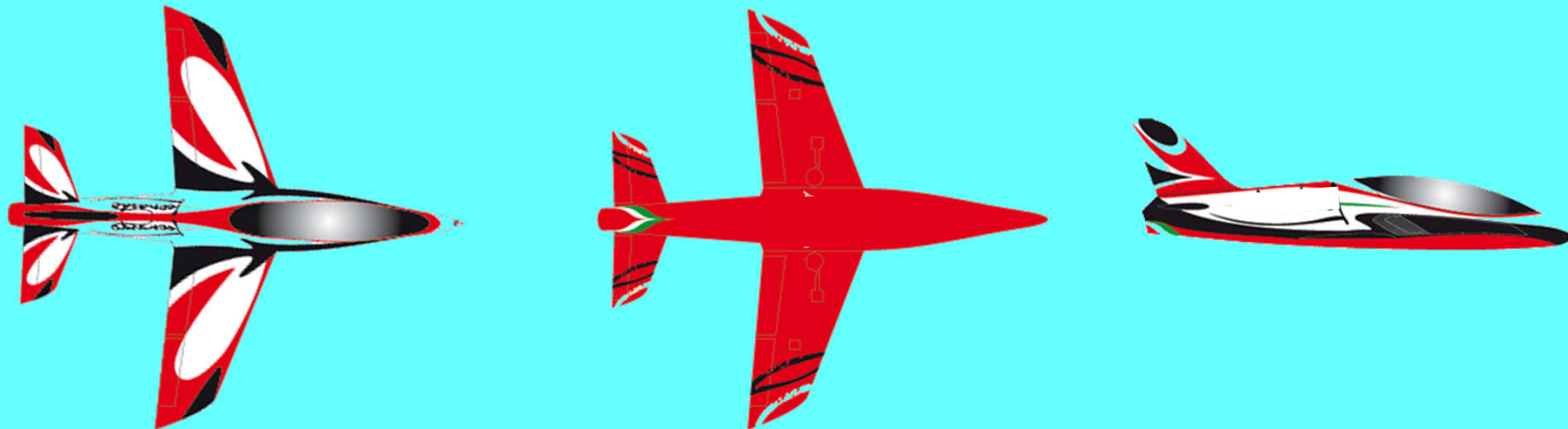


# Flying and Judging F3S

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**SCHEMATIC MANOEUVRE ILLUSTRATIONS**

**SCHEDULE SB-24**

# Explanations:

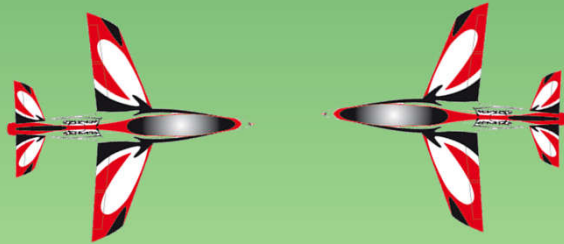
Manoeuvre drawings will show the flightpath.



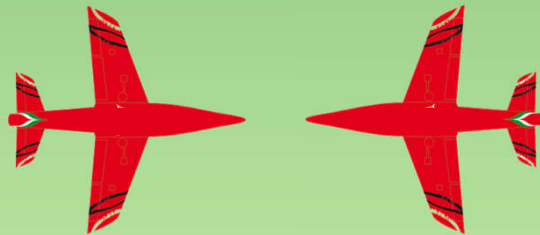
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge  
View from Top



Aircraft in Knife-Edge  
View from Below

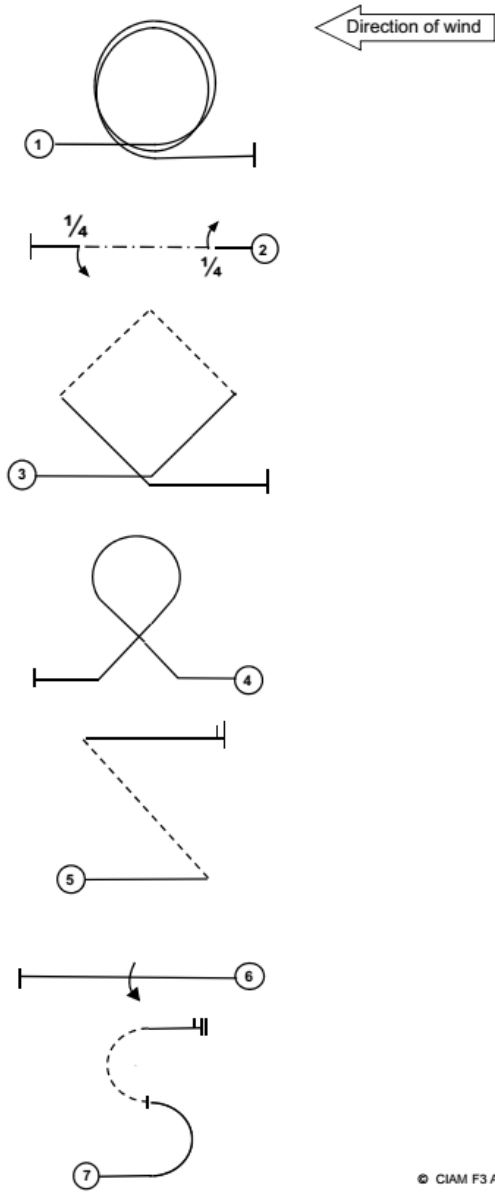
↪ Half roll

↪ Roll

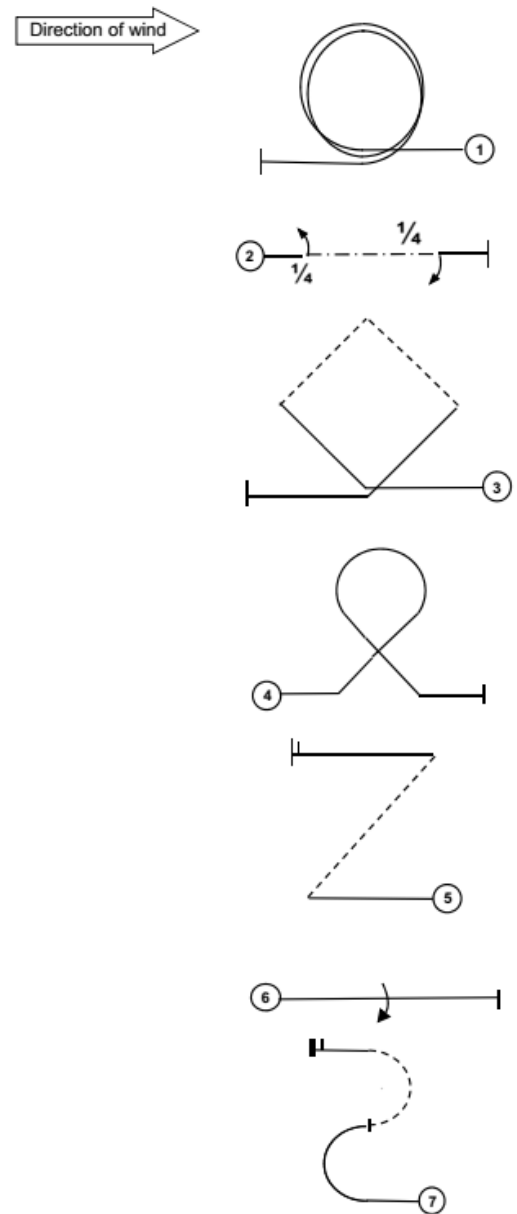


Reference points

### Basic Schedule F3S SB-24 (From 2024)

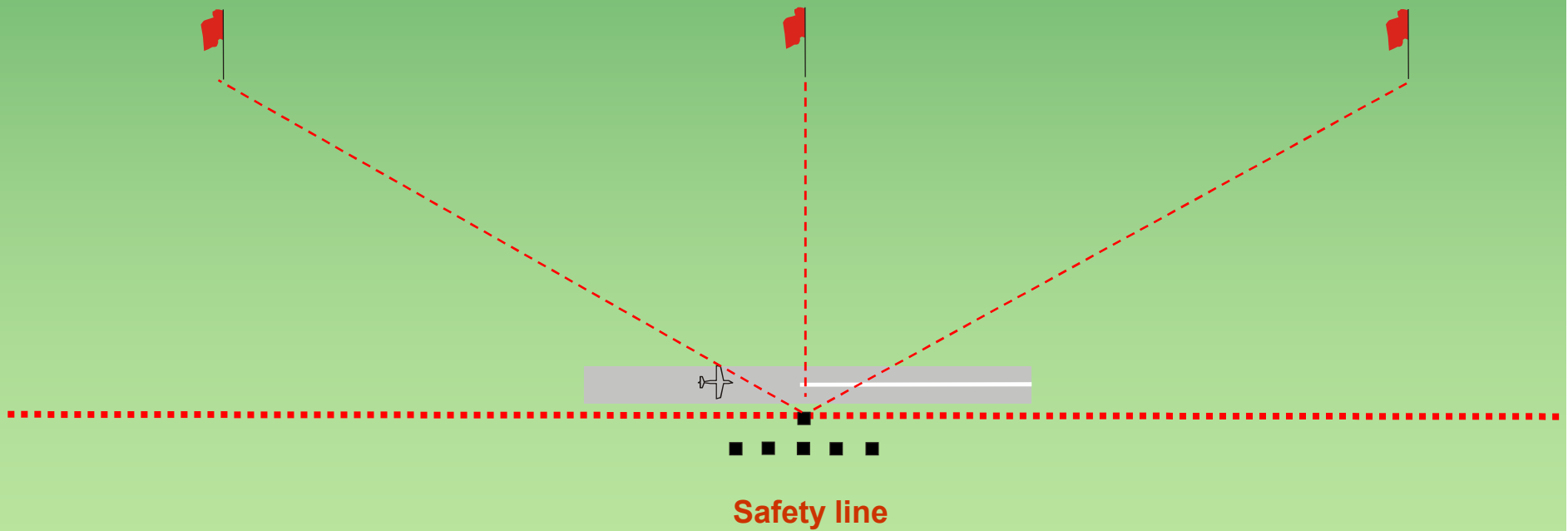


### Basic Schedule F3S SB-24 (From 2024)

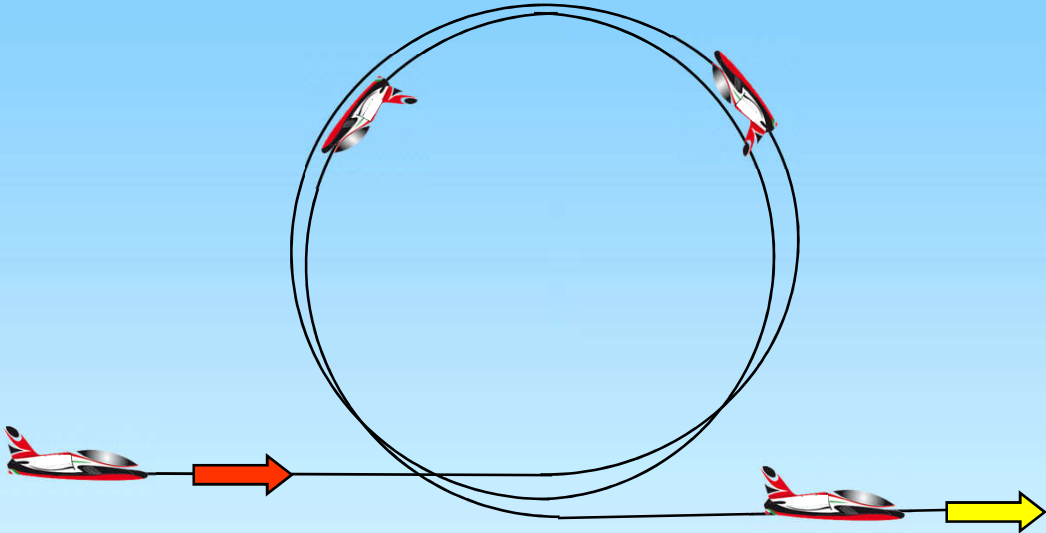


# Take-off procedure ( not judged, not scored )

← wind



# SB-24.01 Two Loops



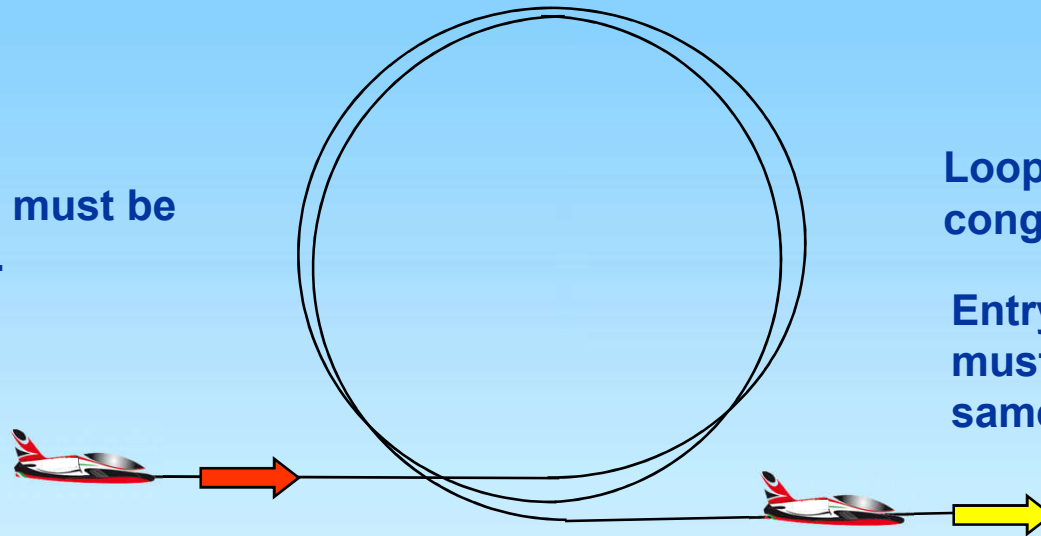
From upright, pull through two congruent loops, exit upright.

## SB-24.01 Two Loops

Loops must be round.

Loops must be congruent.

Entry and exit must be at the same altitude.



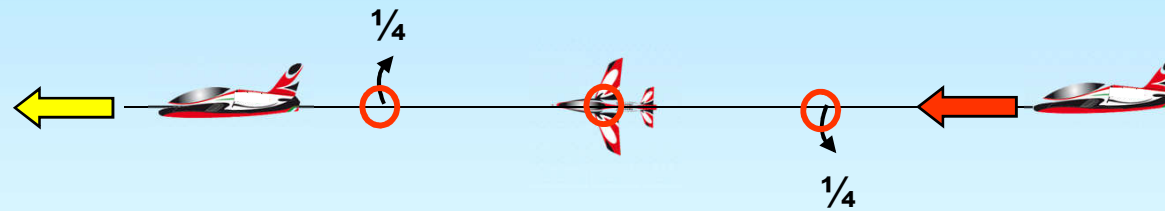
## SB-24.02 Knife-edge Flight



From upright, perform a  $\frac{1}{4}$  roll to sustained knife-edge flight, perform a  $\frac{1}{4}$  roll, exit upright.

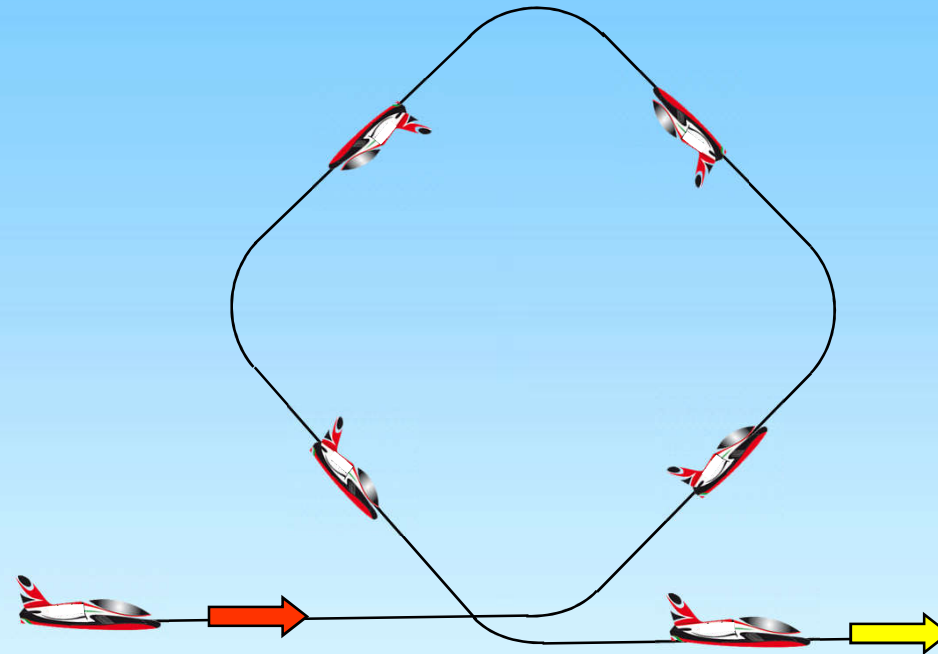
## SB-24.02 Knife-edge Flight

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





## SB-24.05 Square Loop on corner

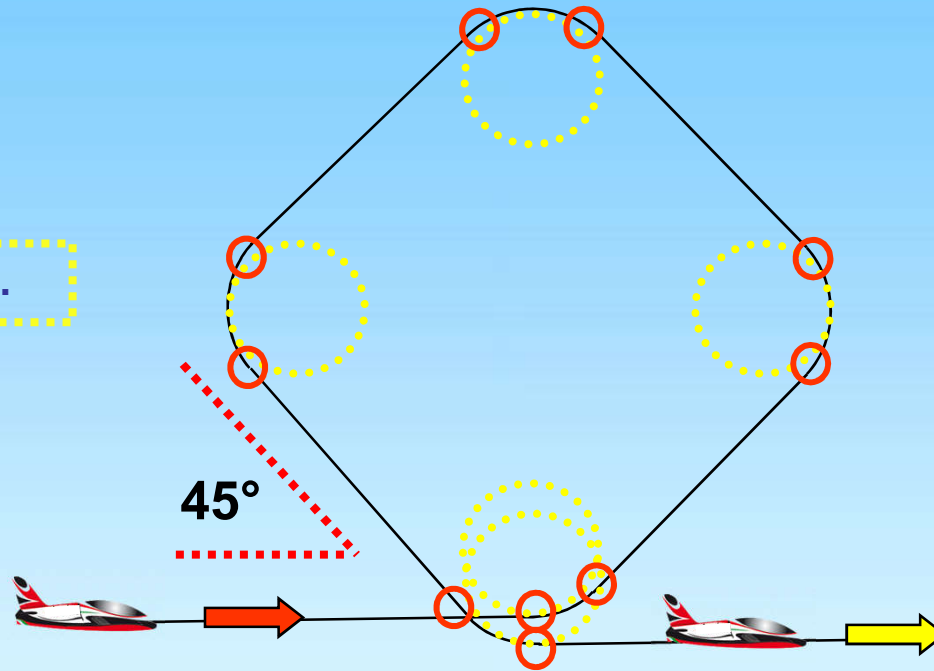


From upright, at centre, pull through a  $\frac{1}{8}$  loop into a 45 degree upline, pull through a  $\frac{1}{4}$  loop into a 45 degree upline, pull through a  $\frac{1}{4}$  loop into a 45 degree downline, pull through a  $\frac{1}{4}$  loop into a 45 degree downline, pull through a  $\frac{1}{8}$  loop, exit upright.

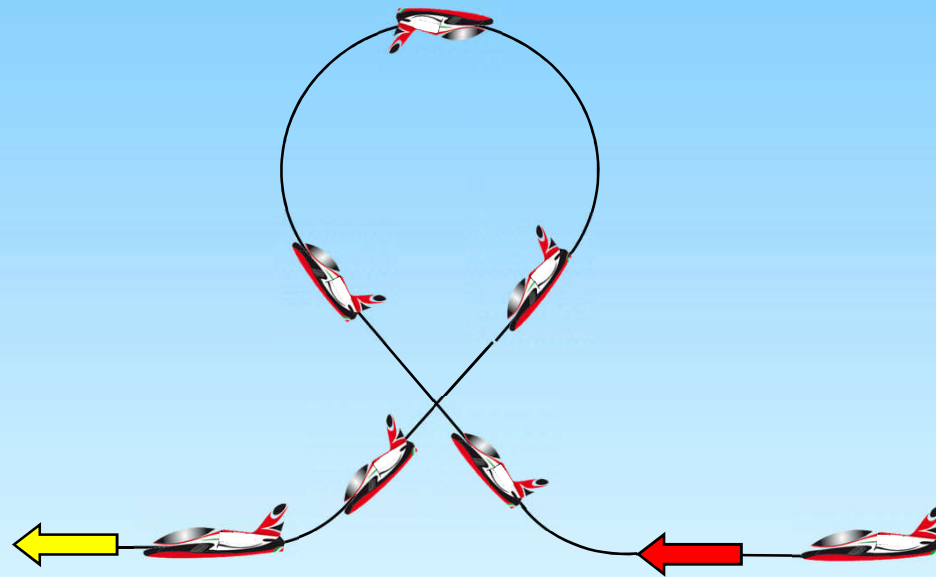
# SB-24.05 Square Loop on corner with

All radii are equal.

45°

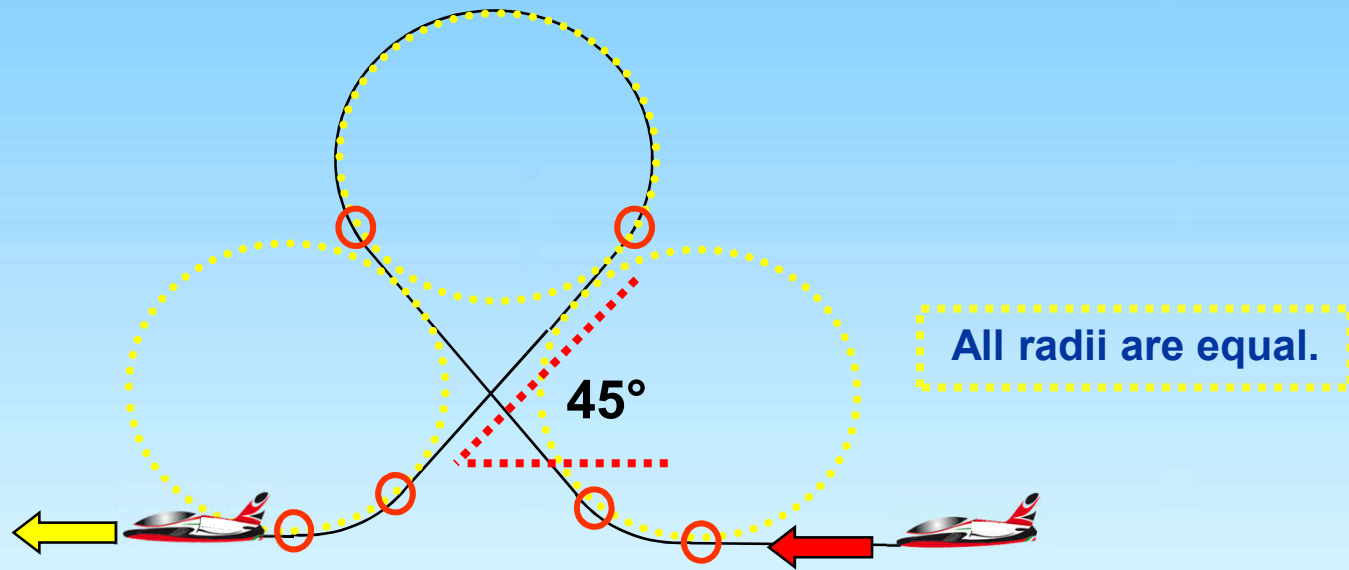


## SB-24.04 Golfball

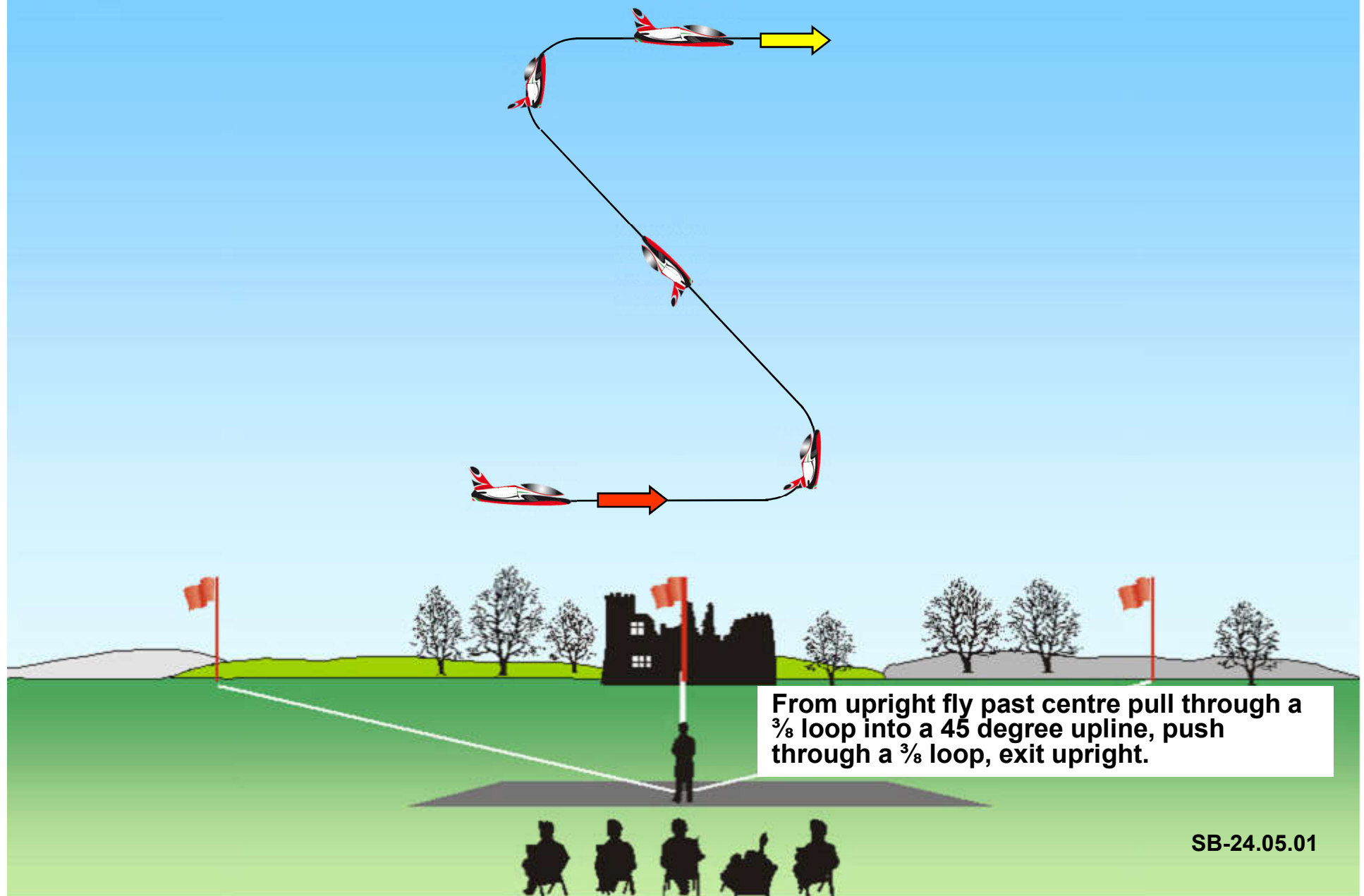


From upright, before centre pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{4}$  loop into a  $45$  degree downline, pull through a  $\frac{1}{8}$  loop, exit upright.

# SB-24.04 Golfball



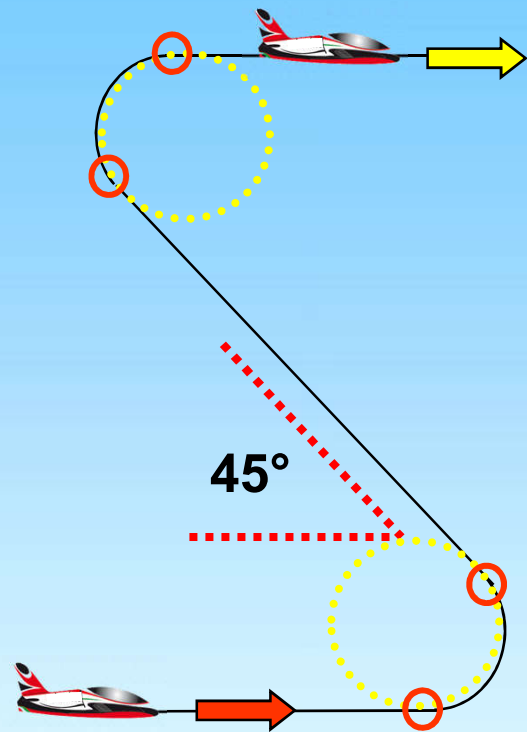
## SB-24.05 Figure Z



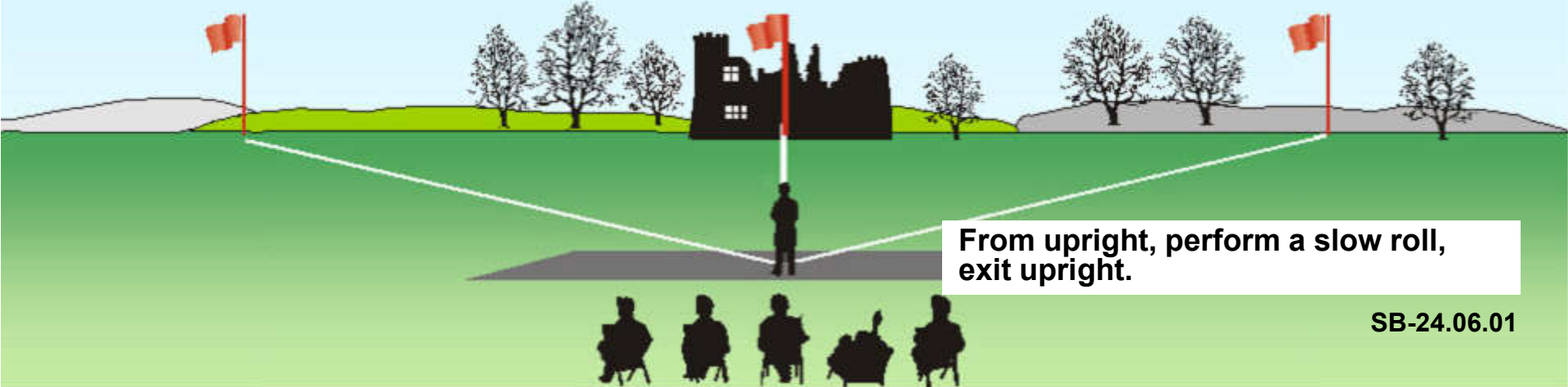
From upright fly past centre pull through a  $\frac{3}{8}$  loop into a 45 degree upline, push through a  $\frac{3}{8}$  loop, exit upright.

# SB-24.05 Figure Z

All radii are equal.



# SB-24.06 Slow roll



From upright, perform a slow roll, exit upright.

## SB-24.06 Slow roll

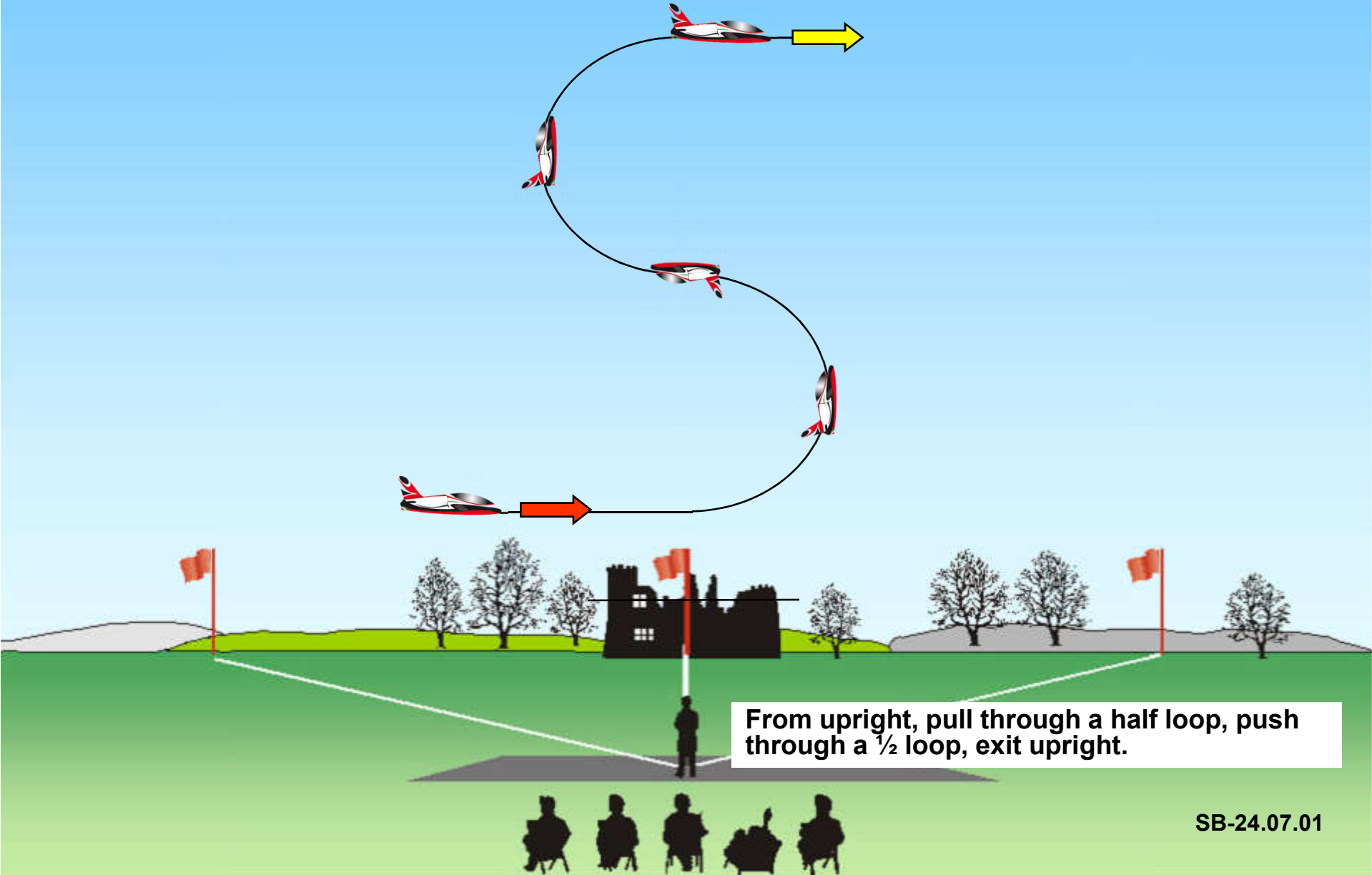
Rolling speed must be constant.



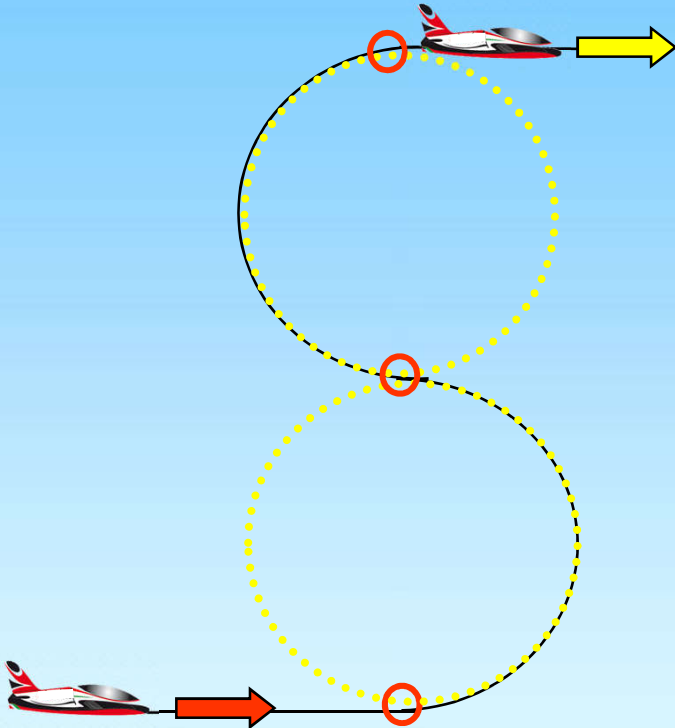
SB-24.06.02



**SB-24.07 Figure S**



SB-24.07 Figure S

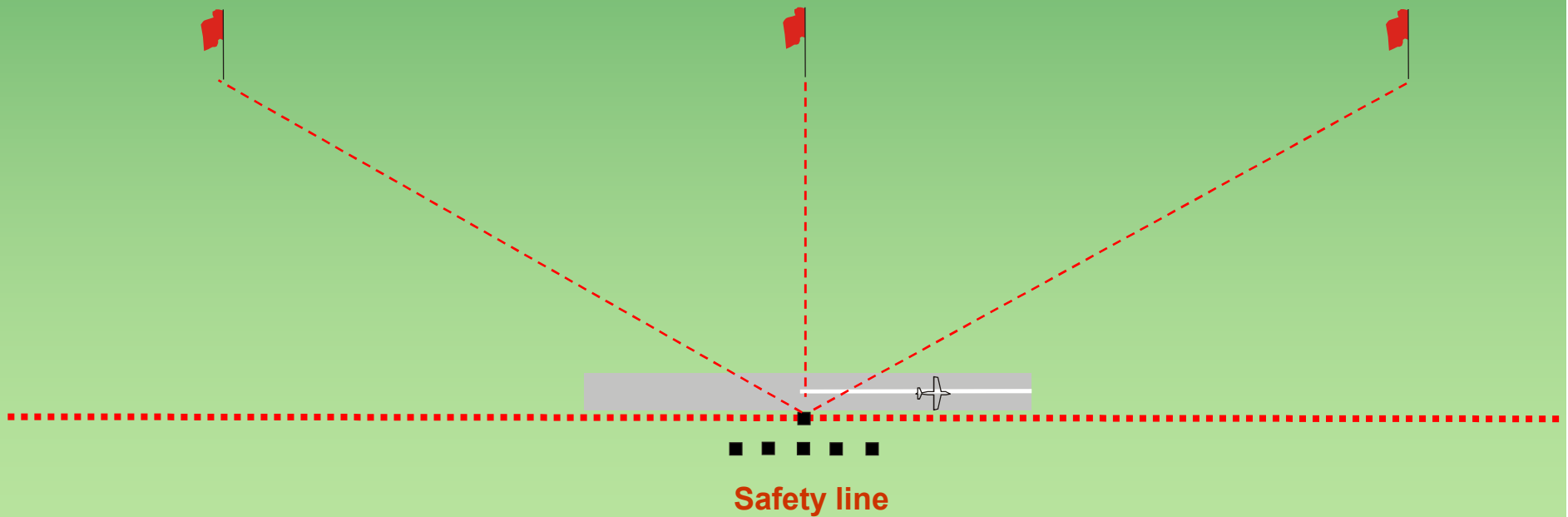


All radii are equal.



# Landing procedure ( not judged, not scored )

The direction of the landing may be different to the take off.



Forget **WHO** is flying

(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying

**LOOK ONLY AT LINES DESCRIBED IN THE SKY!**



**Thank you!**

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