Class F3P Radio Control Indoor Aerobatic Model Aircraft

Final Schedule F3P-AF 25   (2023-2025)
Explanations:

- **Aircraft upright**
- **Aircraft inverted**
- **Aircraft in Knife Edge**
  - View from Top
  - View from Below
- **Half roll**
  - pos.
  - neg.
- **Roll**
- **Snap Rolls**
- **Reference points**
Take-off procedure
(not judged, not scored)
AF-25.01 Half Cloverleaf with half roll integrated, half roll, half roll integrated

From upright, before centre, pull through a ¼ loop into a vertical (centre) upline, pull through a ¾ loop into a horizontal line, while integrating a ½ roll in the last 180° of the loop, perform a half roll, pull through a ¾ loop into a vertical (centre) downline, while integrating a ½ roll in the first 180° of the loop, push through a ¼ loop, exit inverted.
AF-25.01 Half Cloverleaf with half roll integrated, half roll, half roll integrated

½ rolls must be integrated into circular flightpath of the ½ loops

½ roll integrated

½ roll on middle of the line.

All radii are equal.

Up- and downpline are in the centre.
From inverted, perform a ¼ roll, perform a ¼ knife-edge loop into a vertical upline, perform a ½ roll, perform a ¼ knife-edge loop, perform a ¼ roll, exit inverted.
AF-25.02 Half Square Loop with quarter roll, half roll, quarter roll

½ roll on middle of the line.

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

All radii are equal.
From inverted, before centre pull through a ⅛ loop into a 45° downline, perform a ½ roll, pull through a ⅛ loop, immediately pull through a half loop, while integrating two ¼ rolls in opposite direction, pull through a ⅛ loop into a 45° downline, perform a ½ roll, pull through a ⅛ loop, immediately pull through a half loop, while integrating two ¼ rolls in opposite direction, exit inverted.
AF-23.03 Cuban Eight from Top with half roll, two quarter rolls in opposite direction integrated, half roll, two quarter rolls in opposite direction integrated.

\(\frac{1}{4}\) rolls must be integrated into circular flightpath of the \(\frac{1}{4}\) loops.

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

All radii are equal.
From inverted, pull through a ¼ loop into a vertical downline, while integrating a ¼ roll, push through a ¼ loop into a horizontal cross box line, perform a ¼ circle, while integrating a ½ roll, exit upright.
AF-25.04 Half Square Loop Corner Combination with quarter roll integrated, half roll integrated

¼ roll must be integrated into circular flightpath of the ¼ loop.

½ roll must be integrated into circular flightpath of ¼ circle.

The radii of the part loops are equal.
From upright, perform a $\frac{1}{8}$ circle into a 45° crossbox line, while integrating a $\frac{1}{4}$ roll, perform a quarter roll into inverted flight, perform a $\frac{3}{8}$ circle while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ roll, perform a $\frac{3}{8}$ circle into a 45° cross box line, while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{8}$ circle, while integrating a $\frac{1}{4}$ roll, exit upright.
AF-23.05 Horizontal Triangle with quarter roll integrated, quarter roll, half roll integrated half roll, half roll integrated, quarter roll, quarter roll integrated

¼ roll must be integrated into circular flightpath of the ⅛ circle.

⅛ rolls on middle of the crossbox lines.

½ rolls must be integrated into circular flightpath of ⅜ circle.

½ roll on middle of the line.

The radii of the part circles are equal.
AF-23.06 Forty five degree Upline Crossbox Combination with two one eighth rolls, one eighth roll, quarter roll integrated

Option:
From upright, pull through a ⅛ loop into a 45° upline, perform consecutively two ⅛ rolls, push through a ¼ circle into a horizontal cross box line, perform a ⅛ roll into knife-edge flight, push through a ¼ circle, while integrating a ¼ roll, exit upright.

From upright, pull through a ⅛ loop into a 45° upline, perform consecutively two ⅛ rolls, pull through a ¼ circle into a horizontal cross box line, perform a ⅛ roll into knife-edge flight, pull through a ¼ circle, while integrating a ¼ roll, exit upright.
AF-23.06 Forty five degree Upline Crossbox Combination with two one eighth rolls, one eighth roll, quarter roll integrated

½ rolls centered on middle of the line.

Normal:
pull, pull, pull
Option:
pull, push, push

The radii of the part circles are equal.
AF-25.07 Square Loop from Top with half roll, two quarter rolls in opposite direction, half roll, half roll

From upright, push through ¼ loop into a vertical downline, perform a ½ roll, pull through a ¼ loop, perform consecutively two ¼ rolls in opposite direction, pull through a ¼ loop into a vertical upline, perform a ½ roll, push through a ¼ loop, perform a ½ roll, exit inverted.
AF-25.07 Square Loop from Top with half roll, two quarter rolls in opposite direction, half roll, half roll

All part rolls on middle of the lines.

Entry and exit must be at the same altitude.

All radii are equal.

Between part rolls in opposite direction there must be no line.
From inverted, pull through a ½ loop while integrating a roll, exit upright.
AF-23.08 Half Loop with roll integrated

Roll rate must be constant.

Roll must be integrated on circular flightpath of the ½ loop.
From upright, before centre, pull through a ¼ loop into a vertical upline, perform a ¾ torque roll, perform a ½ knife edge loop into a vertical downline (towards the centre), perform a ¼ roll, push through a ½ loop into a vertical upline, perform a ¾ torque roll, perform a ½ knife edge loop into a vertical downline (away from the centre), perform a ¼ roll, pull through a ¼ loop, exit upright.
AF-23.09 Double Humpty Bump with three quarter torque roll, quarter roll, three quarter torque roll, quarter roll

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

¾ Torque rolls and ¼ rolls on middle of the line.

Rolling speed of the Torque rolls must be constant.

Absence of a hover = zero.

Entry and exit must be at the same altitude.

All radii are equal.
AF-25.10 Stall Turn Corner Combination with three quarter roll, quarter roll, quarter roll roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a stall turn into a vertical downline, push through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ roll into knife-edge flight, pull or push through a $\frac{1}{4}$ knife-edge circle, perform a $\frac{1}{4}$ roll, exit inverted
AF-25.10 Stall Turn Corner Combination with three quarter roll, quarter roll, quarter roll

Part rolls on middle of the line.

The radii of the part loops are equal.
AF-25.11 Rolling Circle with four half rolls in opposite directions

From inverted perform a circle, while integrating four ½ rolls in opposite directions, exit inverted. Note: First half roll is to the outside.
AF-25.11 Rolling Circle with four half rolls in opposite directions

Roll rate of ½ rolls must be constant.
Roll reversal must be immediate.

Rolls are integrated on circular flightpath and must be in opposite direction.

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

First ½ roll must be to the outside.
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