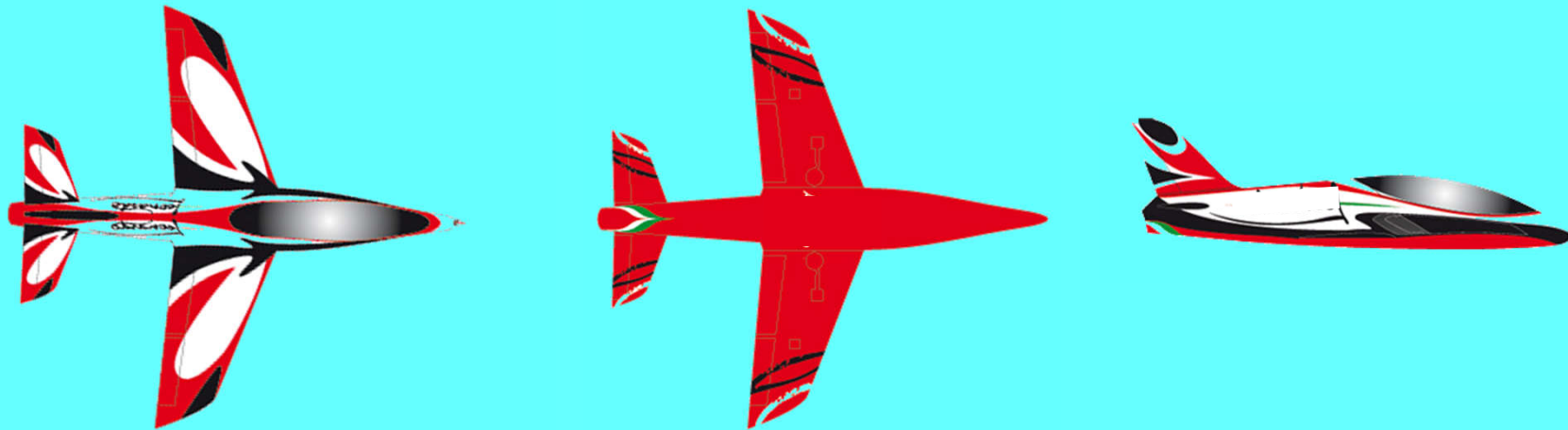
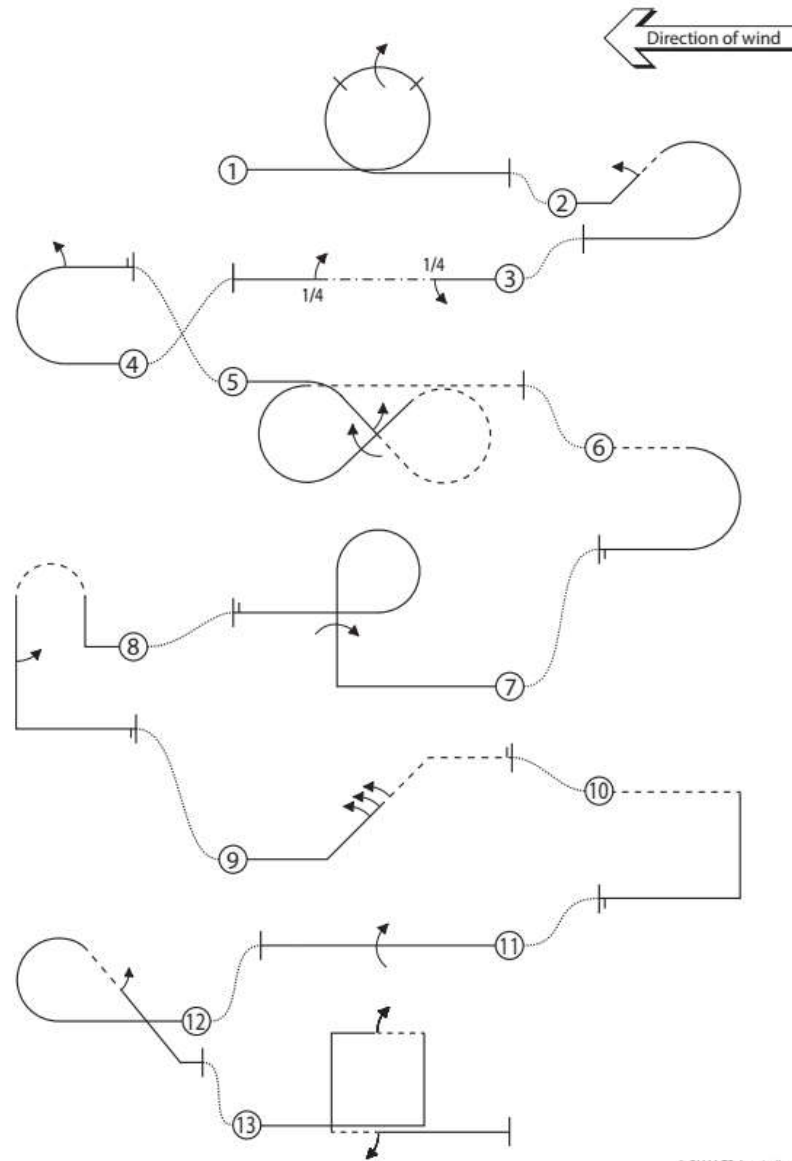


Flying and Judging F3S



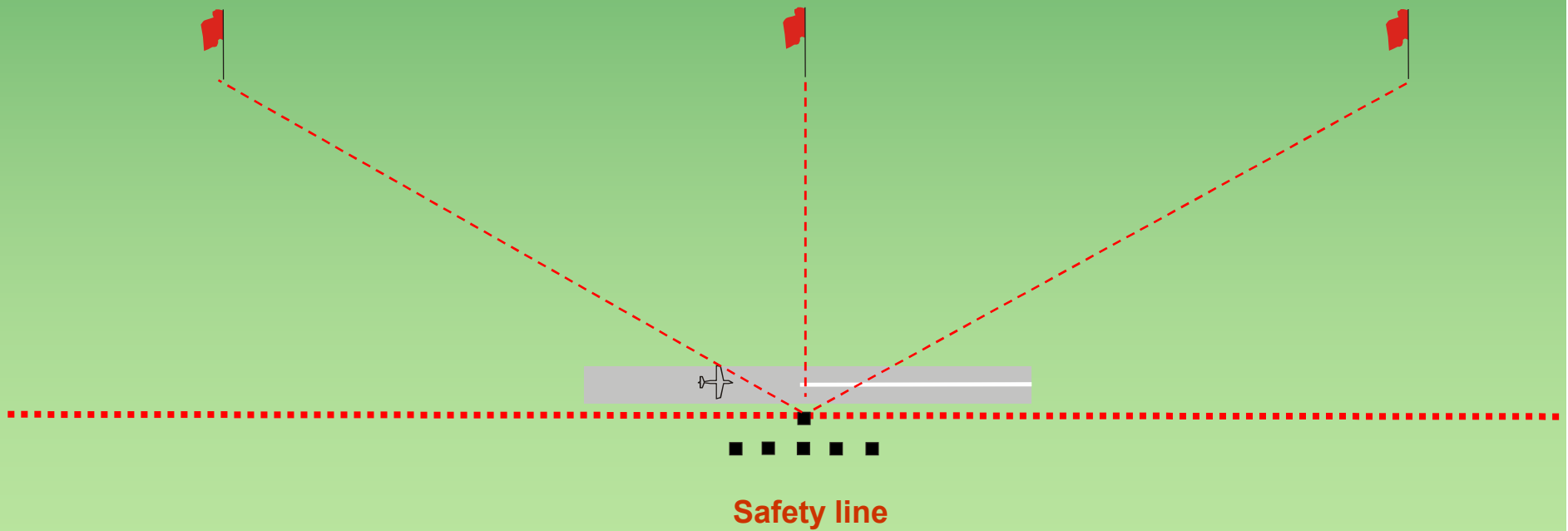
SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE SP-19

PRELIMINARY SCHEDULE F3S SP-19 (From 2019)



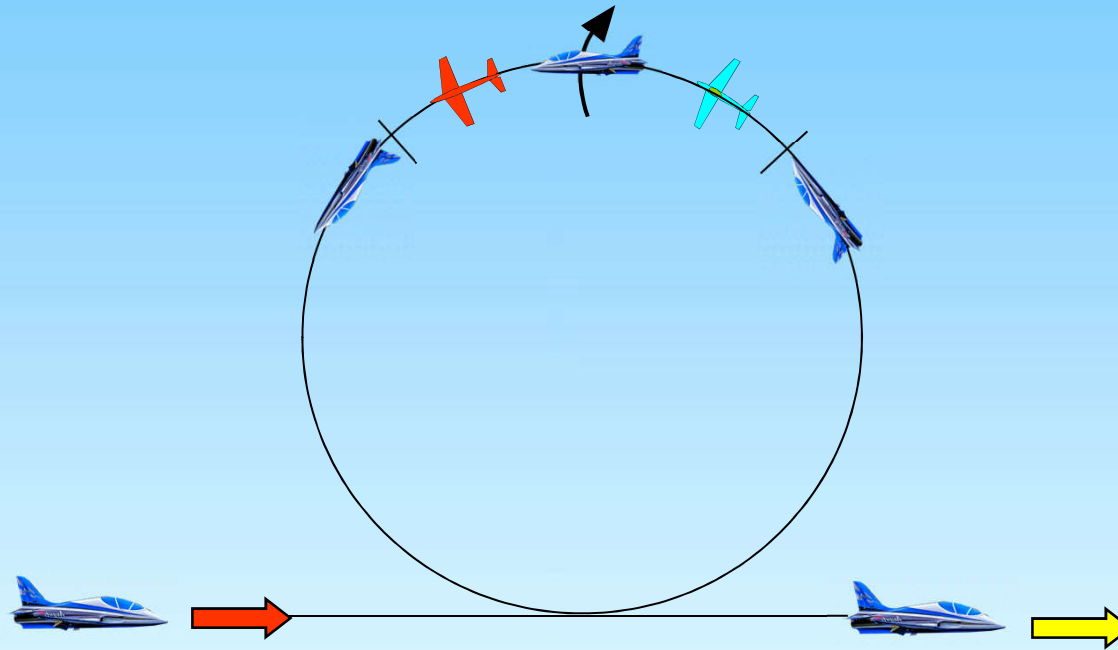
Take-off procedure (not judged, not scored)

← wind



SP-19.01 Loop, with roll integrated over top 90 degrees

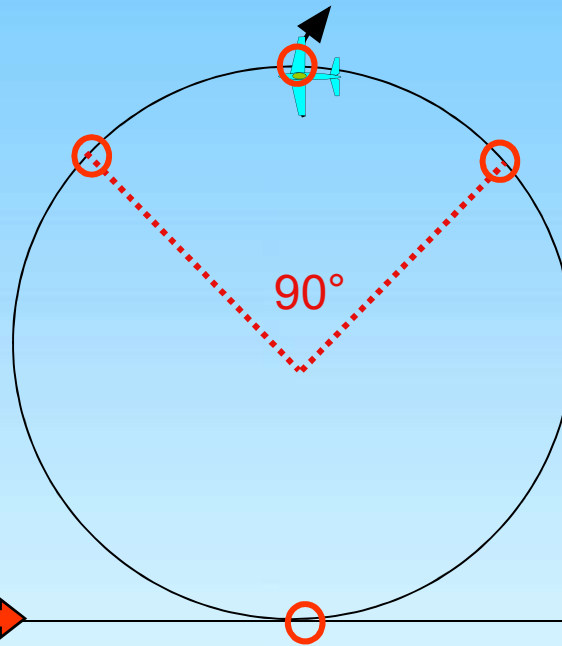
roll integrated



From upright, pull through a loop while performing an integrated roll in the top 90 degrees of the loop, exit upright.

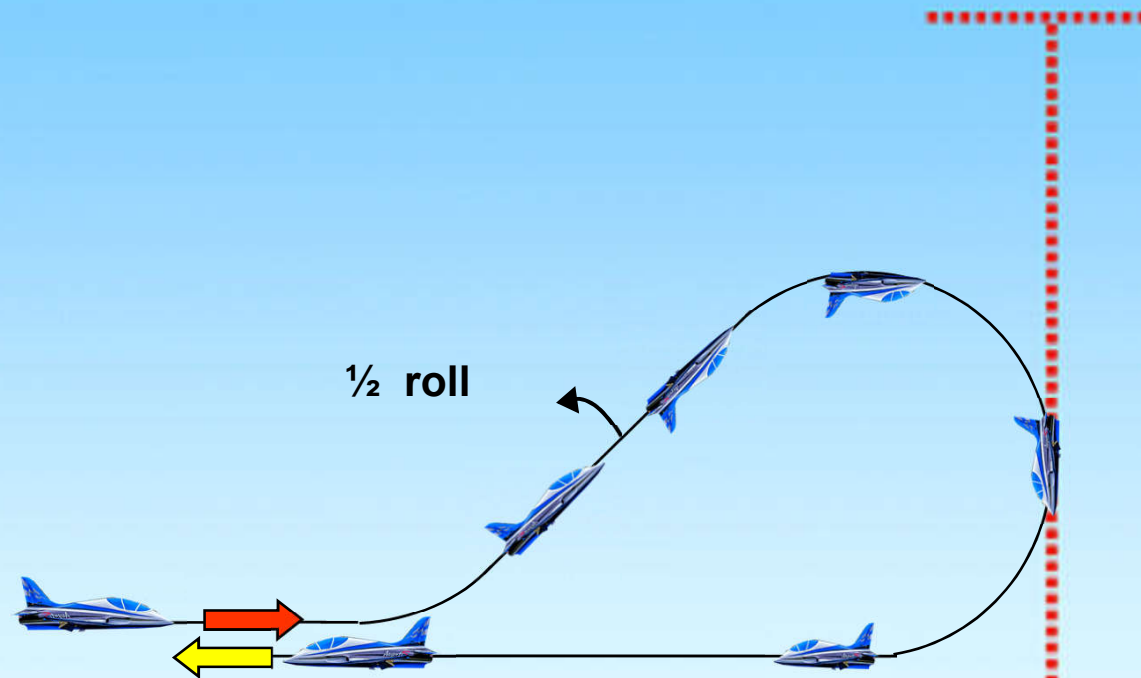
SP-19.01 Loop, with roll integrated over top 90 degrees

Loop must be round.



The roll must be integrated on circular flightpath of the loop.

SP-19.02 Half Reverse Cuban 8 with $\frac{1}{2}$ roll

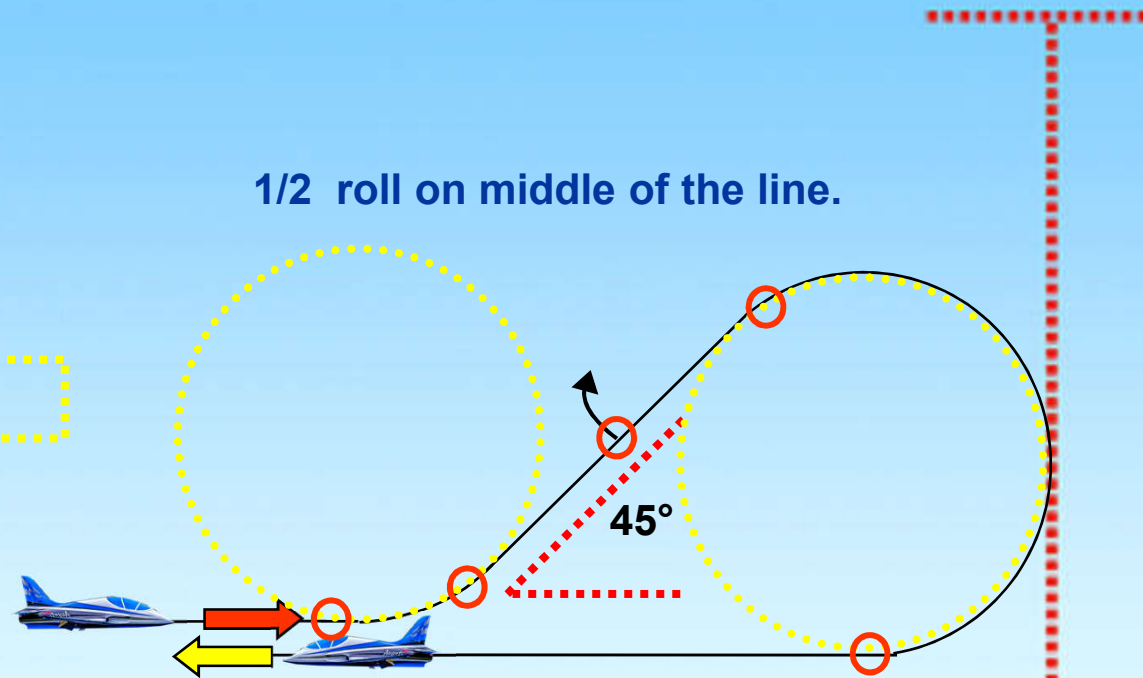


From upright, pull through a $\frac{1}{8}$ loop into a 45 degree upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{5}{8}$ loop, exit upright.

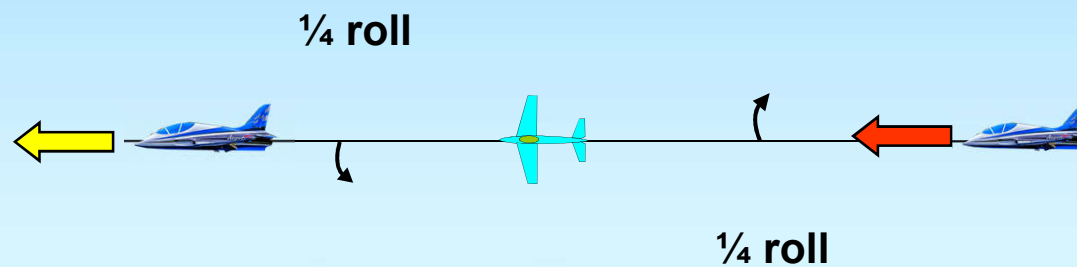
SP-19.02 Half Reverse Cuban 8 with 1/2 roll

All radii are equal.

1/2 roll on middle of the line.



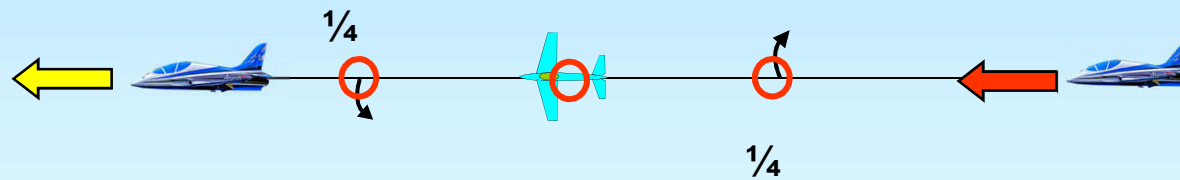
SP-19.03 Knife-edge Flight



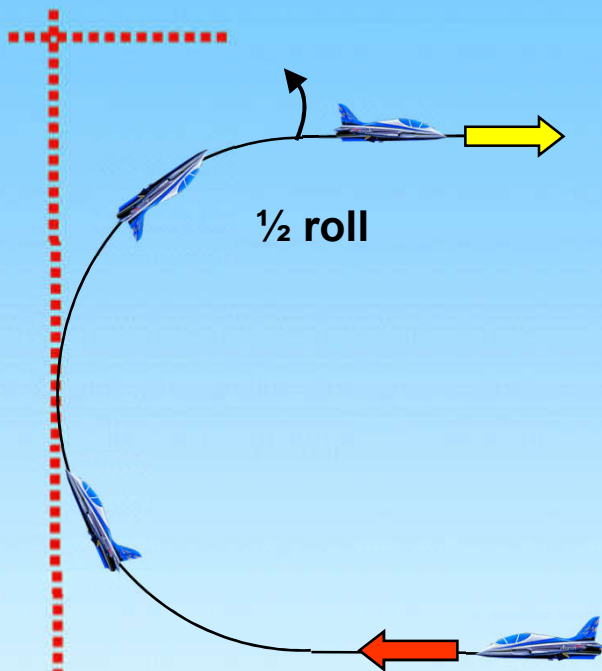
From upright, perform a 1/4 roll to knife-edge flight, perform a 1/4 roll, exit upright.

SP-19.03 Knife-edge Flight

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



SP-19.04 Immelmann with $\frac{1}{2}$ roll



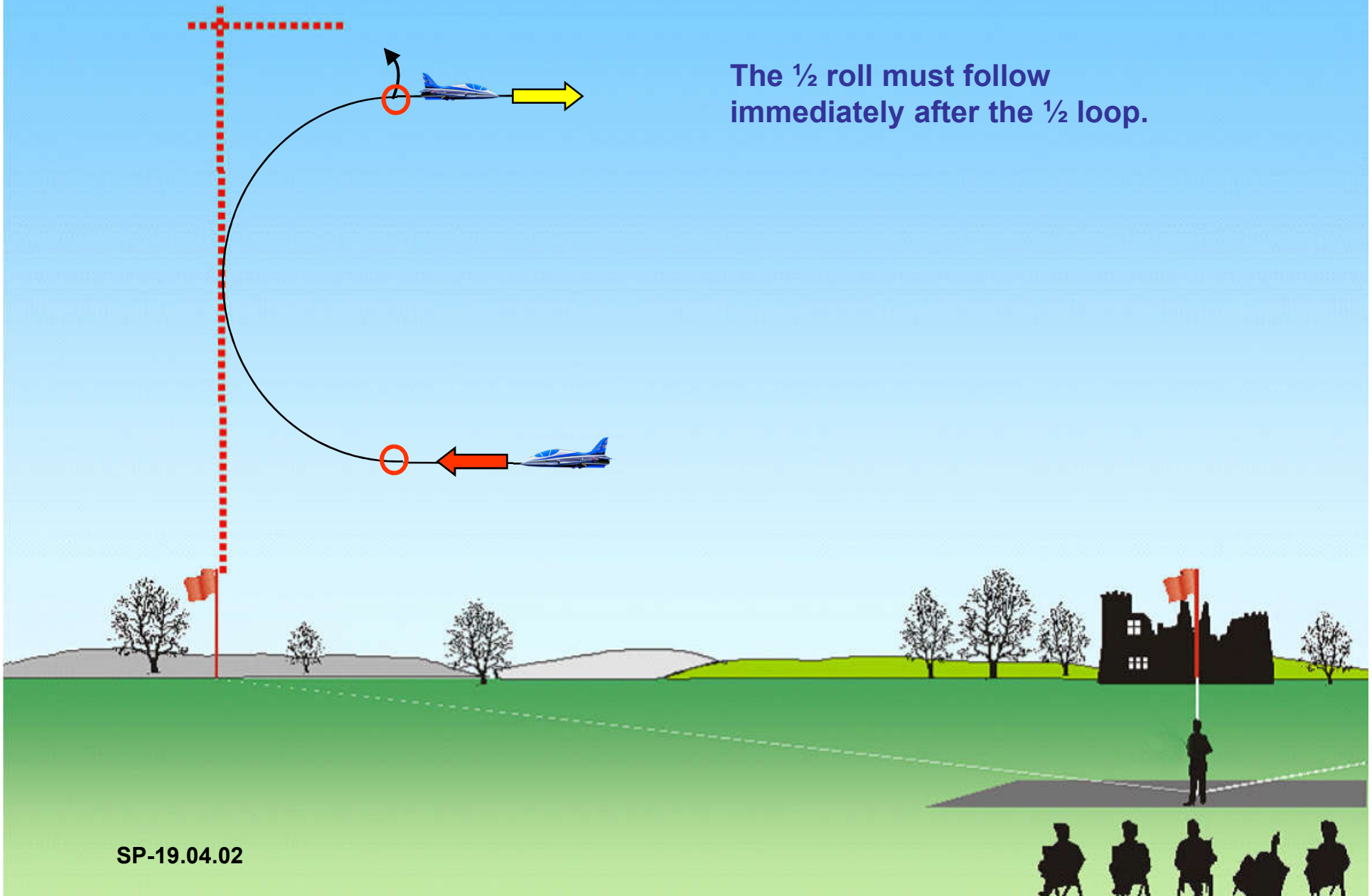
From upright, pull through a $\frac{1}{2}$ loop, immediately followed by $\frac{1}{2}$ roll, exit upright.

SP-19.04.01

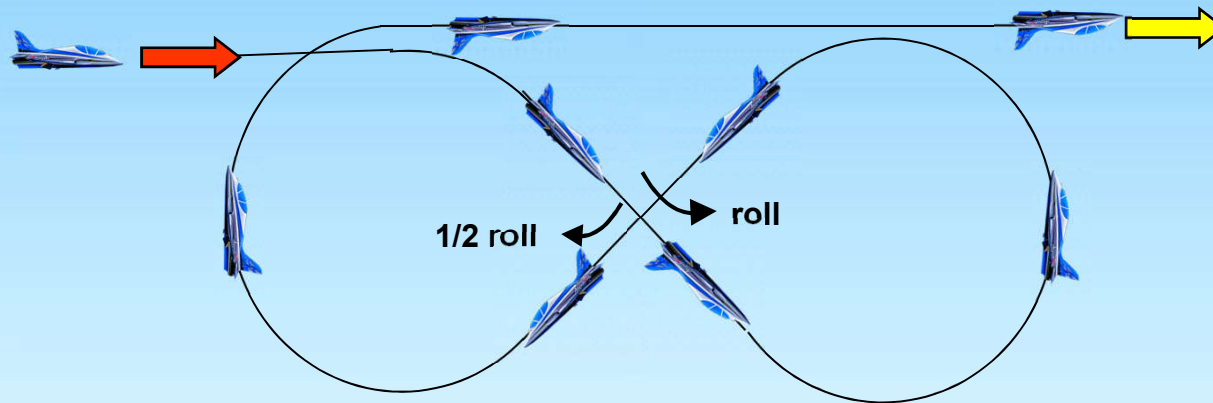


SP-19.04 Immelmann with ½ roll

The ½ roll must follow immediately after the ½ loop.



SP-19.05 Reverse Cuban 8 from top with $\frac{1}{2}$ roll, roll

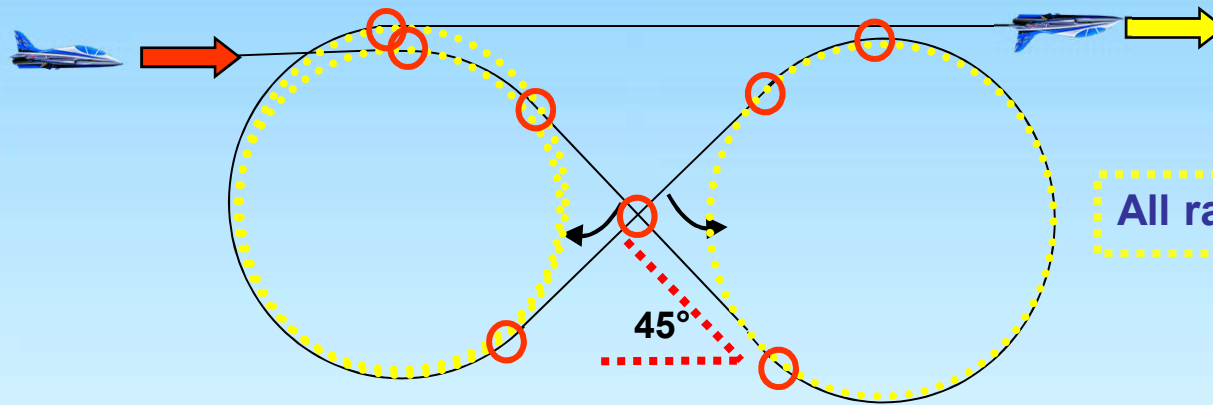


From upright, push through a $\frac{1}{8}$ loop into a 45° downline, perform $\frac{1}{2}$ roll, push through a $\frac{3}{4}$ loop into a 45° downline, perform a roll, pull through a $\frac{5}{8}$ loop, exit inverted.

SP-19.05 Reverse Cuban 8 from top with 1/2 roll, roll

Entry and exit must be at the same altitude.

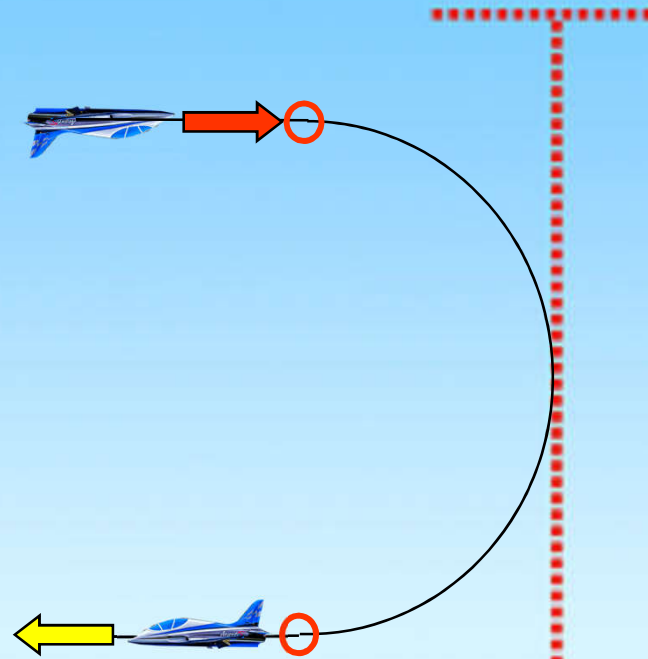
1/2 roll and roll on middle of the lines.



All radii are equal.



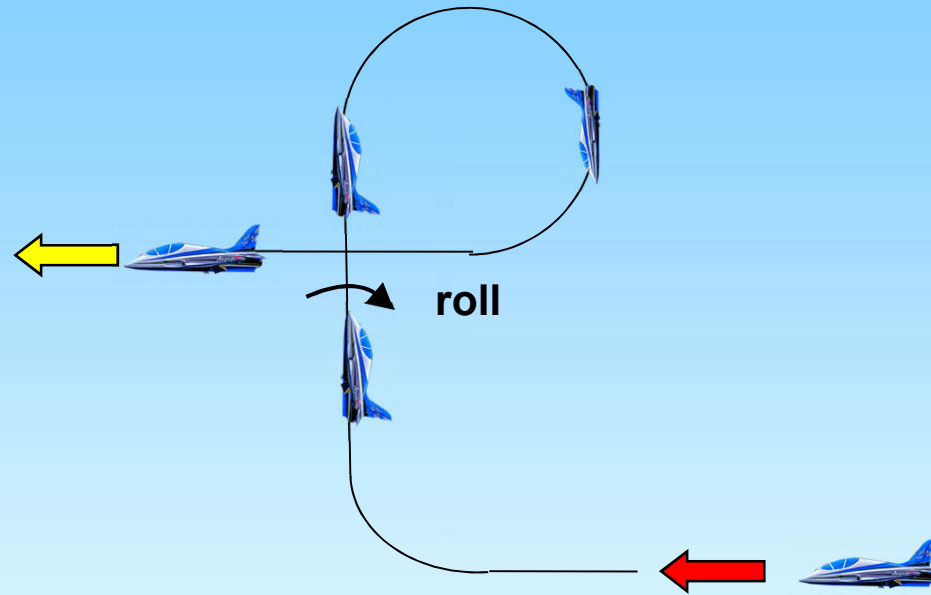
SP-19.06 Half Loop



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

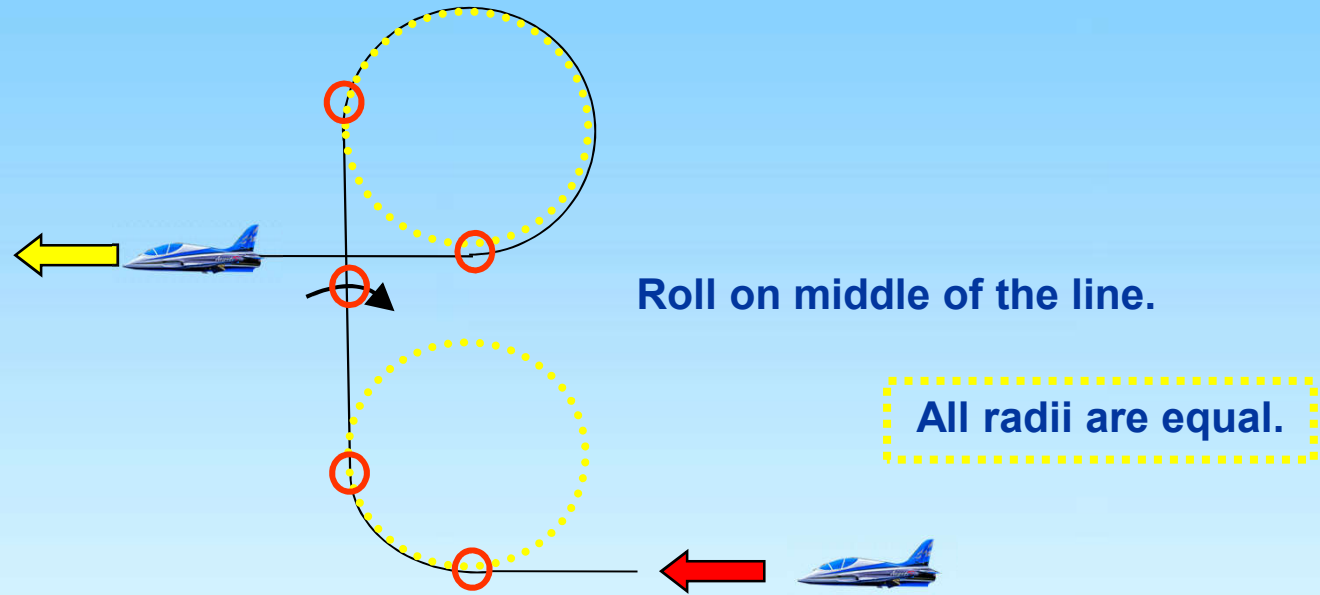
SP-19.06.01

SP-19.07 Figure 9 with roll



From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a roll, pull through a $\frac{3}{4}$ loop, exit upright.

SP-19.07 Figure 9 with roll

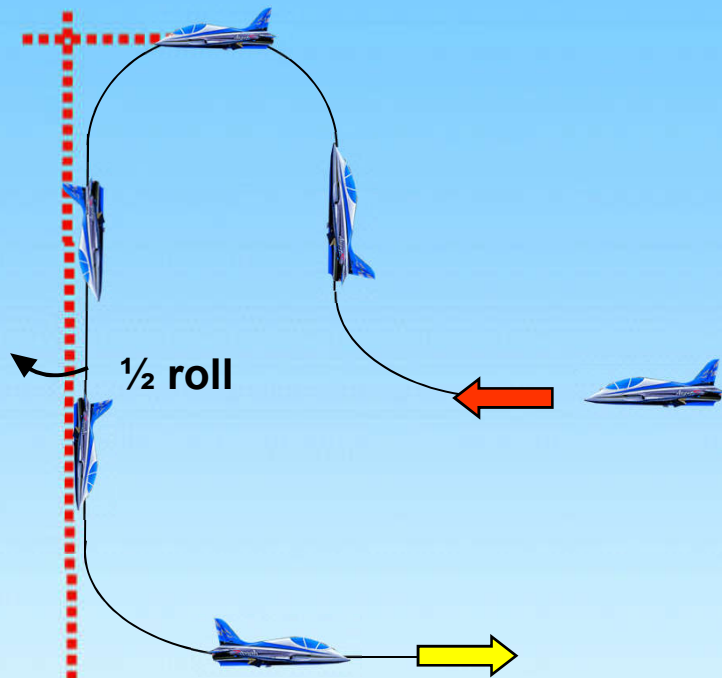


Roll on middle of the line.

All radii are equal.



SP-19.08 Pull-push-pull Humpty Bump with half roll down

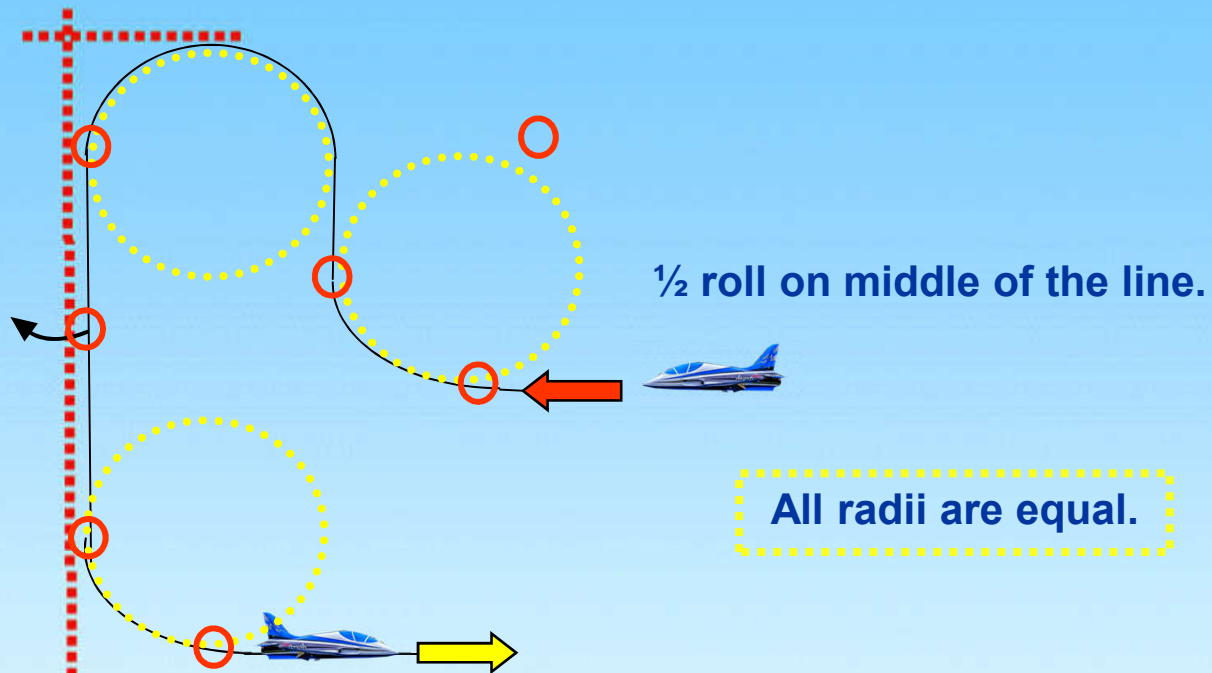


From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a roll, pull through a $\frac{3}{4}$ loop, exit upright.

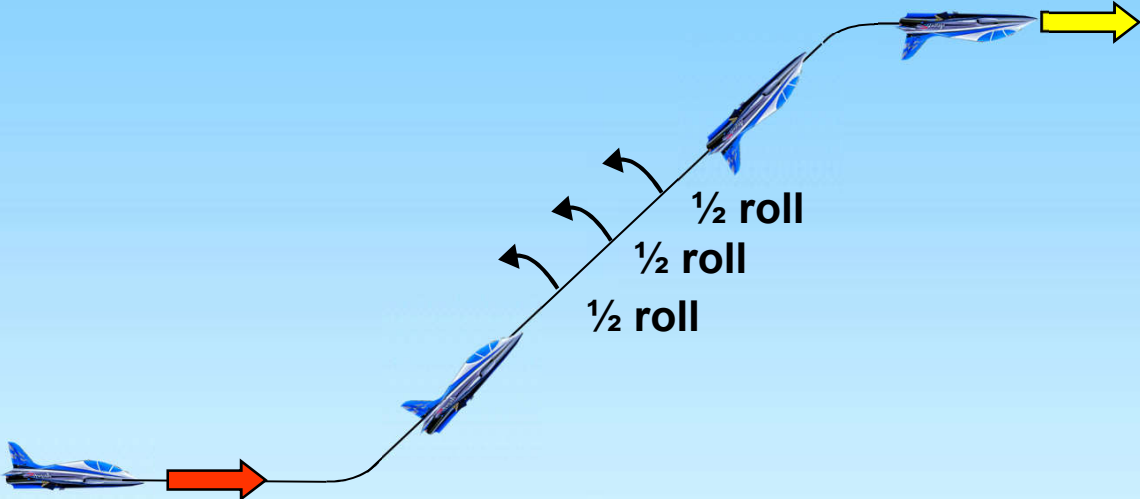
SP-19.08.01



SP-19.08 Pull-push-pull Humpty Bump with half roll down



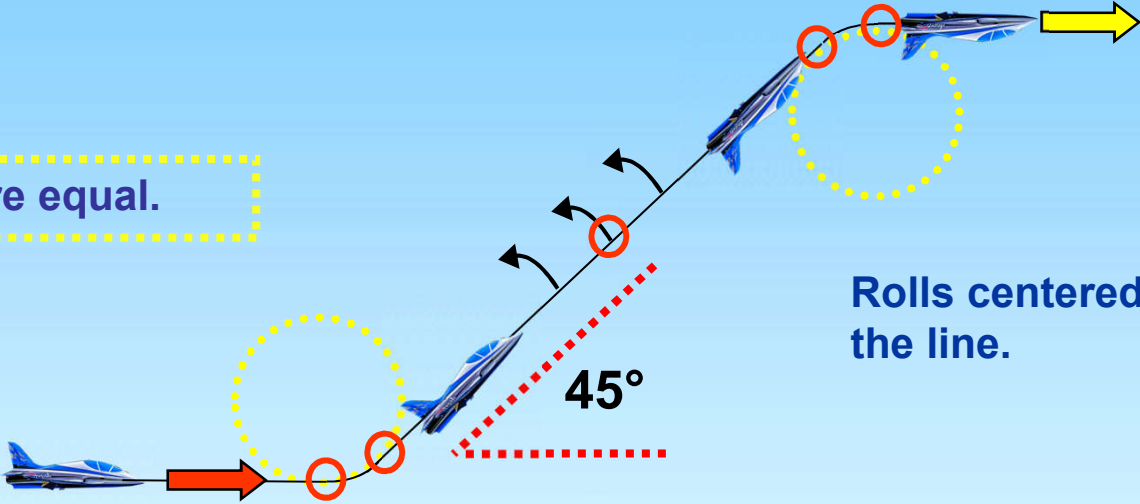
SP-19.09 45 ° Upline with three consecutive 1/2 rolls



From upright, pull into a 45 degree upline, perform consecutively three 1/2 rolls, pull through 1/4 loop, exit inverted.

SP-19.09 45 ° Upline with three consecutive 1/2 rolls

All radii are equal.

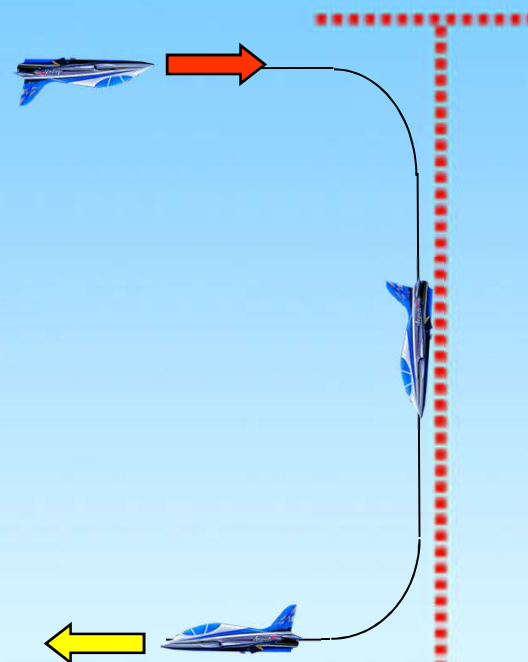


Rolls centered on middle of the line.

Lines between part rolls must be short and of equal length.



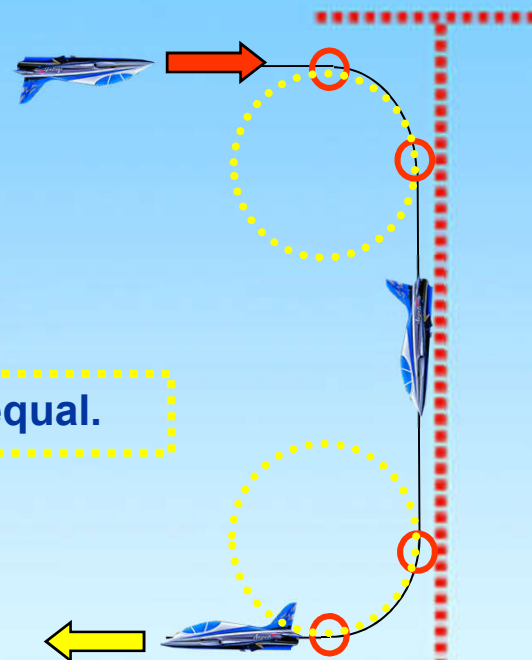
SP-19.10 Half Square Loop



From inverted, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop,, exit upright.

SP-19.10.01

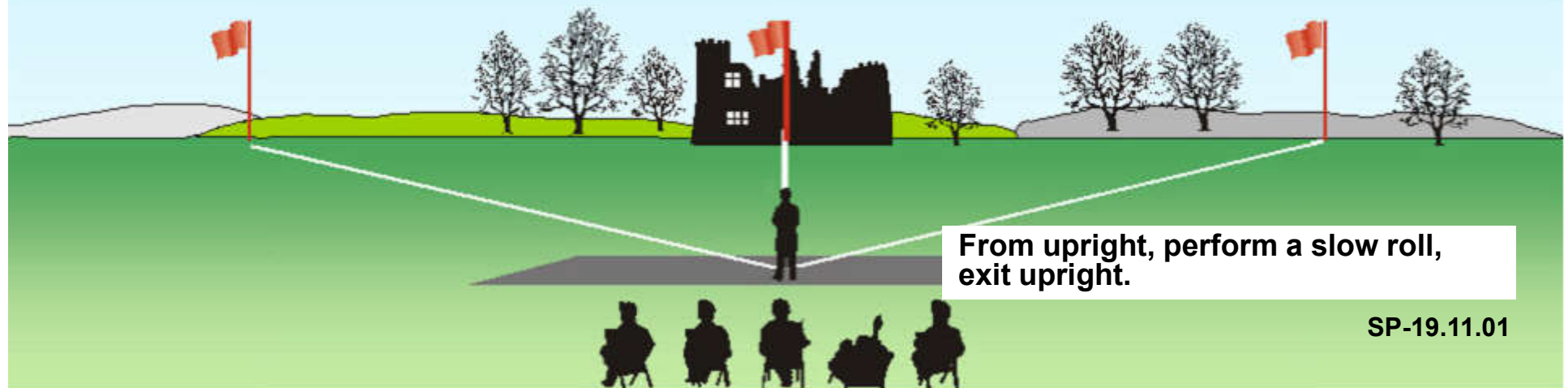
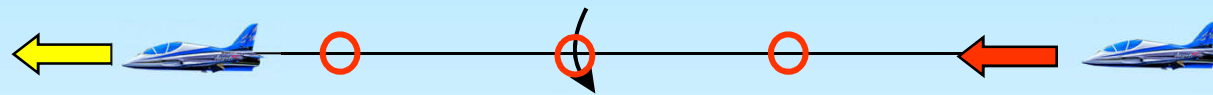
SP-19.10 Half Square Loop



All radii are equal.



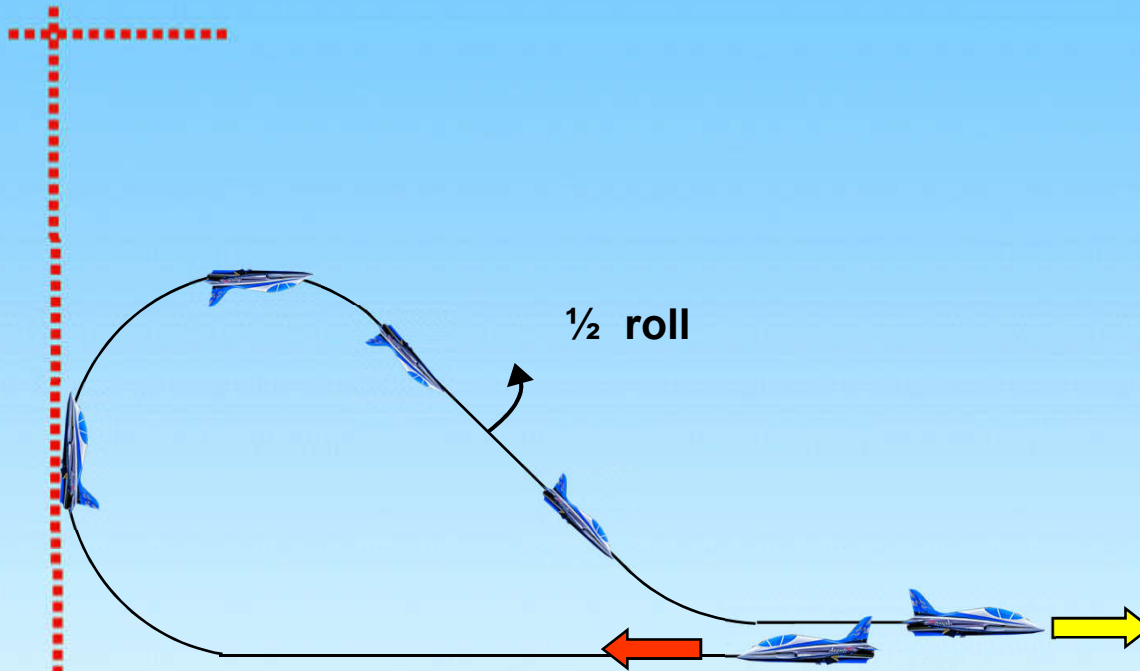
SP-19.11 Slow roll



From upright, perform a slow roll,
exit upright.

SP-19.11.01

SP-19.12 Half Cuban 8 with $\frac{1}{2}$ roll



From upright, pull through a $\frac{5}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop exit upright.

P-19.12.01

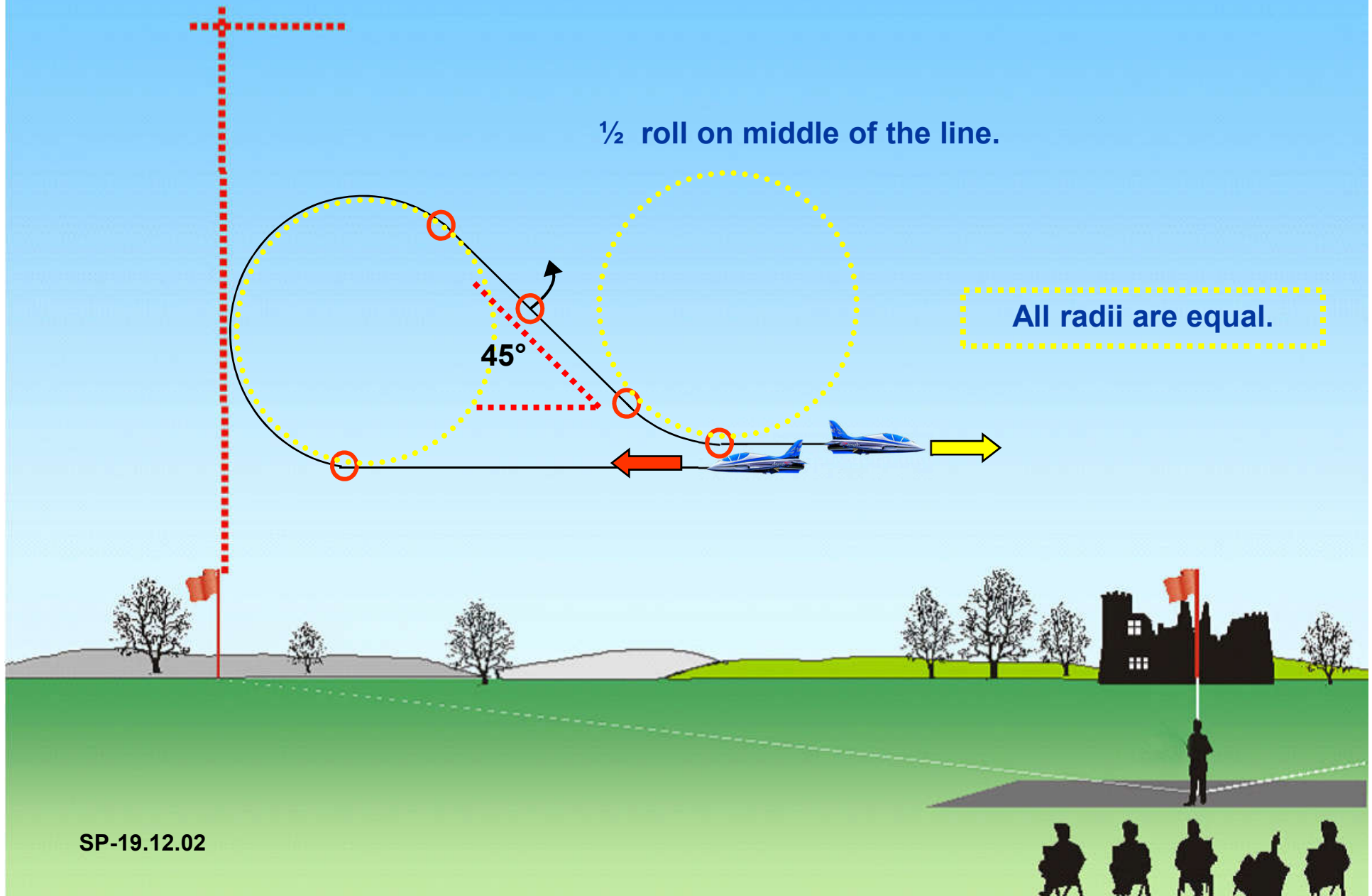


SP-19.12 Half Cuban 8 with 1/2 roll

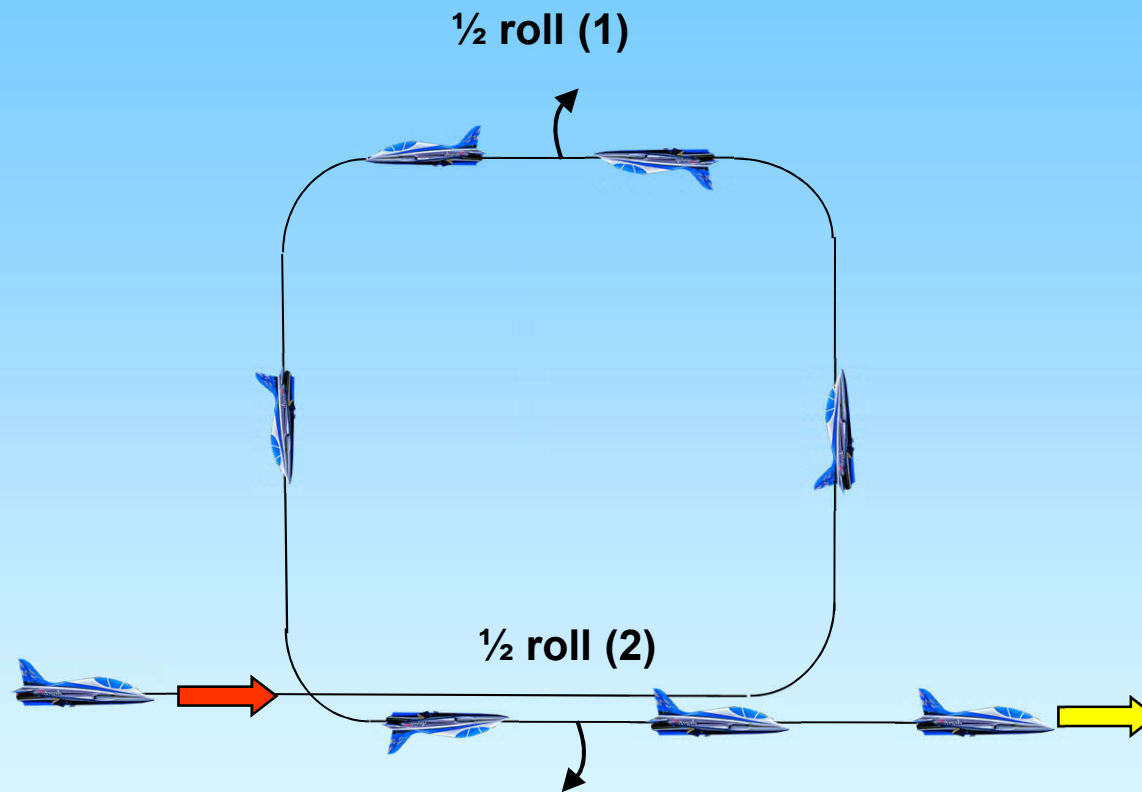
1/2 roll on middle of the line.

All radii are equal.

45°



SP-19.13 Square Loop with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll



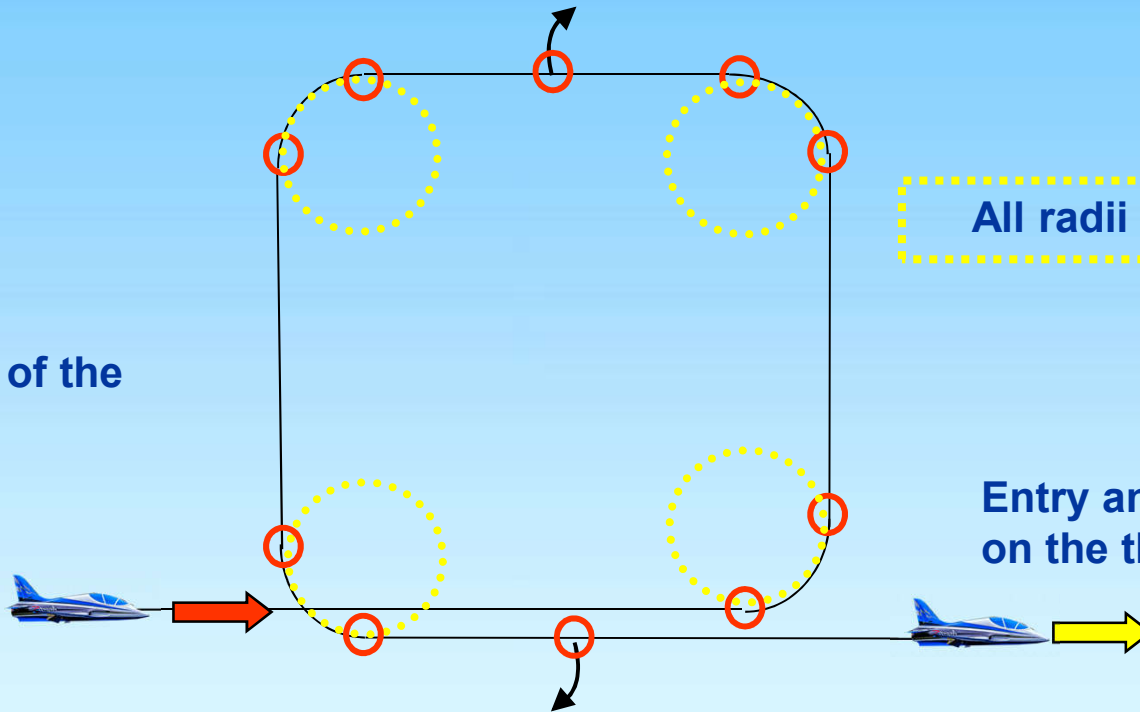
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{1}{4}$ loop perform $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical downline, push through a $\frac{1}{4}$ loop, perform $\frac{1}{2}$ roll, exit upright.

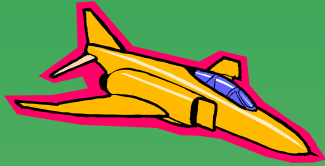
SP-19.13 Square Loop with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

All radii are equal.

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

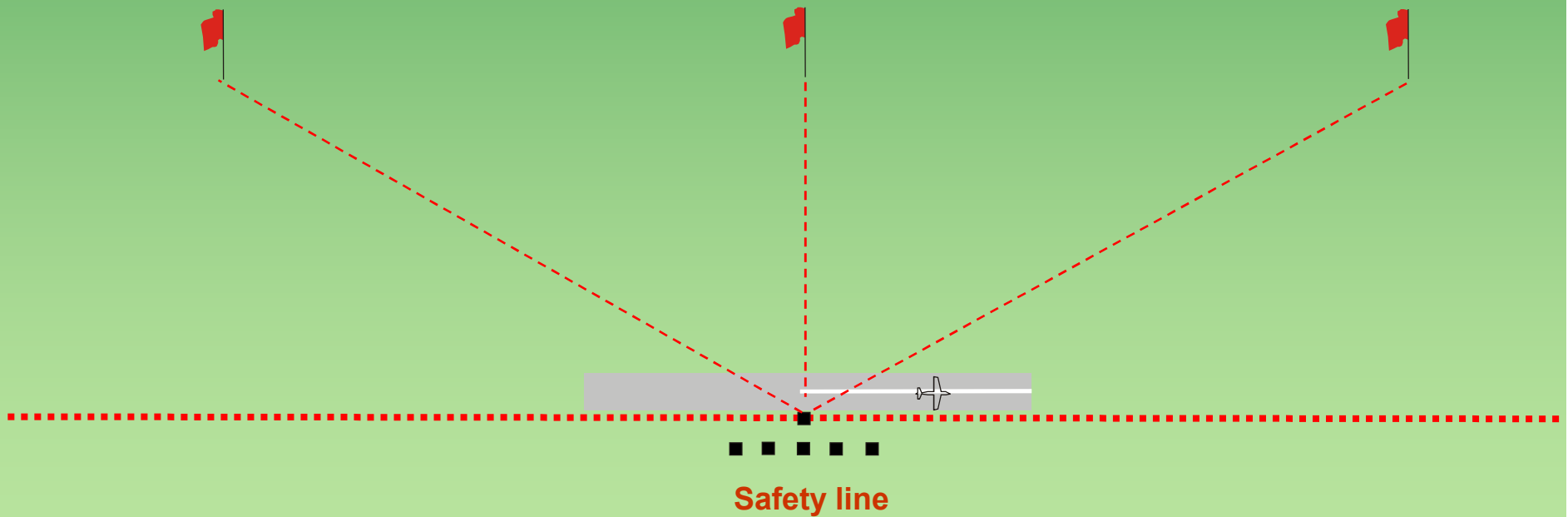
Entry and exit must be on the the same level.





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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