

Class F3P Radio Control Indoor Aerobatic Model Aircraft



Freestyle Schedule F3P-AFM

What is F3P-AFM?

A sequence of manoeuvres, freely composed by the competitor and flown in harmony to simultaneously played music of his choice. Any possible flight manoeuvres may be flown and "show effects" presented.

It is permitted to perform different programs in conjunction with differently arranged music in each round.

For Final flights at World and Continental Championships, it is obligatory to have two different programs, schedule 1 and schedule 2, in conjunction with differently arranged music.

The performance is judged for the entire flight from start to finish and in accordance to five criteria:

Criteria

- **Precision and Accuracy**
- **Complexity**
- **Harmony of Flight to Music**
- **Utilisation of Manoeuvring Area**
- **Special Effects**

Precision and Accuracy

- The manoeuvres and figures executed with precision and accuracy
- Aircraft under full control in all attitudes
- Manoeuvres flown, are in fact, intended and fully under the pilot's control
- Individual manoeuvre elements are started and finished on obviously precise headings and well-defined attitudes.

Complexity

- **Difficulty and variety of manoeuvres**
- **Utilisation of the full flight performance scope of the model: fast and slow flying, stalled manoeuvres, hovering etc. The manoeuvres should show positive as well as negative "g"-portions: loops, rolls, snaps, spins, stall-turns, tail-slides, hovering, torque-rolls, flat circles, Lomcevacs, etc.**
- **No frequent repetition of the same manoeuvre**
- **Attractive manoeuvres**
- **No poorly governed, unplanned or casually flown manoeuvres**

KEEP IN ATTENTION!

- **Risky manoeuvres should never be mistaken as difficult manoeuvres!**
- **Risky manoeuvres must not lead to higher scores for difficulty, but result in a downgrade for safety!**
- **Look at entire flight, not at only some highlights!**

Harmony of Flight to Music

- Flying perfectly in harmony and rhythm with a musical arrangement
- Flight performance should be synchronised with the music and must not be a "3D-sketch" with background music.
- Selected music piece(s) should flow through transitions, but contain fast-slow, soft-loud and dramatic sections. Dynamic and diversified sequences.
- Variety of different tempi (vigorous or powerful, slowly, lively, moderately quickly, fast animated, with motion, ...)
- Mood of the selected music should be reflected in the manoeuvres and the presentation.

KEEP IN ATTENTION!

No high marks for a flight that shows no relation between flying and music.

Utilisation of Manoeuvring Area

- **Presentation should fill the manoeuvring area**
- **Performance should be orientated towards judges and spectators**
- **No risky flying towards judges and spectators**

Special Effects

Special effects may be used for making the presentation of the freestyle flight more spectacular through the use of:

- Variable Propeller Pitch
- Streamers
- Confetti
- Lights
- Others

It is strictly forbidden to present special effects which use open fire effect equipment such as fireworks, smoke bombs or any other flammable materials!

Judging F3P AFM-Freestyle

- F3P-AFM focuses on spectator and media efficacy. This is why the performances should be extraordinarily spectacular and entertaining under these aspects.

Judging of freestyle performance is more subjective and can't be done with methods used in F3P

- Aerobatics by deducting points. So, judging for Precision and Accuracy, Complexity, Harmony to Music and Utilisation of Manoeuvre Area should start around 5 and add or subtract as the flight progresses.

Judging F3P-AFM-Freestyle

- For each one of the Special Effects, judges may give a score up to two (2) points.
- If a special effect is presented during the whole flight, there should not be more **than ½ point** for this effect. If a specialeffect fails, there should be **zero (0) points** for this effect.
- The maximum score for special effects is ten (10), if five (5) special effects are presented.
- Bias in favour of, or against, particular persons, models, music pieces etc must not influence the judging.
- All criteria have to be marked simultaneously and evenly.

Some more

- The model aircraft must take-off and land unassisted, that is, no hand launched flights.
- If the model crosses the safety line the whole flight will be scored Zero.
- The flight may be terminated in any kind of way provided it is performed in a safe manner.

Some more

- Judging of the flight starts with the beginning of the music, the flight ends at the stopping of the music, or 125 seconds after the music had started.
- If the model crashes and is not able to restart before one minute is over there will be **no score (0)**.
- If the model is landed/crashed before the stopping of the music, or 125 seconds, there will be the following downgrades for all F3P-AFM Judging Criteria except special effects:
 - Time after starting music between 60 and 71 seconds: **- 5 points**
 - Time after starting music between 72 and 83 seconds: **- 4 points**
 - Time after starting music between 84 and 95 seconds: **- 2 points**
 - Time after starting music between 96 and 107 seconds: **- 2 points**
 - Time after starting music between 108 and 119 seconds: **- 1 point**

Examples

Sacha Muller:

<https://www.youtube.com/watch?v=p5JcS3h98Ew>

Sebastian Micek:

<https://www.youtube.com/watch?v=rS20F0LbqIA>

Arnaud Carrard:

<https://www.youtube.com/watch?v=q0fU7b0bvls>

Pierre Boulion:

<https://www.youtube.com/watch?v=YeRutiprnsM>

Marek Plichta:

https://www.youtube.com/watch?v=njBI_KEI5NI

Enjoy **The PERFORMANCE** of flights
but:

Forget **WHO** is flying
(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying

Safety line



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