Flying and Judging F3S

Schematic Manoeuvre Illustrations

Schedule SP-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
Take-off procedure
(not judged, not scored)
From upright, pull through two congruent loops, exit upright.
Loops must be round.

Loops must be congruent.

Entry and exit must be at the same altitude.
SP-24.02 Reverse Figure ET with half roll on forty five degree downline

From upright, pull through a \( \frac{1}{4} \) loop into a vertical upline, pull through a \( \frac{5}{8} \) loop into a \( 45^\circ \) downline, perform a \( \frac{1}{2} \) roll, pull through a \( \frac{3}{8} \) loop, exit upright.
SP-24.02 Reverse Figure ET with half roll on forty five degree downline

1/2 roll on middle of the line.

All radii are equal.
SP-24.03 Knife-edge Flight with one quarter roll, half roll, one quarter roll

From upright, perform a ¼ roll to sustained knife-edge flight, perform a ½ roll in opposite direction of the ¼ roll to sustained knife edge, perform a ¼ roll in opposite direction of the ½ roll, exit upright.
SP-24.03 Knife-edge Flight with one quarter roll, half roll, one quarter roll

During the knife edge the wing must be in the vertical plane.
From upright, pull through a $\frac{1}{4}$ loop to a vertical upline, pull through a half loop into a vertical downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.
SP-24.04 Pull-Pull-Pull Humpty Bump with half roll down

½ roll on middle of the line.

All radii are equal.
From upright, pull through a ⅛ loop into a 45° upline, perform a ½ roll, push through a ¼ loop into a 45° upline, push through a ¼ loop into a 45° downline, perform a ½ roll pull through a ¼ loop into a 45° downline, pull through a ⅛ loop, exit upright.
SP-24.05 Square Loop on corner with half roll, half roll

½ rolls on middle of the lines.

All radii are equal.

Entry and exit must be at the same altitude.

45°
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a horizontal line, push through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop into a horizontal line, perform a $\frac{1}{2}$ roll, exit inverted.
SP-24.06 Top hat with half roll, half roll

½ roll on middle of the line.

All radii are equal.

short line
SP-24.07 Golfball with half roll

From inverted, before centre push through a $\frac{1}{2}$ loop into a $45^\circ$ upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{3}{4}$ loop into a $45^\circ$ downline, pull through a $\frac{1}{8}$ loop, exit upright.
SP-24.07 Golfball with half roll

½ roll on middle of the line, but not necessarily in the centre of the manoeuvre.

All radii are equal.

45°
SP-24.08 Reverse Shark Fin with quarter roll, quarter roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{6}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.
SP-24.08 Reverse Shark Fin with quarter roll, quarter roll

¼ rolls centered on middle of the line.

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

All radii are equal.
From upright fly past centre pull through a $\frac{3}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll into knife edge flight, perform a $\frac{1}{4}$ roll in opposite direction to the first quarter roll, push through a $\frac{3}{8}$ loop, exit upright.
All radii are equal.

Lines before and after knife edge Flight must be of equal length.

During knife-edge wing must be in the vertical plane.
From upright, perform a ½ roll immediately followed by a ½ loop, exit upright.
From upright, perform a slow roll, exit upright.
SP-24.11 Slow roll

Rolling speed must be constant.
From upright, pull through a ⅝ loop into 45° downline, perform a ½ roll, pull through a ⅛ loop, exit upright.
SP-24.12 Half Cuban 8 with \( \frac{1}{2} \) roll

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

All radii are equal.

45°
From upright, pull through a half loop, push through a \( \frac{1}{2} \) loop, exit upright.
All radii are equal.
Landing procedure
(not judged, not scored)

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

wind
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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