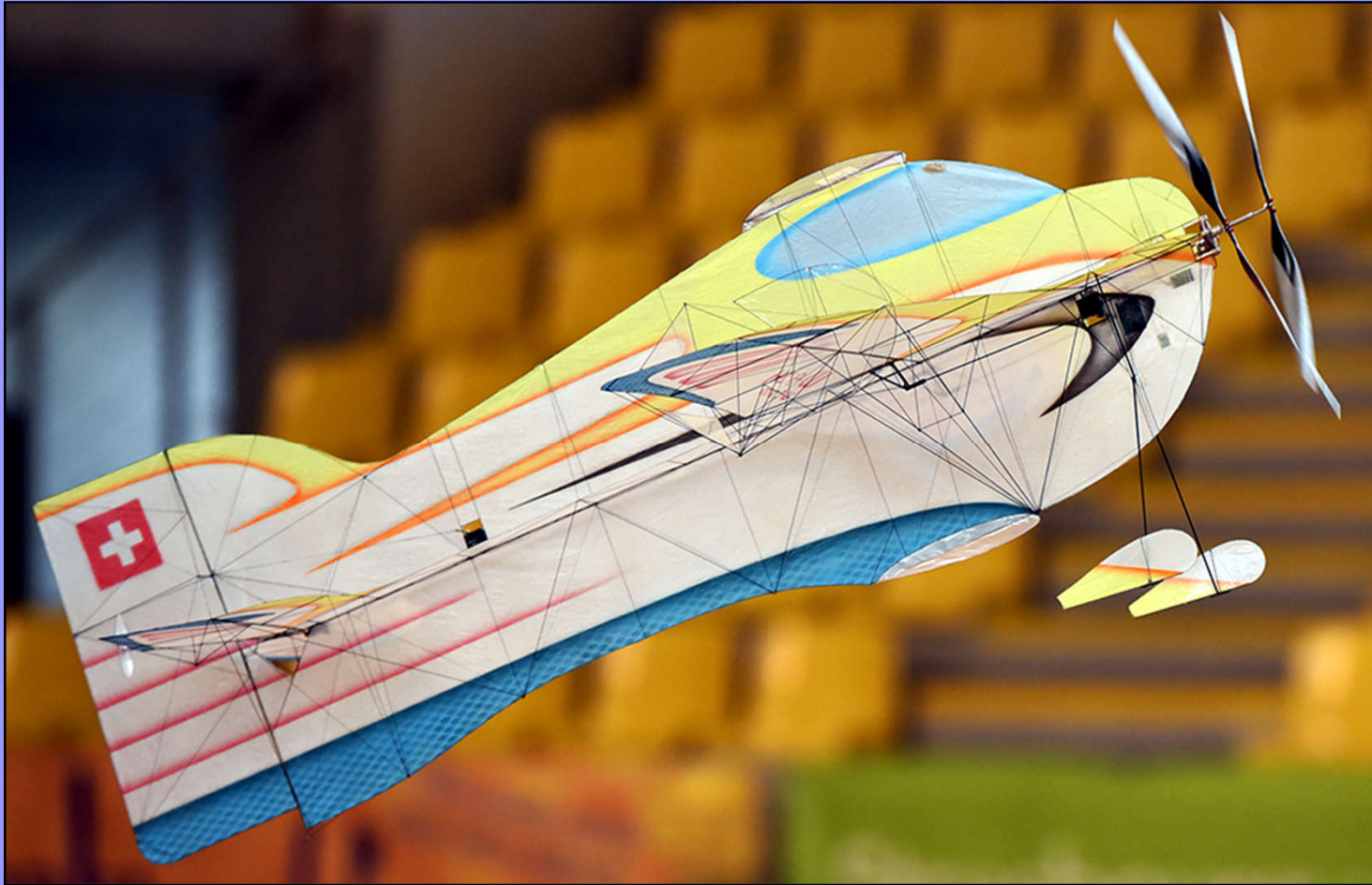
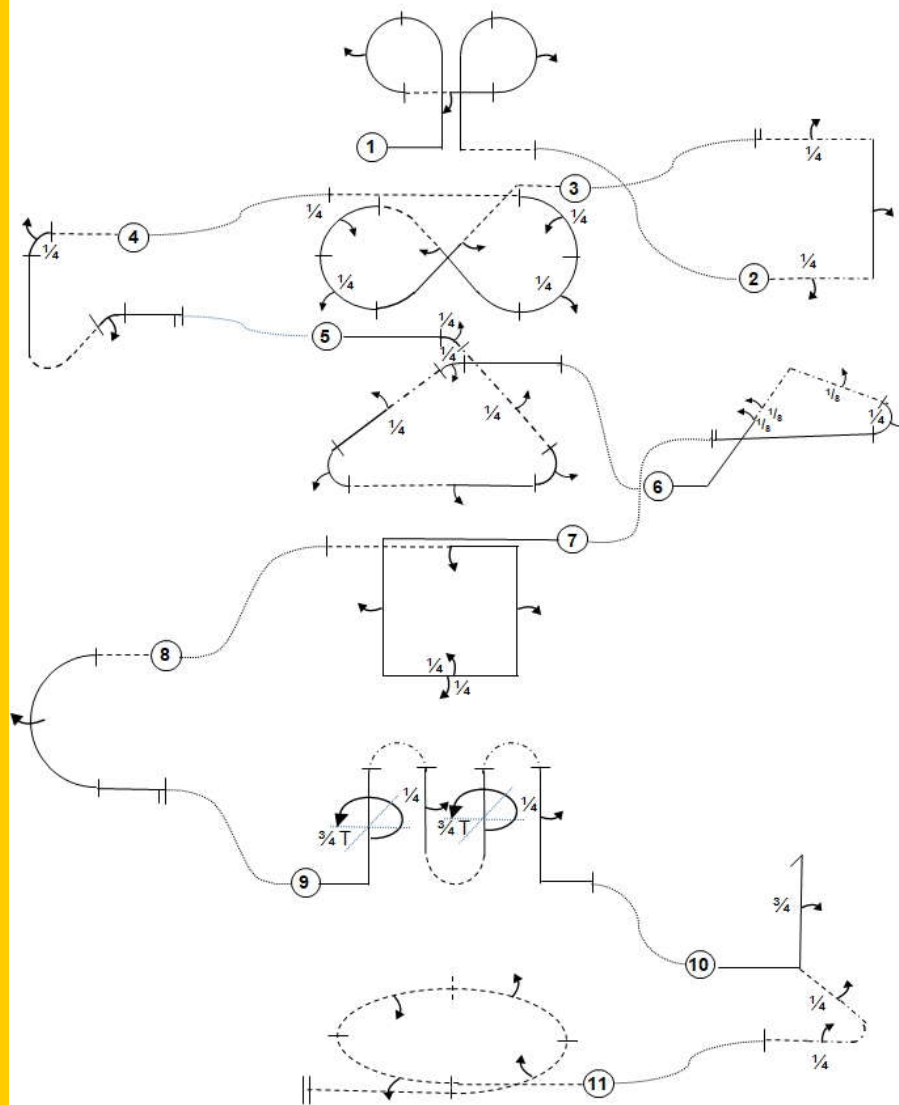


Class F3P Radio Control Indoor Aerobatic Model Aircraft



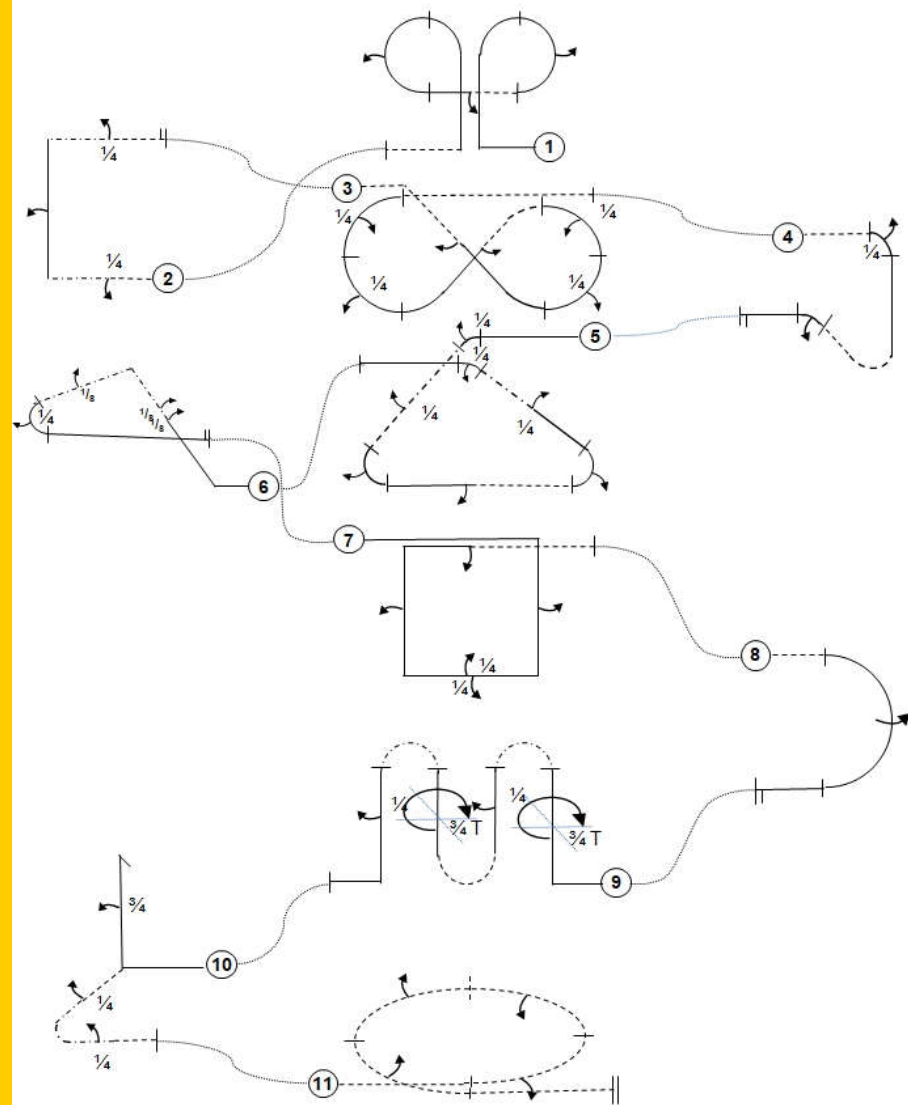
Final Schedule F3P-AF 25 (2023-2025)

FINAL SCHEDULE F3P AF-25 (2024 – 2025)



© CIAM F3 Aerobics
Drawings by Peter Uhlig
October 2022

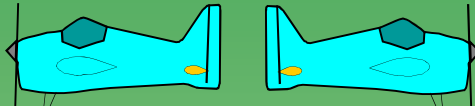
FINAL SCHEDULE F3P AF-25 (2024 – 2025)



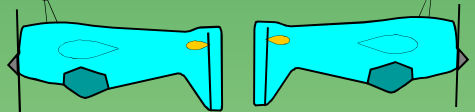
© CIAM F3 Aerobics
Drawings by Peter Uhlig
October 2022



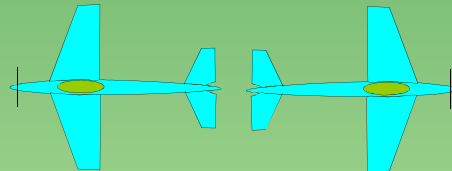
Explanations:



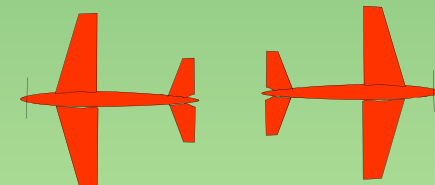
Aircraft upright



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

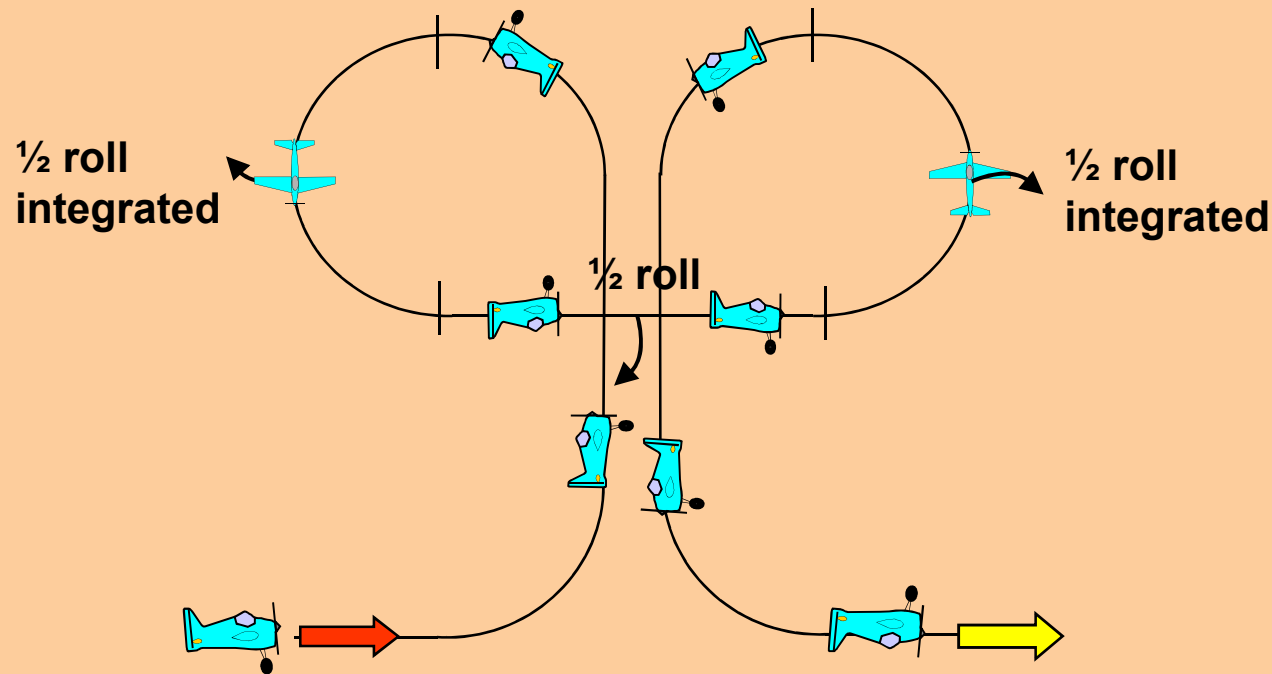
Take-off procedure

(not judged, not scored)

Safety line



AF-25.01 Half Cloverleaf with half roll integrated, half roll, half roll integrated



From upright, before centre, pull through a $\frac{1}{4}$ loop into a vertical (centre) upline, pull through a $\frac{3}{4}$ loop into a horizontal line, while integrating a $\frac{1}{2}$ roll in the last 180° of the loop, perform a half roll, pull through a $\frac{3}{4}$ loop into a vertical (centre) downline, while integrating a $\frac{1}{2}$ roll in the first 180° of the loop, push through a $\frac{1}{4}$ loop, exit inverted.



AF-25.01 Half Cloverleaf with half roll integrated, half roll, half roll integrated

$\frac{1}{2}$ rolls must be integrated into circular flightpath of the $\frac{1}{2}$ loops

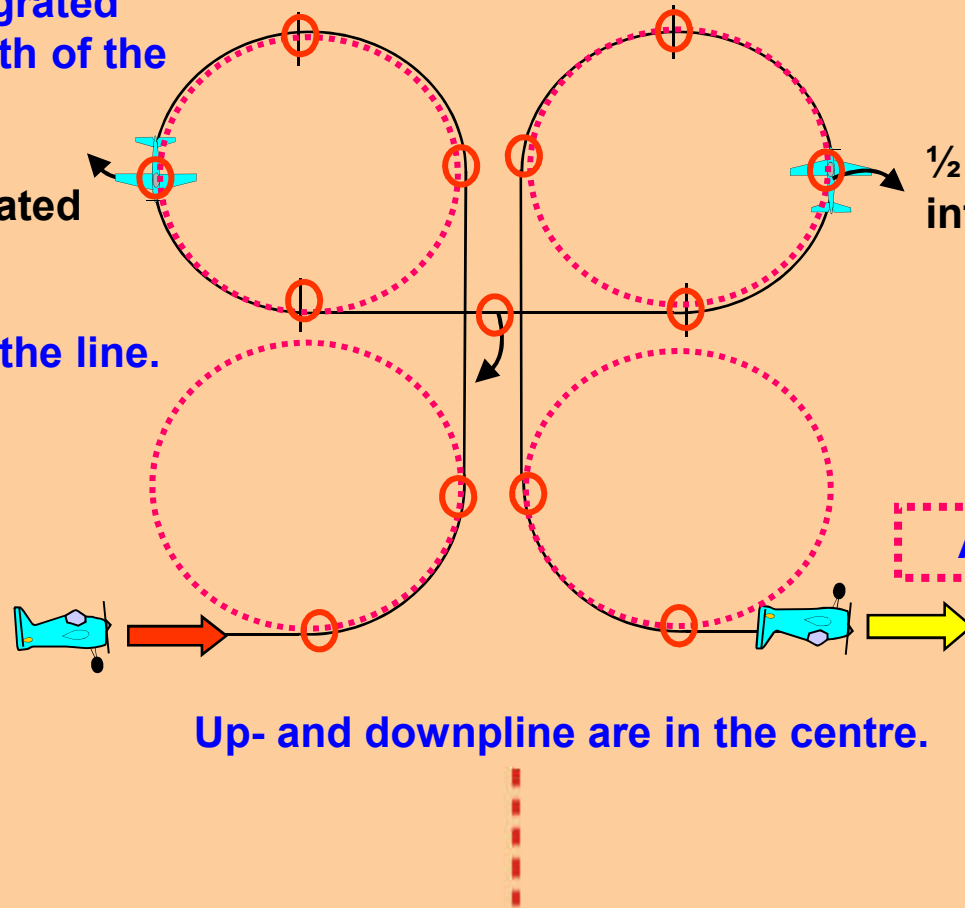
$\frac{1}{2}$ roll integrated

$\frac{1}{2}$ roll integrated

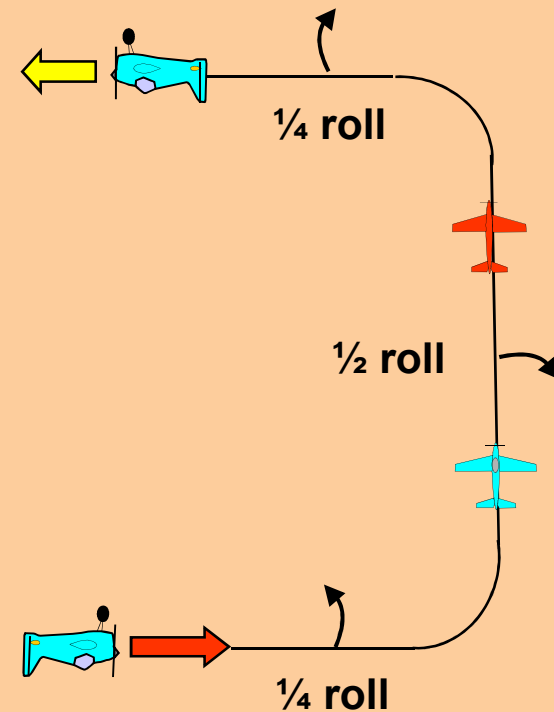
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.

Up- and downline are in the centre.



AF-25.02 Half Square Loop with quarter roll, half roll, quarter roll



From inverted, perform a $\frac{1}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a vertical upline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ knife-edge loop, perform a $\frac{1}{4}$ roll, exit inverted.

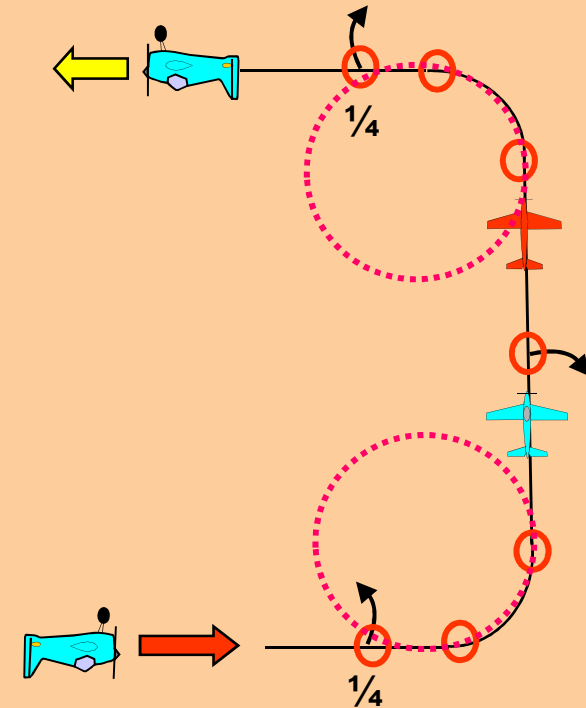


AF-25.02 Half Square Loop with quarter roll, half roll, quarter roll

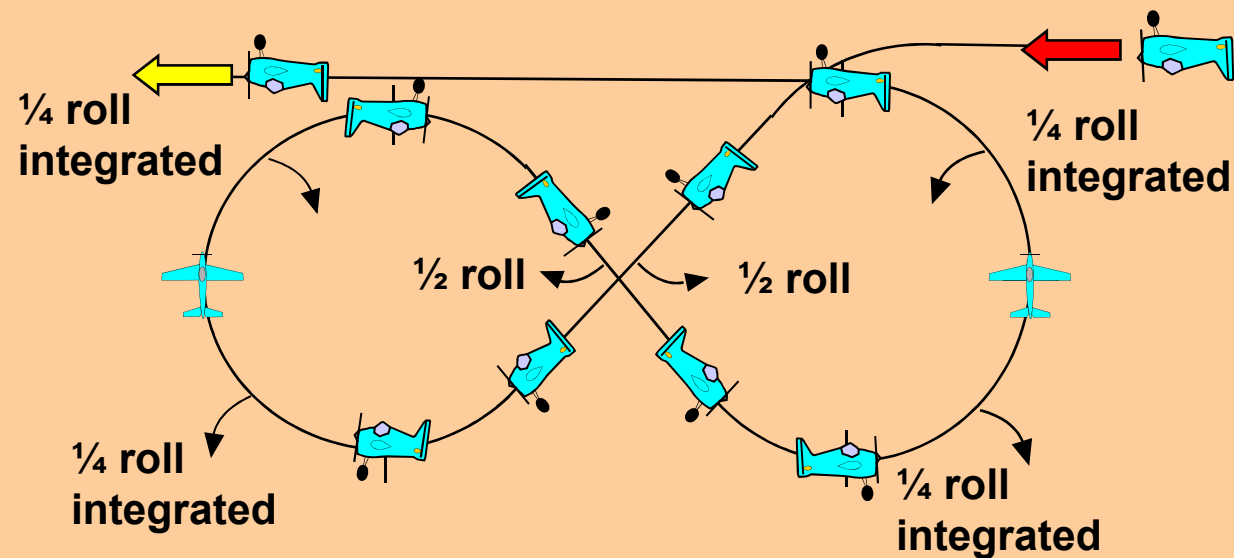
$\frac{1}{2}$ roll on middle of the line.

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

All radii are equal.



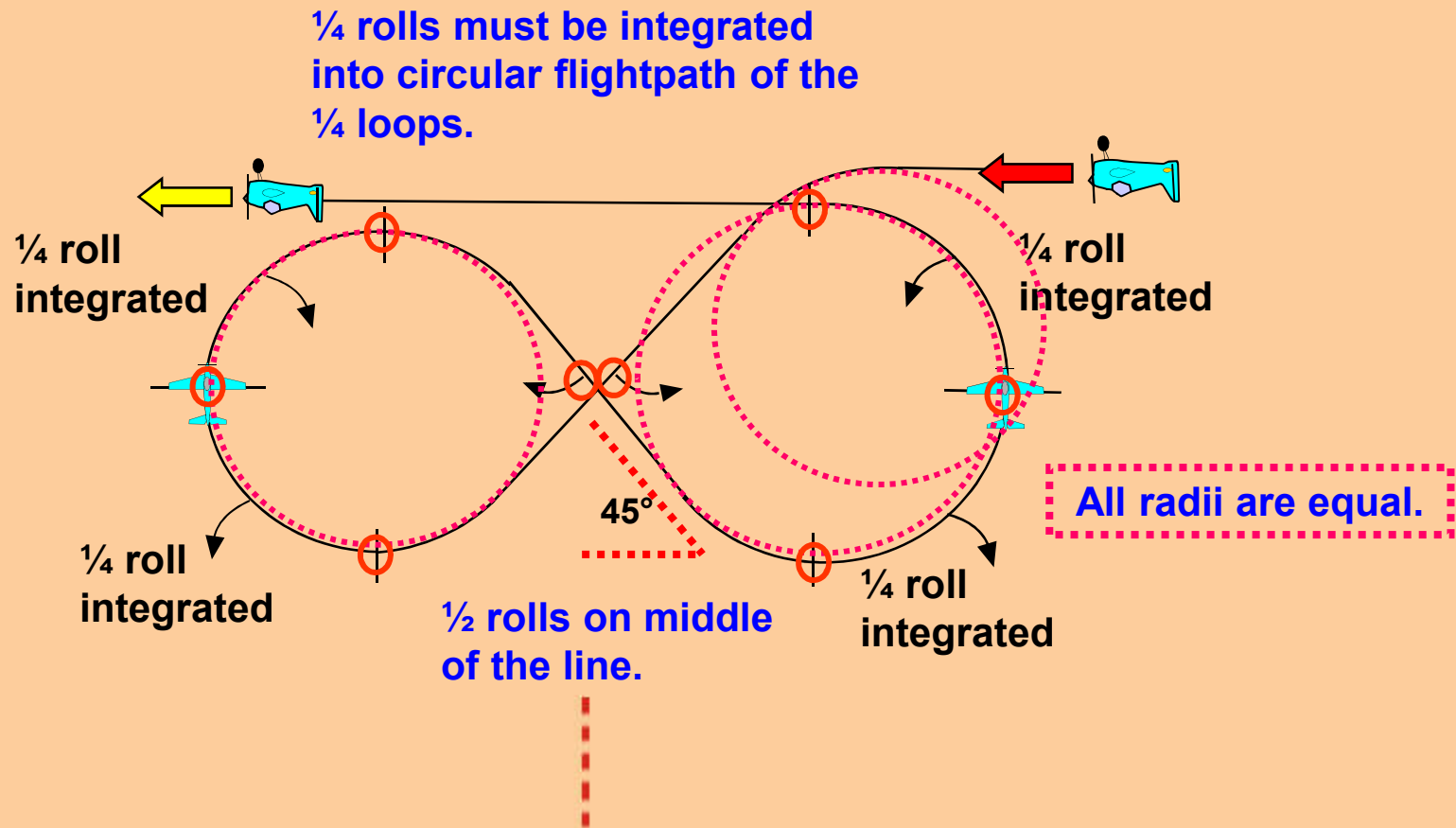
AF-23.03 Cuban Eight from Top with half roll, two quarter rolls in opposite direction integrated, half roll, two quarter rolls in opposite direction integrated



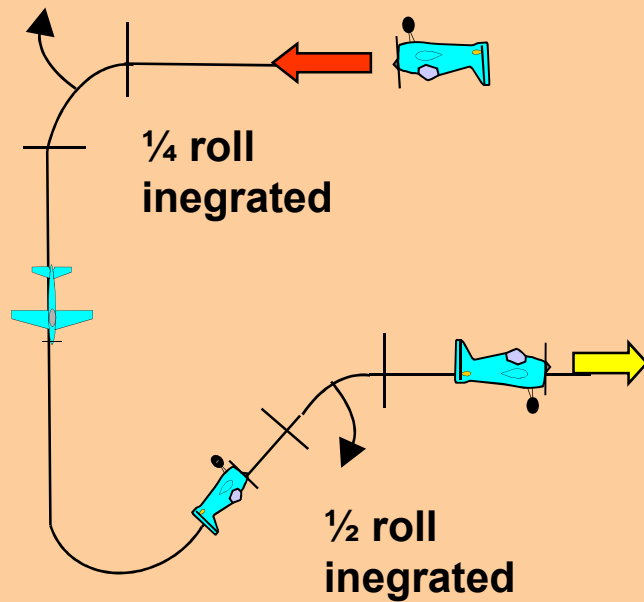
From inverted, before centre pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, immediately pull through a half loop, while integrating two $\frac{1}{4}$ rolls in opposite direction, pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, immediately pull through a half loop, while integrating two $\frac{1}{4}$ 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



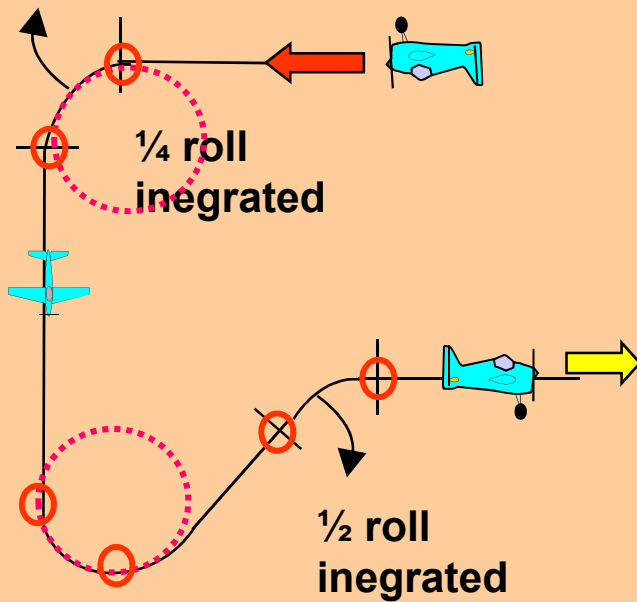
AF-25.04 Half Square Loop Corner Combination with quarter roll integrated, half roll integrated



From inverted, pull through a 1/4 loop into a vertical downline, while integrating a 1/4 roll, push through a 1/4 loop into a horizontal cross box line, perform a 1/4 circle, while integrating a 1/2 roll, exit upright.



AF-25.04 Half Square Loop Corner Combination with quarter roll integrated, half roll integrated



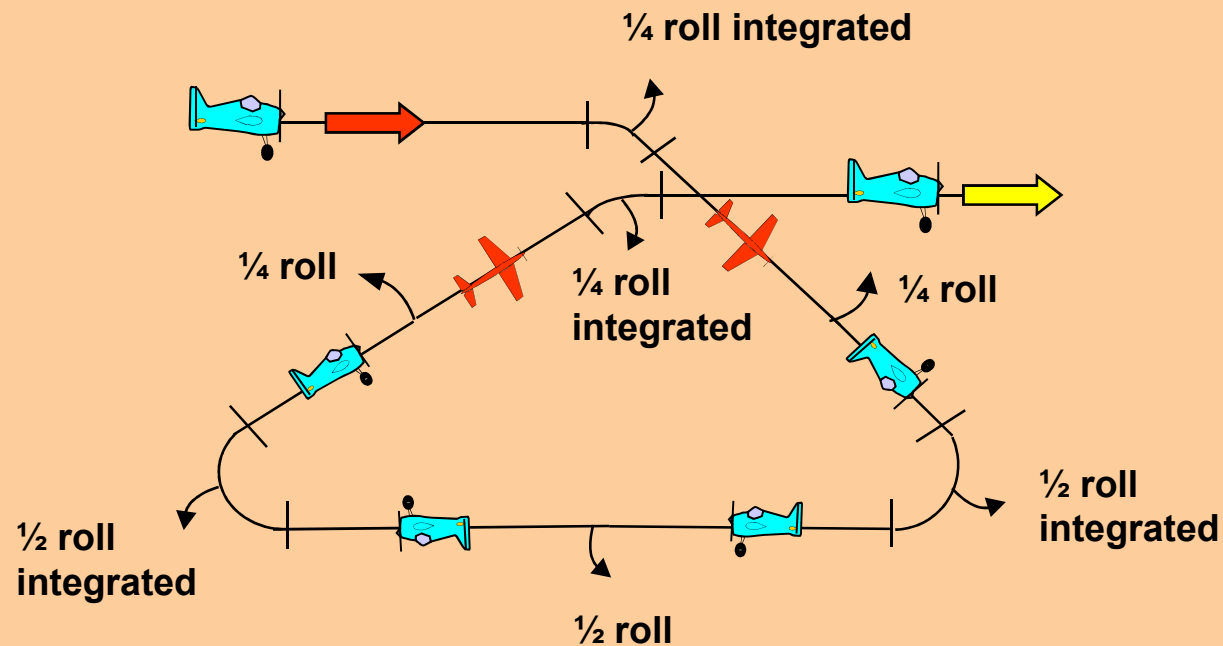
$\frac{1}{4}$ roll must be integrated into circular flightpath of the $\frac{1}{4}$ loop.

The radii of the part loops are equal.

$\frac{1}{2}$ roll must be integrated into circular flightpath of $\frac{1}{4}$ circle.



AF-23.05 Horizontal Triangle with quarter roll integrated, quarter roll half roll integrated half roll, half roll integrated, quarter roll, quarter roll integrated

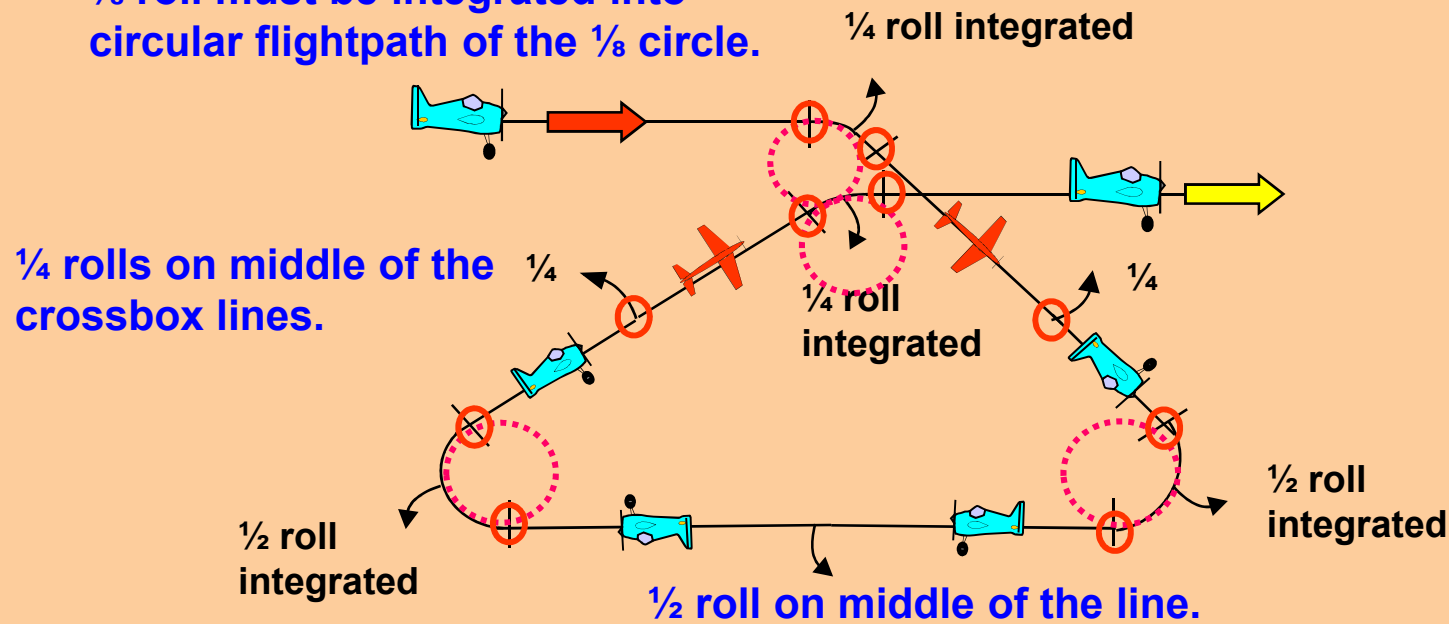


From upright, perform a $\frac{1}{8}$ circle into a 45° crossbox line, while integrating a $\frac{1}{4}$ roll, perform a quarter roll into inverted flight, perform a $\frac{3}{8}$ circle while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{2}$ roll, perform a $\frac{3}{8}$ circle into a 45° cross 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

$\frac{1}{8}$ roll must be integrated into circular flightpath of the $\frac{1}{8}$ circle.

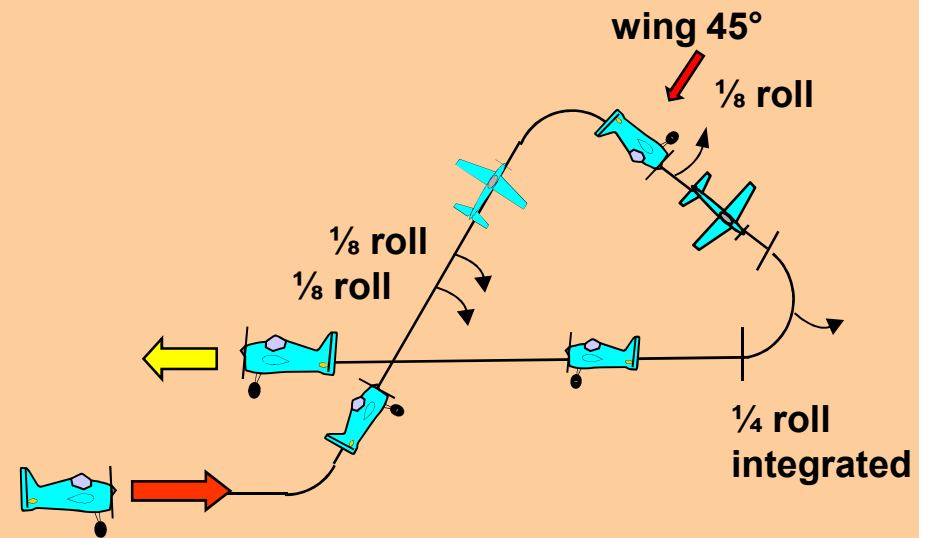


$\frac{1}{2}$ rolls must be integrated into circular flightpath of $\frac{3}{8}$ circle.

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



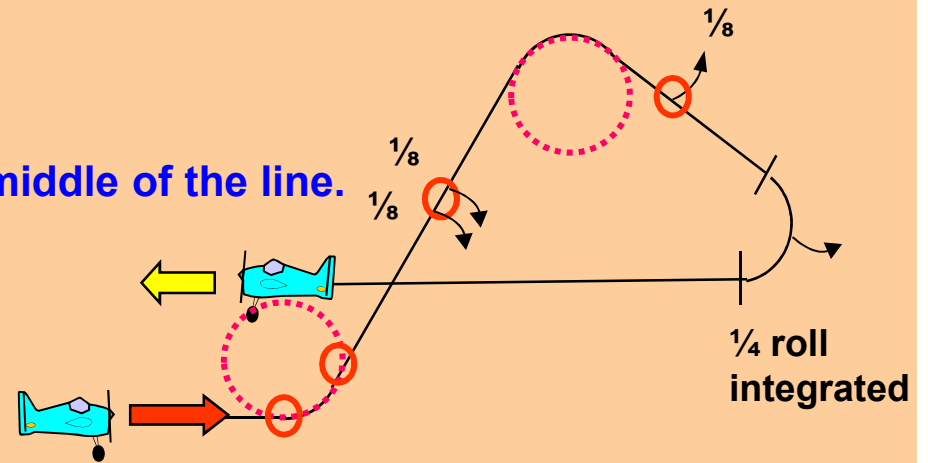
Option:

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{8}$ rolls, push through a $\frac{1}{4}$ circle into a horizontal cross box line, perform a $\frac{1}{8}$ roll into knife-edge flight, push through a $\frac{1}{4}$ circle, while integrating a $\frac{1}{4}$ roll, exit upright.

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{8}$ rolls, pull through a $\frac{1}{4}$ circle into a horizontal cross box line, perform a $\frac{1}{8}$ roll into knife-edge flight, pull through a $\frac{1}{4}$ circle, while integrating a $\frac{1}{4}$ roll, exit upright.

AF-23.06 Forty five degree Upline Crossbox Combination with two one eighth rolls, one eighth roll, quarter roll integrated

$\frac{1}{8}$ rolls centered on middle of the line.



Normal:

pull, pull, pull

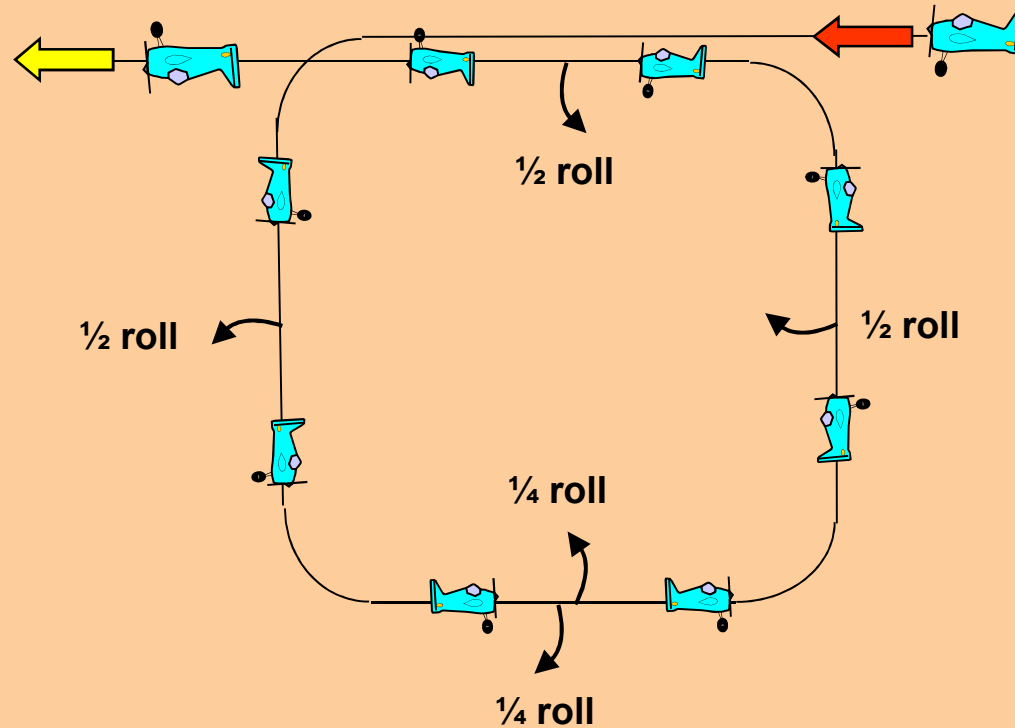
Option:

pull, push, push

The radii of the part circles are equal.



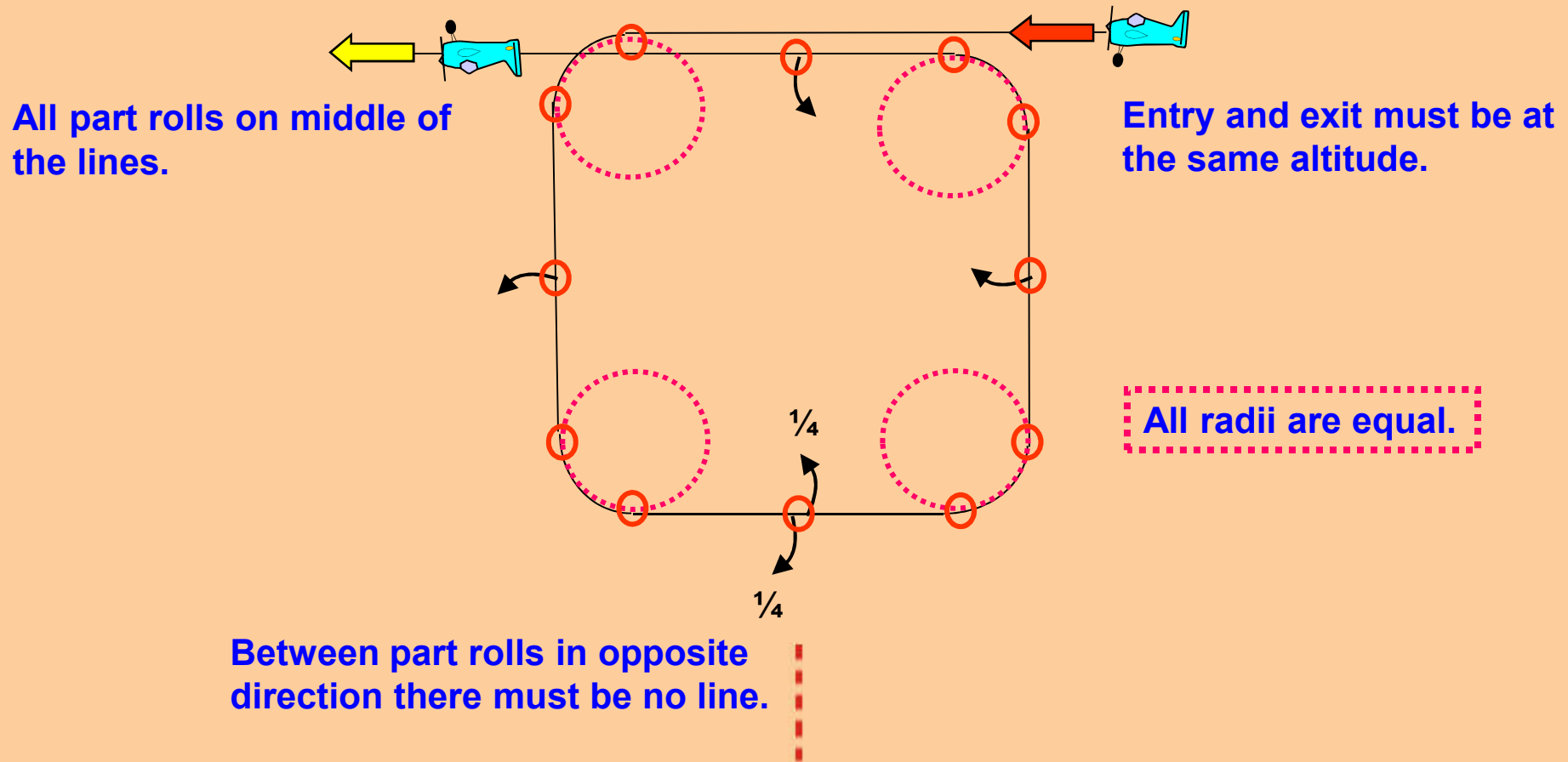
AF-25.07 Square Loop from Top with half roll, two quarter rolls in opposite direction, half roll, half roll



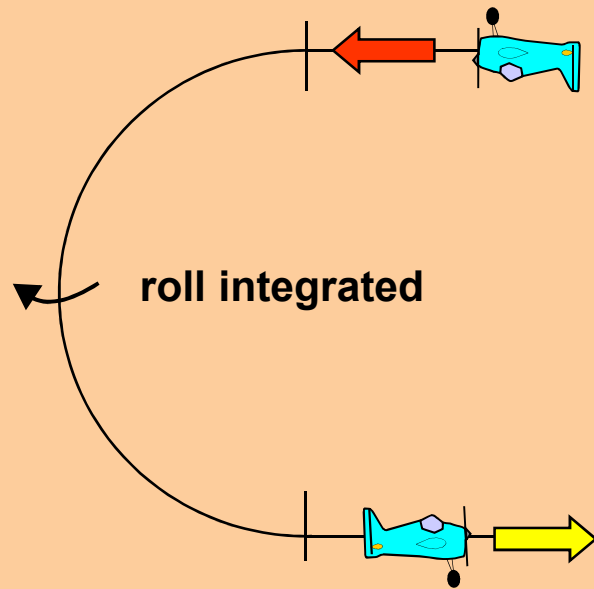
From upright, push through $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop, perform consecutively two $\frac{1}{4}$ rolls in opposite direction, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop, perform a $\frac{1}{2}$ roll, exit inverted.



AF-25.07 Square Loop from Top with half roll, two quarter rolls in opposite direction, half roll, half roll



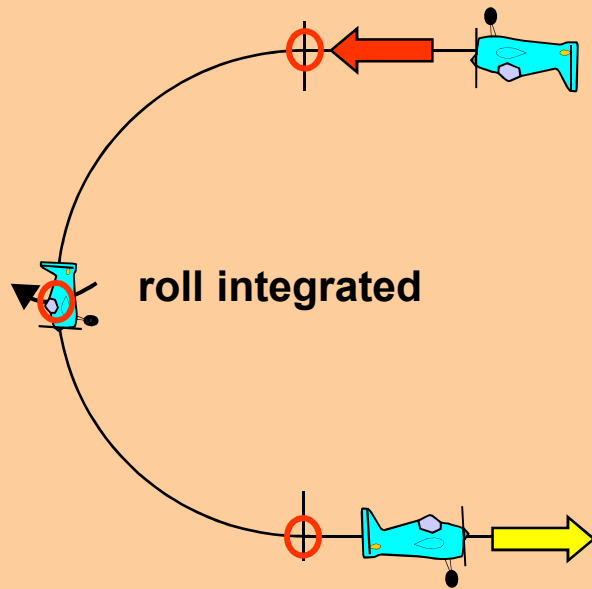
AF-23.08 Half Loop with roll integrated



From inverted, pull through a $\frac{1}{2}$ loop while integrating a roll, exit upright.



AF-23.08 Half Loop with roll integrated

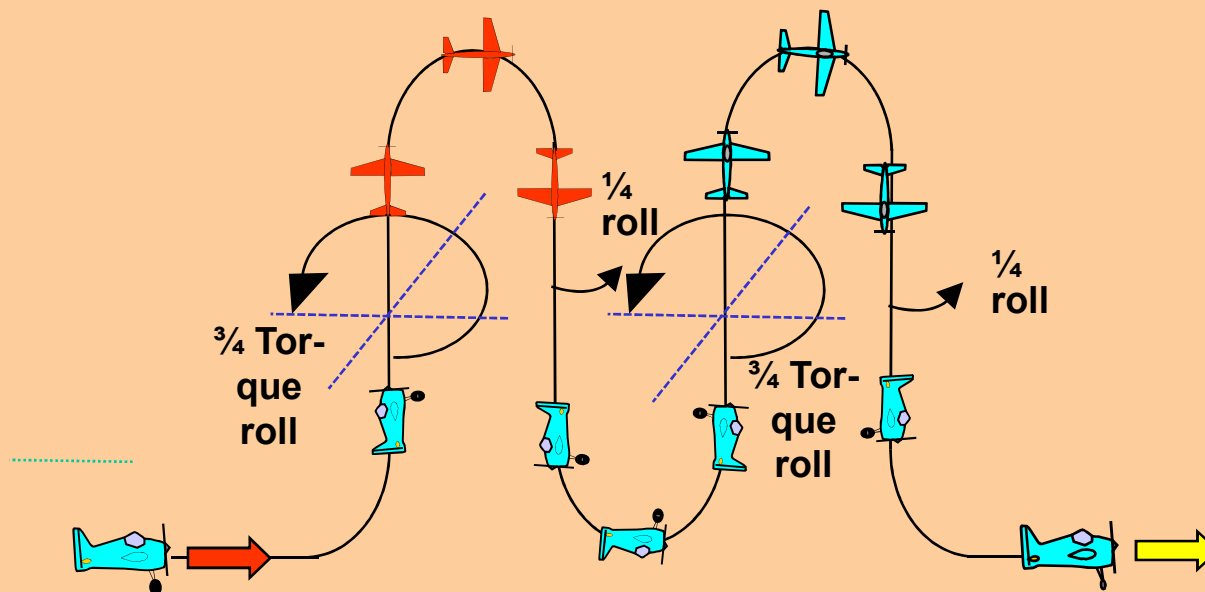


Roll rate must be constant.

Roll must be integrated on circular flightpath of the $\frac{1}{2}$ loop.



AF-23.09 Double Humpty Bump with three quarter torque roll, quarter roll, three quarter torque roll, quarter roll



From upright, before centre, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ torque roll, perform a $\frac{1}{2}$ knife edge loop into a vertical downline (towards the centre), perform a $\frac{1}{4}$ roll, push through a $\frac{1}{2}$ loop into a vertical upline, perform a $\frac{3}{4}$ torque roll, perform a $\frac{1}{2}$ knife edge loop into a vertical downline (away from the centre), perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.



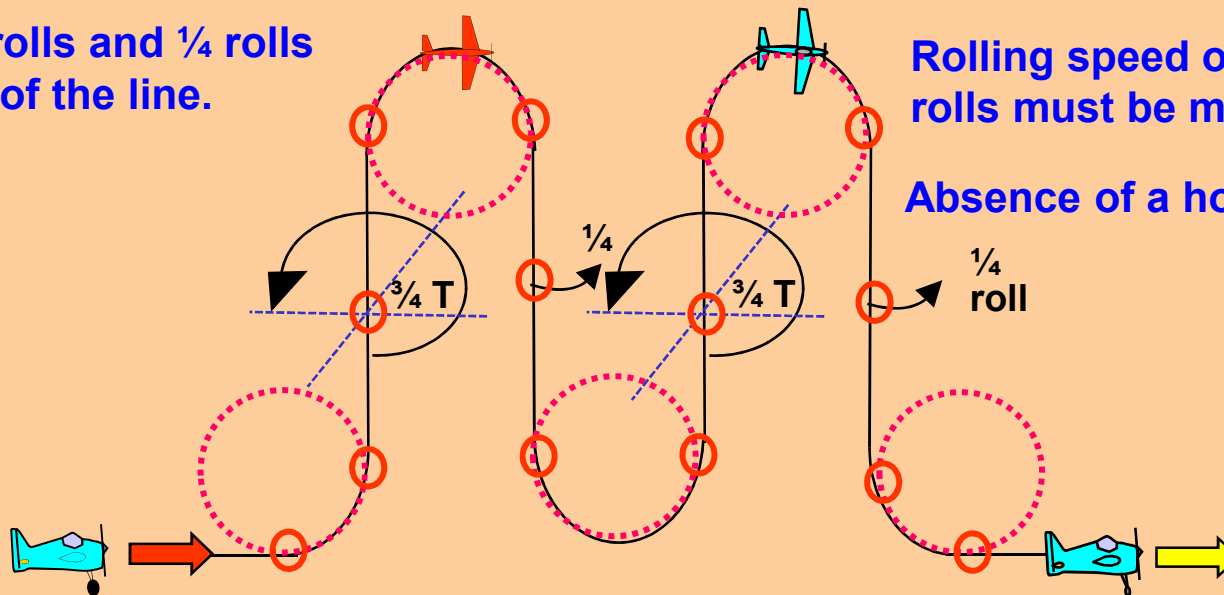
AF-23.09 Double Humpty Bump with three quarter torque roll, quarter roll, three quarter torque roll, quarter roll

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

$\frac{3}{4}$ Torque rolls and $\frac{1}{4}$ rolls on middle of the line.

Rolling speed of the Torque rolls must be constant.

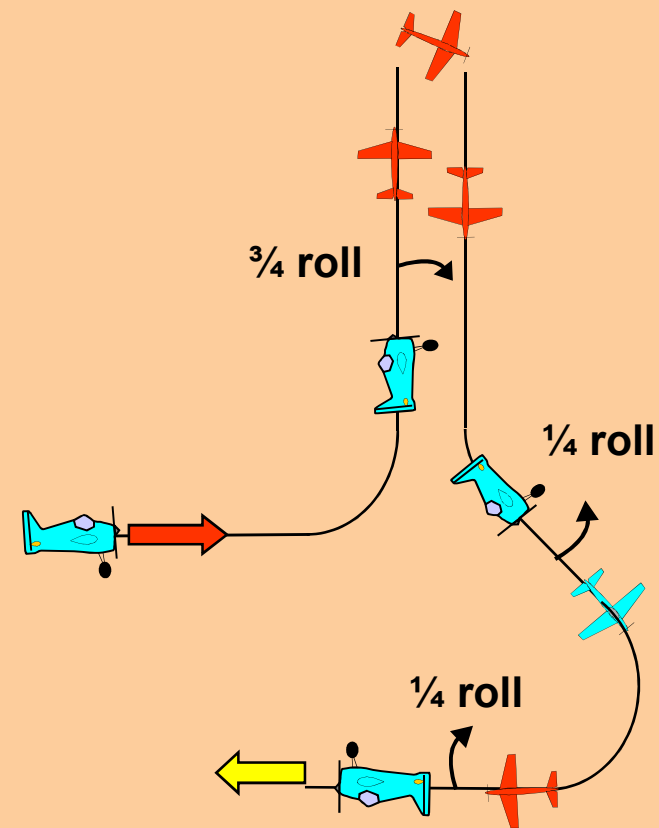
Absence of a hover = **zero**.



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



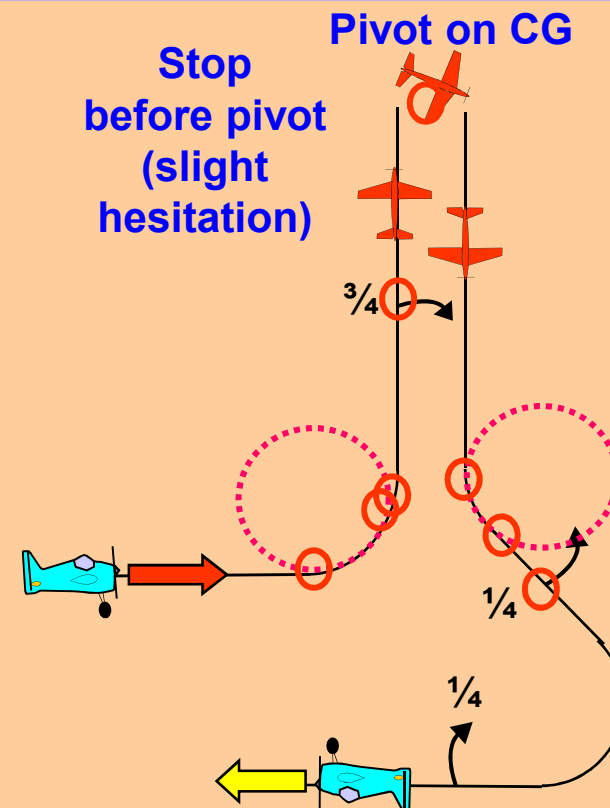
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a stall turn into a vertical downline, push through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ roll into knife-edge flight, pull or push through a $\frac{1}{4}$ knife-edge circle, perform a $\frac{1}{4}$ roll, exit inverted



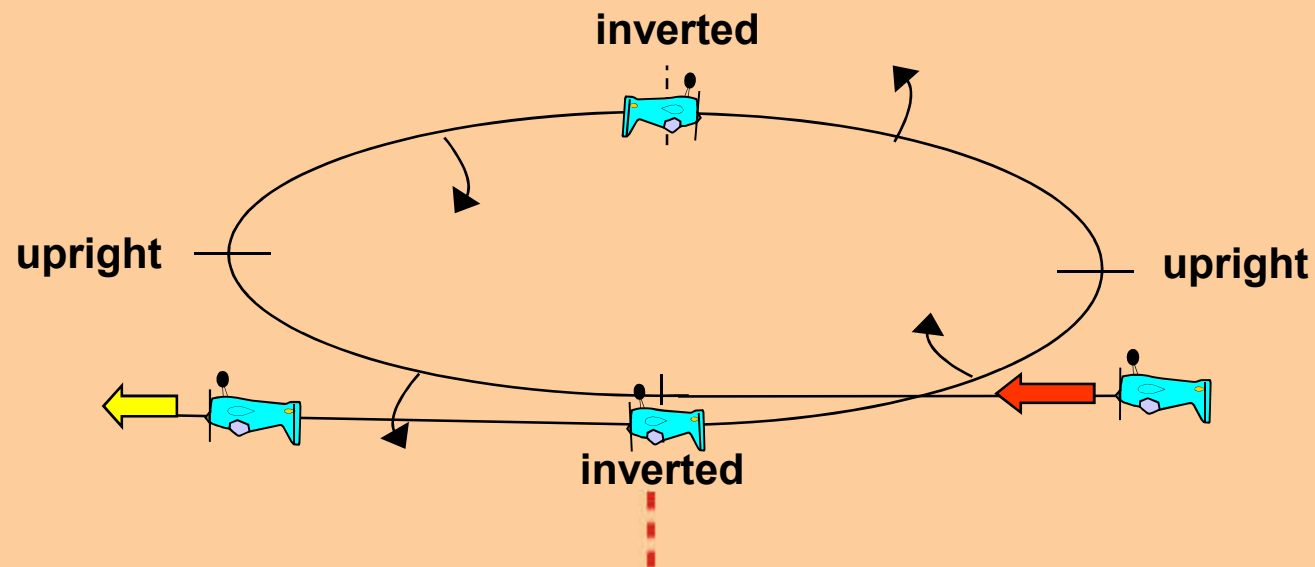
AF-25.10 Stall Turn Corner Combination with three quarter roll, quarter roll, quarter roll

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



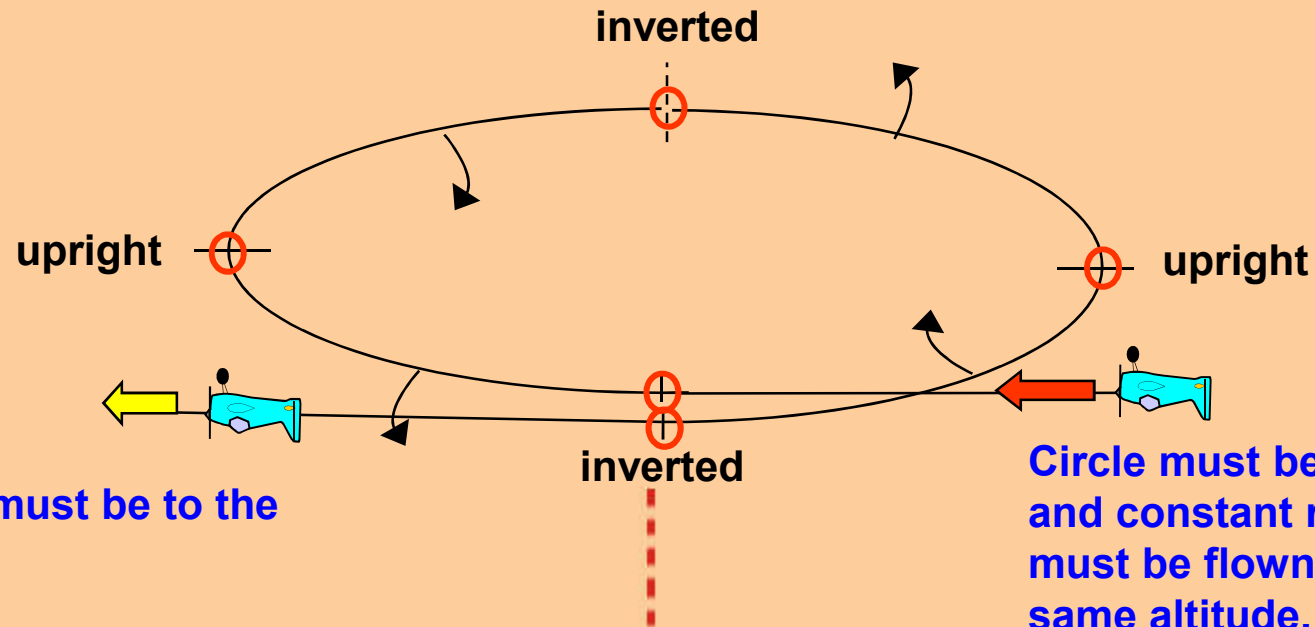
From inverted perform a circle, while integrating four $\frac{1}{2}$ rolls in opposite directions, exit inverted.
Note: First half roll is to the outside.



AF-25.11 Rolling Circle with four half rolls in opposite directions

Roll rate of $\frac{1}{2}$ rolls must be constant.
Roll reversal must be immediate.

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



First $\frac{1}{2}$ roll must be to the outside.

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



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, November 2023