

## F3A – P-21

|  |   |
|--|---|
| <u>01</u> <b>Vertical 8</b> , inverted mid-entry, ½ Roll, Push First, ½ Roll, <b>Exit Invert</b>   | 3 |
| <u>02</u> <b>Stall Turn</b> with Consecutive Two ¼ Rolls Down  | 3 |
| <u>03</u> <b>Square Loop On Corner</b> with ½ Rolls on 2 <sup>nd</sup> and 4 <sup>th</sup> legs  | 4 |
| <u>04</u> <b>Figure 9</b> with Consecutive Two ½ Rolls in opposite Directions in Up-Line, <b>Exit Inverted</b>                               | 3 |
| <u>05</u> <b>Knife Edge Flight</b> with Consecutive ¼ Roll, ½ Roll in Opposite Directions, Consecutive ½ Roll, ¼ Roll in Opposite Directions | 5 |
| <u>06</u> <b>Inverted Split S</b> with Consecutive Two ½ Rolls, <b>Exit Inverted</b>   | 2 |
| <u>07</u> <b>Golf Ball</b> with ½ Roll Integrated over 180°  | 5 |
| <u>08</u> <b>Shark Fin</b> with Consecutive Two ¼ Rolls in the 45° Down Line   | 3 |
| <u>09</u> <b>Double Immelmann</b> , with ½ Roll, Consecutive Four 1/8 Rolls, ½ Roll, <b>Exit Inverted</b>                                    | 5 |
| <u>10</u> <b>Push-Push-Push Humpty-Bump</b> with ½ Roll Up (Option ¾ Roll, ¼ Roll), <b>Exit Inverted</b>                                     | 3 |
| <u>11</u> <b>Roll Combination</b> with ½ Roll, Roll, ½ Roll in Opposite Directions, <b>Exit Inverted</b>                                     | 4 |
| <u>12</u> <b>Top Hat</b> with ½ Roll, Inverted 2½ Turn Spin (Option with ¼ Roll up and Down)   | 4 |
| <u>13</u> <b>Figure Z</b> with Roll  | 4 |
| <u>14</u> <b>Comet</b> with Consecutively Two ¼ Rolls in Opp Directions, ½ Roll  | 3 |
| <u>15</u> <b>Roll Combination</b> with Consecutive Four ¼ Rolls  | 3 |
| <u>16</u> <b>Half Square Loop On Corner</b> with ¼ Roll, ¼ Roll, <b>Exit Inverted</b>  | 2 |
| <u>17</u> <b>Avalanche</b> , <b>Exit Inverted</b>  | 4 |

## F3A – F-21

|   |   |
|---|---|
| <u>01</u> <b>Golf Ball</b> , with $\frac{3}{4}$ Roll, Snap Roll on Top, $\frac{3}{4}$ Roll  | 4 |
| <u>02</u> <b>Half Reverse Cuban 8</b> with Consecutive $\frac{1}{4}$ Roll, $\frac{1}{4}$ Roll, Then $\frac{1}{4}$ Roll in Opposite Direction, then $\frac{3}{4}$ Roll, <b>Exit Inverted</b> | 3 |
| <u>03</u> <b>Horizontal Circle</b> with Two $\frac{1}{2}$ Rolls in Opposite Direction Integrated, <b>Exit Inverted</b>  | 4 |
| <u>04</u> <b>Top Hat</b> with consecutive Three $\frac{1}{4}$ Rolls, Inverted Top, $\frac{3}{4}$ Snap Roll  | 4 |
| <u>05</u> <b>Push-Push-Push Humpty-Bump</b> with $\frac{1}{4}$ Roll Integrated, Roll, Consec Two $\frac{1}{2}$ Rolls in Opp Direction, $\frac{1}{4}$ roll Integrated <b>Exit Inverted</b>   | 5 |
| <u>06</u> $\frac{3}{4}$ <b>Vertical 8</b> with $\frac{1}{2}$ Roll Integrated over $90^\circ$ , <b>Exit Inverted</b>   | 4 |
| <u>07</u> <b>Looping Stall Turn</b> with $\frac{1}{4}$ Roll, $\frac{1}{2}$ Rolls in Opposite Direction, then $\frac{3}{4}$ Roll   | 4 |
| <u>08</u> <b>Figure 9</b> with $1\frac{1}{2}$ Snap Roll Down  | 4 |
| <u>09</u> <b>Top Hat</b> with $\frac{3}{4}$ Roll, Roll, $\frac{1}{4}$ Roll  | 6 |
| <u>10</u> <b>Half Square Loop</b> with $\frac{1}{2}$ Roll on Bottom, Then $\frac{1}{2}$ Roll, Roll in Opposite Direction, <b>Exit Inverted</b>  | 3 |
| <u>11</u> <b>45° Downline</b> with $\frac{1}{4}$ Roll, Consecutive Two Snap Rolls in Opposite Direction, $\frac{1}{4}$ Roll, <b>Exit Inverted</b>   | 6 |
| <u>12</u> <b>Half 8-Sided Loop</b> with $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll,   | 3 |
| <u>13</u> <b>Loop</b> with Two Rolls in Opposite Direction Integrated   | 5 |
| <u>14</u> <b>Spin</b> with $2\frac{1}{2}$ Turns   | 3 |
| <u>15</u> <b>Roll Combination</b> with $\frac{1}{2}$ Roll, Consecutive Four $\frac{1}{4}$ Rolls in opposite Direction, $\frac{1}{2}$ Roll in Opposite Direction                             | 3 |
| <u>16</u> <b>Fighter Turn</b> with $\frac{3}{4}$ Roll, $\frac{3}{4}$ Snap Roll  | 4 |
| <u>17</u> <b>Horizontal Square Circle</b> with $\frac{1}{4}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{4}$ Roll   | 5 |

# Expert – A20



|  |   |
|--|---|
| <u>01</u> <b>Vertical 8</b> , Inverted Mid-Entry, Push First <b>Exit Inverted</b>  | 3 |
| <u>02</u> <b>Stall Turn</b> with Consecutive Two $\frac{1}{4}$ Rolls   | 3 |
| <u>03</u> <b>Square Loop On Corner</b>   | 4 |
| <u>04</u> <b>Figure 9</b> , <b>Exit Inverted</b>   | 3 |
| <u>05</u> <b>Knife Edge Flight</b> with $\frac{1}{4}$ Roll, $\frac{1}{4}$ Roll   | 5 |
| <u>06</u> <b>Inverted Split S</b> with $\frac{1}{2}$ Roll  | 2 |
| <u>07</u> <b>Golf Ball</b>   | 5 |
| <u>08</u> <b>Shark Fin</b> with $\frac{1}{2}$ Roll on the $45^\circ$ Downline  | 3 |
| <u>09</u> <b>Double Immelmann</b> with $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, <b>Exit Inverted</b>              | 5 |
| <u>10</u> <b>Push-Push-Push Humpty-Bump</b> with $\frac{1}{2}$ Roll Up (Option $\frac{1}{4}$ Roll Up and Down), <b>Exit Inverted</b> | 3 |
| <u>11</u> <b>Roll</b> , <b>Exit Inverted</b>   | 4 |
| <u>12</u> <b>Top Hat</b> , with Two Turn Spin  | 4 |
| <u>13</u> <b>Figure Z</b>  | 4 |
| <u>14</u> <b>Comet</b> with $\frac{1}{2}$ Roll in Second $45^\circ$ line   | 3 |
| <u>15</u> <b>Roll Combination</b> with Consecutive Two $\frac{1}{2}$ Rolls   | 3 |
| <u>16</u> <b>Half Square loop on Corner</b> , <b>Exit Inverted</b>   | 2 |
| <u>17</u> <b>Avalanche</b> , <b>Exit Inverted</b>  | 4 |

# Advanced



|  |          |
|--|----------|
| <b>01 Vertical 8, Starting from Base Height</b>  | <b>3</b> |
| <b>02 Stall Turn</b>   | <b>3</b> |
| <b>03 Square Loop On Corner</b>  | <b>4</b> |
| <b>04 Immelmann Turn with ½ Roll</b>   | <b>2</b> |
| <b>05 Knife-Edge Flight with ¼ Roll, ¼ Roll</b>  | <b>5</b> |
| <b>06 Split S with ½ Roll</b>  | <b>2</b> |
| <b>07 Golf Ball</b>  | <b>5</b> |
| <b>08 Shark Fin with ½ Roll in the 45° Downline</b>                                      | <b>3</b> |
| <b>09 Double Immelmann with ½ Rolls</b>  | <b>4</b> |
| <b>10 Pull-Push-Pull Humpty-Bump with ½ Roll Down (Option with ¼ Roll Up &amp; Down)</b> | <b>3</b> |
| <b>11 Roll</b>   | <b>4</b> |
| <b>12 Half Reverse Cuban 8 with ½ Roll</b>   | <b>2</b> |
| <b>13 Figure Z</b>   | <b>4</b> |
| <b>14 Spin with 2½ Turns</b>   | <b>3</b> |
| <b>15 Two Consecutive ½ Rolls</b>  | <b>3</b> |
| <b>16 Half Square Loop On Corner, Exit Inverted</b>                                      | <b>2</b> |
| <b>17 Inside Loop with ½ Roll on Exit</b>  | <b>3</b> |

# Sportsman

## *For those new to F3A*



|  |                  |   |
|--|------------------|---|
| <u>01</u> Take Off (Into wind)           |                  |   |
| <u>02</u> Trim Pass (Downwind)           |                  |   |
| <u>03</u> Double Immelmann, ½ Rolls      |                  | 3 |
|  | Free turn        |   |
| <u>04</u> Slow Roll                      |                  | 3 |
|  | Free turn        |   |
| <u>05</u> Loop                           |                  | 2 |
| <u>06</u> Immelmann Turn                 |                  | 2 |
| <u>07</u> Outside Loop                   |                  | 3 |
| <u>08</u> Split S                        |                  | 2 |
| <u>09</u> Stall Turn, ¼ Roll Up & Down   |                  | 3 |
|  | Free turn        |   |
| <u>10</u> Inverted Flight                |                  | 2 |
|  | Free turn        |   |
| <u>11</u> Top Hat, with ½ Roll Up & Down |                  | 4 |
|  | Free turn        |   |
| <u>12</u> Cuban 8, with ½ Roll           |                  | 3 |
|  | Free turn to Top |   |
| <u>13</u> Two Turn Spin                  |                  | 3 |
| <u>14</u> Land                           |                  |   |

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If you're a member of a local RC club, you'll know that after you achieve bronze wings, you're pretty much on your own. Apart from a few tips from mates, you could fly aimlessly for years....

### Imagine:

- Flying with purpose!
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- Setting up a plane to maximise its performance
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- All the fun you'll have with a new group of mates

All this is available now, enter a local aerobatic competition and let our members ***FAST-TRACK*** your flying ability to the next level!

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[www.F3A.com.au/get-started](http://www.F3A.com.au/get-started)

