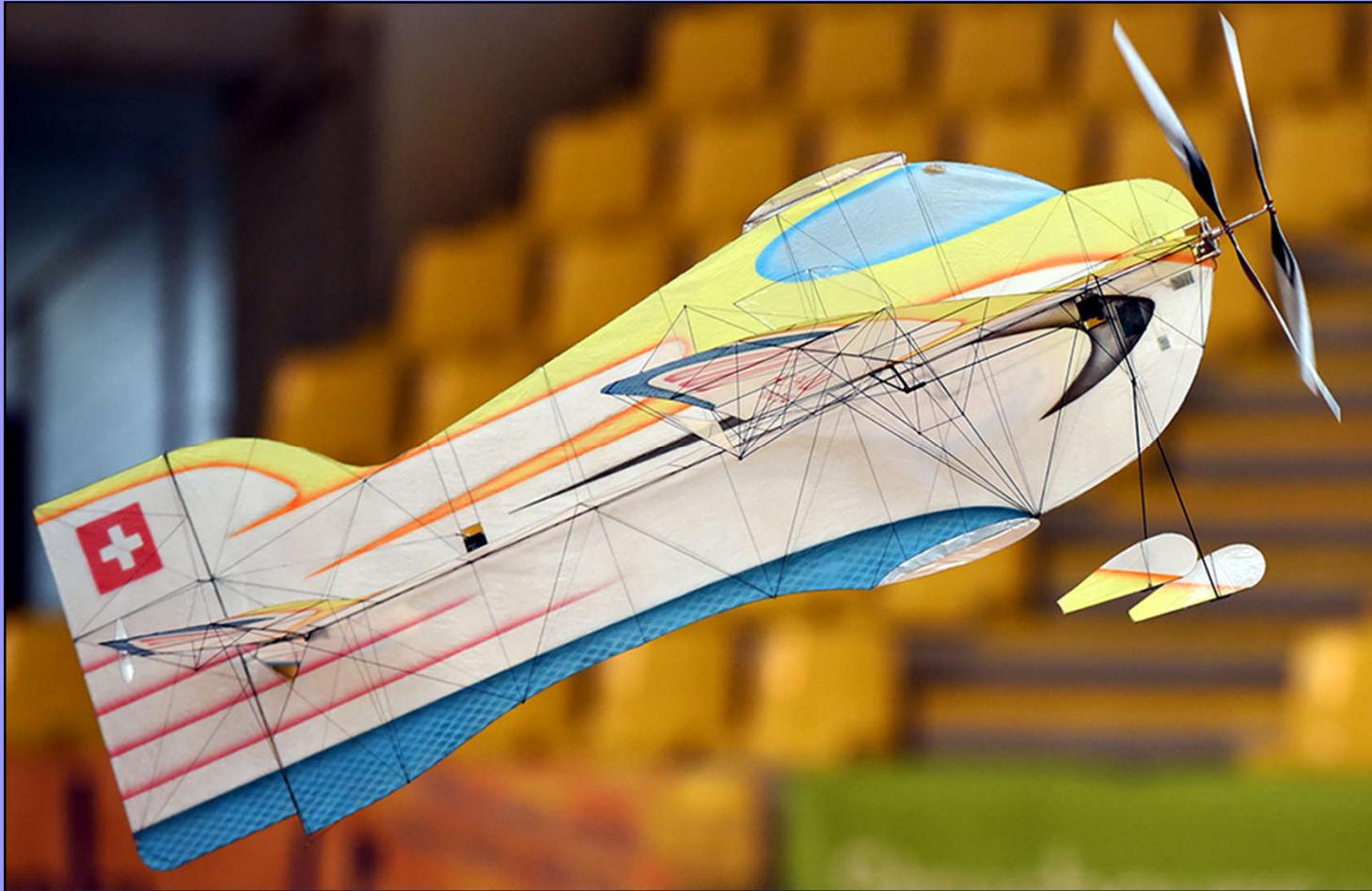
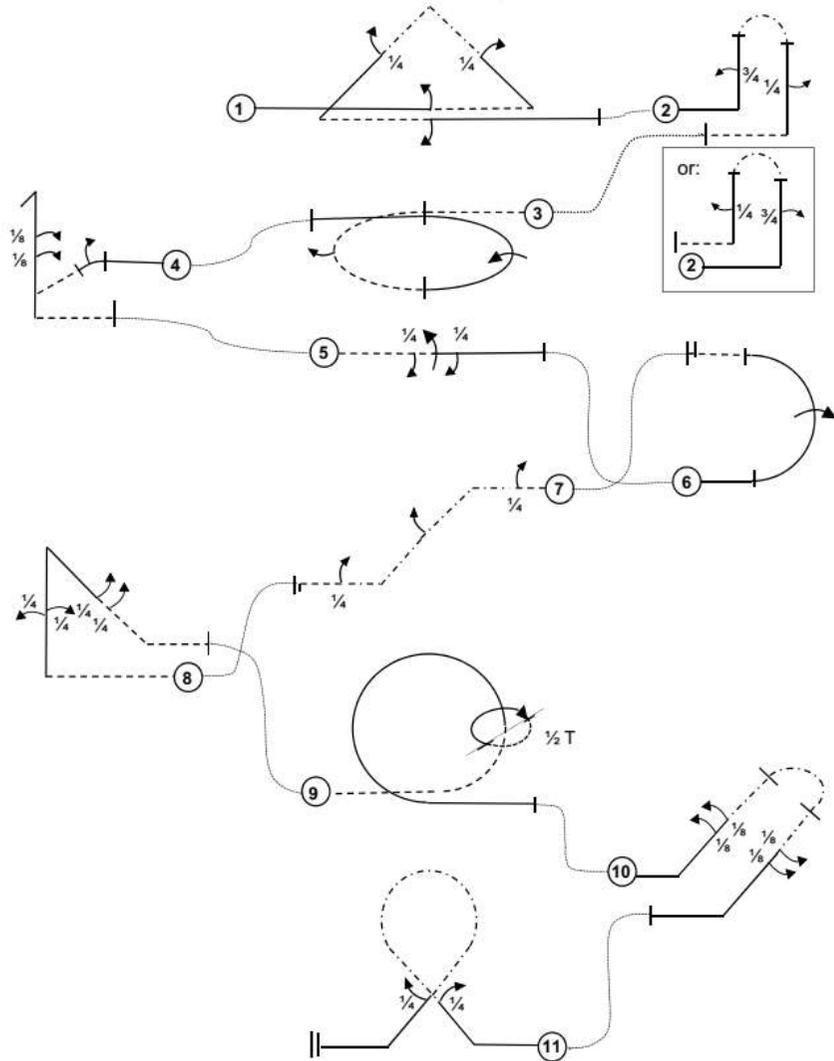


Class F3P Radio Control Indoor Aerobatic Model Aircraft



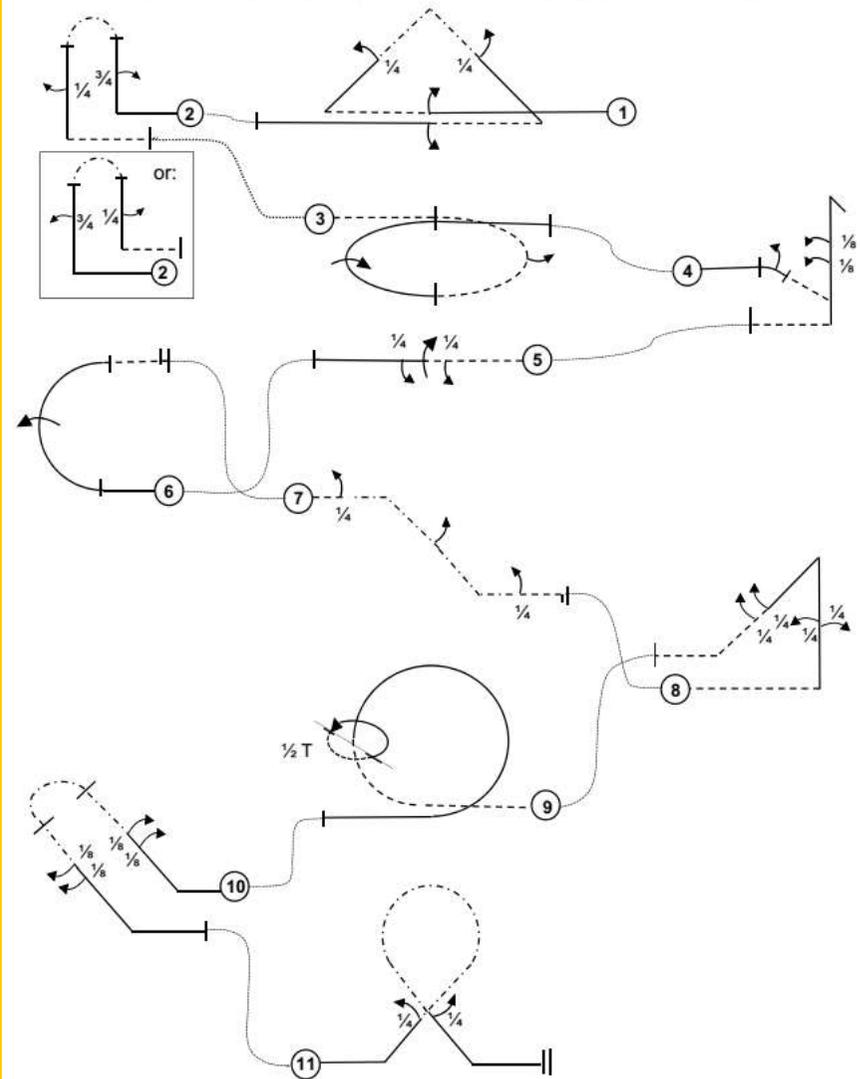
Preliminary Schedule F3P-AP 25 (2024-2025)

Preliminary Schedule F3P AP-25 (2024 – 2025)



© CIAM F3 Aerobics
 Drawings by Peter Uhlig
 September 2022

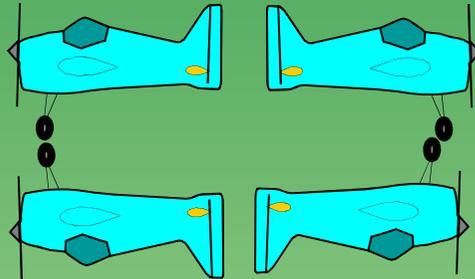
Preliminary Schedule F3P AP-25 (2024 – 2025)



© CIAM F3 Aerobics
 Drawings by Peter Uhlig
 September 2022

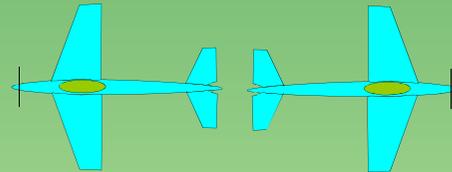


Explanations:

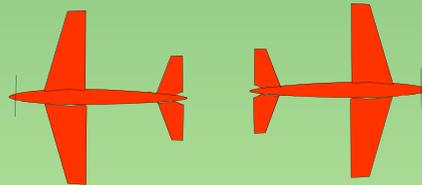


Aircraft upright

Aircraft inverted



Aircraft in Knife Edge View from Top



Aircraft in Knife Edge View from Below

↶ Half roll

↷ Roll



pos.



neg.

Snap Rolls



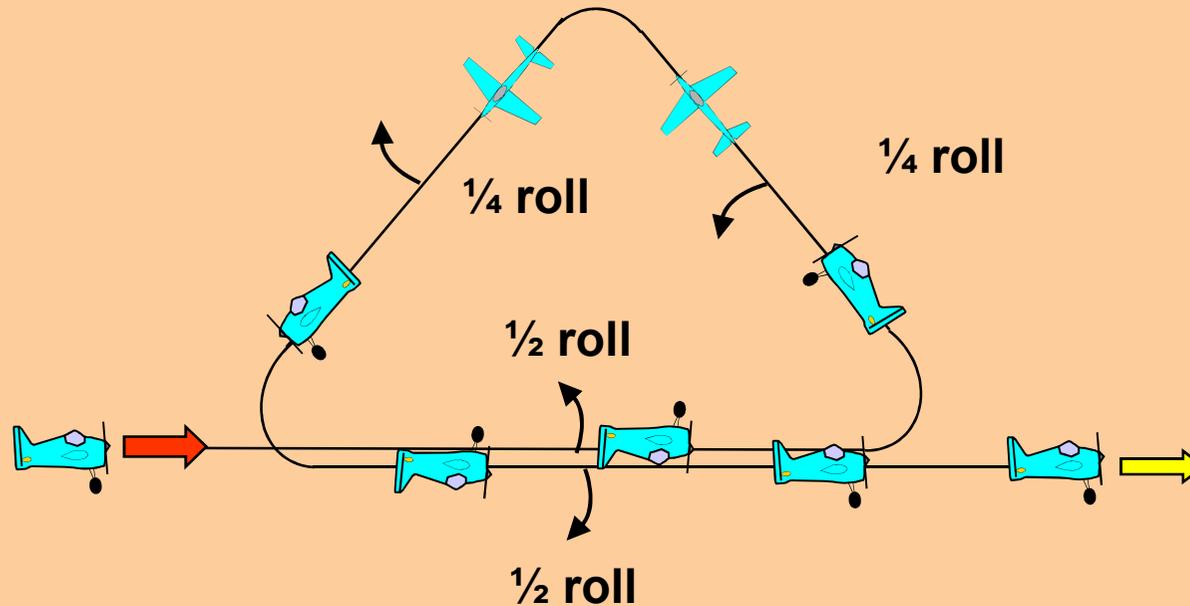
Reference points

Take-off procedure (not judged, not scored)

Safety line



AP-25.01 Triangle with half roll, quarter roll, quarter roll, half roll



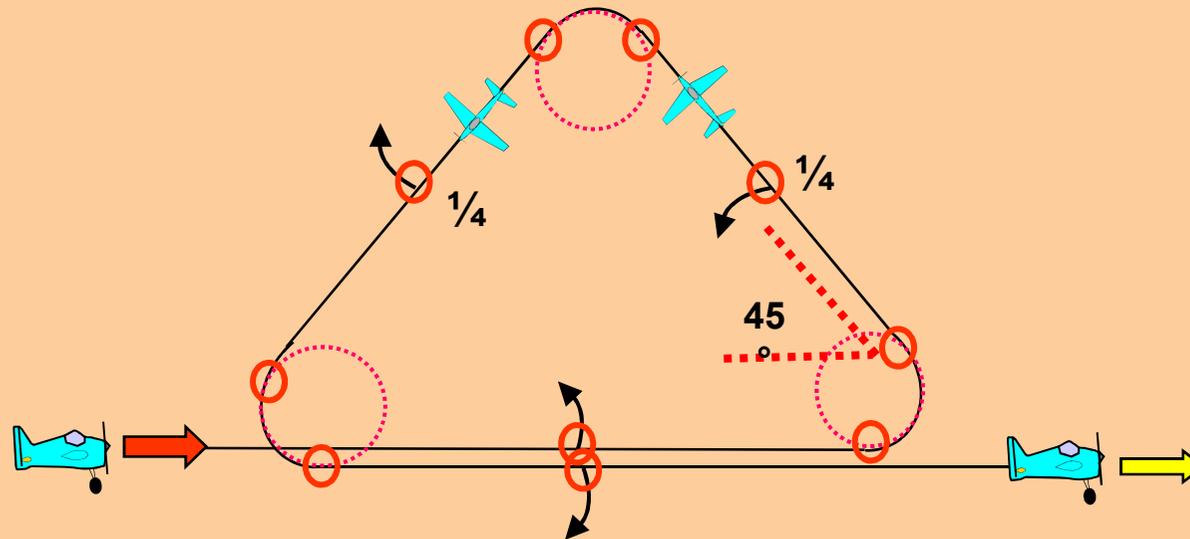
From upright, at centre, perform a $\frac{1}{2}$ roll, push through a $\frac{3}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{4}$ knife-edge loop into a 45° knife-edge downline, perform a $\frac{1}{4}$ roll, push through a $\frac{3}{8}$ loop, perform a $\frac{1}{2}$ roll, exit upright.



AP-25.01 Triangle with half roll, quarter roll, quarter roll, half roll

$\frac{1}{2}$ rolls and $\frac{1}{4}$ rolls on middle of the lines.

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

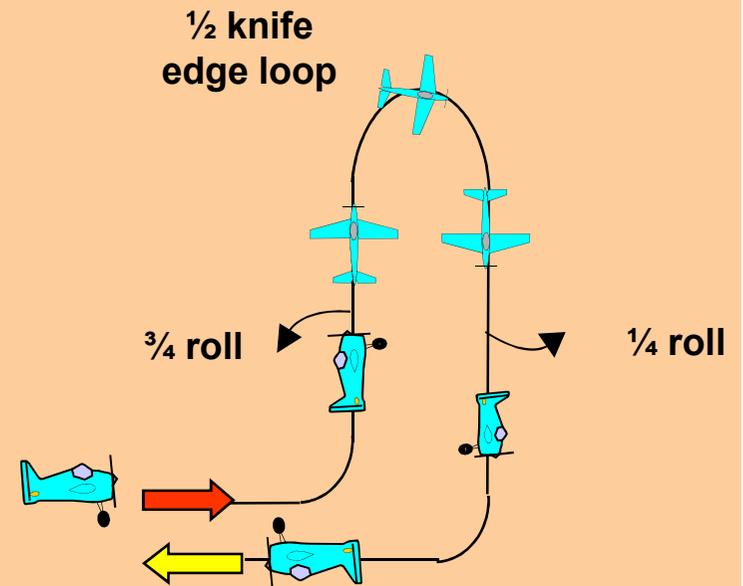


All radii are equal.

Entry and exit must be at the same altitude.



AP-25.02 Knife-Edge Humpty Bump with three quarter roll, quarter roll

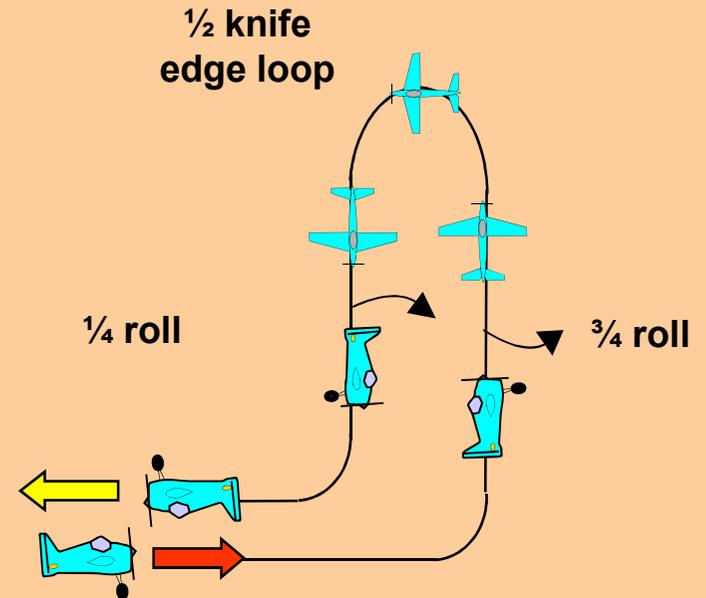


From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a half knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.



AP-25.02 Knife-Edge Humpty Bump with three quarter roll, quarter roll

OR



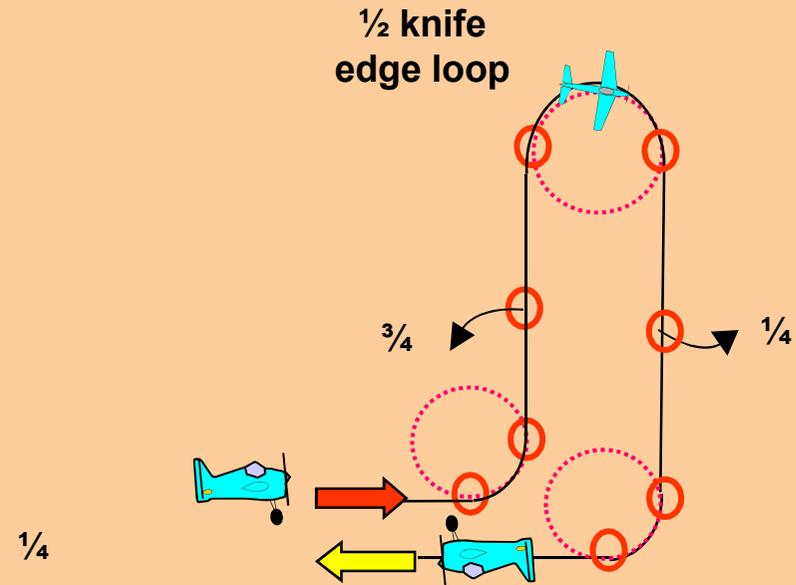
From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a half knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.



AP-25.02 Knife-Edge Humpty Bump with three quarter roll, quarter roll

$\frac{3}{4}$ and $\frac{1}{4}$ roll on middle of the lines.

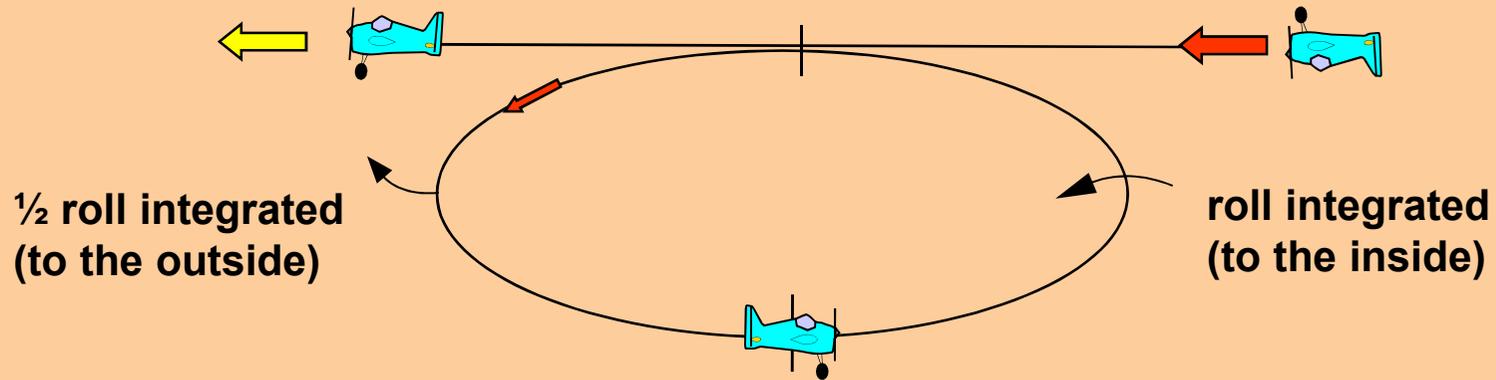
During the knife edge the wing must be in the vertical plane.



All radii are equal.



AP-25.03 Horizontal Circle with half roll integrated, roll integrated



From inverted, perform a horizontal circle with a $\frac{1}{2}$ roll integrated in the first 180° , one roll in opposite direction integrated in next 180° , exit upright.
Note: First half roll is to the outside.

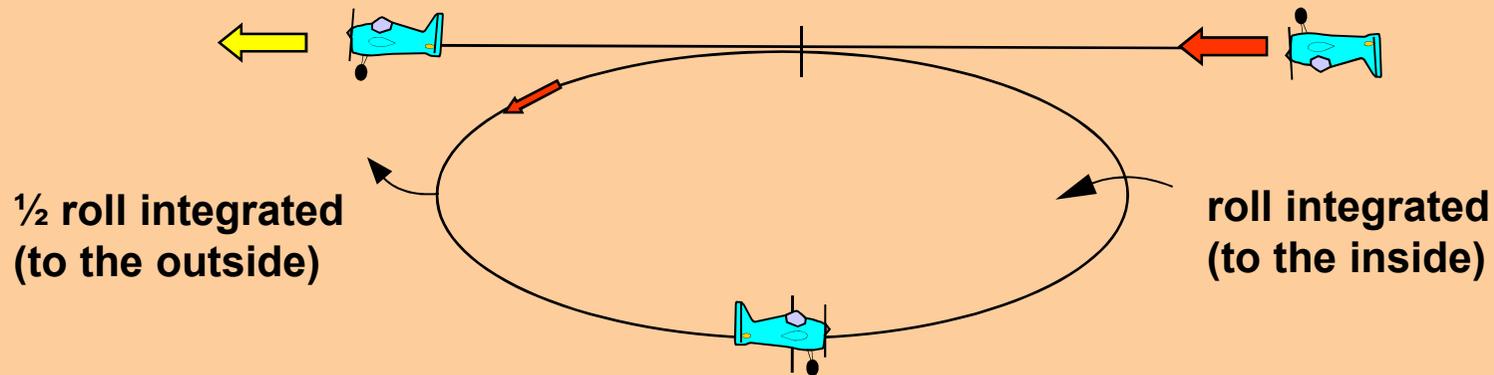


AP-25.03 Horizontal Circle with half roll integrated, roll integrated

Roll rate of $\frac{1}{2}$ roll must be constant.

Roll rate of the roll must be constant.

Roll reversal must be immediate.



$\frac{1}{2}$ roll integrated
(to the outside)

roll integrated
(to the inside)

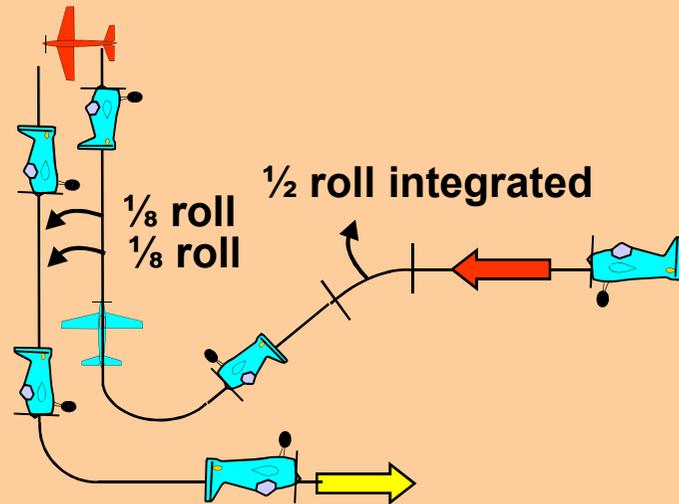
$\frac{1}{2}$ roll must be to the
outside.

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.



AP-25.04 Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls

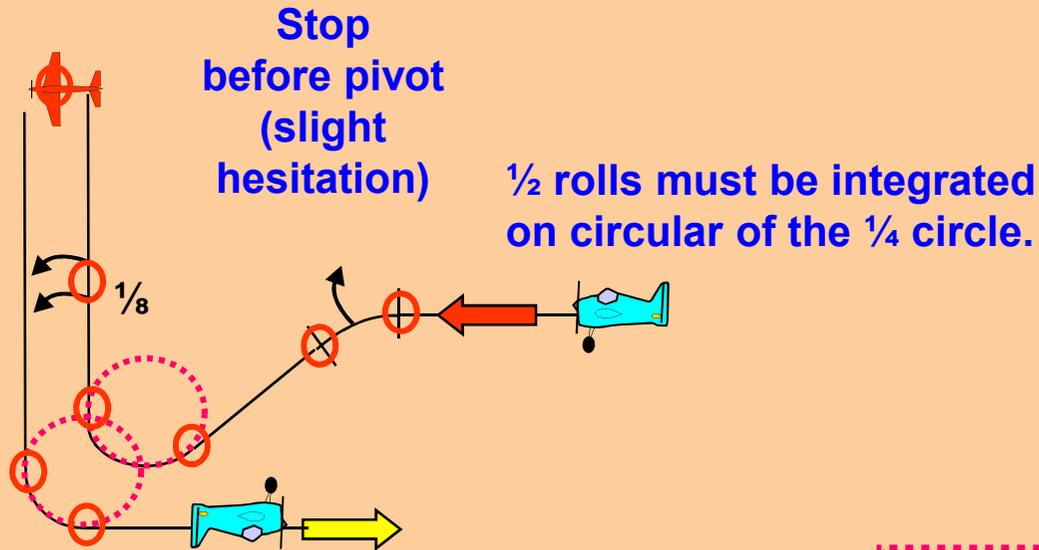


From upright, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{8}$ rolls, perform a stall turn into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.



AP-25.04 Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls

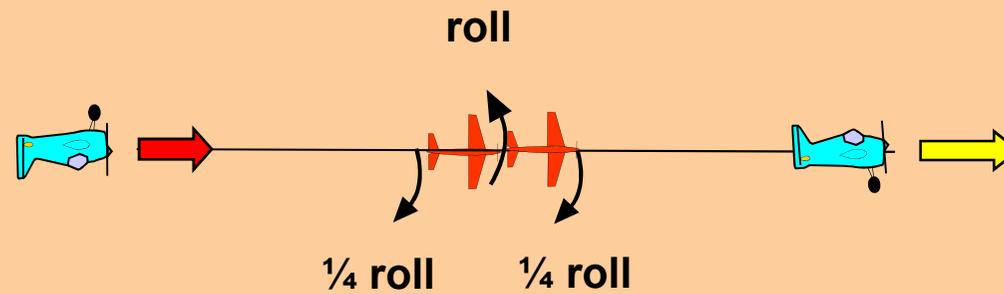
Pivot on CG



All radii of the part loops are equal.



AP-25.05 Roll Combination with quarter roll, roll, quarter roll

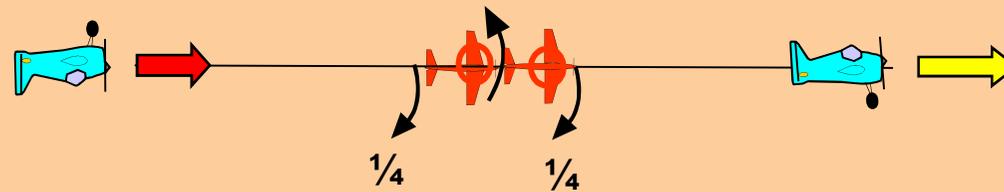


From inverted, perform consecutively a $\frac{1}{4}$ roll, a roll in opposite direction, another $\frac{1}{4}$ roll in opposite direction of the roll, exit upright.



AP-25.05 Roll Combination with quarter roll, roll, quarter roll

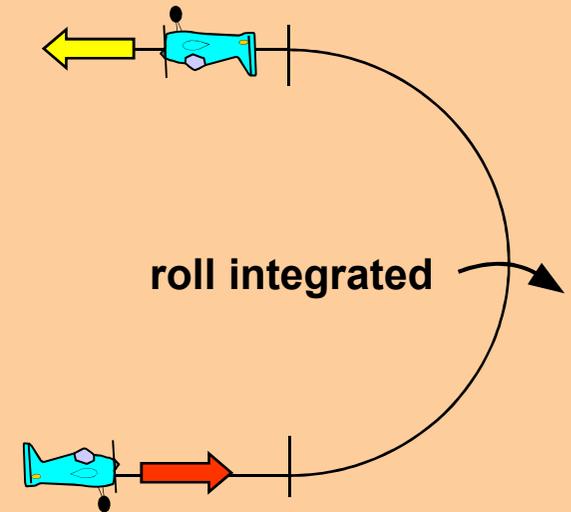
Part rolls must have the same roll rate.



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



AP-25.06 Half Loop with roll integrated

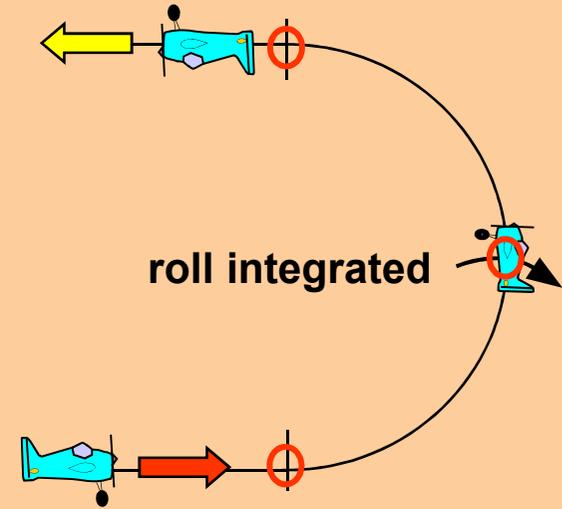


From upright, pull through a half loop while integrating a roll, exit inverted.



AP-25.06 Half Loop with roll integrated

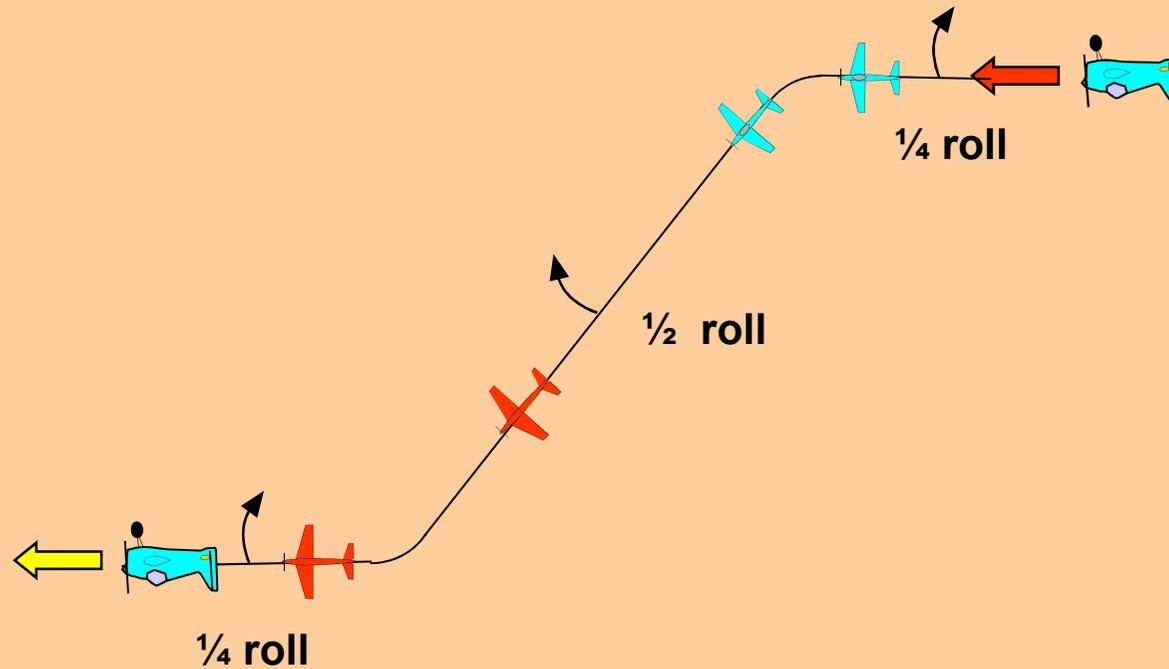
Roll rate must be constant.



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



AP-25.07 Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll



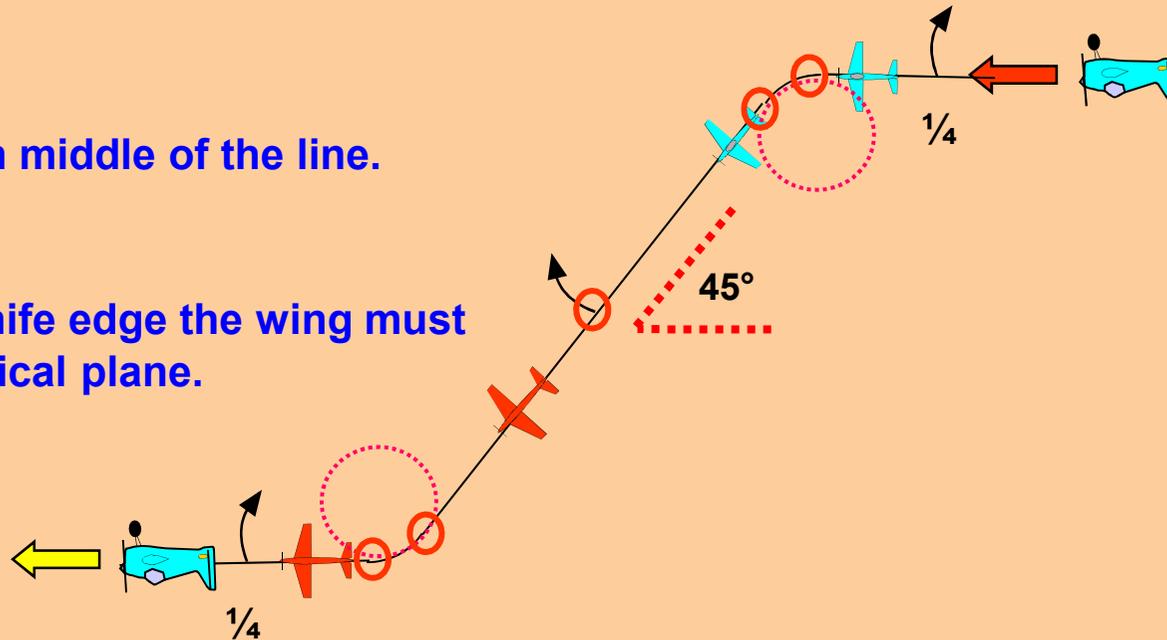
From inverted, before centre, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{8}$ knife-edge loop into a 45° downline, perform a $\frac{1}{2}$ roll, perform $\frac{1}{8}$ knife edge loop, perform a $\frac{1}{4}$ roll, exit inverted.



AP-25.07 Knife-Edge forty-five degree downline with quarter roll, half roll, quarter roll

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

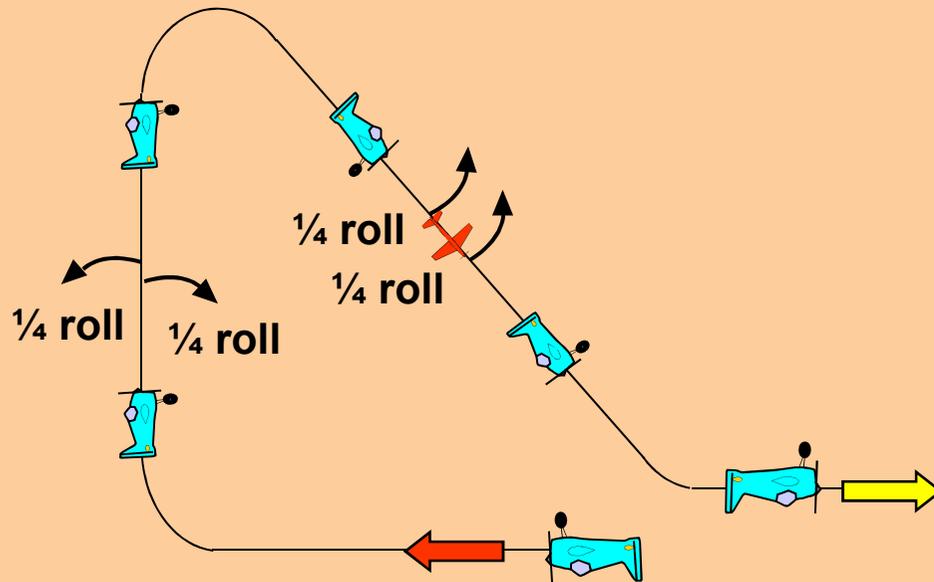
During the knife edge the wing must be in the vertical plane.



All radii are equal.

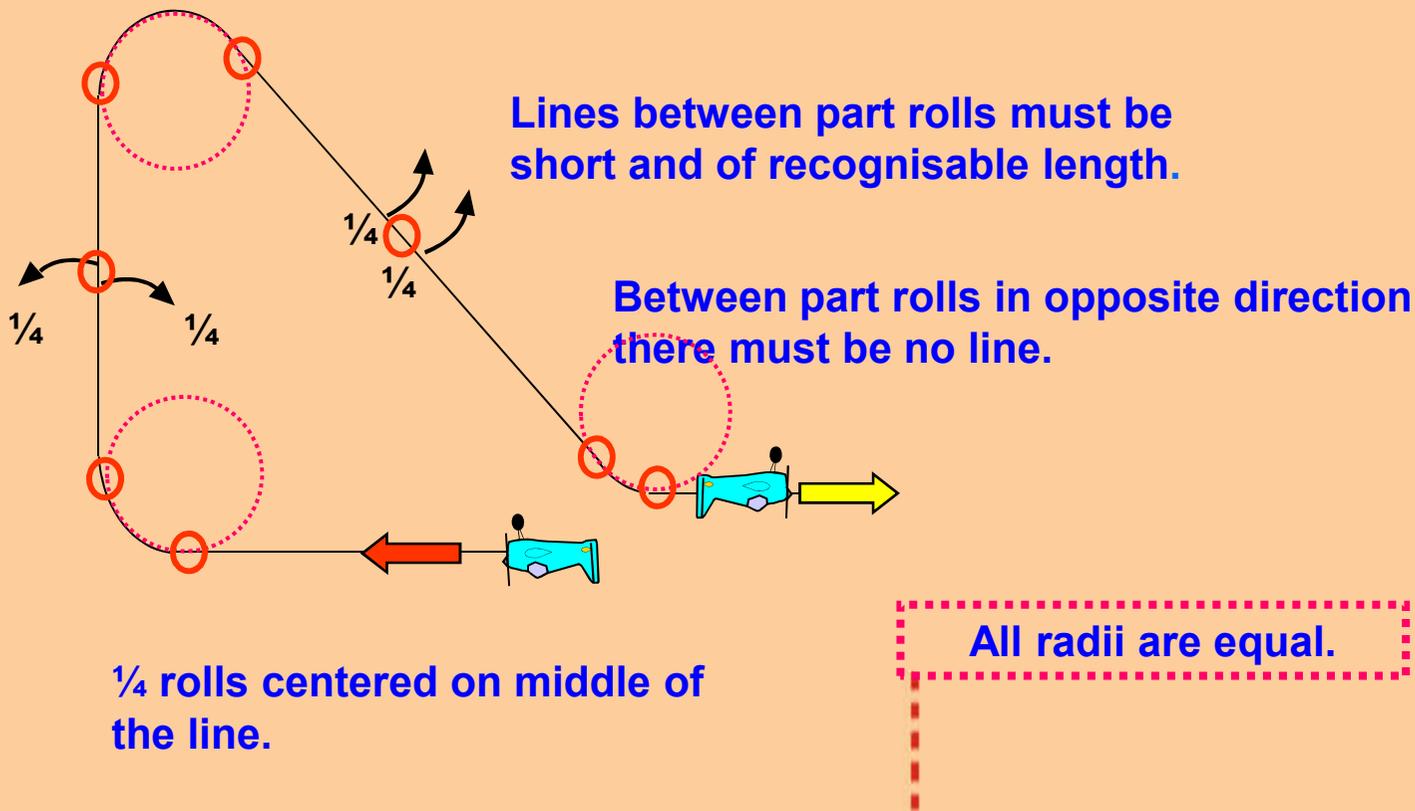


AP-25.08 Shark Fin with two quarter rolls in opposite direction, two quarter rolls

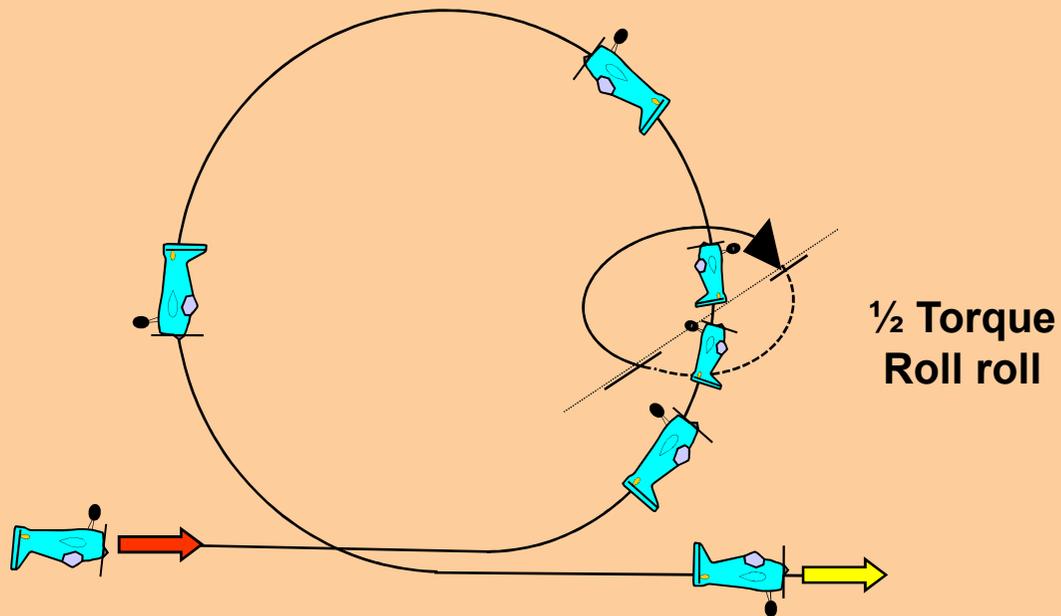


From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls in opposite direction, push through a $\frac{3}{8}$ loop into a 45° downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{8}$ loop, exit inverted.

AP-25.08 Shark Fin with two quarter rolls in opposite direction, two quarter rolls



AP-25.09 Loop with Half Torque Roll

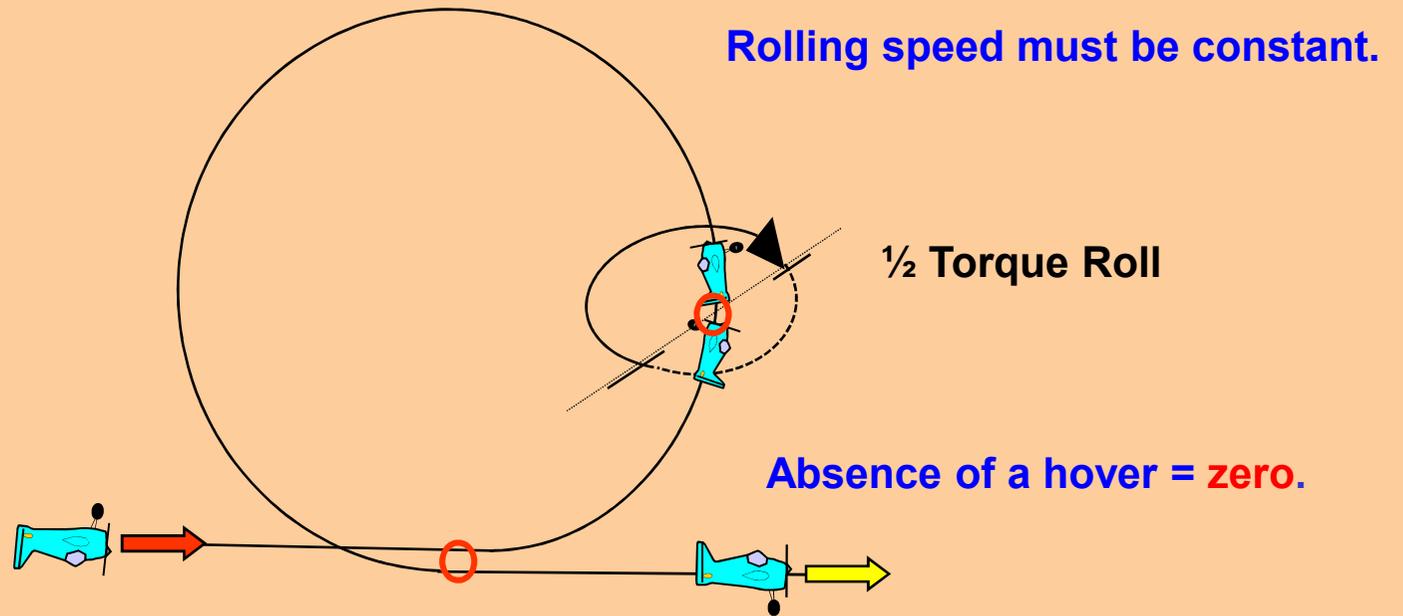


From inverted, push through a $\frac{1}{4}$ loop, immediately perform a $\frac{1}{2}$ torque roll immediately pull through a $\frac{3}{4}$ loop, exit upright.

Note: There are no straight lines in the manoeuvre (except entry and exit line).



AP-25.09 Loop with Half Torque Roll

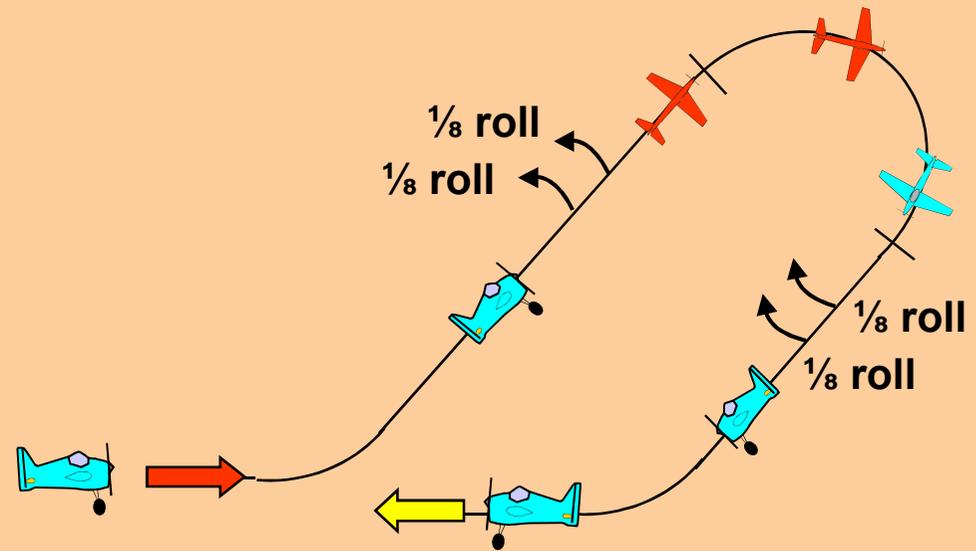


Loop must be round.



AP-25.10 Fighter Turn with two consecutive one eighth rolls, two consecutive one eighth rolls

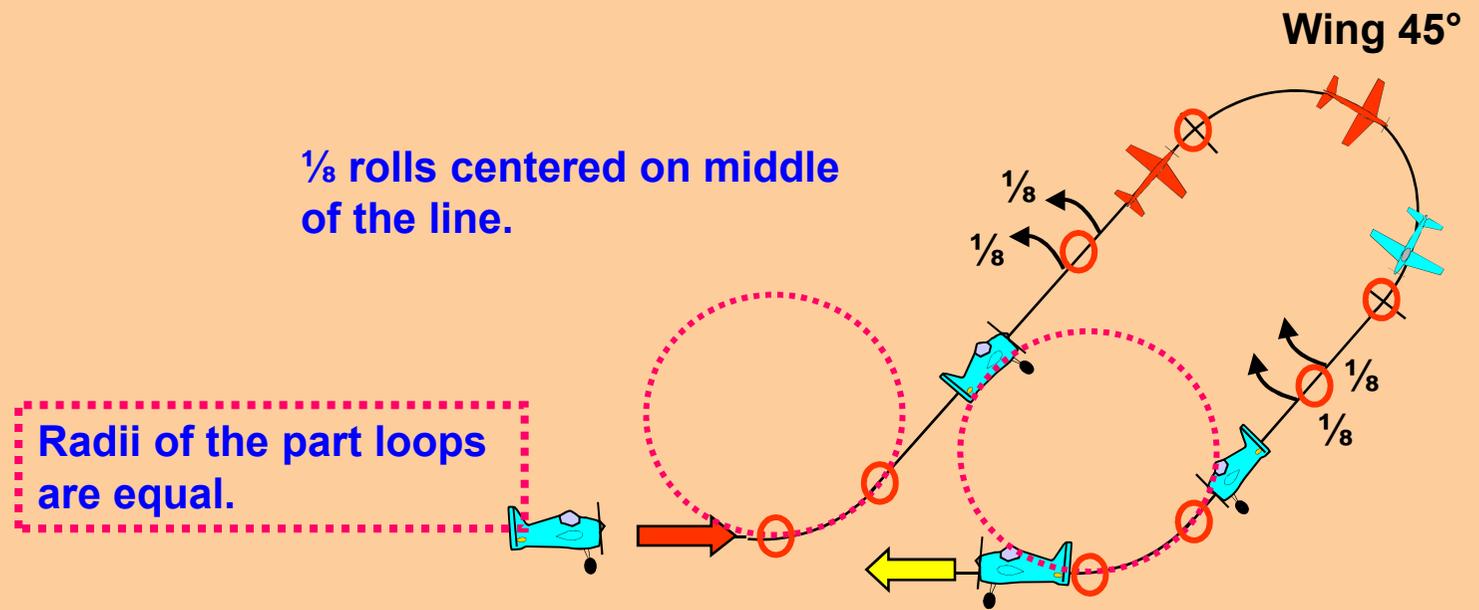
Half pushed or pulled knife edge circle



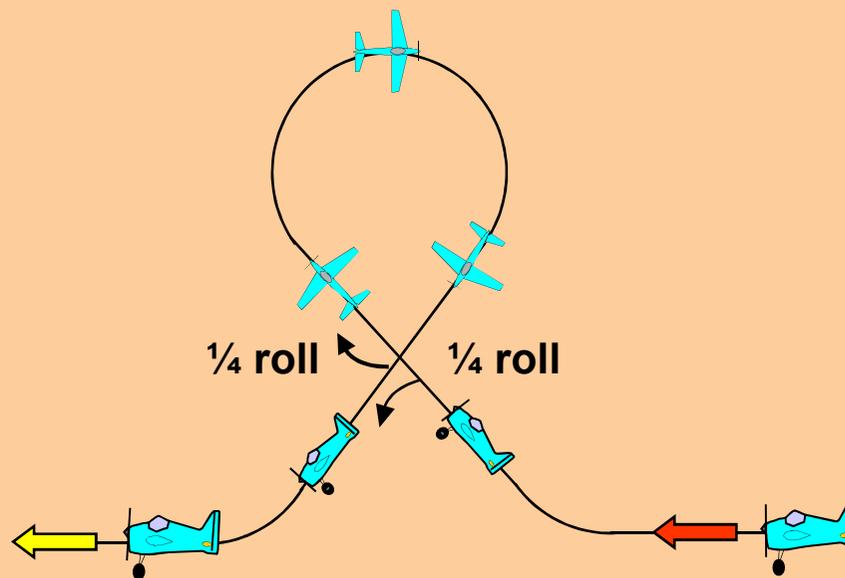
From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{8}$ rolls, push or pull through a half knife-edge circle into a 45° downline, perform consecutively two $\frac{1}{8}$ rolls, pull through a $\frac{1}{8}$ loop, exit upright.



AP-25.10 Fighter Turn with two consecutive one eighth rolls, two consecutive one eighth rolls



AP-25.11 Golfball, with quarter roll, quarter roll

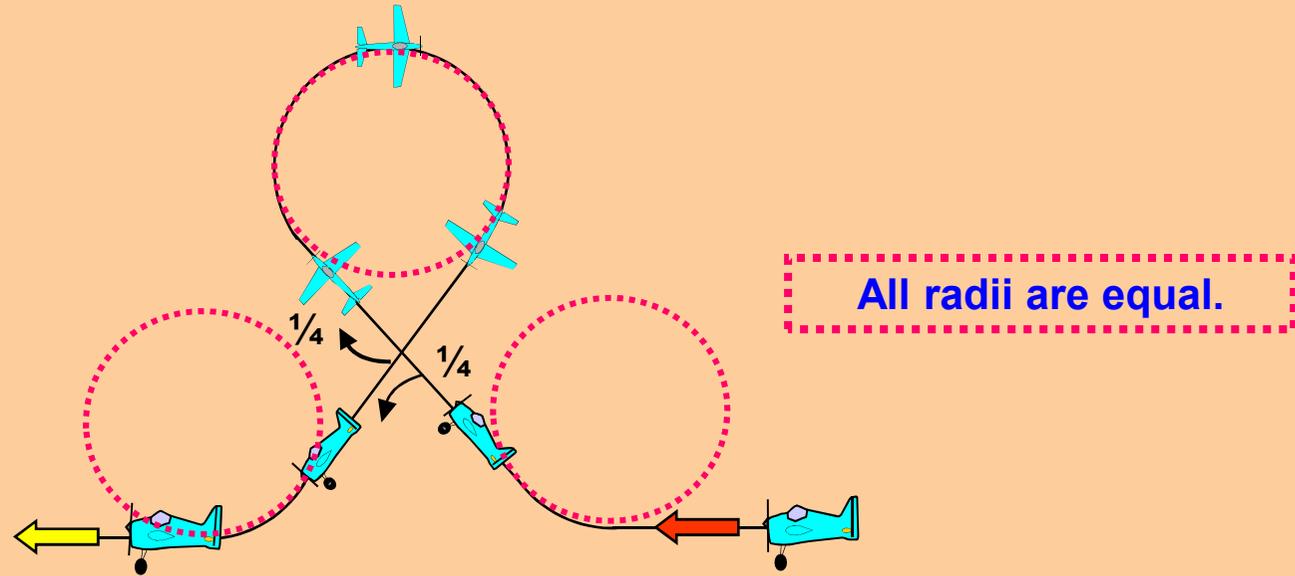


From upright, before centre, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a quarter roll, perform a $\frac{3}{4}$ knife-edge loop into a 45° degree downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.



AP-25.11 Golfball, with quarter roll, quarter roll

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



Entry and exit must be at the same altitude.

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



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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