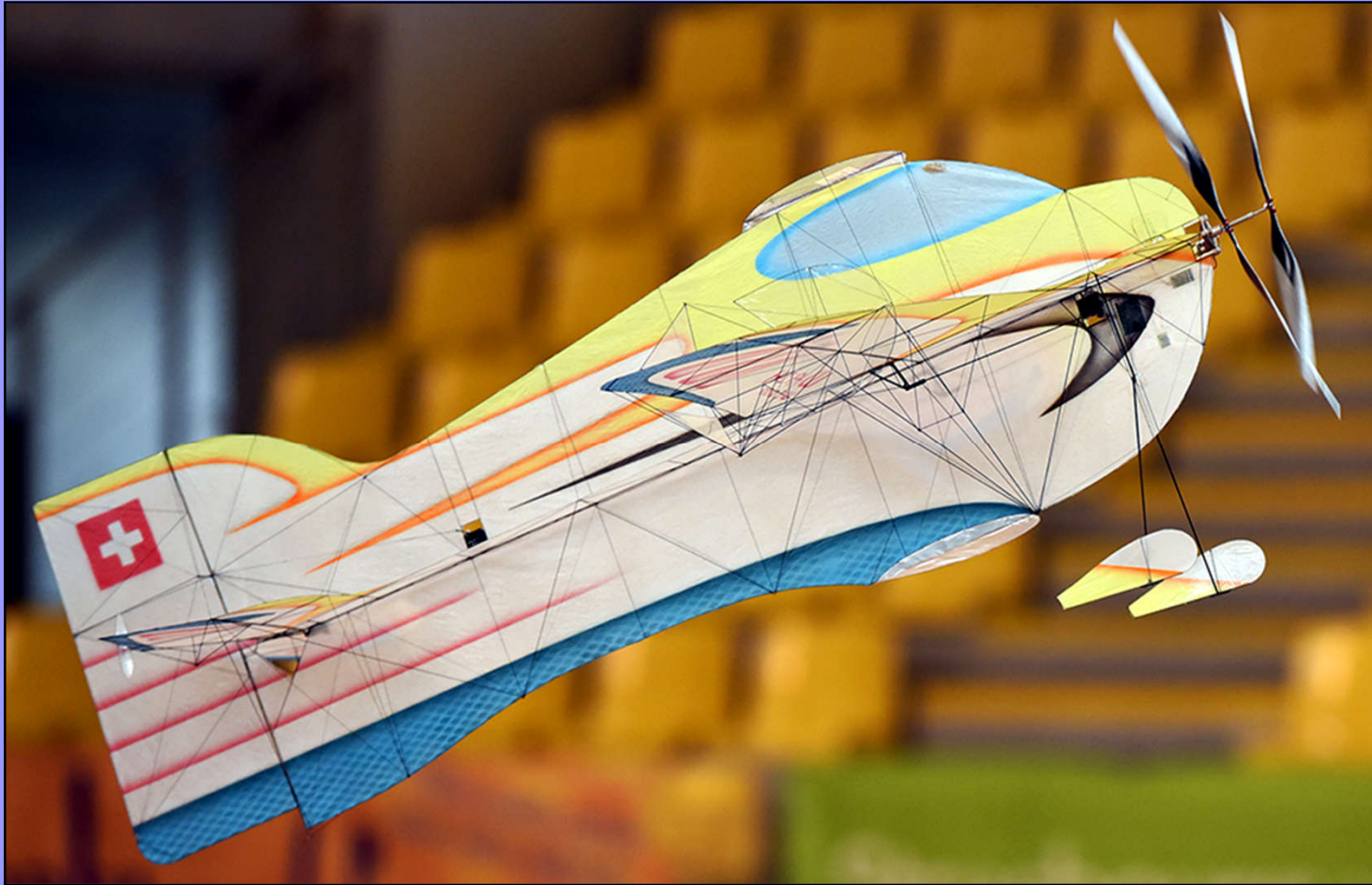
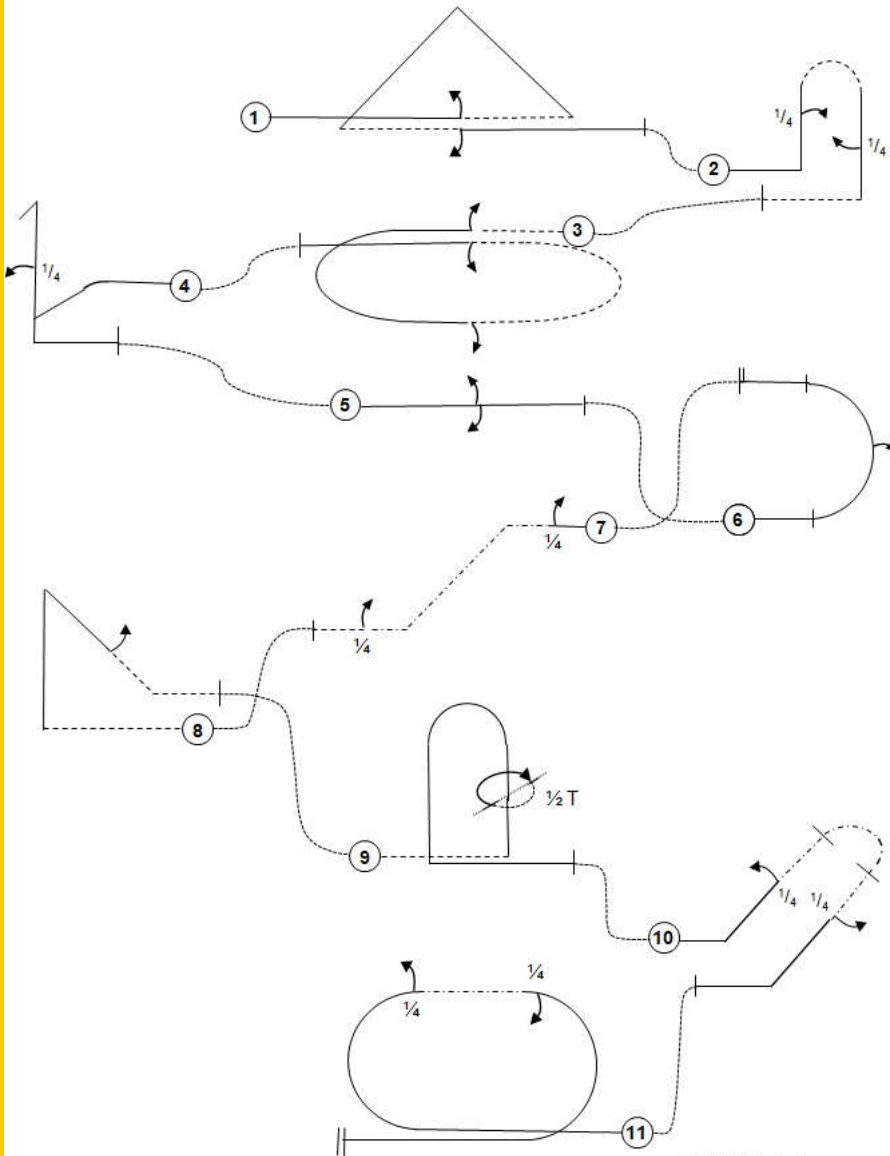


# Class F3P Radio Control Indoor Aerobatic Model Aircraft



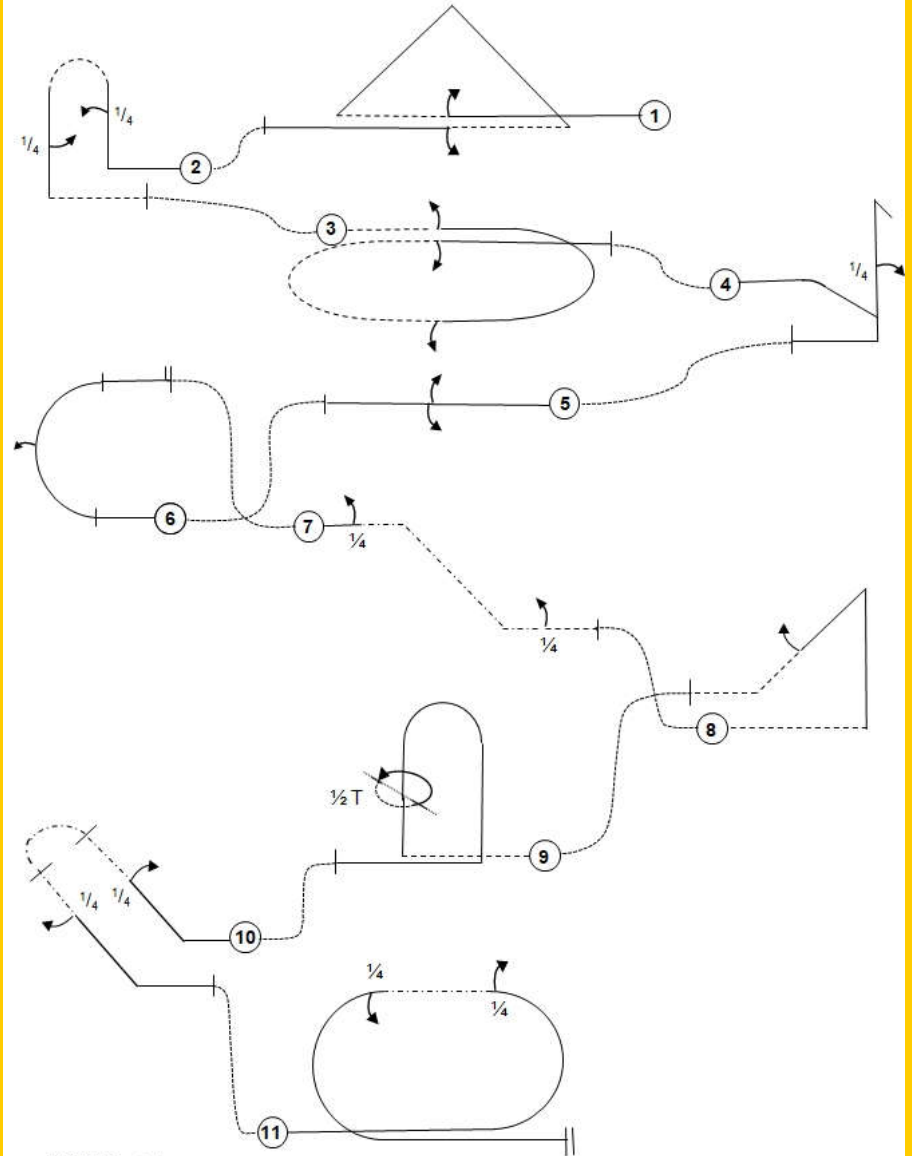
**Advanced Schedule F3P-AA 25 (2024-2025)**

### ADVANCED SCHEDULE F3P AA-25 (2024 – 2025)



© CIAM F3 Aerobatics  
Drawings by Peter Uhlig  
September 2022

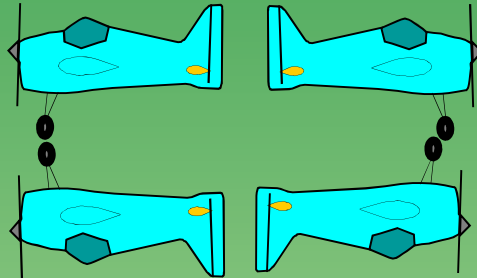
### ADVANCED SCHEDULE F3P AA-25 (2024 – 2025)



© CIAM F3 Aerobatics  
Drawings by Peter Uhlig  
September 2022

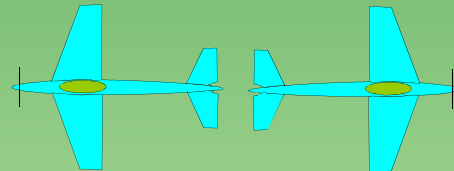


# Explanations:

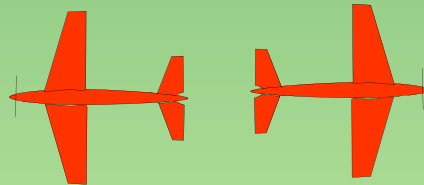


Aircraft upright

Aircraft inverted



Aircraft in Knife Edge View from Top



Aircraft in Knife Edge View from Below

↶ Half roll

↷ Roll



pos.



neg.

Snap Rolls



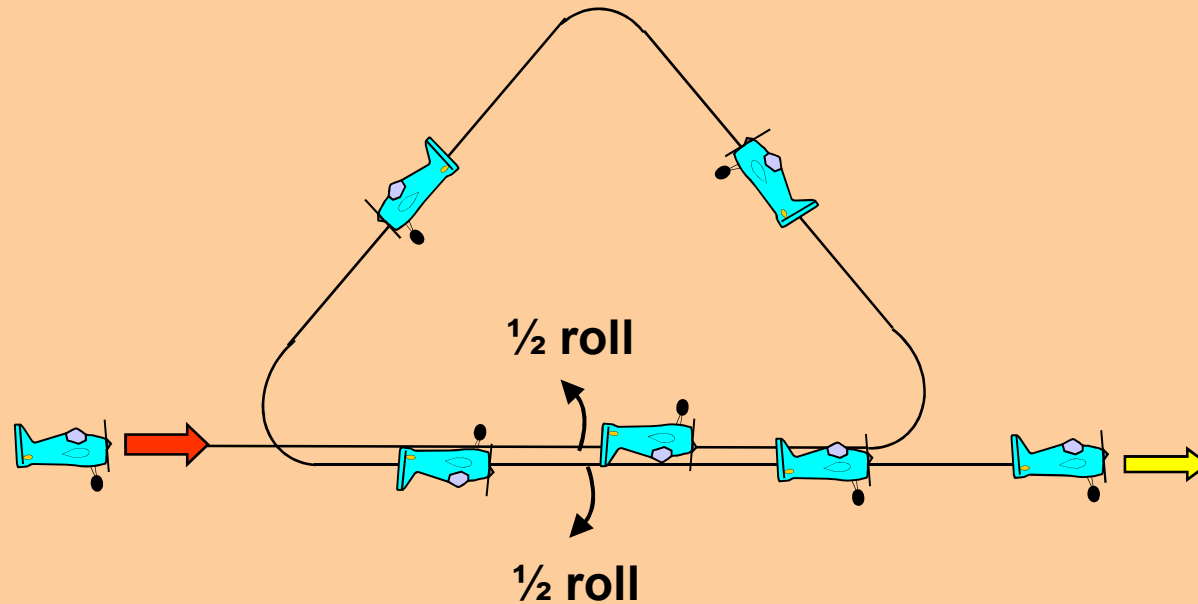
Reference points

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

Safety line



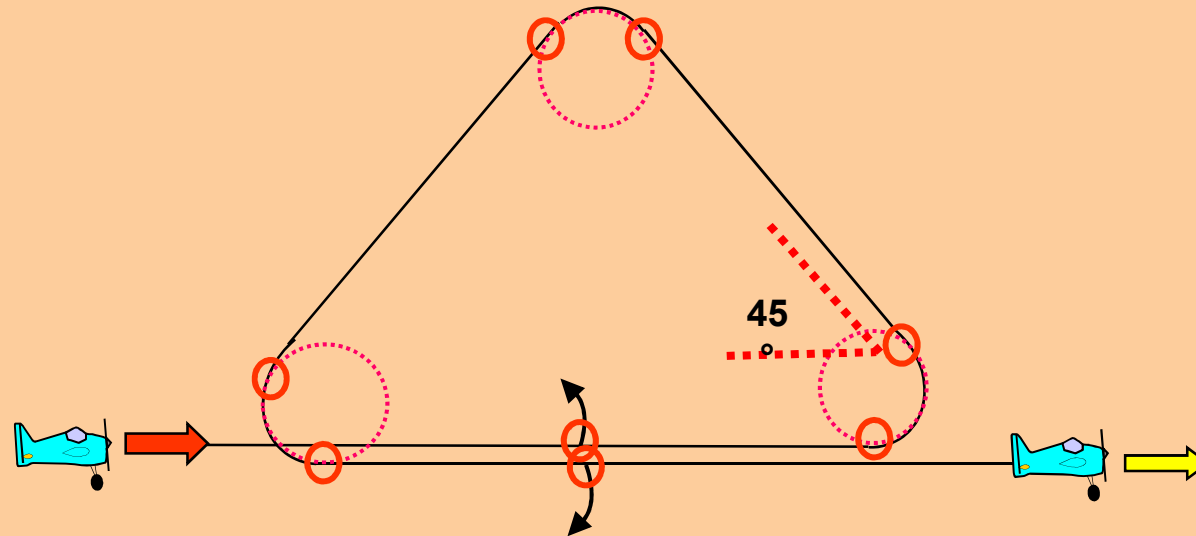
# AA-25.01 Triangle with half roll, half roll



From upright, at centre, perform a  $\frac{1}{2}$  roll, push through a  $\frac{3}{8}$  loop into a  $45^\circ$  upline, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, push through a  $\frac{3}{8}$  loop, perform a  $\frac{1}{2}$  roll, exit upright.

# AA-25.01 Triangle with half roll, half roll

$\frac{1}{2}$  rolls on middle of the lines.

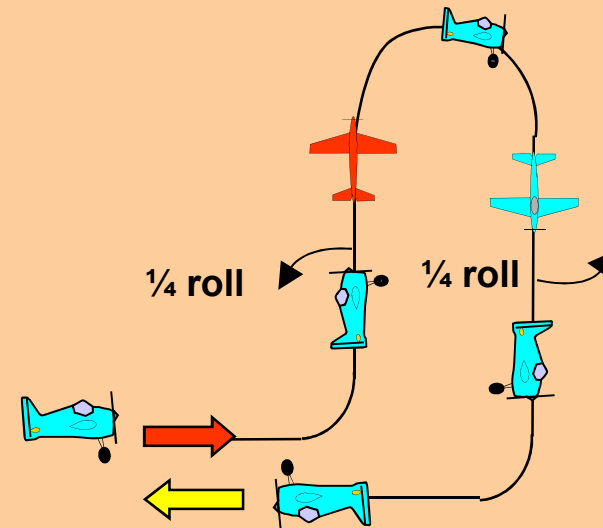


All radii are equal.

Entry and exit must be at the same altitude.



# AA-25.02 Pull-Push-Push Humpty Bump with quarter roll, quarter roll

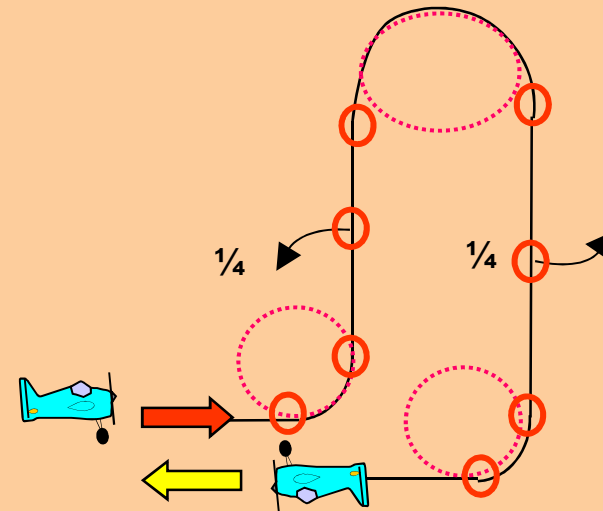


**From upright, pull through a 1/4 loop into a vertical upline, perform a 1/4 roll, push through a half loop into a vertical downline, perform a 1/4 roll, push through a 1/4 loop, exit inverted.**



# AA-25.02 Pull-Push-Push Humpty Bump with quarter roll, quarter roll

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

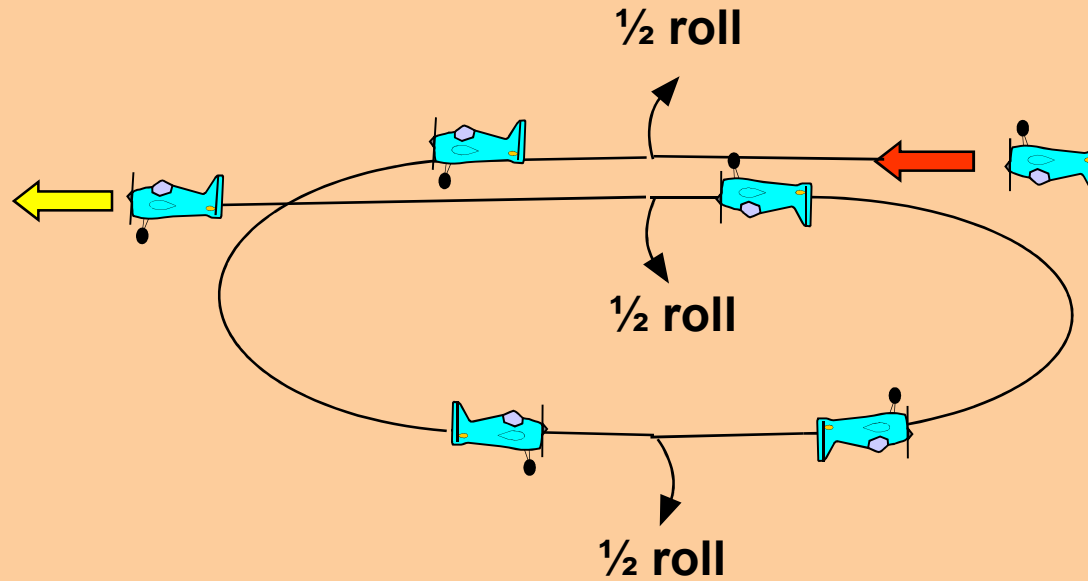


All radii are equal.





# AA-25.03 Hippodrome with half roll, half roll, half roll

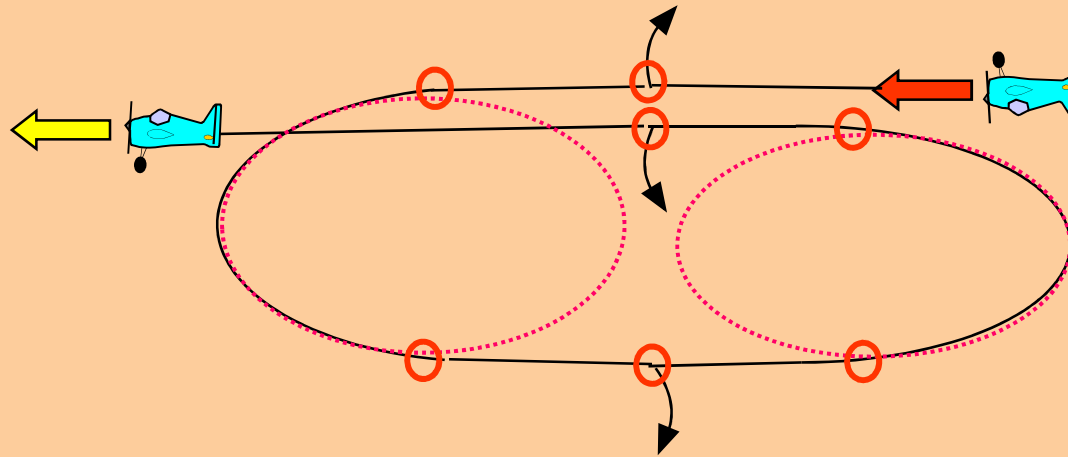


From inverted, at centre, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  horizontal circle with wing level, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  horizontal circle with wing level, perform a  $\frac{1}{2}$  roll, exit upright.



# AA-25.03 Hippodrome with half roll, half roll, half roll

$\frac{1}{2}$  rolls at centre.



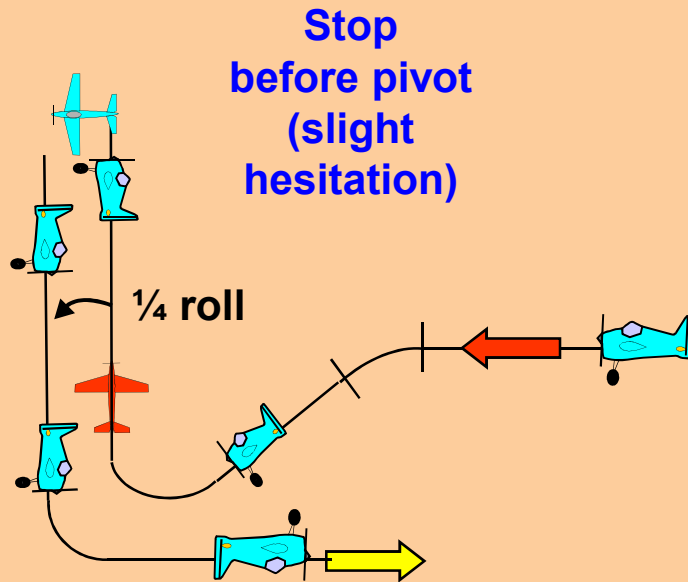
During the half circles wing must be level.

Radii of the half circles are equal.

From inverted, at centre, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  horizontal circle with wing level, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  horizontal circle with wing level, perform a  $\frac{1}{2}$  roll, exit upright.



# AA-25.04 Corner Stall Turn Combination with quarter roll

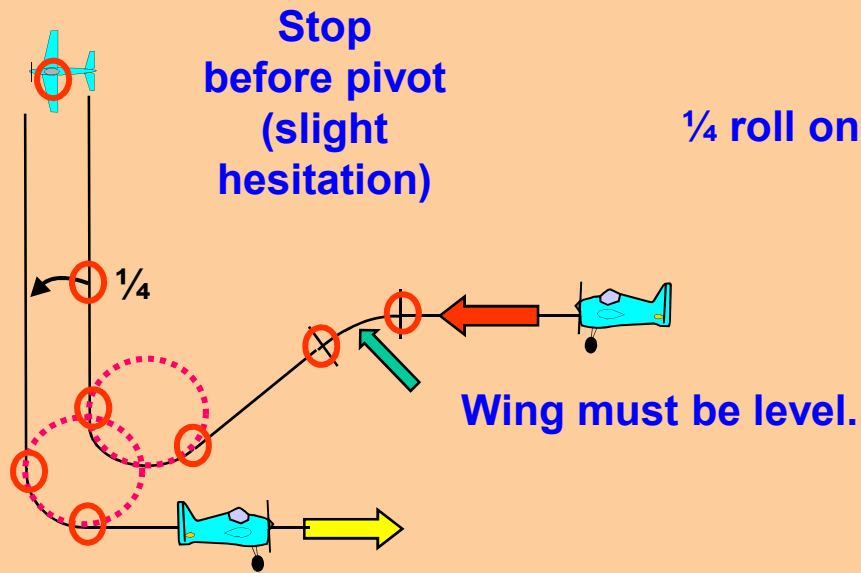


From upright, perform a  $\frac{1}{4}$  circle with wing level, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.



# AA-25.04 Corner Stall Turn Combination with quarter roll

Pivot on CG



Stop  
before pivot  
(slight  
hesitation)

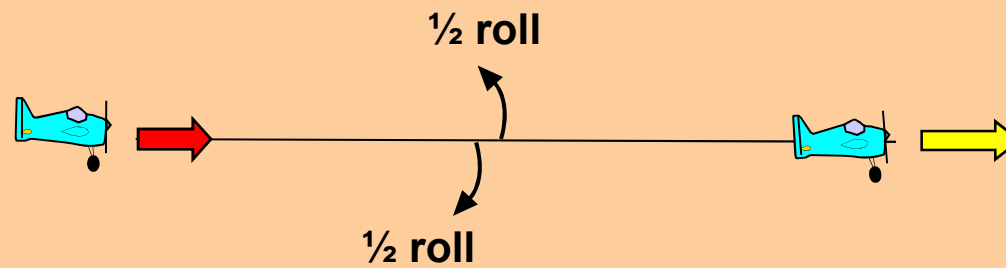
1/4 roll on middle of the line.

Wing must be level.

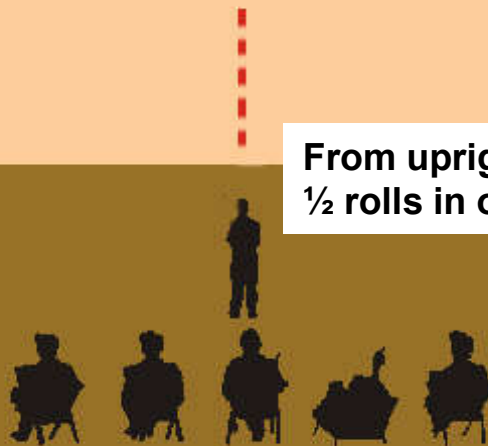
All radii of the part loops are equal.



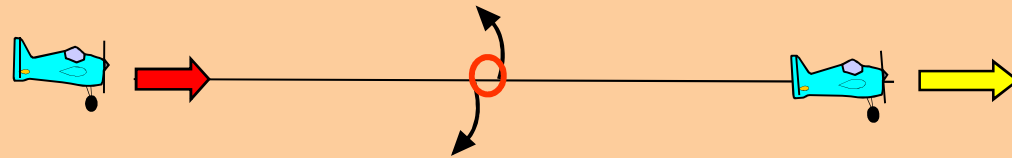
# AA-25.05 Roll Combination with two consecutive half rolls in opposite direction



From upright, perform consecutively two 1/2 rolls in opposite direction, exit upright.



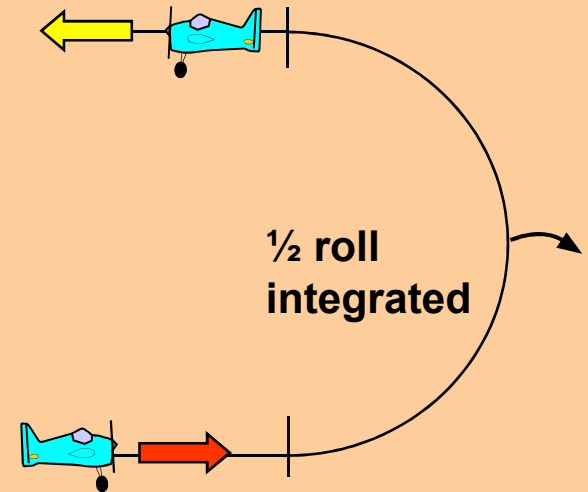
# AA-25.05 Roll Combination with two consecutive half rolls in opposite direction



Between part rolls and rolls in opposite direction there must be no line.



# AA-25.06 Half Loop with half roll integrated

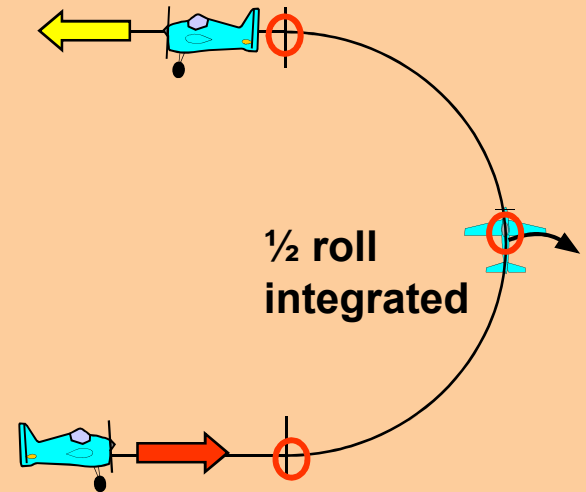


From upright, pull through a 1/2 loop while integrating a 1/2 roll, exit upright.

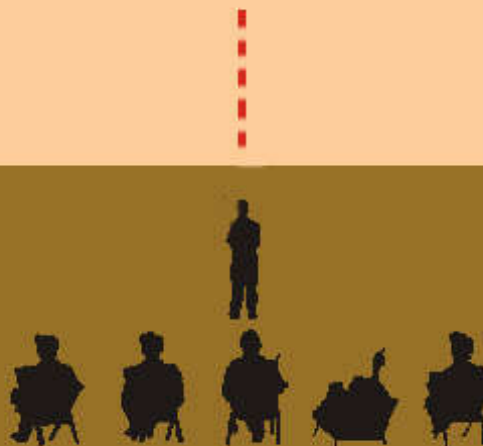


# AA-25.06 Half Loop with half roll integrated

Roll rate must be constant.

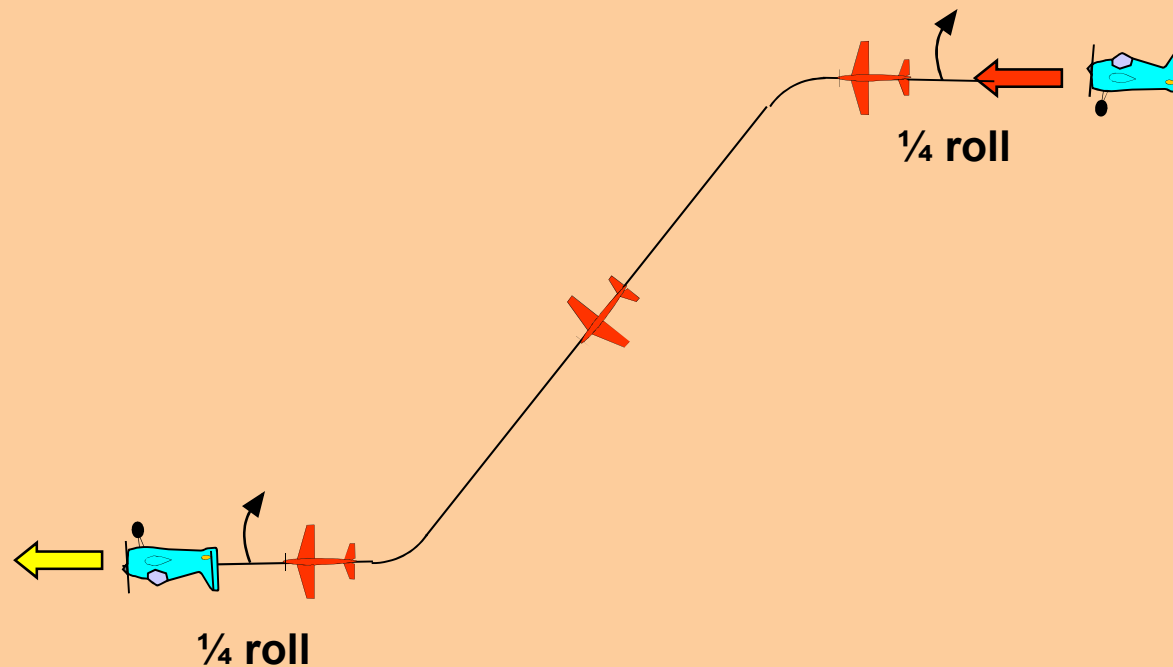


1/2 roll must be integrated on circular flightpath of the 1/2 loop.





# AA-25.07 Knife-Edge forty-five degree downline with quarter roll, quarter roll

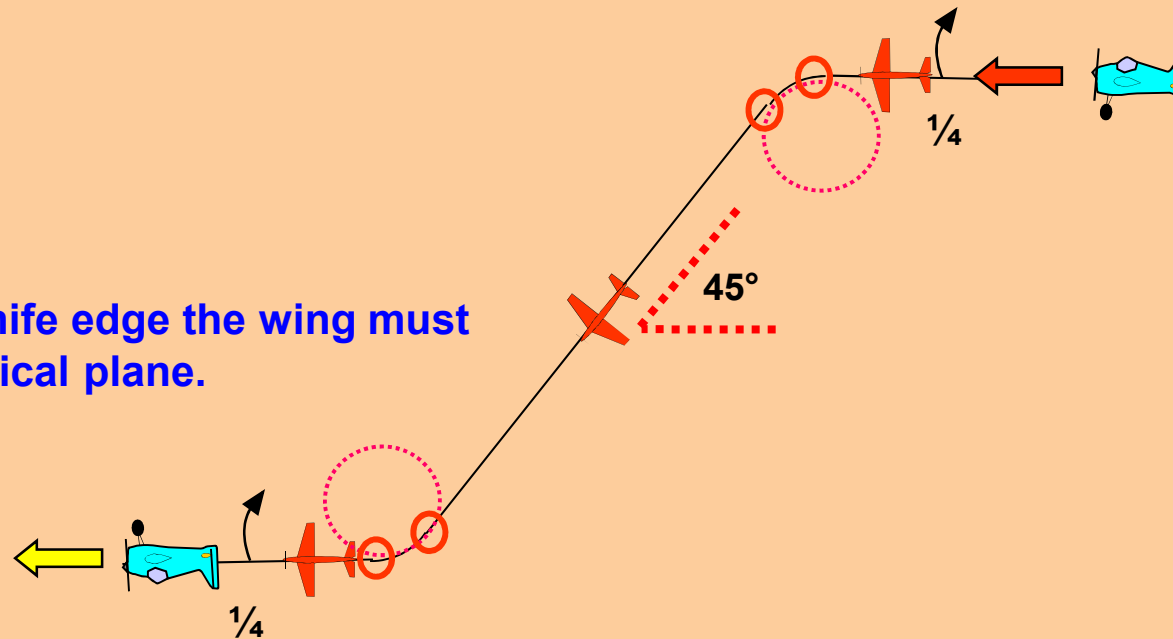


From upright, before centre, perform a  $\frac{1}{4}$  roll into knife-edge flight, perform a  $\frac{1}{8}$  knife-edge loop into a  $45^\circ$  downline, perform  $\frac{1}{8}$  knife-edge loop, perform a  $\frac{1}{4}$  roll, exit inverted.



# AA-25.07 Knife-Edge forty-five degree downline with quarter roll, quarter roll

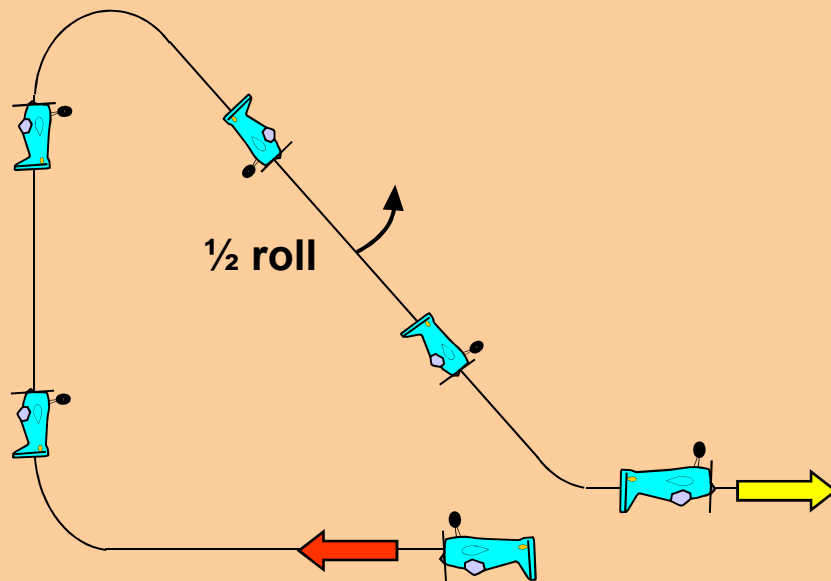
During the knife edge the wing must be in the vertical plane.



All radii are equal.



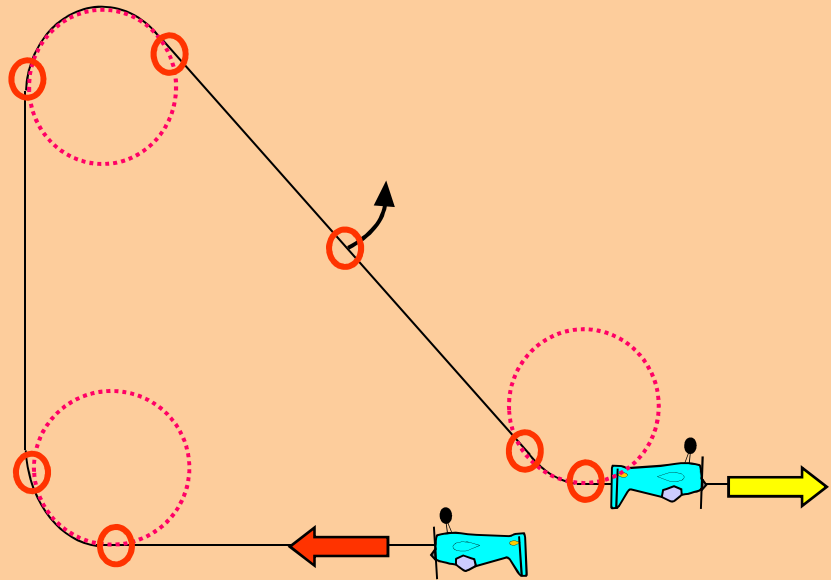
## AA-25.08 Shark Fin with half roll



From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, push through a  $\frac{3}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{8}$  loop, exit inverted.



# AA-25.08 Shark Fin with half roll

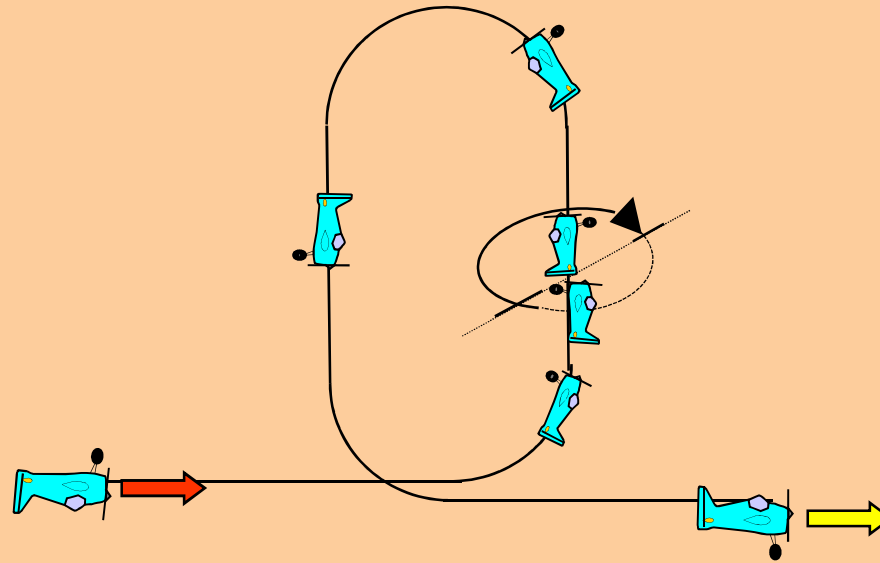


1/2 roll on middle of the line.

All radii are equal.



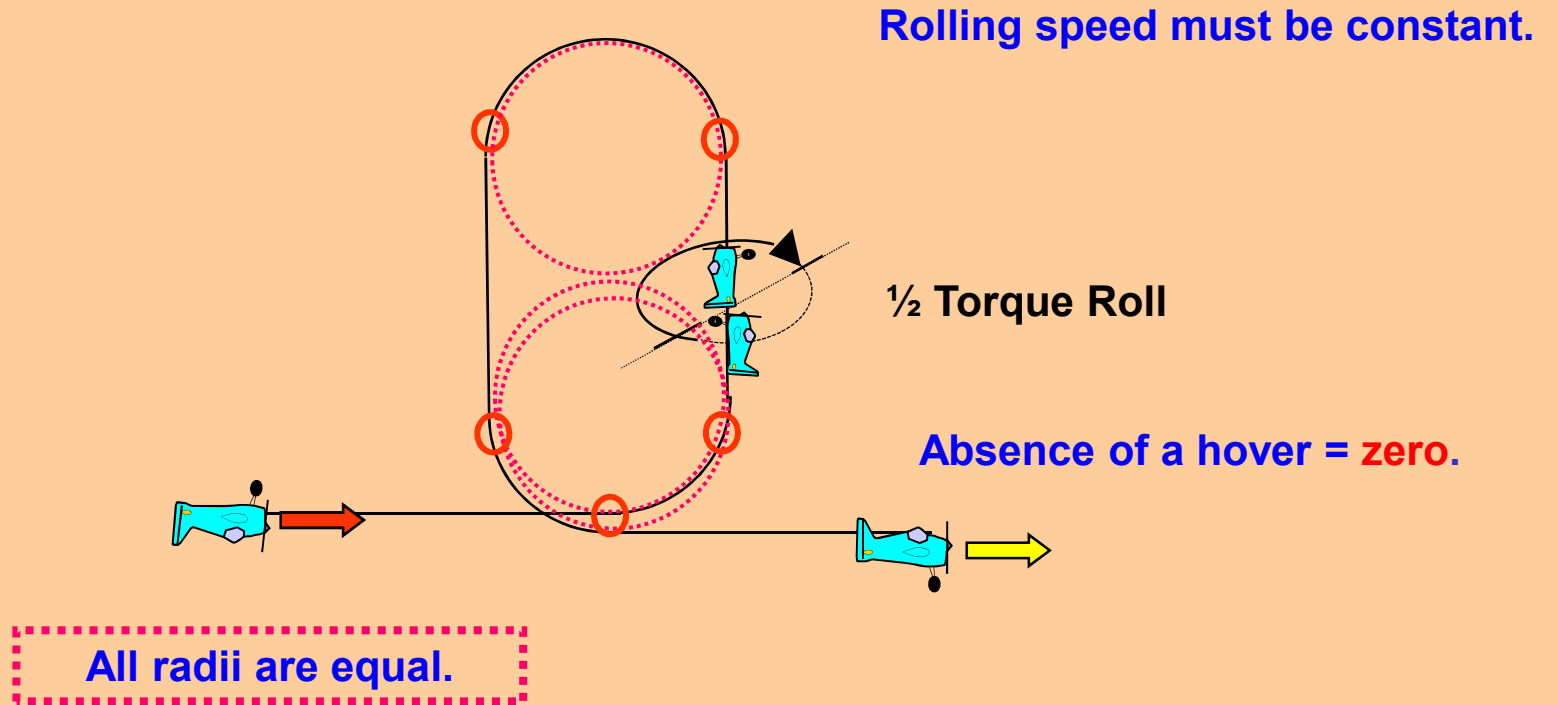
# AA-25.09 Push-Pull-Pull Humpty Bump with half Torque Roll



From inverted, at centre, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  torque roll, pull through a  $\frac{1}{2}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.

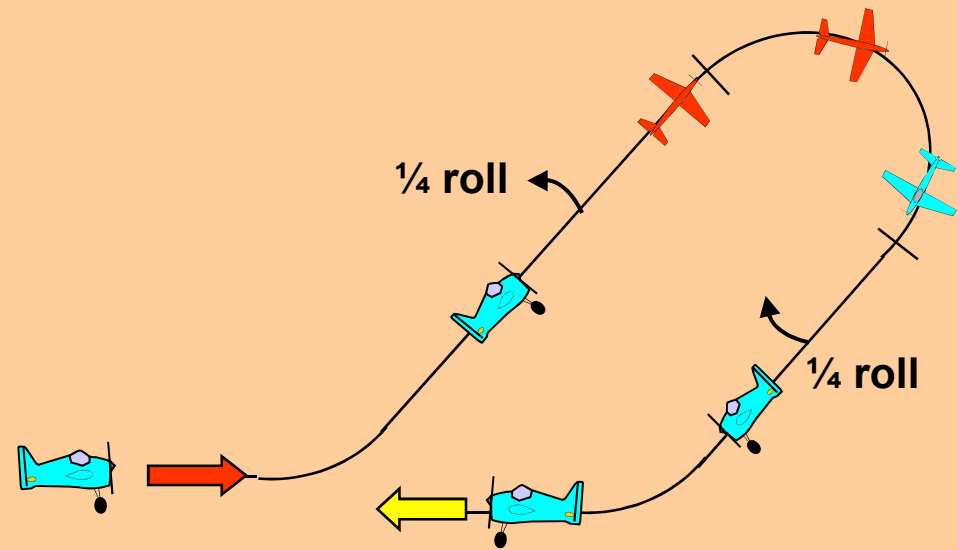


# AA-25.09 Push-Pull-Pull Humpty Bump with half Torque Roll



# AA-25.10 Fighter Turn with quarter roll, quarter roll

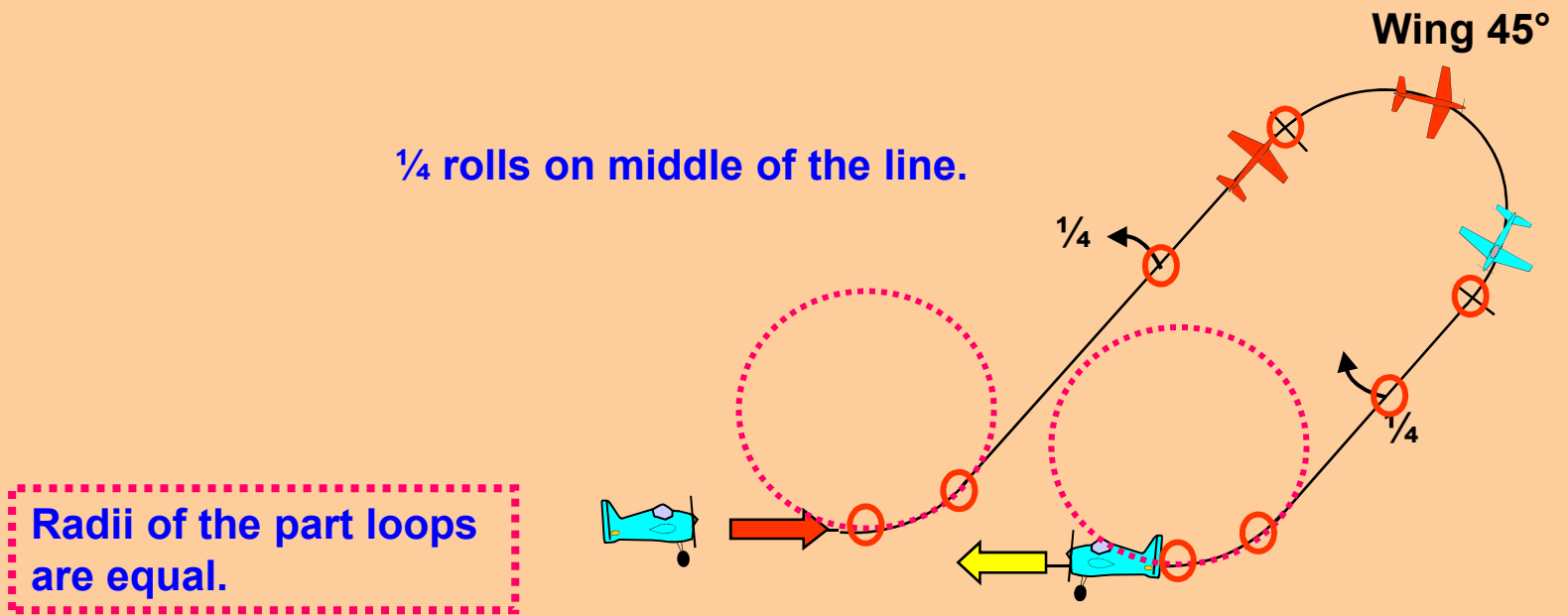
Half pushed or pulled knife edge circle



From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{4}$  roll, push or pull through a half knife-edge circle into a  $45^\circ$  downline, perform a  $\frac{1}{4}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.up

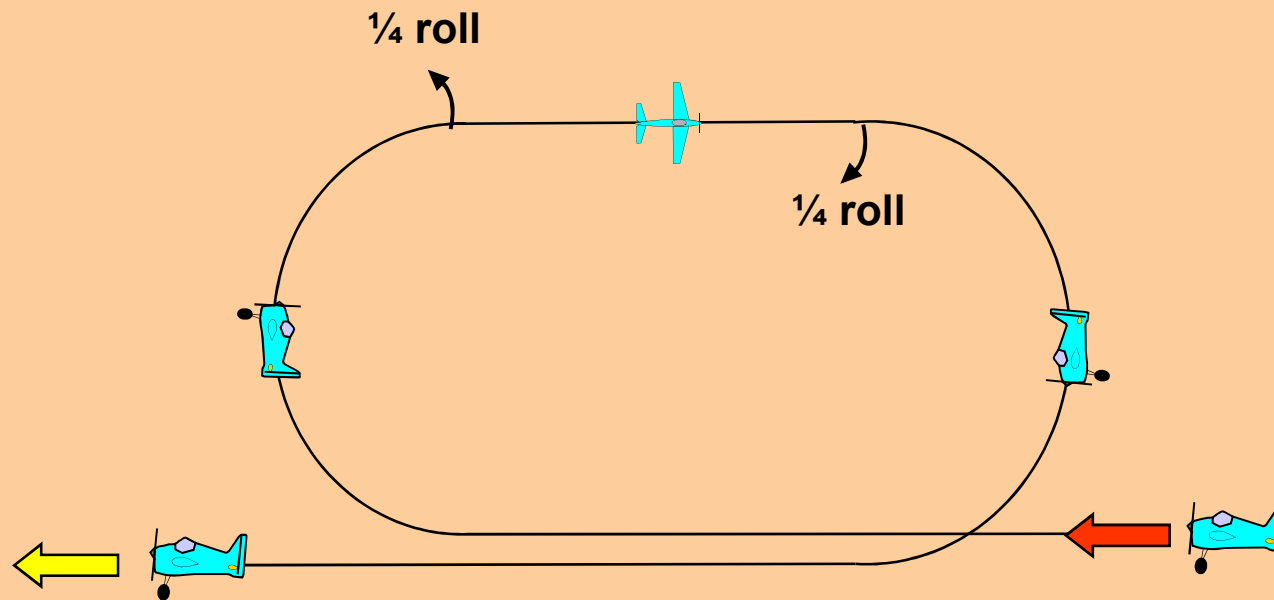


# AA-25.10 Fighter Turn with quarter roll, quarter roll





## AA-25.11 Double Immelman with quarter roll, quarter roll



From upright, fly past centre, pull through a  $\frac{1}{2}$  loop, immediately perform a  $\frac{1}{4}$  roll into knife-edge flight, perform a  $\frac{1}{4}$  roll, immediately pull through a  $\frac{1}{2}$  loop, exit upright.

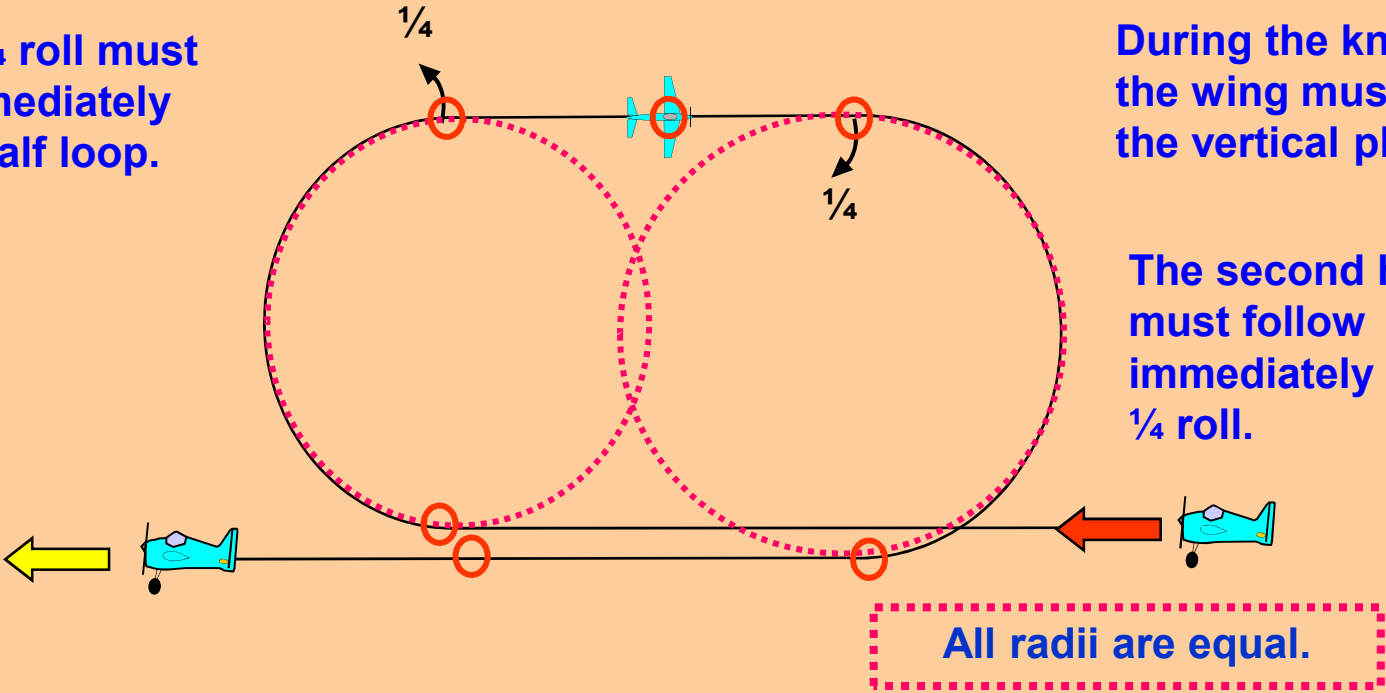


# AA-25.11 Double Immelman with quarter roll, quarter roll

The first  $\frac{1}{4}$  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  $\frac{1}{4}$  roll.



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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