Class F3P Radio Control Indoor Aerobatic Model Aircraft

Advanced Schedule F3P-AA 25 (2024-2025)
Explanations:

- Aircraft upright
- Aircraft inverted
- Aircraft in Knife Edge
  - View from Top
- Aircraft in Knife Edge
  - View from Below
- Roll
- Snap Rolls
- Half roll
  - pos.
  - neg.

Reference points
Take-off procedure
(not judged, not scored)
From upright, at centre, perform a ½ roll, push through a ⅜ loop into a 45° upline, push through a ¼ loop into a 45° downline, push through a ¾ loop, perform a ½ roll, exit upright.
$\frac{1}{2}$ rolls on middle of the lines.

All radii are equal.

Entry and exit must be at the same altitude.
From upright, pull through a ¼ loop into a vertical upline, perform a ¼ roll, push through a half loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, exit inverted.
All radii are equal.

¼ rolls on middle of the lines.
From inverted, at centre, perform a ½ roll, perform a ½ horizontal circle with wing level, perform a ½ roll, perform a ½ horizontal circle with wing level, perform a ½ roll, exit upright.
From inverted, at centre, perform a ½ roll, perform a ½ horizontal circle with wing level, perform a ½ roll, perform a ½ horizontal circle with wing level, perform a ½ roll, exit upright.

Radii of the half circles are equal.

During the half circles wing must be level.

½ rolls at centre.
AA-25.04 Corner Stall Turn Combination with quarter roll

Stop before pivot (slight hesitation)

¼ roll

From upright, perform a ¼ circle with wing level, pull through a ¼ loop into a vertical upline, perform a ¼ roll, perform a stall turn into a vertical downline, pull through a ¼ loop, exit upright.
AA-25.04 Corner Stall Turn Combination with quarter roll

Pivot on CG

Stop before pivot (slight hesitation)

¼ roll on middle of the line.

Wing must be level.

All radii of the part loops are equal.
AA-25.05 Roll Combination with two consecutive half rolls in opposite direction

From upright, perform consecutively two $\frac{1}{2}$ rolls in opposite direction, exit upright.
Between part rolls and rolls in opposite direction there must be no line.
AA-25.06 Half Loop with half roll integrated

From upright, pull through a ½ loop while integrating a ½ roll, exit upright.
AA-25.06 Half Loop with half roll integrated

Roll rate must be constant.

½ roll must be integrated on circular flightpath of the ½ loop.
AA-25.07 Knife-Edge forty-five degree downline with quarter roll, quarter roll

From upright, before centre, perform a ¼ roll into knife-edge flight, perform a ⅛ knife-edge loop into a 45° downline, perform ⅛ knife-edge loop, perform a ¼ roll, exit inverted.
During the knife edge the wing must be in the vertical plane.

All radii are equal.
From inverted, push through a ¼ loop into a vertical upline, push through a ⅜ loop into a 45° downline, perform a ½ roll, push through a ⅛ loop, exit inverted.
AA-25.08 Shark Fin with half roll

½ roll on middle of the line.

All radii are equal.
From inverted, at centre, push through a ¼ loop into a vertical upline, perform a ½ torque roll, pull through a ½ loop into a vertical downline, pull through a ¼ loop, exit upright.
AA-25.09 Push-Pull-Pull Humpty Bump with half Torque Roll

Rolling speed must be constant.

½ Torque Roll

Absence of a hover = zero.

All radii are equal.
AA-25.10 Fighter Turn with quarter roll, quarter roll

From upright, pull through a ⅛ loop into a 45° upline, perform a ¼ roll, push or pull through a half knife-edge circle into a 45° downline, perform a ¼ roll, pull through a ⅛ loop, exit upright.
AA-25.10 Fighter Turn with quarter roll, quarter roll

$\frac{1}{4}$ rolls on middle of the line.

Radii of the part loops are equal.
AA-25.11 Double Immelman with quarter roll, quarter roll

From upright, fly past centre, pull through a ½ loop, immediately perform a ¼ roll into knife-edge flight, perform a ¼ roll, immediately pull through a ½ loop, exit upright.
The first ¼ roll must follow immediately after the half loop.

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

The second half loop must follow immediately after the ¼ roll.

All radii are equal.
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

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