lines.

¼

¼

All radii are equal.

F3P-AA 23.02.02
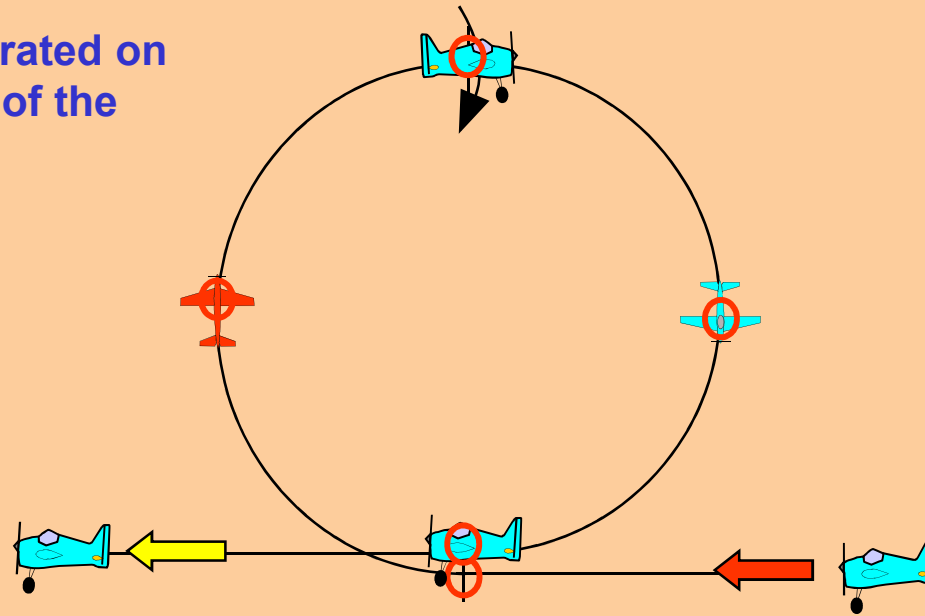
AA-23.03 Loop roll integrated

From upright, pull through a loop while integrating a roll, exit upright.

F3P-AA 23.03.01

AA-23.03 Loop with roll integrated
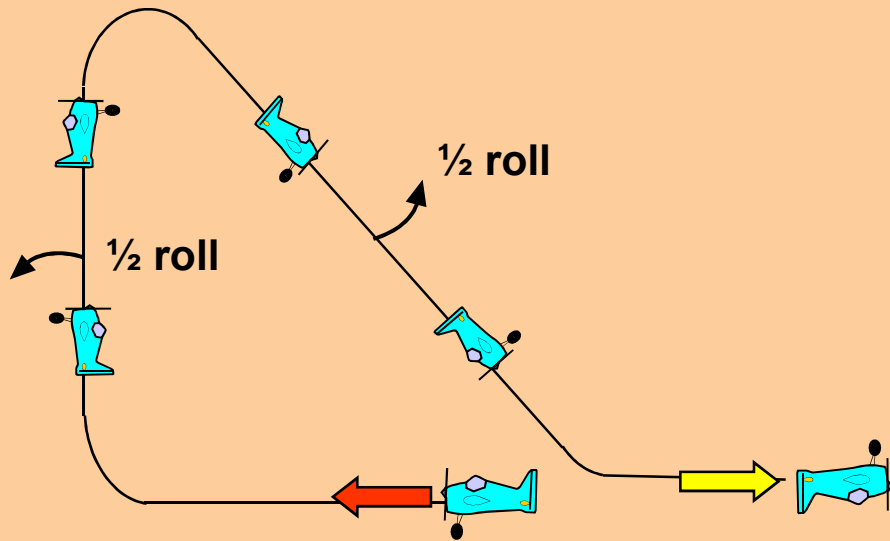
Roll must be integrated on circular flightpath of the loop.

Entry and exit must be at the same altitude.

Loop must be round.

F3P-AA 23.03.02

AA-23.04 Shark Fin with half roll, half roll
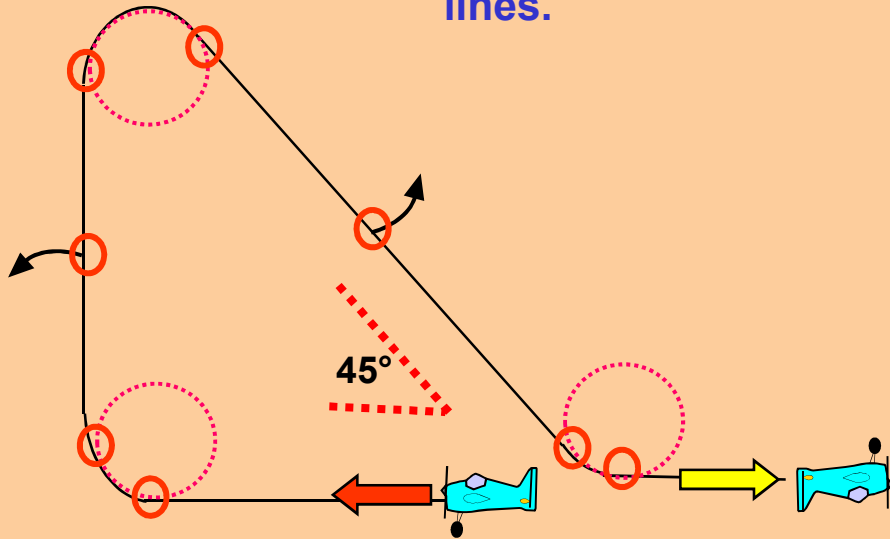
½ roll

½ roll

From upright, pull through a quarter loop into a vertical upline, perform a half roll, push through a three eighths loop into a forty-five-degree downline, perform a half roll, push through a one eighth loop, exit inverted.

F3P-AA 23.04.01

AA-23.04 Shark Fin with half roll, half roll

Part rolls on middle of the lines.

45°

All radii are equal.
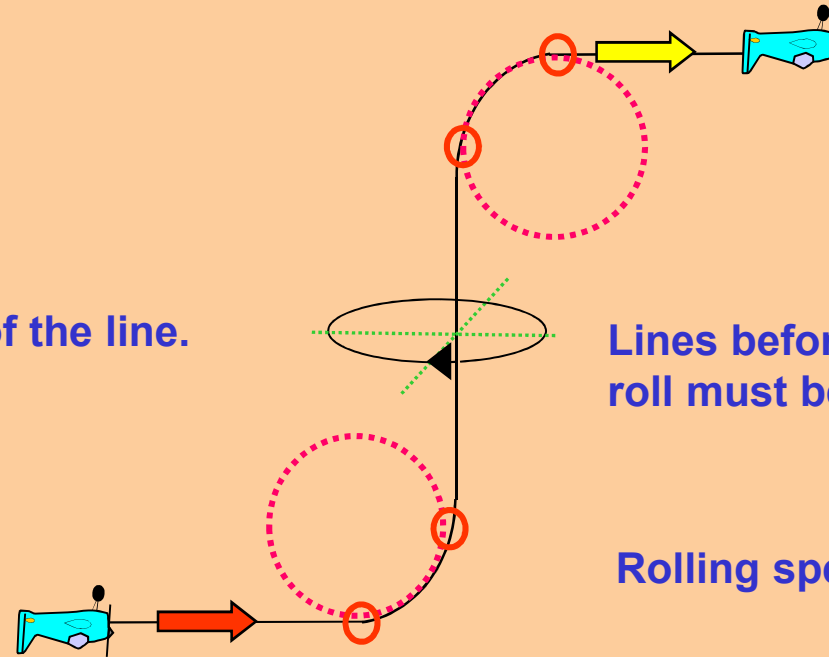
F3P-AA 23.04.02

AA-23.05 Torque Roll
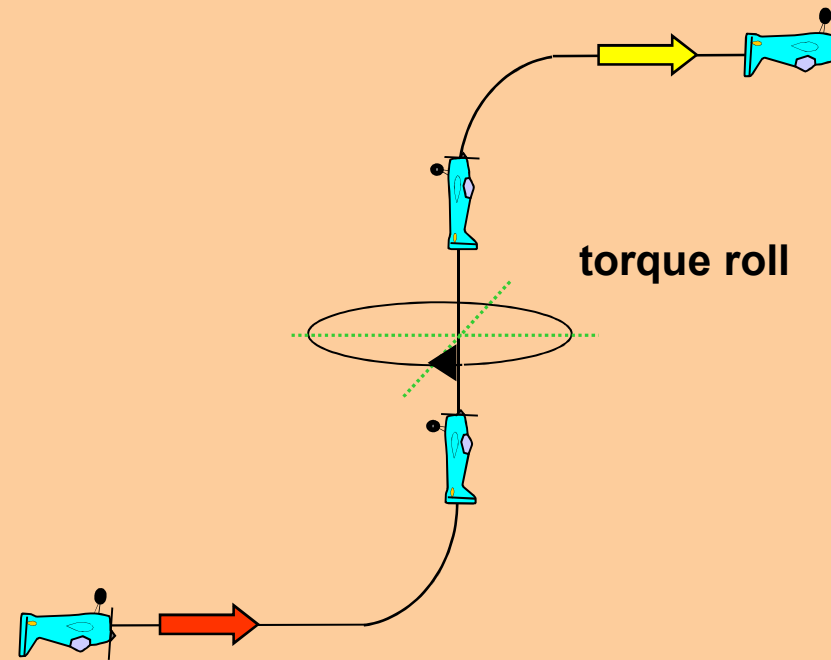
torque roll

From inverted, push through a quarter loop into a vertical upline, perform a torque roll, pull through a quarter loop, exit inverted

AA-23.05 Three quarter Torque Roll, Upline, three Quarter Torque Roll in opposite direction
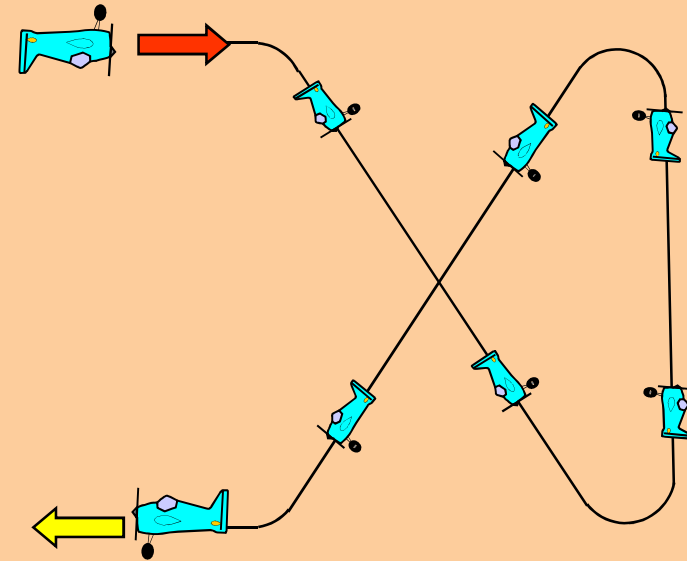
Torque roll on middle of the line.

Lines before and after torque roll must be of equal length.

Rolling speed must be constant.

Absence of a hover = zero.
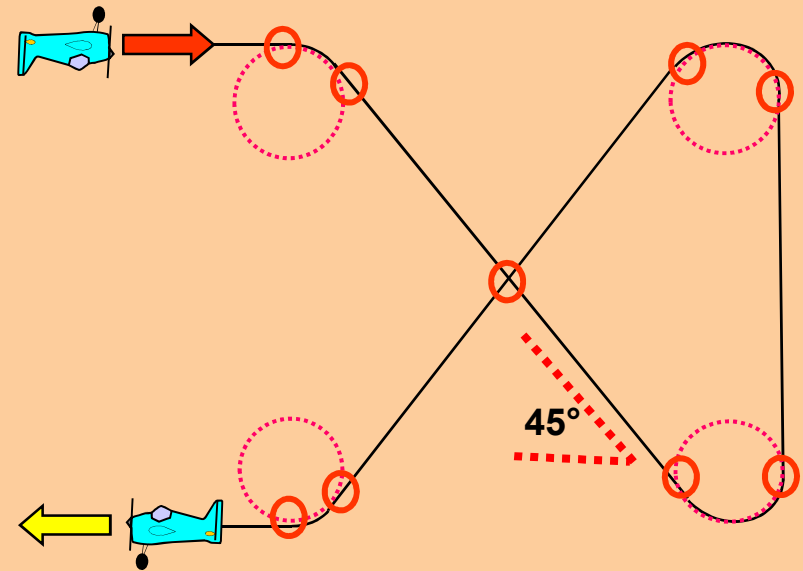
All radii are equal.

F3P-AA 23.05.02

AA-23.06 Half Hourglass

From inverted, pull though a one eighth loop into a forty-five degree downline, push through a three eighths loop into a vertical upline, push through a three eighths loop into a forty-five degree downline, pull through a one eighth loop, exit upright.
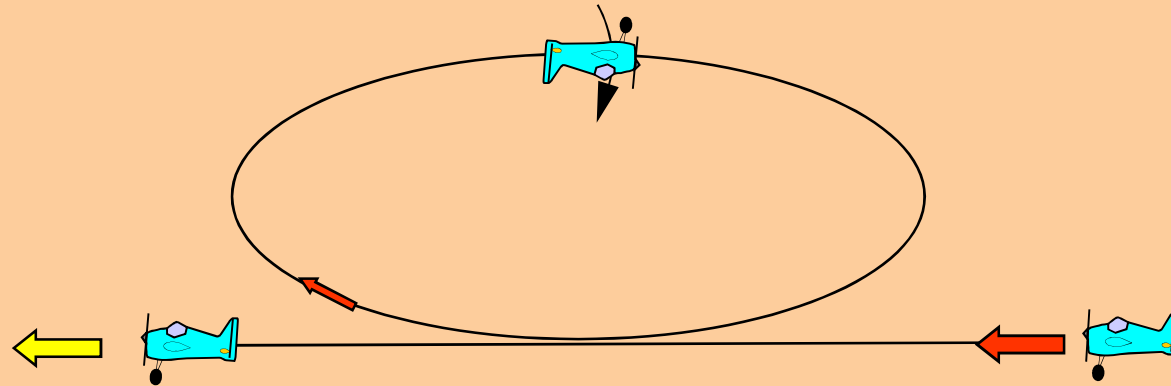
AA-23.06 Half Hourglass

45°

All radii are equal.

F3P-AA 23.06.02
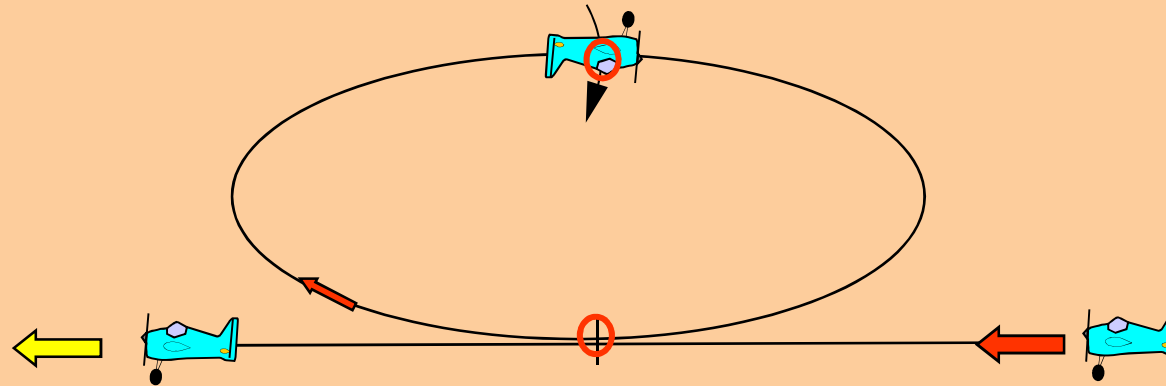
AA-23.07 Rolling Circle

From upright, perform a rolling circle with one roll integrated, exit upright.

F3P-AA 23.07.01

AA-23.07 Rolling Circle

Roll rate must be constant.

Rolls is integrated on circular flightpath of the circle.

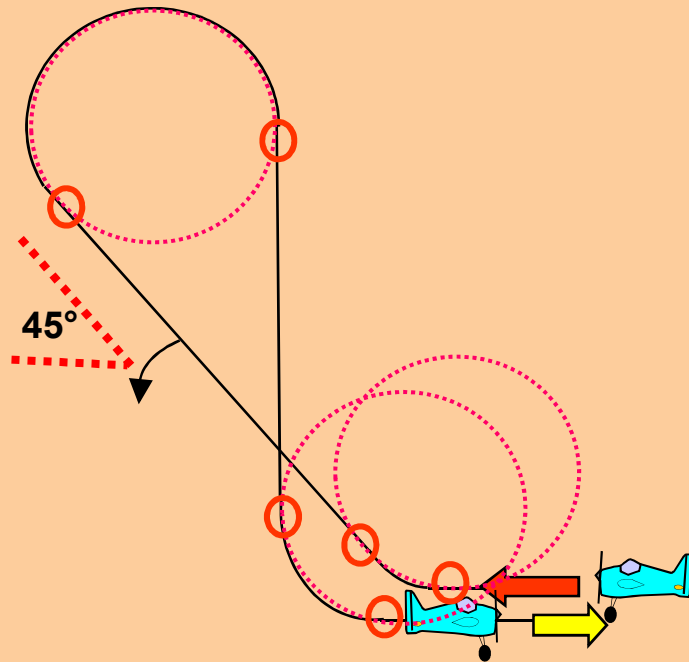**Circle must be of equal and constant radius and must be flown at the same altitude.**

½ roll
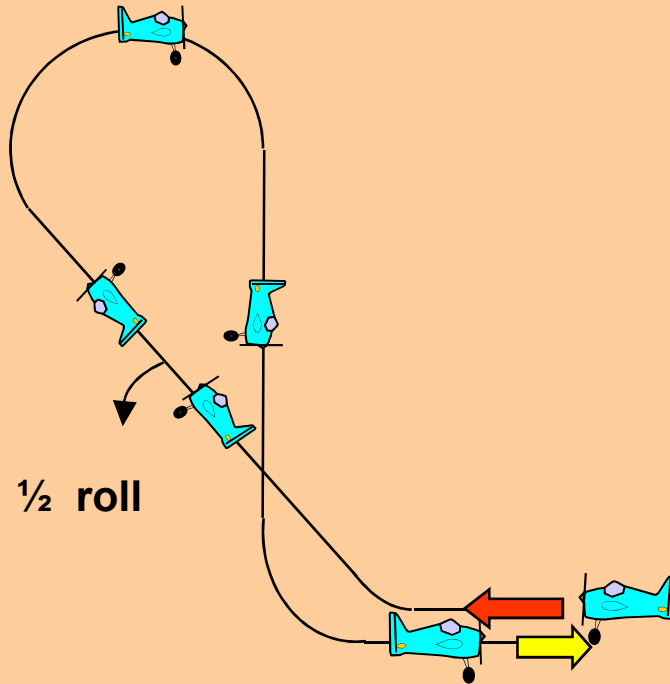
From upright, pull through a one eighth loop into a forty-five-degree upline, perform a half roll, push through a five eighths loop into a vertical downline, pull through a quarter loop, exit upright.

F3P-AA-21.08.01

AA-23.08 Figure ET

45°

All radii are equal.

F3P-AA-21.08.02

AA-23.09 Crossbox Figure Z with quarter roll, half roll, quarter roll

¼ roll

3/8 knife
edge circle

½ roll

3/8 knife
edge circle

¼ roll
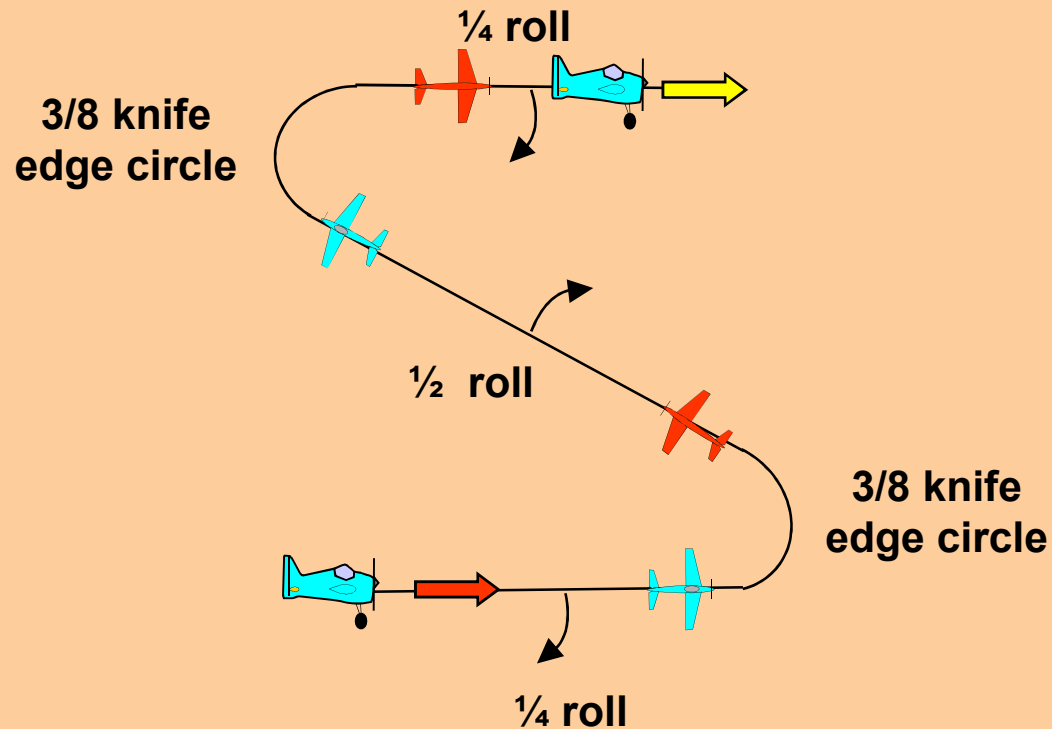
From upright, in the center, perform a quarter roll into knife-edge flight, push through a three eighths knife-edge circle into a forty-five-degree cross box line, perform a half roll, push through a three eighths knife-edge circle, perform a quarter roll, exit upright.

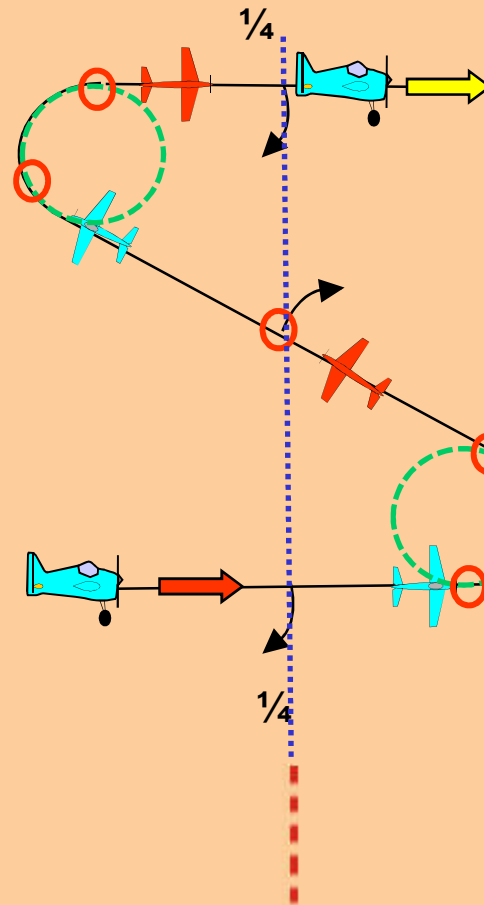F3P-AA 23.09.01

AA-23.09 Crossbox Figure Z with quarter roll, half roll, quarter roll

¼

3/8 knife edge circle
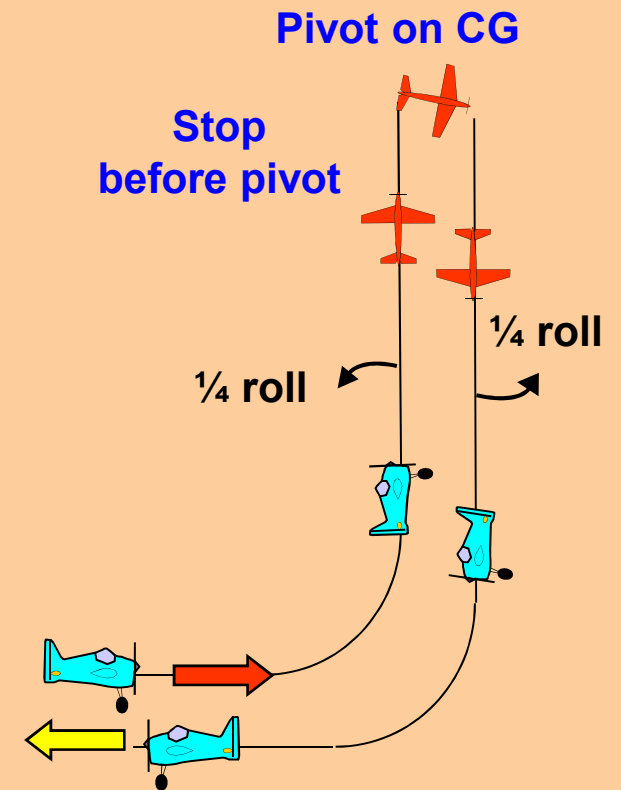
3/8 knife edge circle

¼

½ rolls on middle of the line.

During the knife-edge the wing must be in the vertical plane.

Radii of the 3/8 knife-edge circles are equal.

AA-23.10 Stall Turn with quarter roll, quarter roll

Pivot on CG

Stop before pivot

¼ roll

¼ roll

From upright pull through a quarter loop into a vertical upline, perform a quarter roll, perform a stall turn into a vertical downline, perform a quarter roll, pull through a quarter loop exit upright.
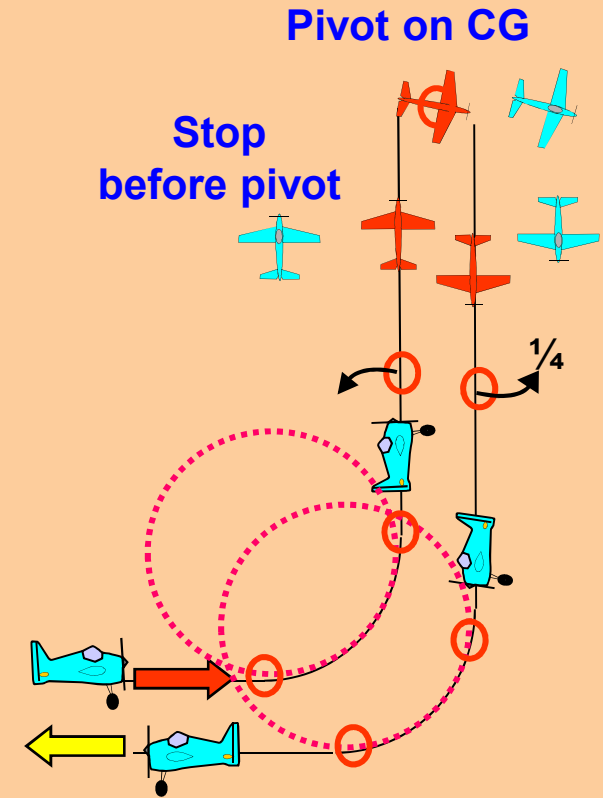
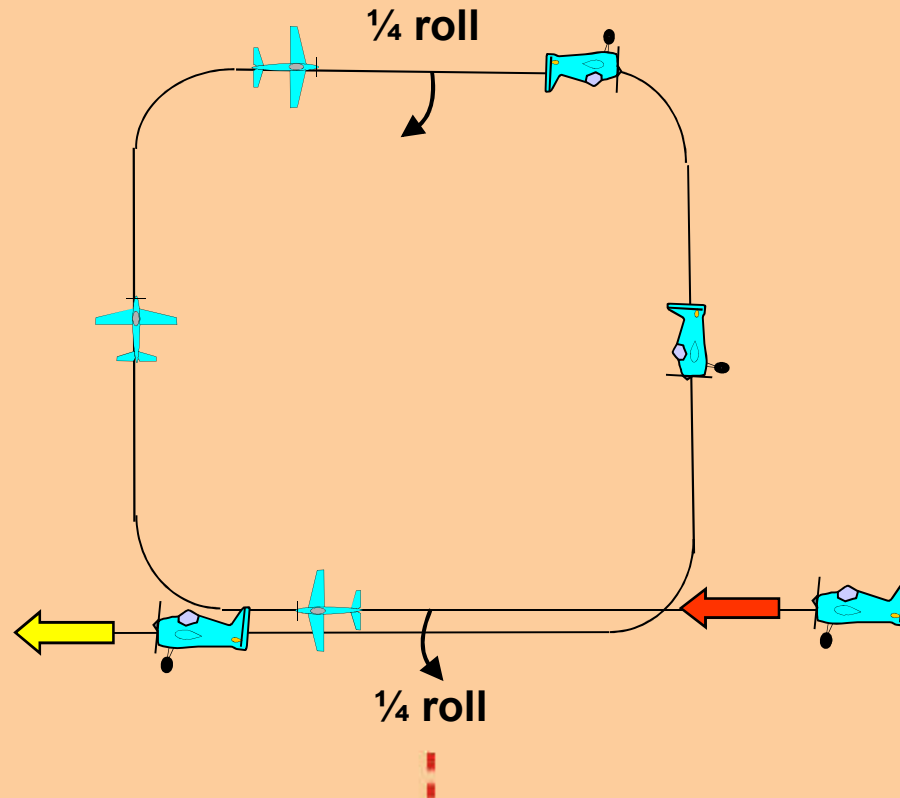# AA-23.10 Stall Turn with quarter roll, quarter roll

Pivot on CG

Stop before pivot

¼ rolls on middle of the line.

Two wing spans or more – zero points!

All radii are equal.

¼

AA-23.11 Square Loop with quarter roll, quarter roll

¼ roll

¼ roll

From upright, in the center perform a quarter roll into knife-edge flight, perform a quarter knife-edge loop into a vertical upline, perform a quarter knife-edge loop, perform a quarter roll, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.
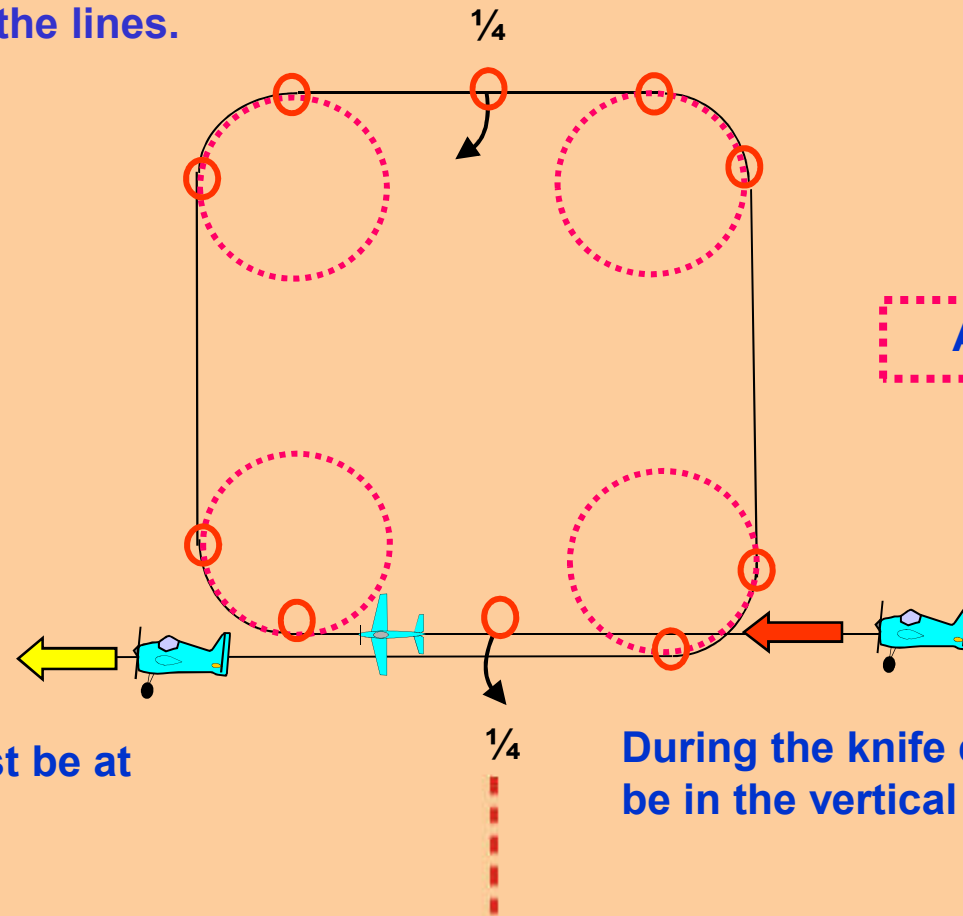
(Note: The manoeuvre is finished when the aircraft has crossed the center line.)

F3P-AA 23.11.01

AA-23.11 Square Loop with quarter roll, quarter roll, quarter roll, quarter roll

¼ roll on middle of the lines.

¼

All radii are equal.

Entry and exit must be at the same altitude.

¼

During the knife edge the wing must be in the vertical plane.

F3P-AA 23.11.02

**Landing sequence
(not judged, not scored)**

Forget WHO is flying

(friend, rival, countryman, flier from other nation)

Forget WHAT is flying

LOOK ONLY AT LINES DESCRIBED ....

Bob Skinner

Safety line

© Peter Uhlig, October 2021