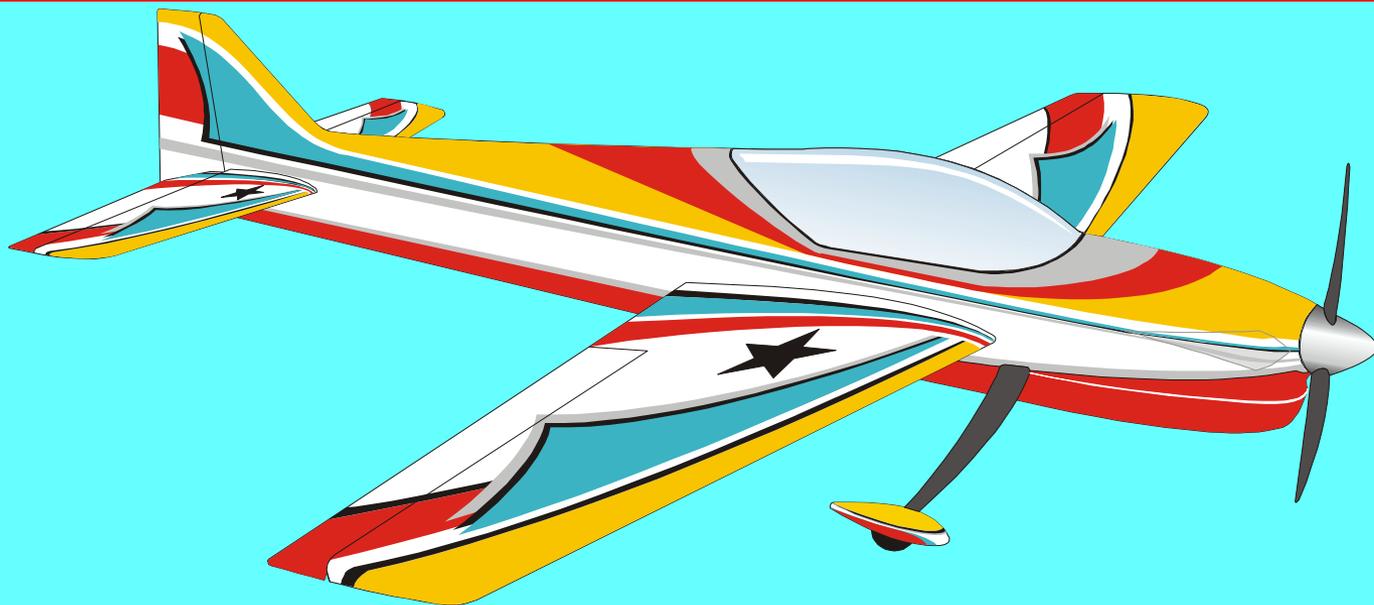# Flying and Judging F3A

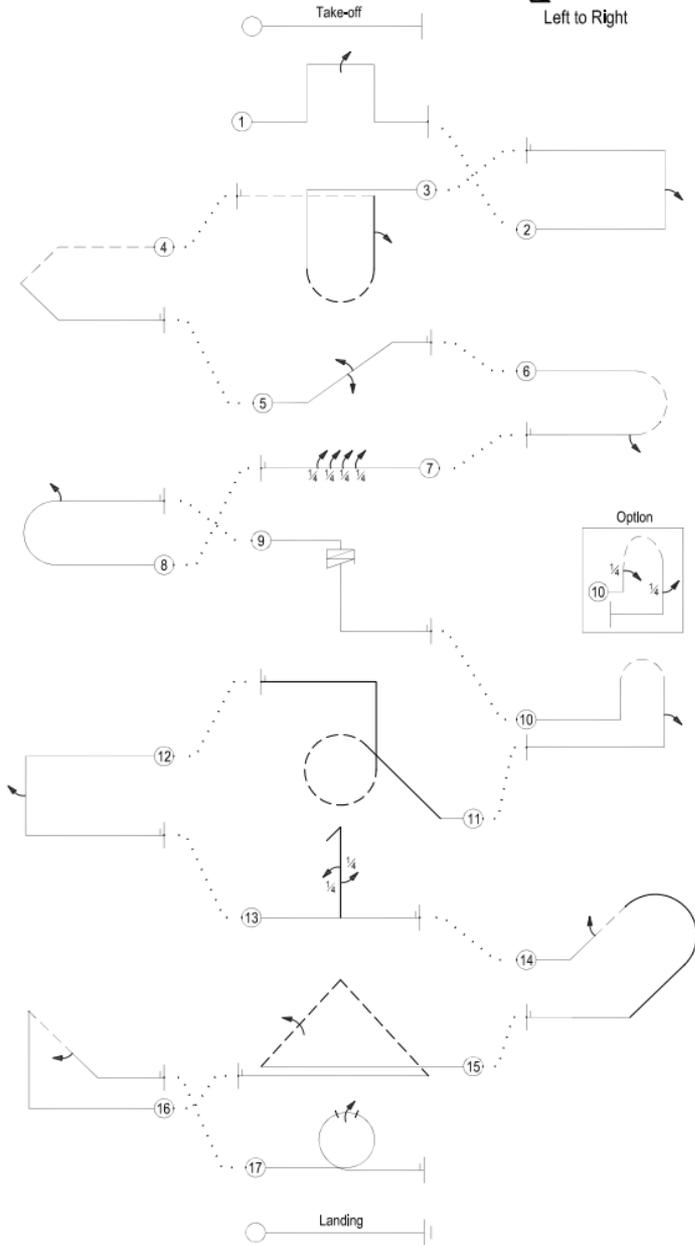SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE - ADVANCED

ADVANCED SCHEDULE
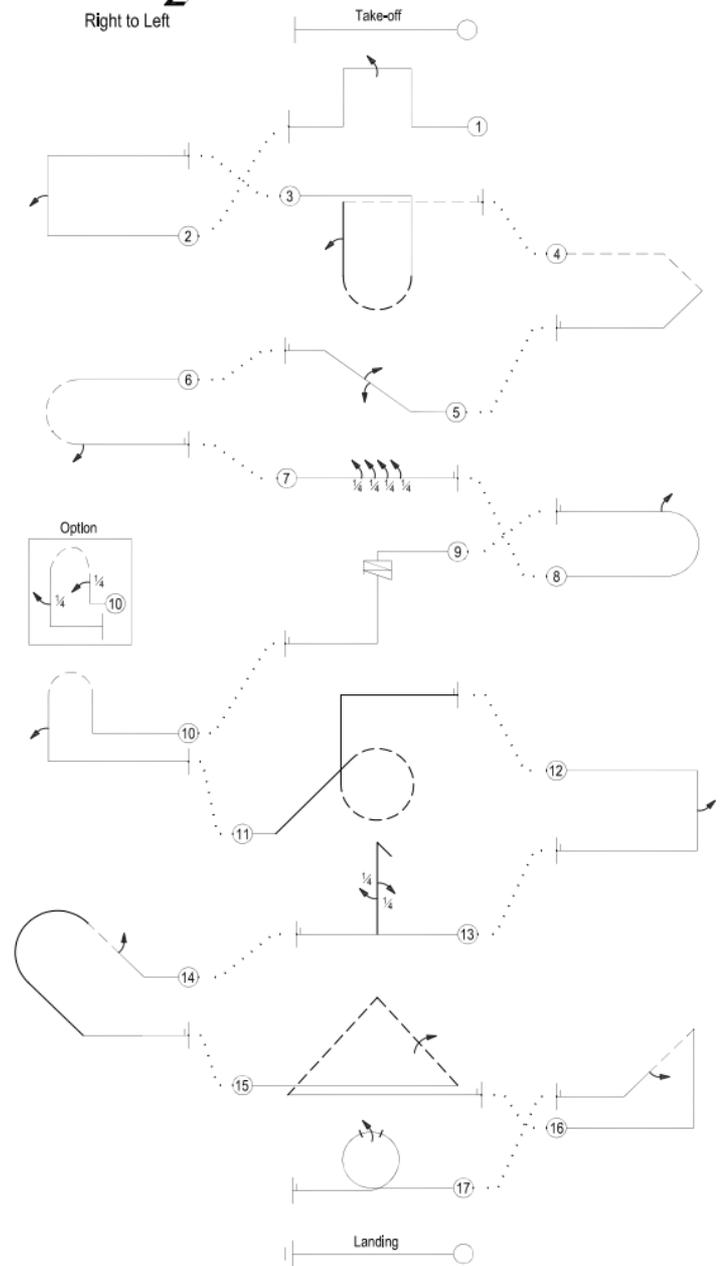(2021-2023)

Direction of wind
Left to Right

Take-off
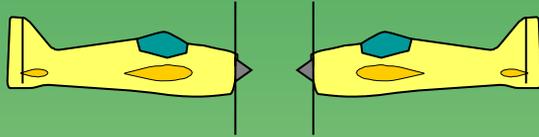
Option

Landing

ADVANCED SCHEDULE
(2021-2023)

Direction of wind
Right to Left

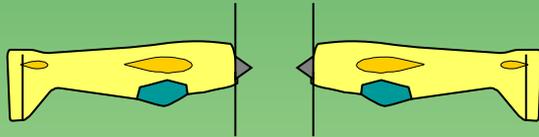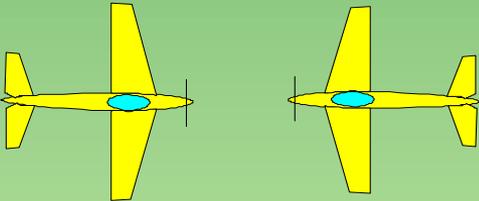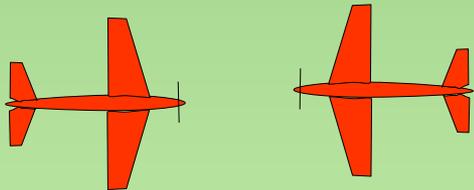Take-off

Option

Landing

Explanations:

Aircraft upright

Aircraft inverted
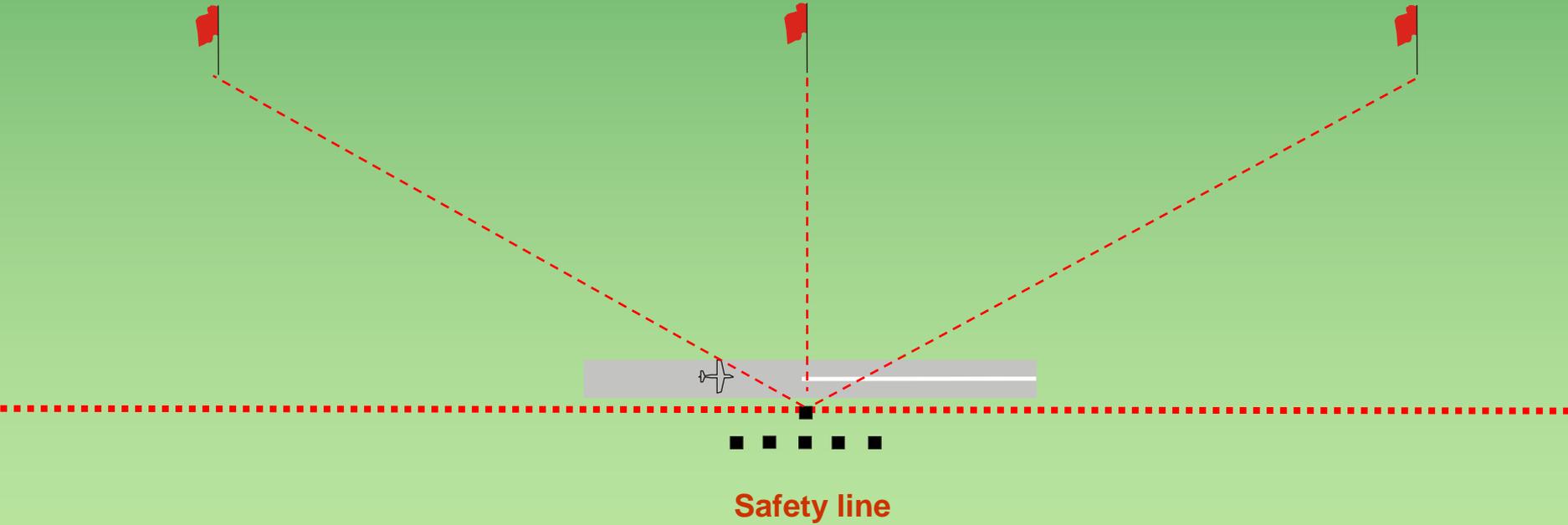
**Aircraft in Knife-Edge
View from Top**

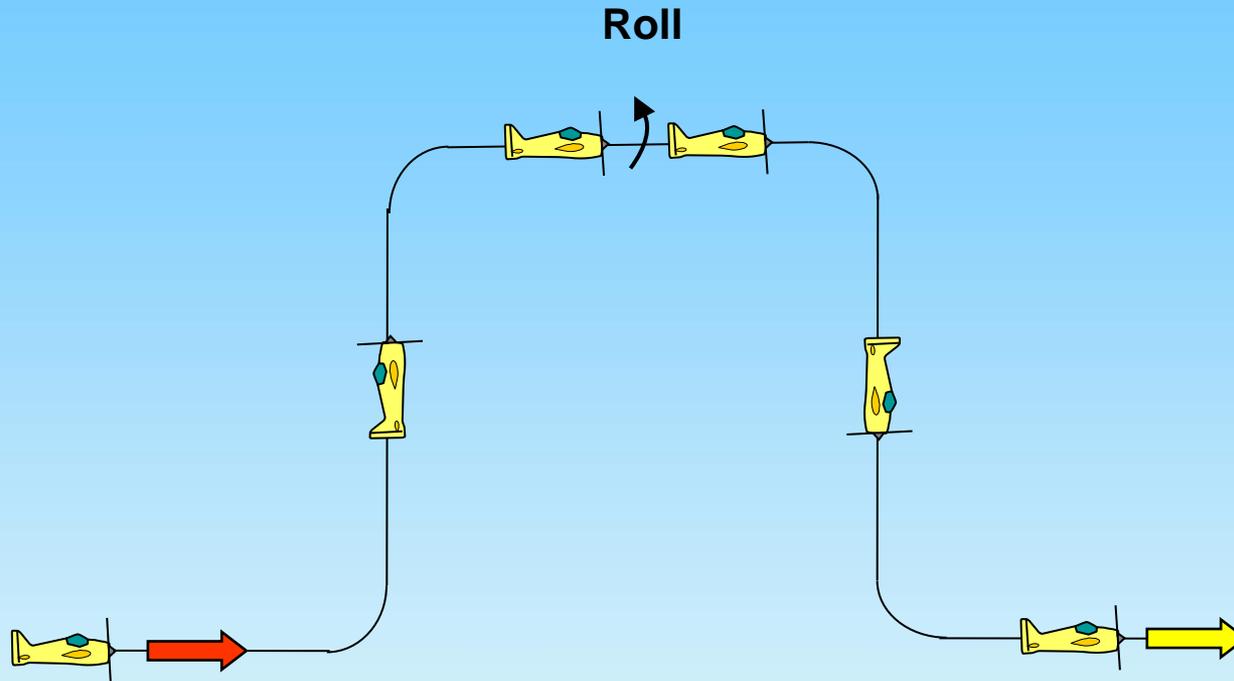**Aircraft in Knife-Edge
View from Below**

Take-off procedure
(not judged, not scored)

wind

Safety line

ADV.01 Top Hat with full roll on top

Roll

From upright, pull through a quarter loop into a vertical upline, push through a quarter loop, perform a full roll, push through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.
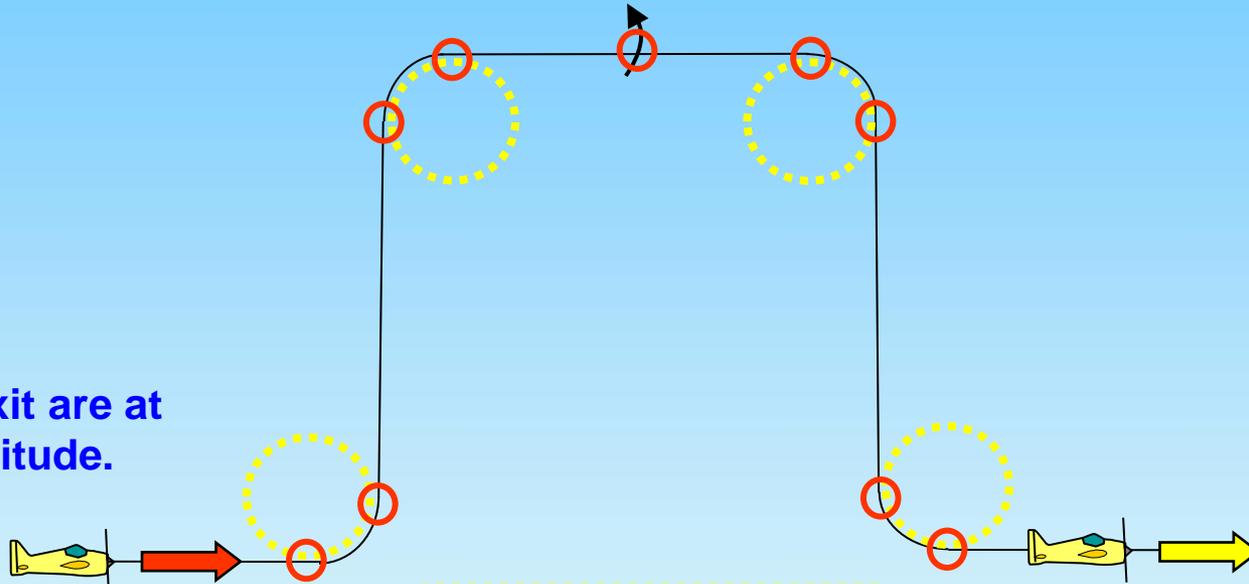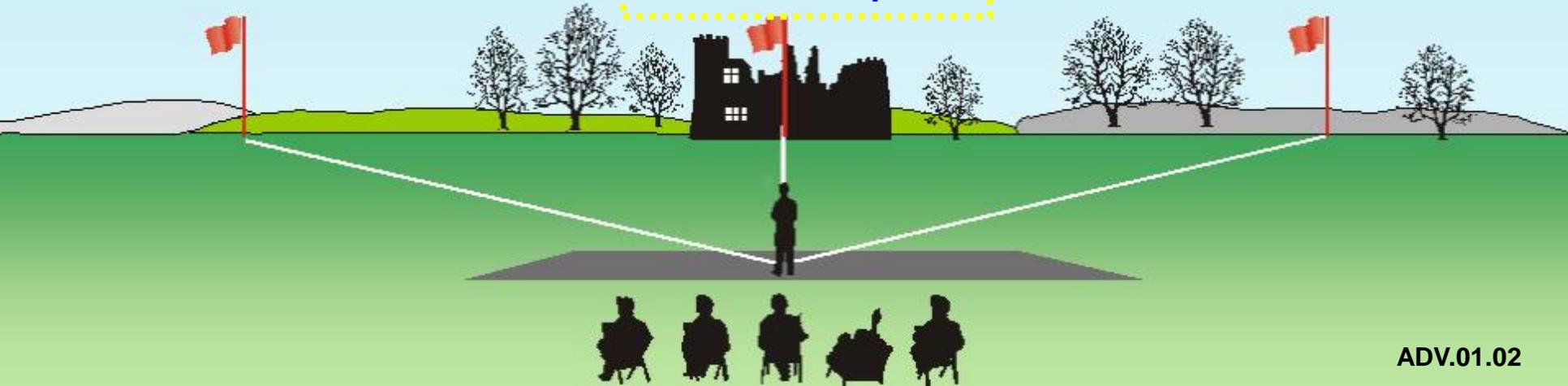
ADV.01.01

ADV.01 Top Hat with full roll on top

Roll on middle of the line.

Top line must be equal length to the sides – (Square).
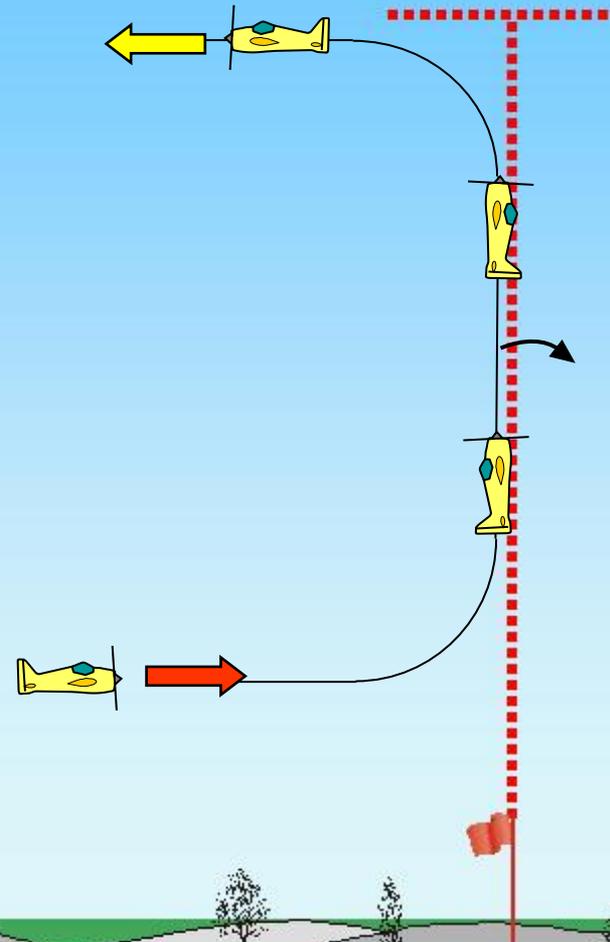
Entry and exit are at the same altitude.

All radii are equal.
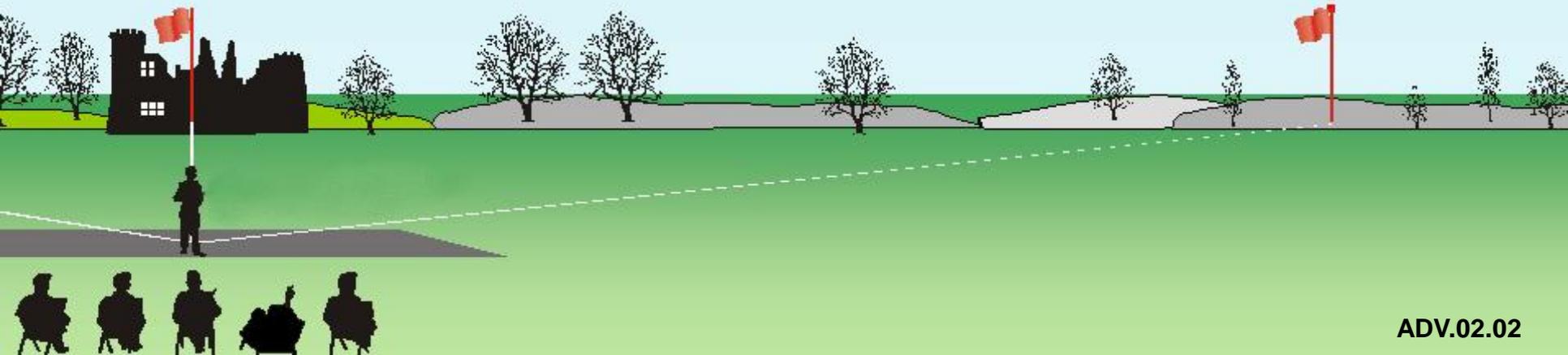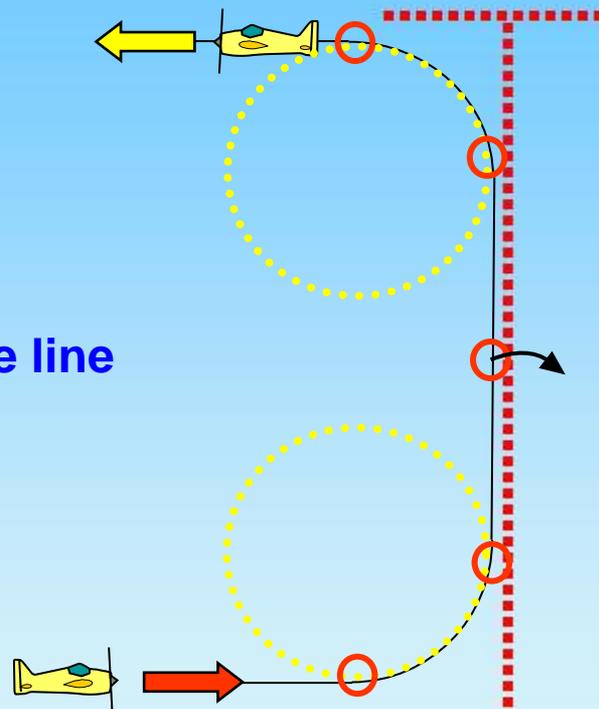
ADV.02 Half Square Loop with half roll

From upright, pull through a quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.
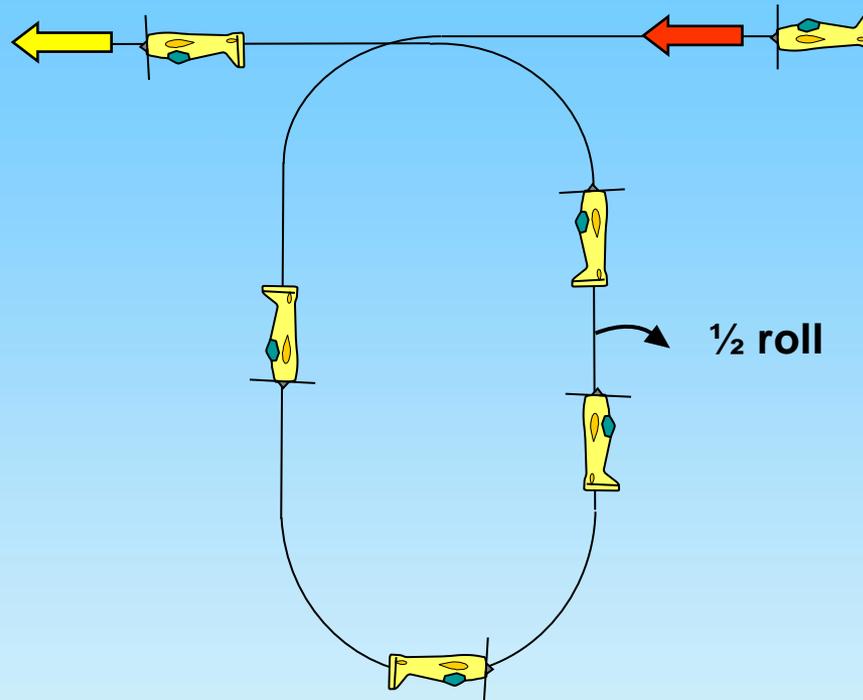
ADV.02 Half Square Loop with half roll

½ roll on middle of the line

All radii are equal.

ADV.02.02

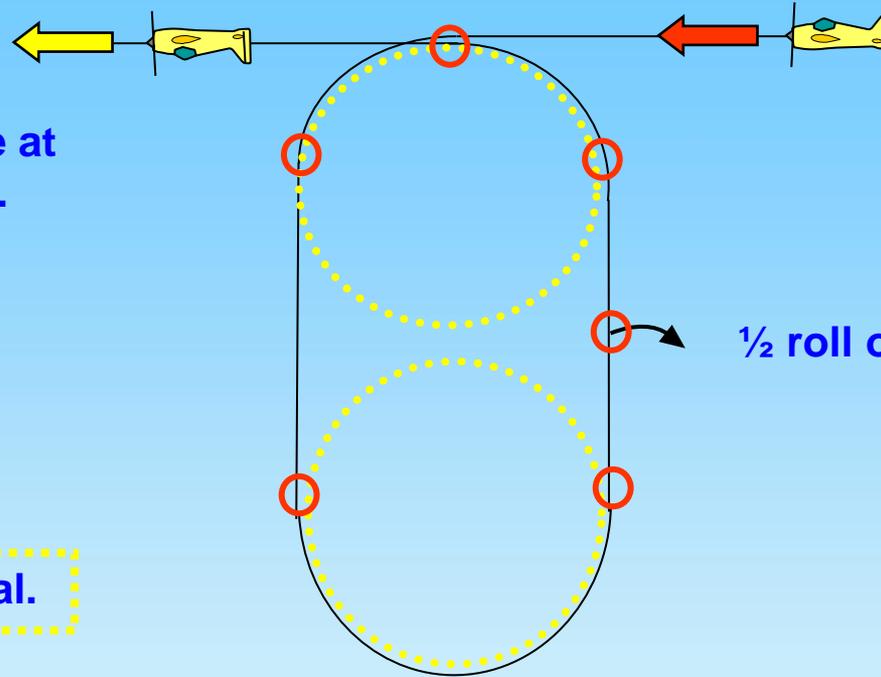# ADV.03 Push-Push-Pull Humpty-Bump with half roll

½ roll

From upright, fly past center, push through a quarter loop into a vertical downline, push through a half loop into a vertical upline, perform a half roll, pull through a quarter loop, exit inverted.
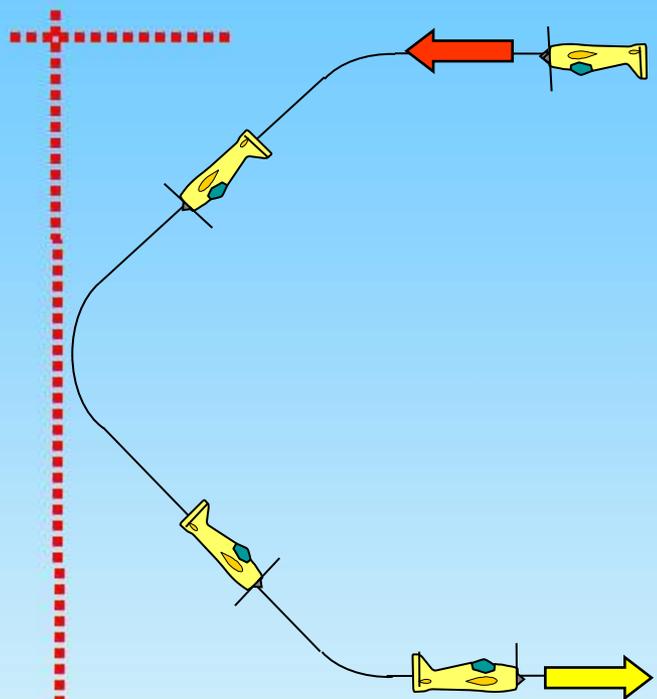
ADV.03 Push-Push-Pull Humpty-Bump with half

Entry and exit are at the same altitude.

½ roll on middle of the line.

All radii are equal.
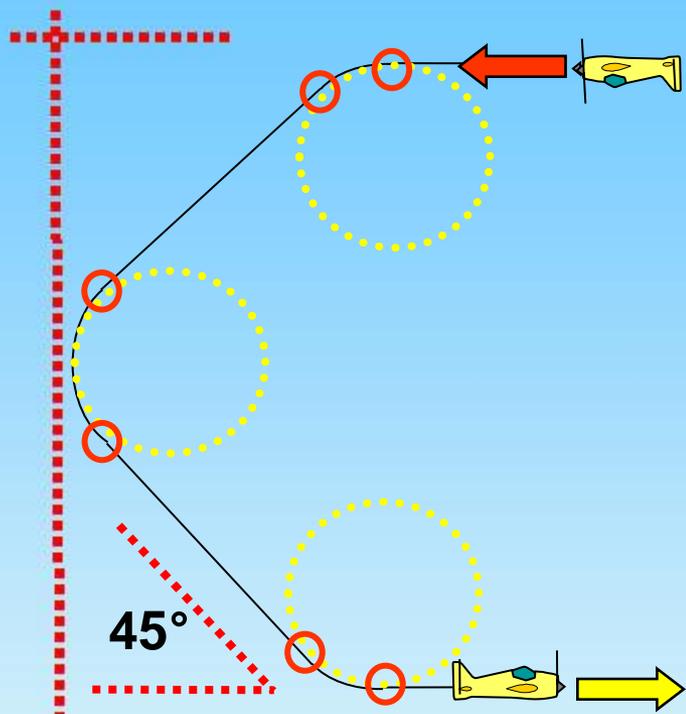
ADV.04 Half Square Loop on Corner

From inverted, pull through a one eighth loop into a forty five degree downline, pull through a quarter loop into a forty five degree downline, pull through a one eighth loop, exit upright.
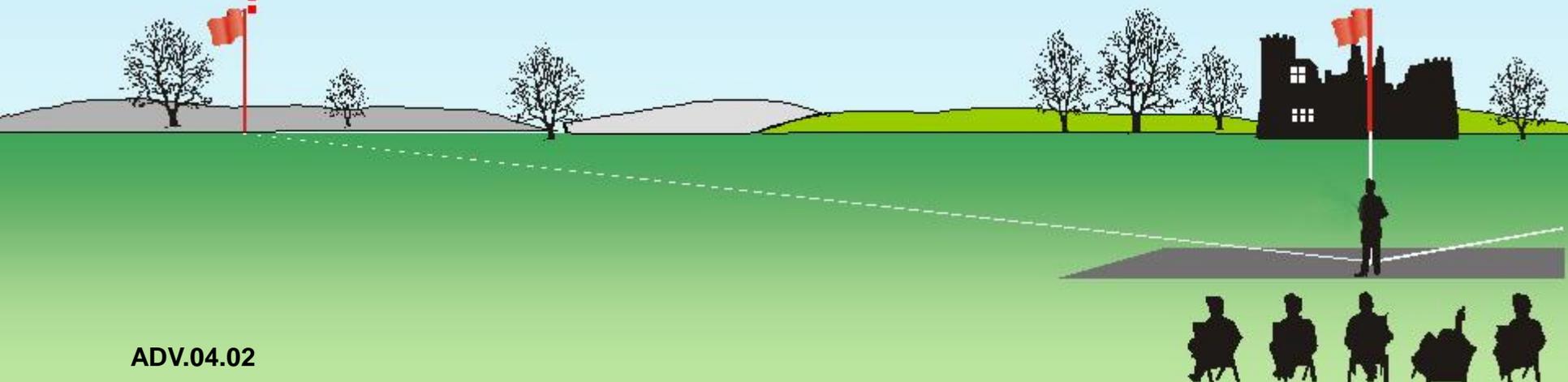
ADV.04.01

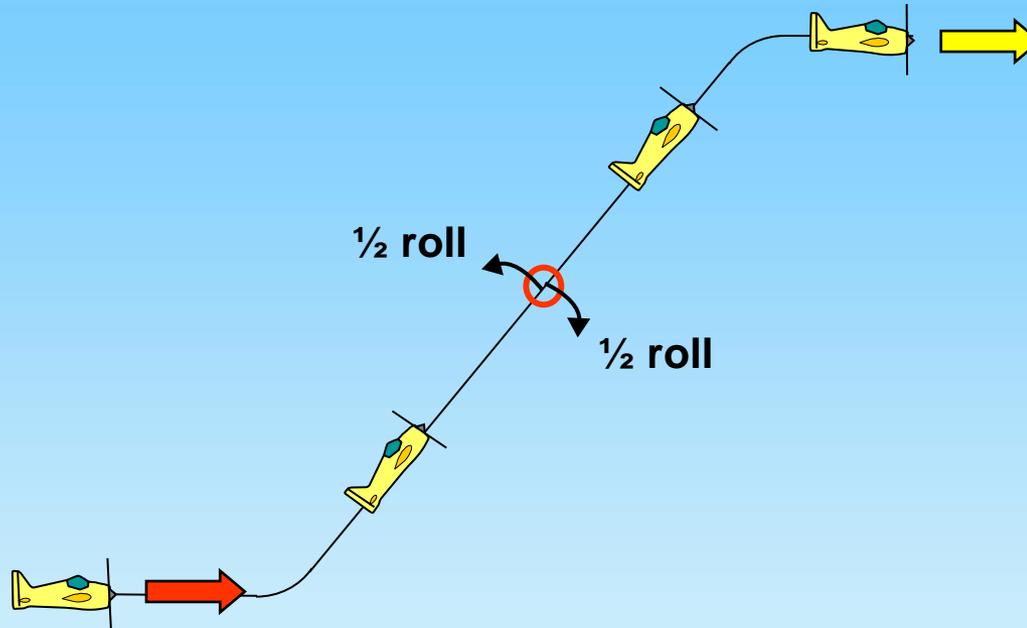# ADV.04 Half Square Loop on Corner

45°

All radii are equal.

ADV.05 Forty Five degree Upline, with two half rolls in opposite direction

½ roll

½ roll

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, immediately perform a half roll in opposite direction, push through a one eighth loop, exit upright.
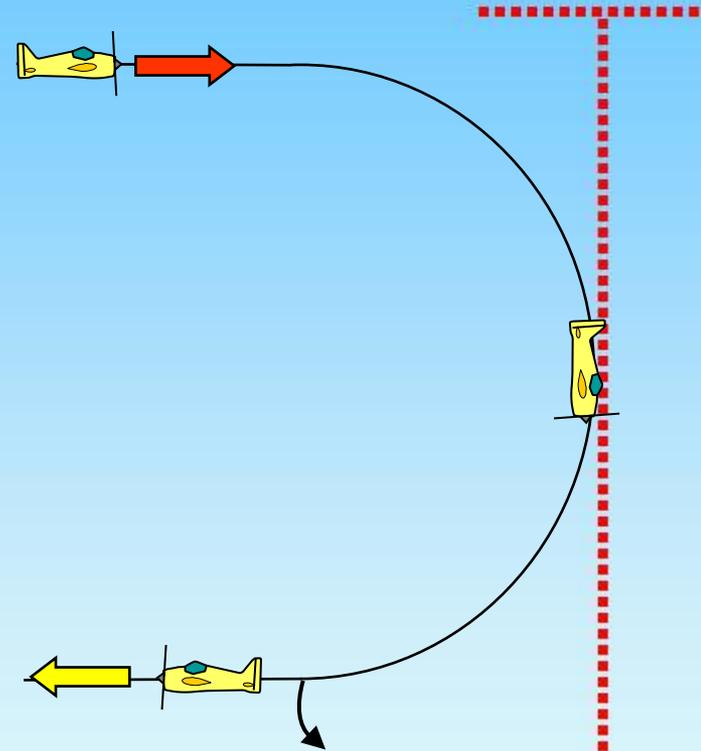
ADV.05.01

ADV.05 Forty Five degree Upline, with two half rolls in opposite direction

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

45°

All radii are equal.

ADV.05.02
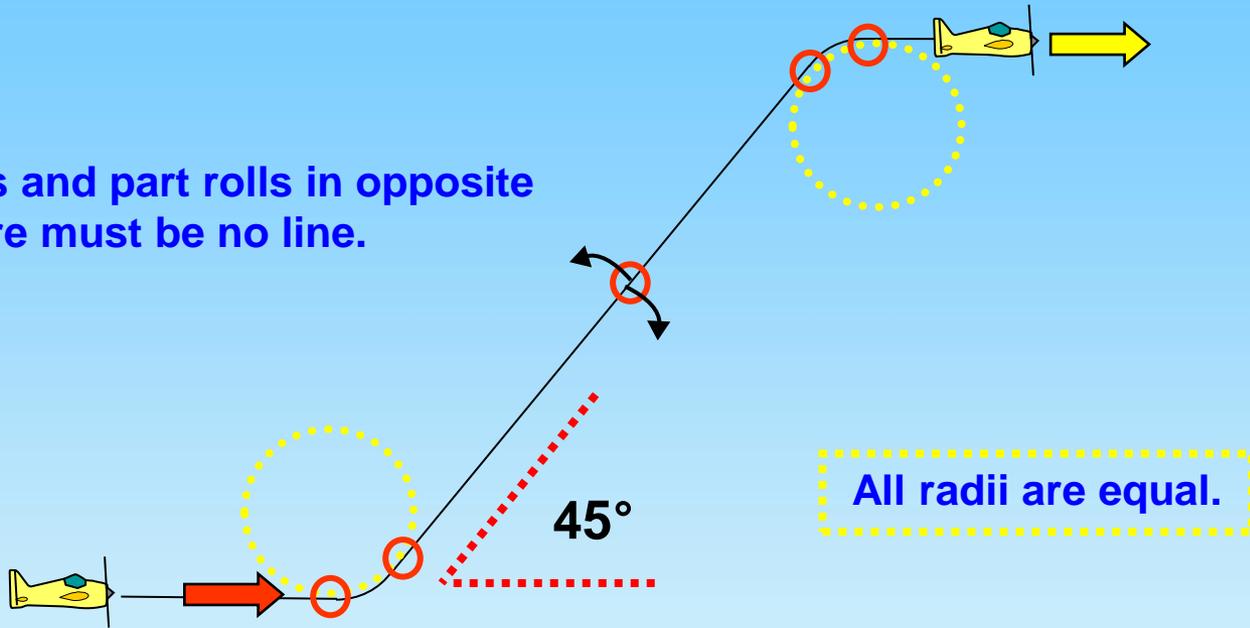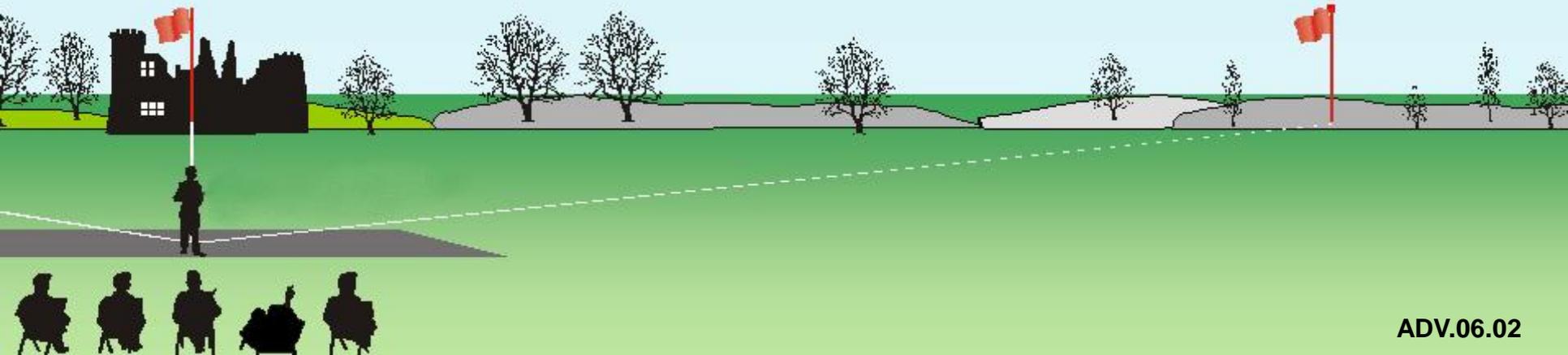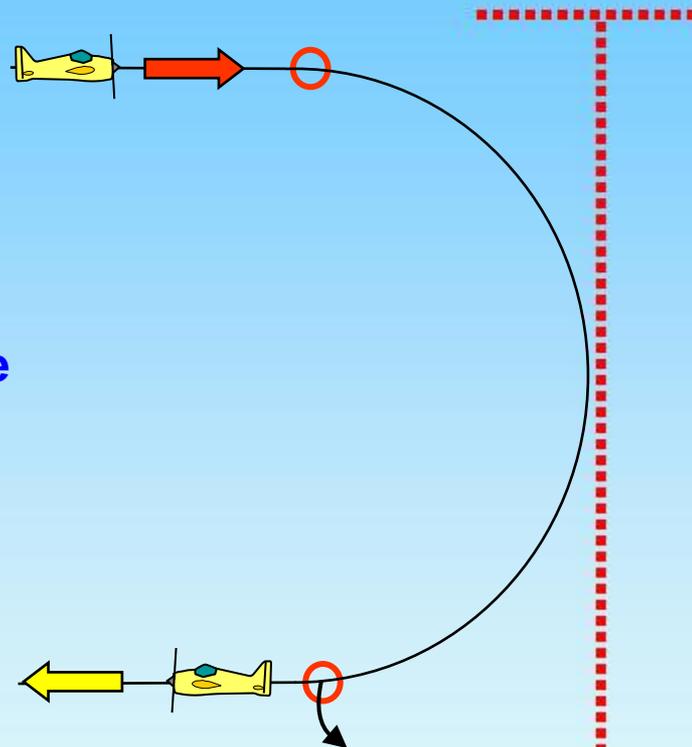
ADV.06 Reverse Split S with half roll

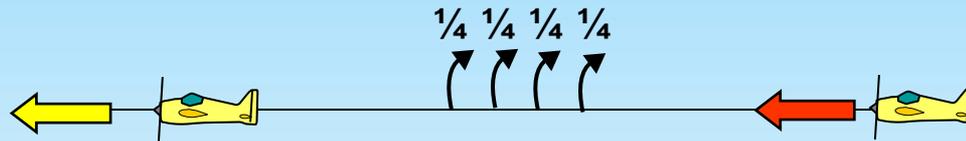From upright, push through a half loop, immediately perform a half roll, exit upright.

There is no line between the ½ loop and the ½ roll.

ADV.07 Roll Combination with four consecutive one quarter rolls
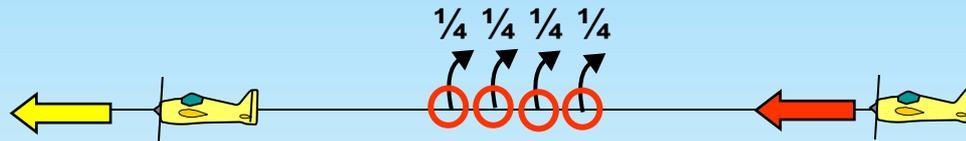
Four consecutive 1/4 rolls

¼ ¼ ¼ ¼

From upright, perform consecutively four one quarter rolls, exit upright.

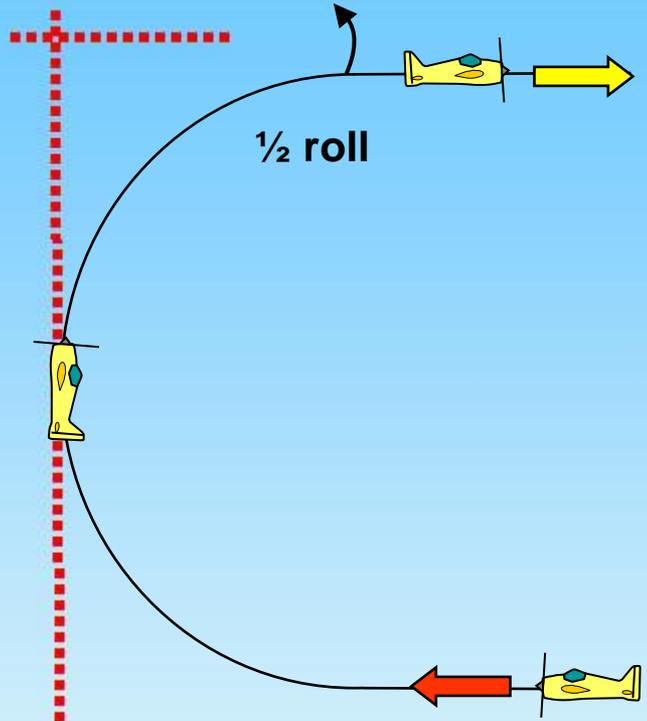# ADV.07 Roll Combination with four consecutive one quarter rolls

Flight must be straight and level.

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

¼ ¼ ¼ ¼

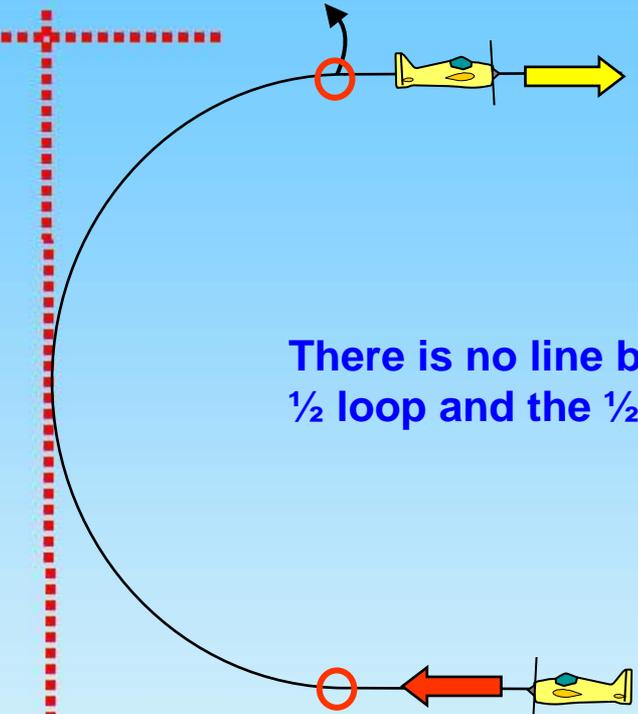# ADV.08 Immelman Turn with half roll

½ roll

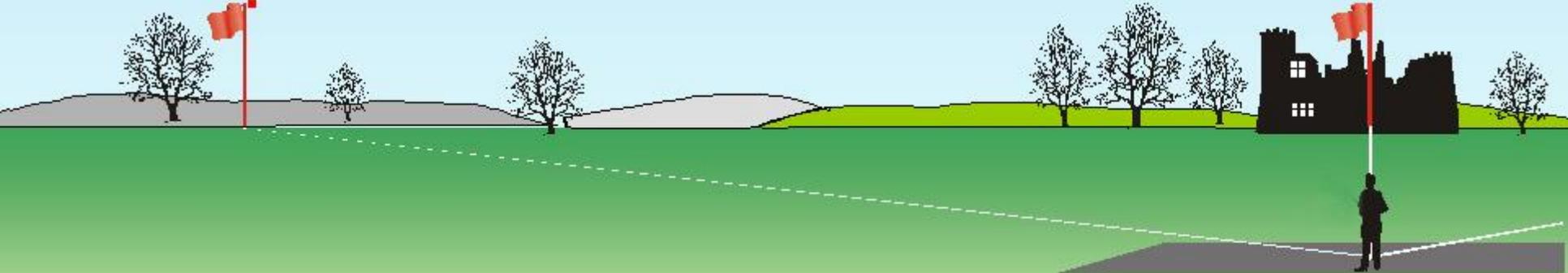From upright, pull through a half loop, immediately perform a half roll, exit upright.

ADV.08.01

ADV.08 Immelman Turn with half roll

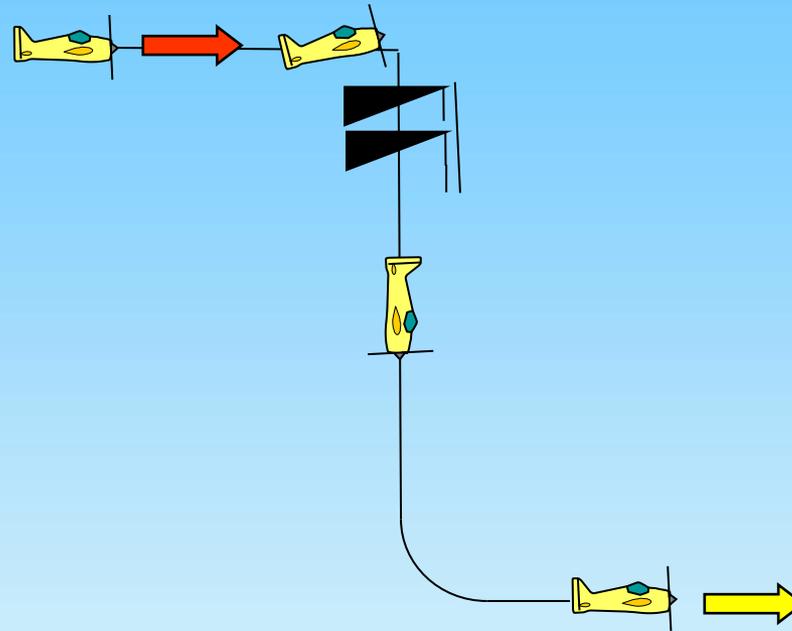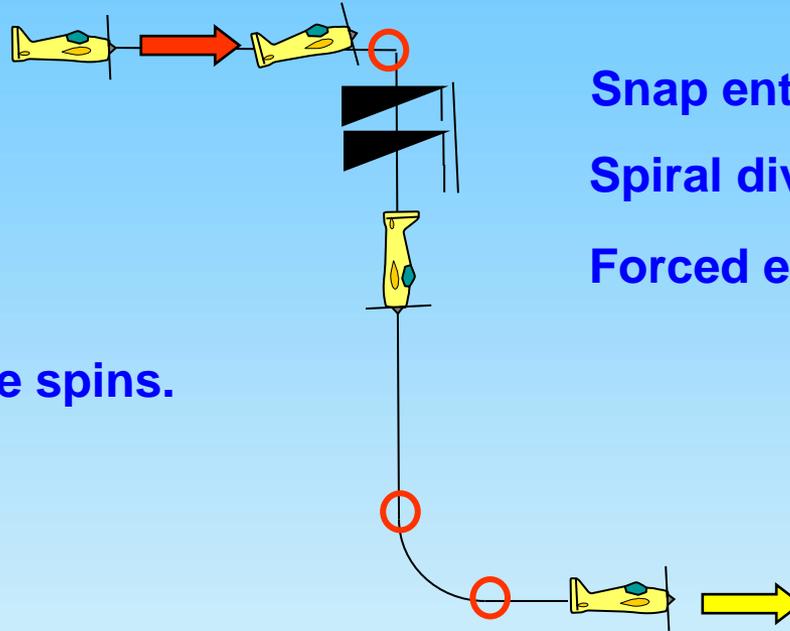There is no line between the ½ loop and the ½ roll.

ADV.09 Spins with two turns

From upright, perform spins with two turns to a vertical downline, pull through a quarter loop, exit upright.

ADV.09 Spins with two turns

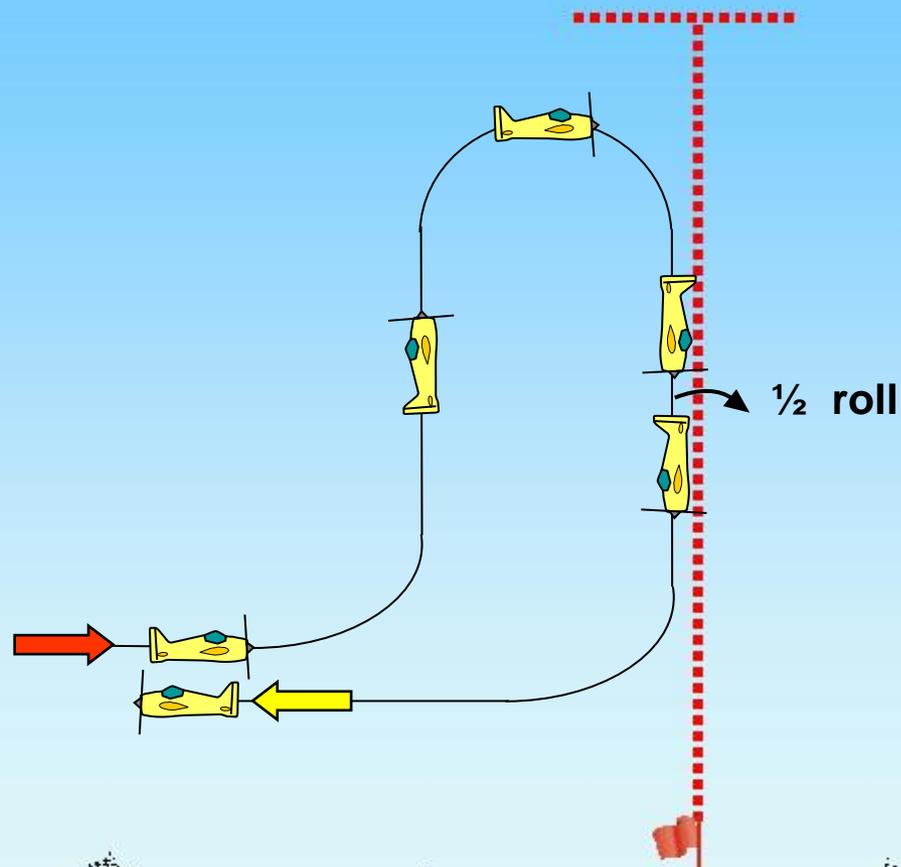**Snap entry - 0 points!**

Spiral dive - 0 points!

Forced entry: downgrade.

Line after the spins.

ADV.10 Pull-Push-Pull Humpty-Bump, with half roll.
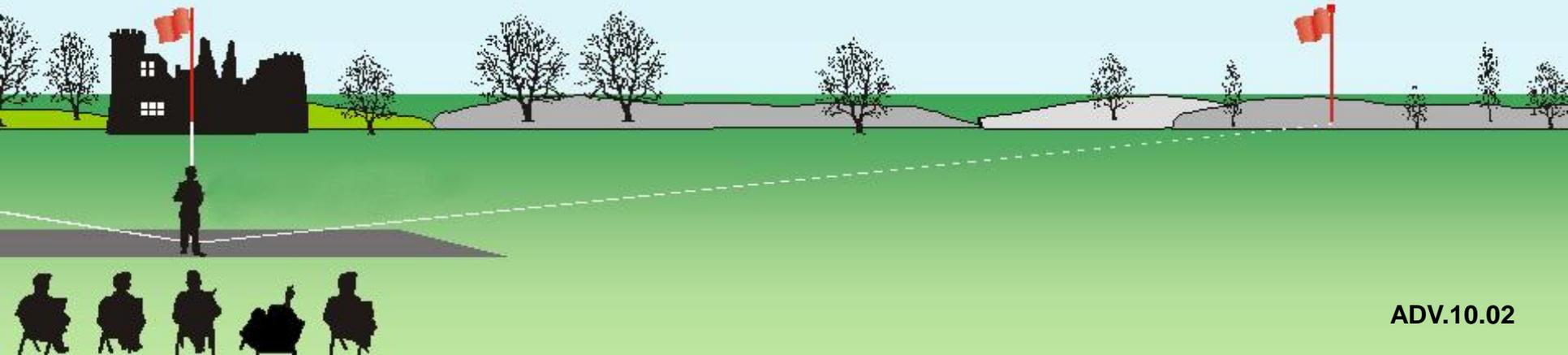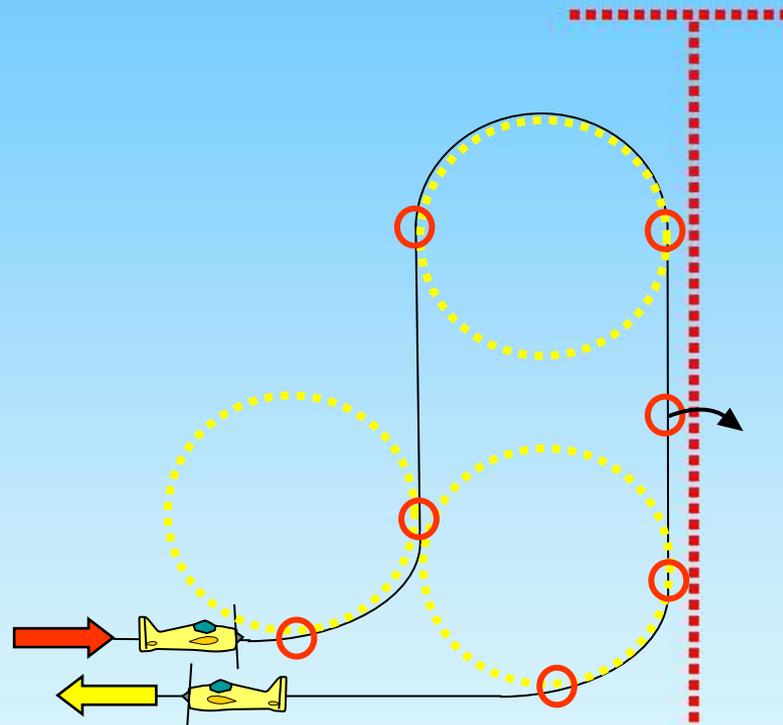## Option: (quarter roll, quarter roll)

½ roll

From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

ADV.10.01

ADV.10 Pull-Pu-Pull Humpty-Bump, with half roll.
Option: (quarter roll, quarter roll)

½ roll on middle of the line.

All radii are equal.

ADV.10.02

ADV.10 Pull-Push-Pull Humpty-Bump, with half roll.
Option: (quarter roll, quarter roll)

Option

¼ roll

¼ roll

From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, push through a half loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

ADV.10 Pull-Push-Pull Humpty-Bump, with half roll.
Option: (quarter roll, quarter roll)

Option

Rolls on middle of the line.
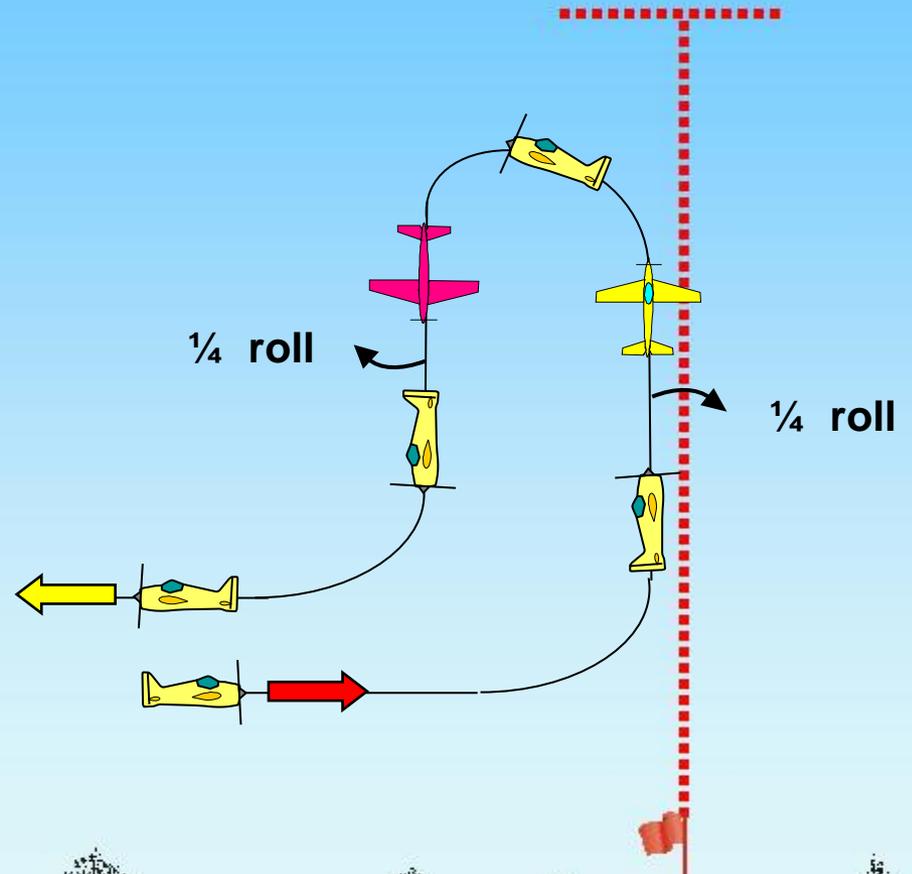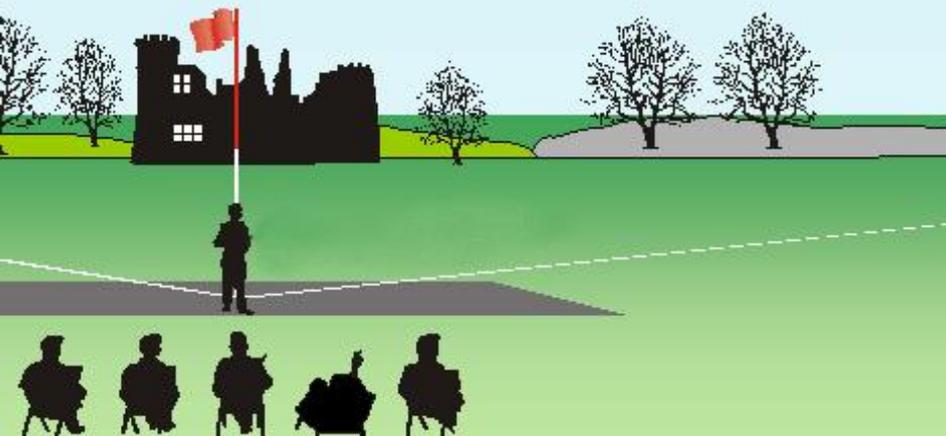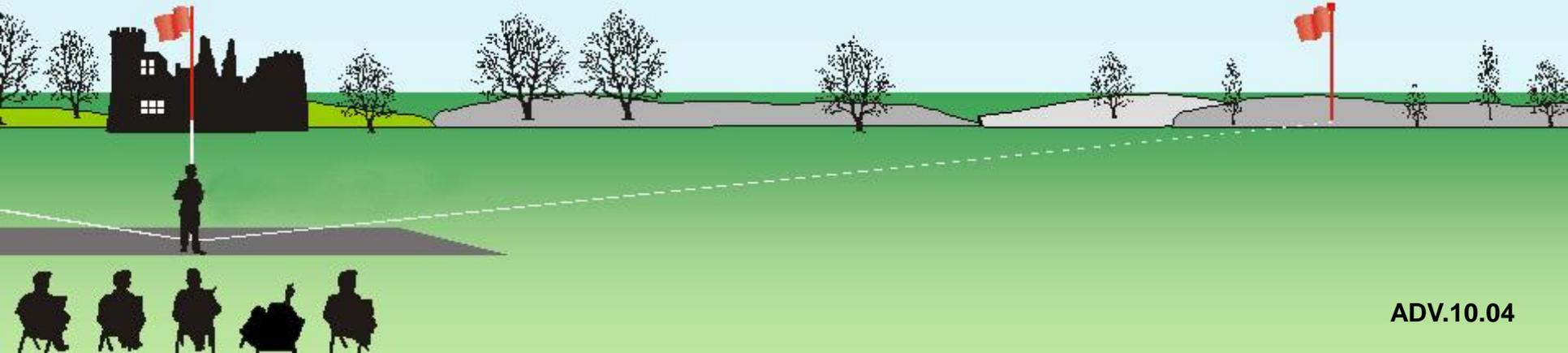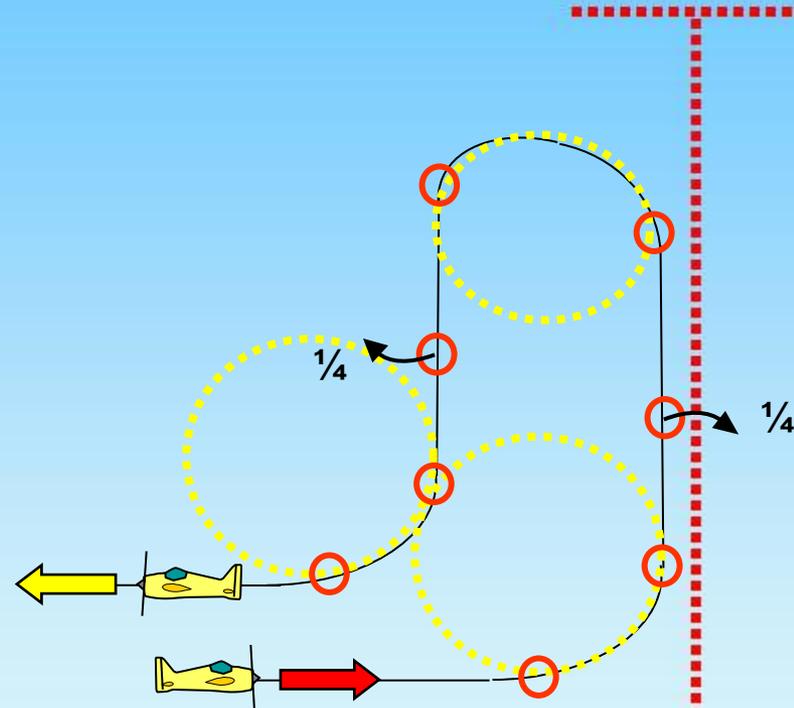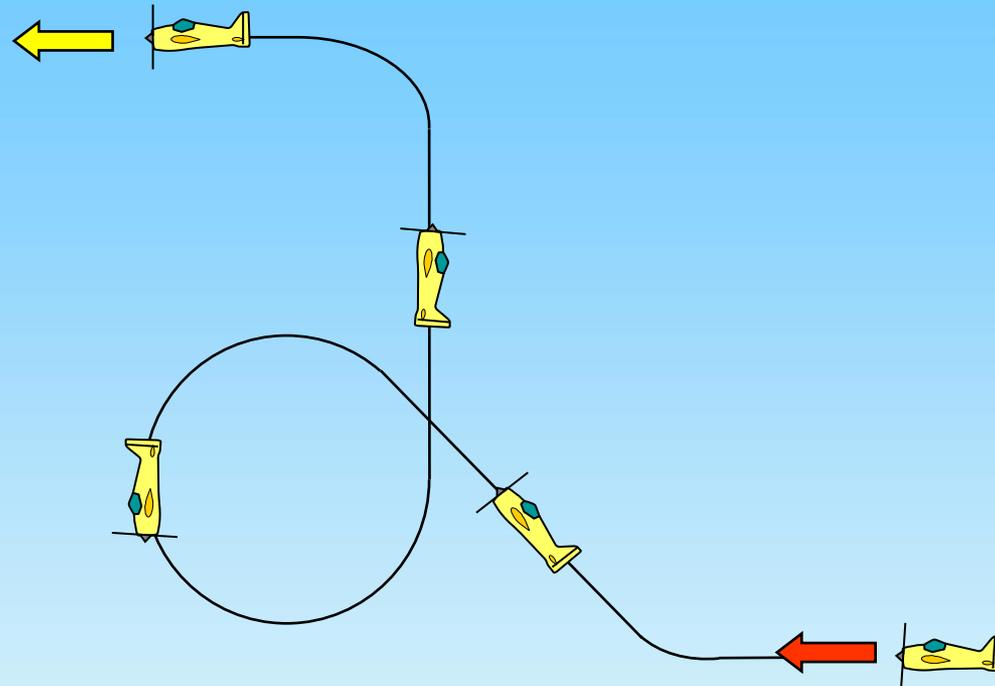
All radii are equal.
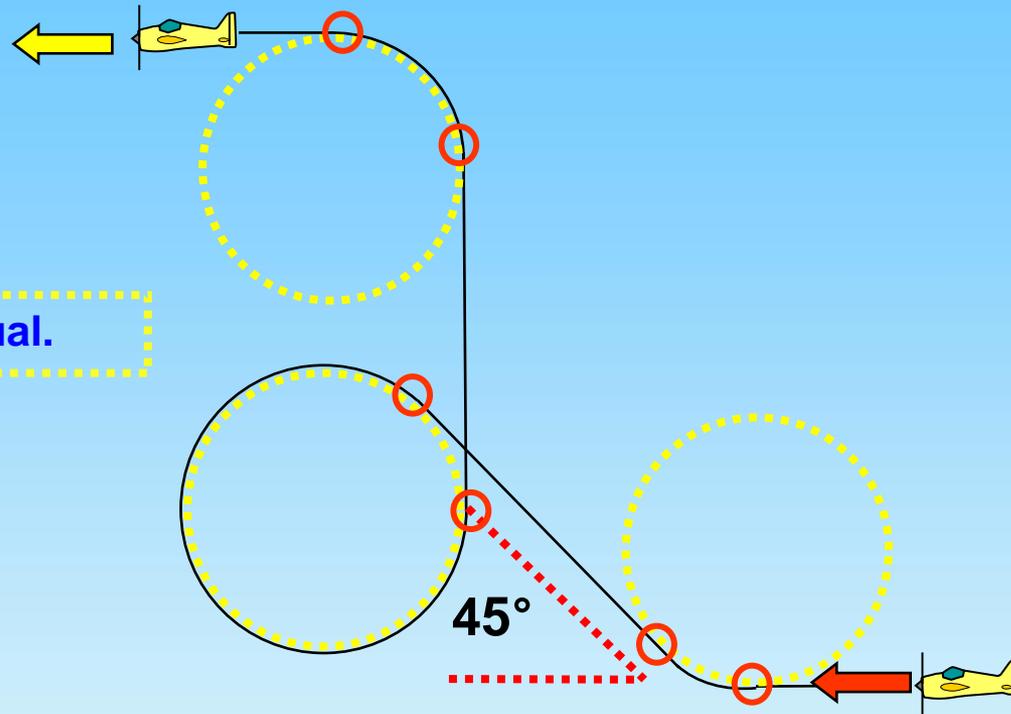
¼

¼

ADV.11 Reverse Figure ET

From upright, pull through a one eighth loop into a forty five degree upline, push through a seven eighths loop into a vertical upline, push through a quarter loop , exit upright.
(Note: The vertical line must be in the center.)

ADV.11 Reverse Figure ET

All radii are equal.

45°
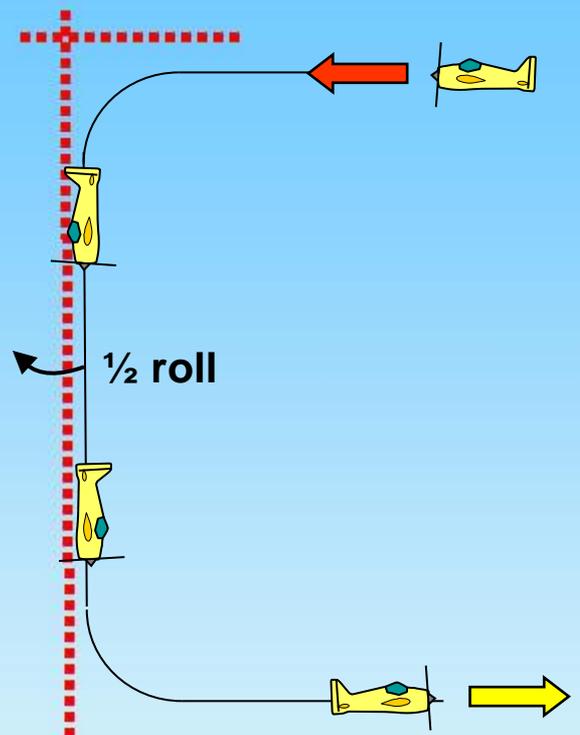
ADV.11.02

ADV.12 Half Square Loop with half roll

½ roll

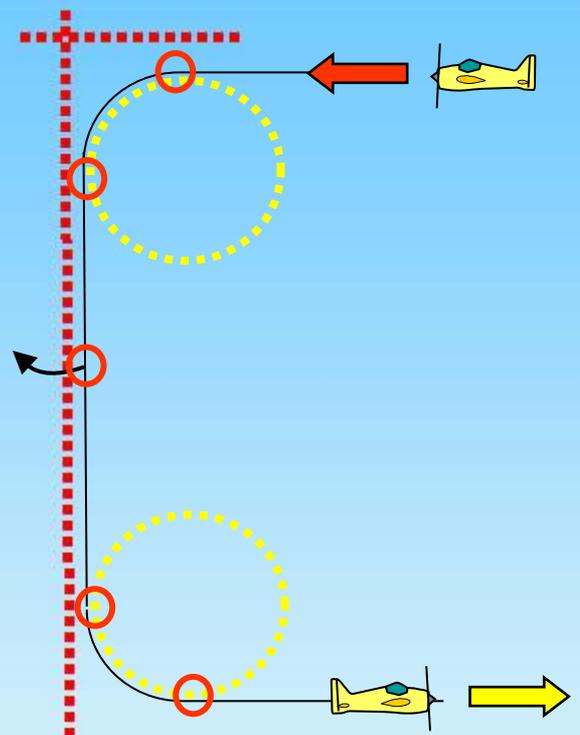From upright, push through a quarter loop
into a vertical downline, perform a half roll,
pull through a quarter loop, exit upright.

ADV.12.01

ADV.12 Half Square Loop with half roll

½ roll on middle of the line.

All radii are equal.

ADV.12.02

ADV.13 Stall Turn

¼ roll

¼ roll
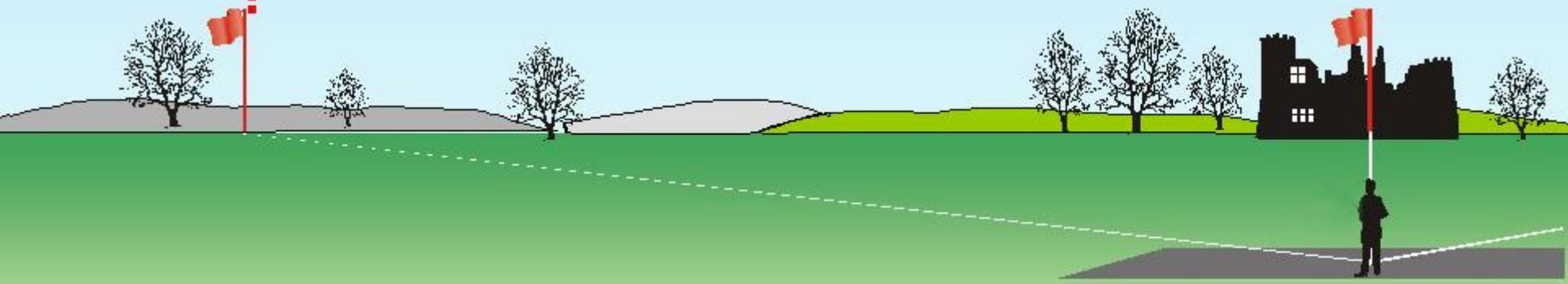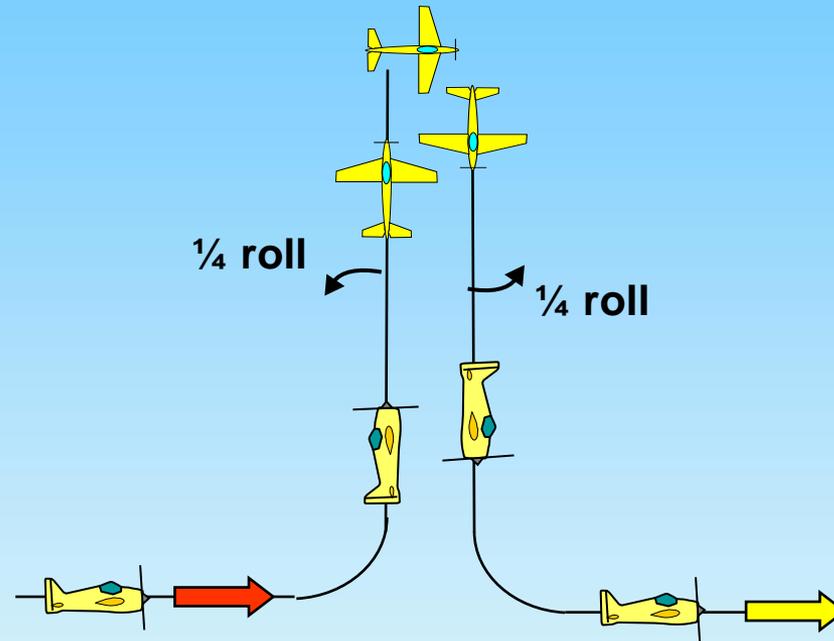
From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, perform a stall turn to a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.
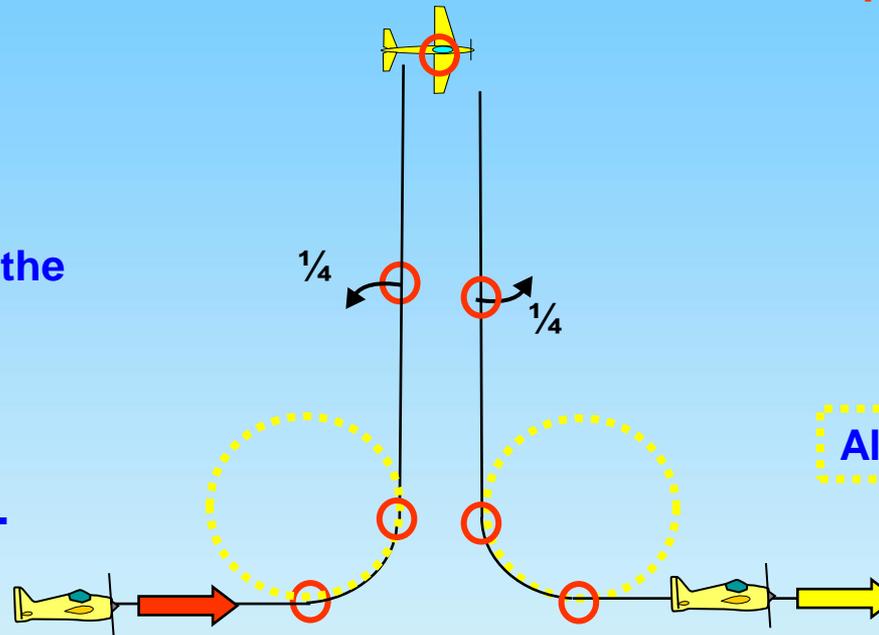
ADV.13 Stall Turn

Stop before pivot

Pivot on CG

Two wing spans or more – zero points!

¼ rolls on middle of the lines.

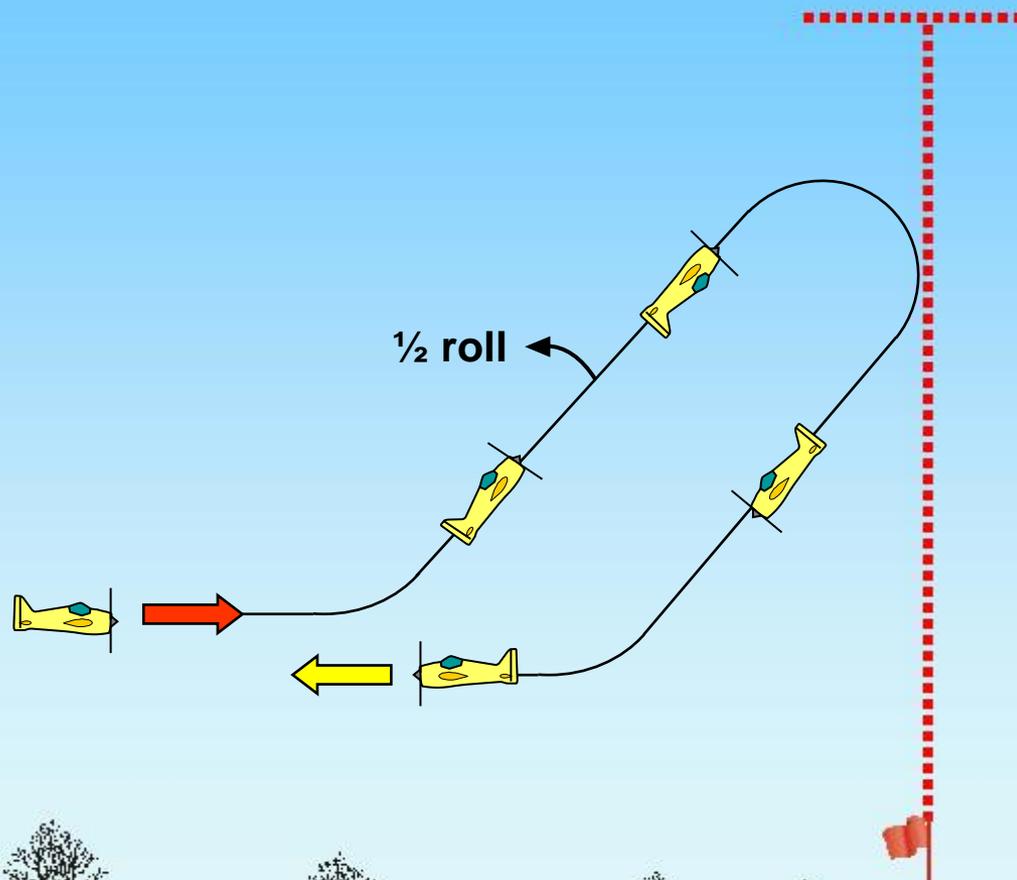**Entry and exit must be the same altitude.**

All radii are equal.
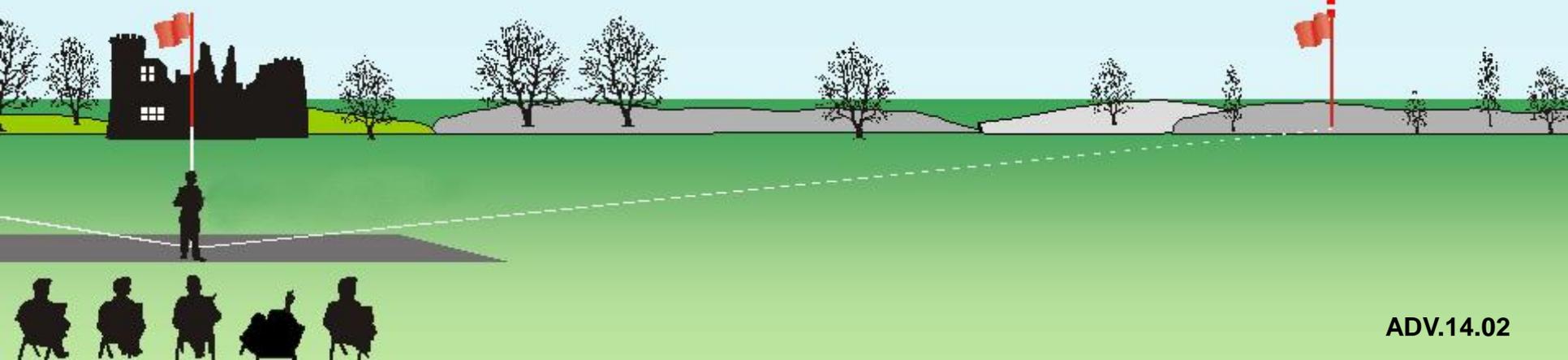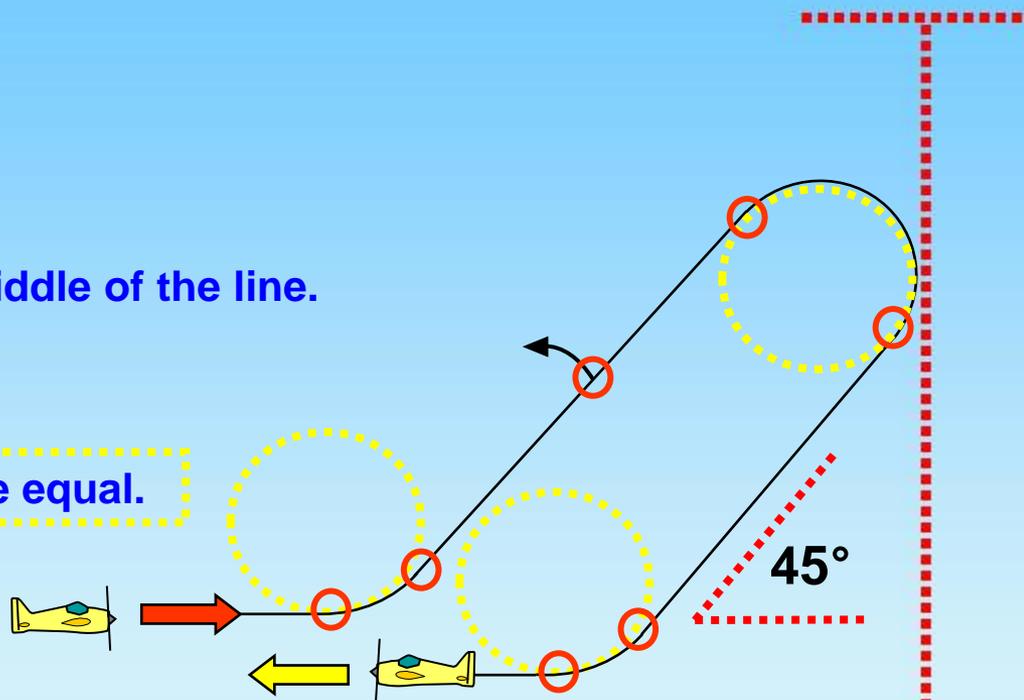
¼

¼

ADV.14 Trombone

½ roll

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, pull through a half loop into a forty five degree downline, pull through a one eighth loop, exit upright.
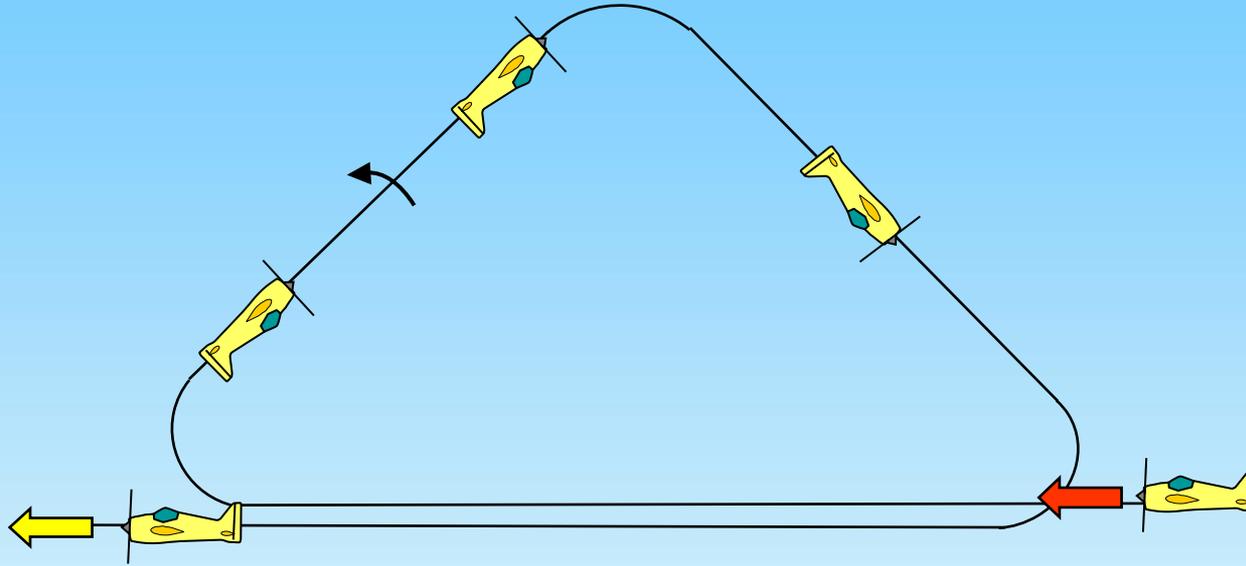
ADV.14.01

ADV.14 Trombone

½ roll on middle of the line.

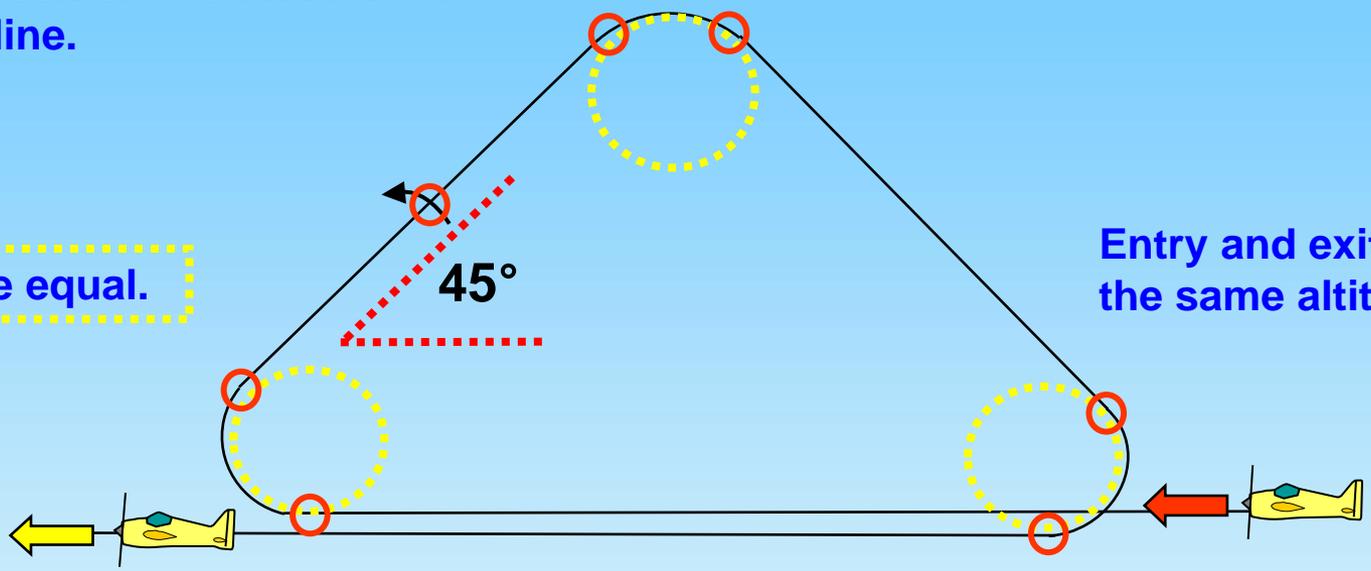All radii are equal.

45°

ADV.15 Triangle with one roll

From upright, pull through a three eighths loop into a forty five degree upline, perform a full roll, pull through a quarter loop into a forty five degree downline, pull through a three eighths loop, exit upright.
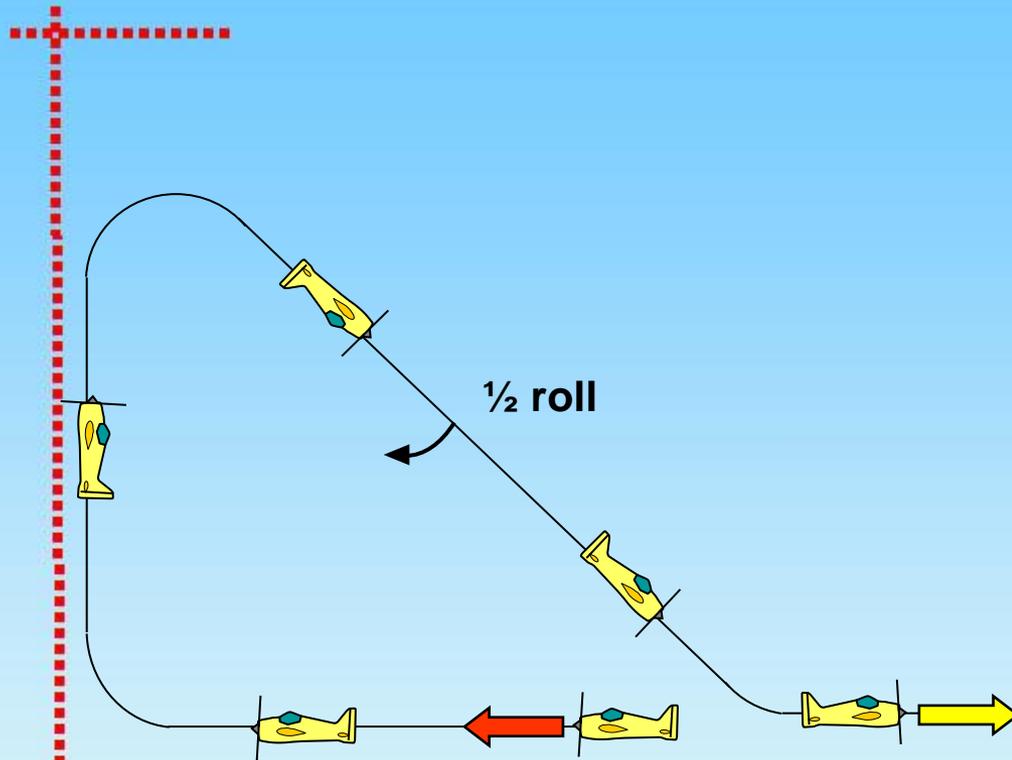
ADV.15.01

ADV.15 Triangle with roll

Roll centered on middle of the line.

All radii are equal.

45°
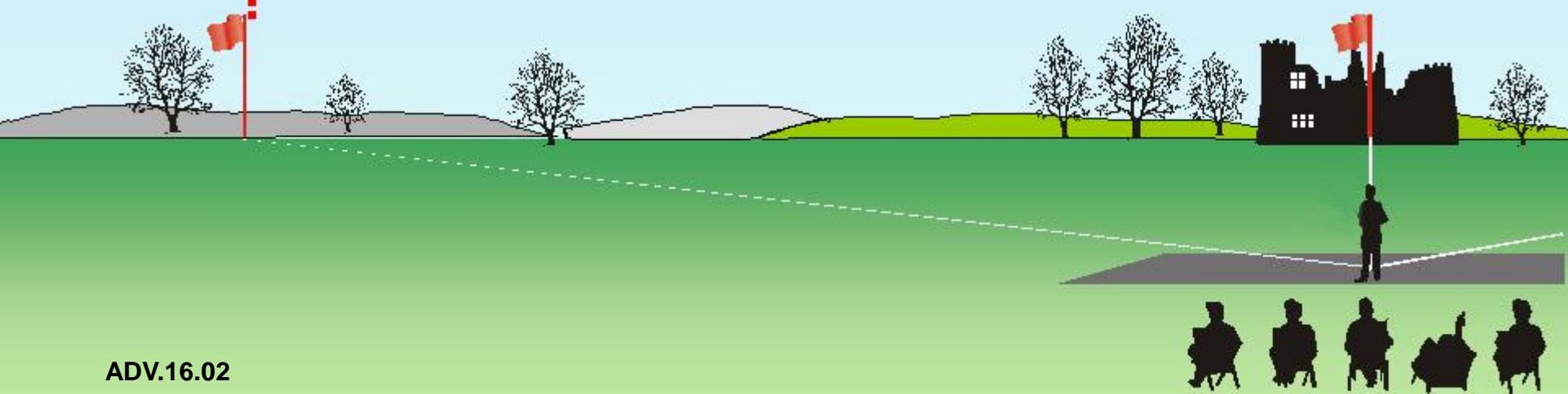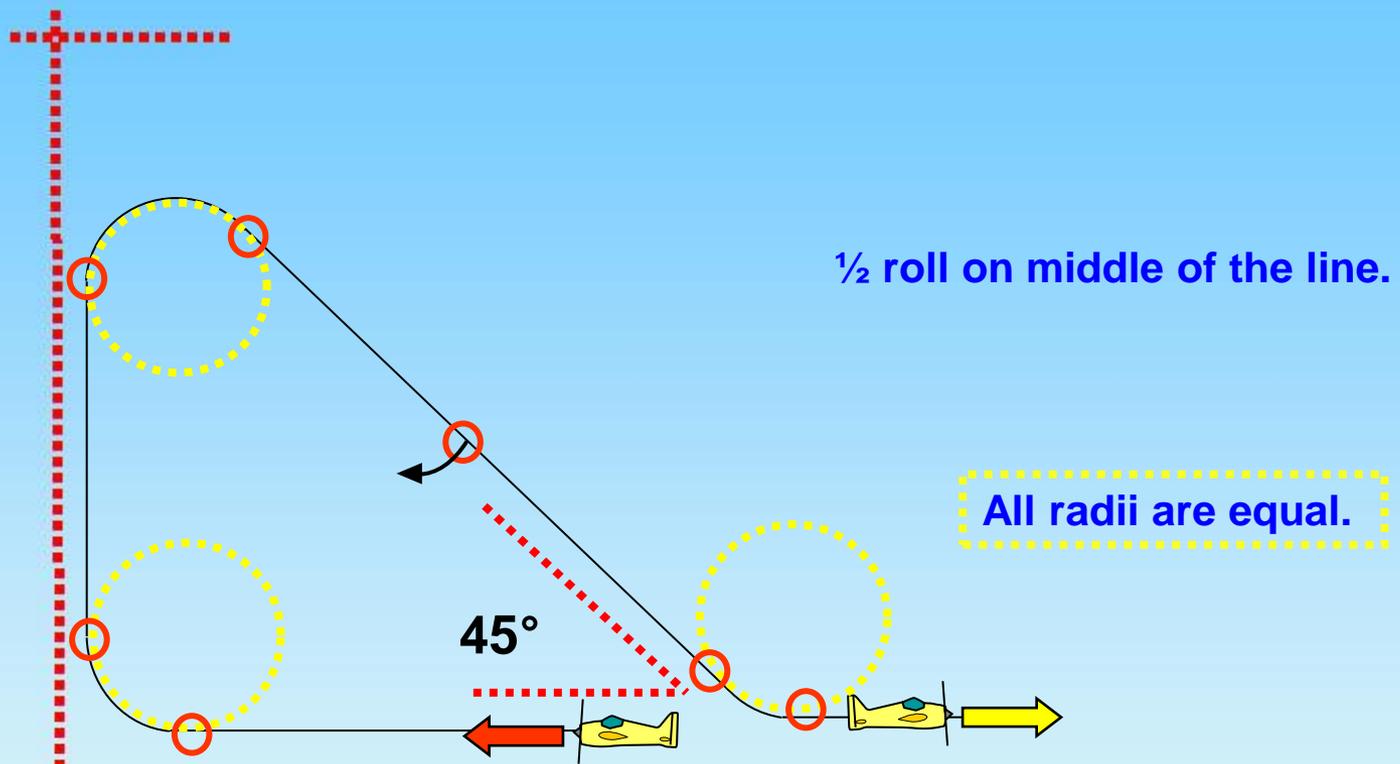
Entry and exit must be the same altitude.

ADV.16 Shark Fin with half roll

½ roll

From upright, pull through a quarter loop into a vertical upline, pull through a three eighths loop into a forty five degree downline, perform a half roll, pull through a one eighth loop, exit upright.
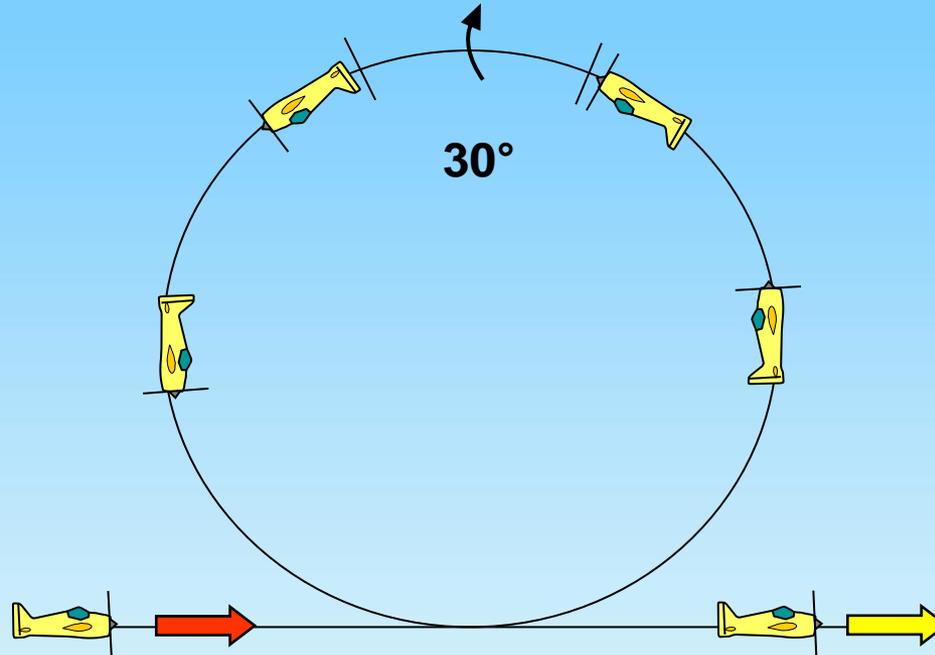
ADV.16.01

ADV.16 Shark Fin with half roll

½ roll on middle of the line.

All radii are equal.

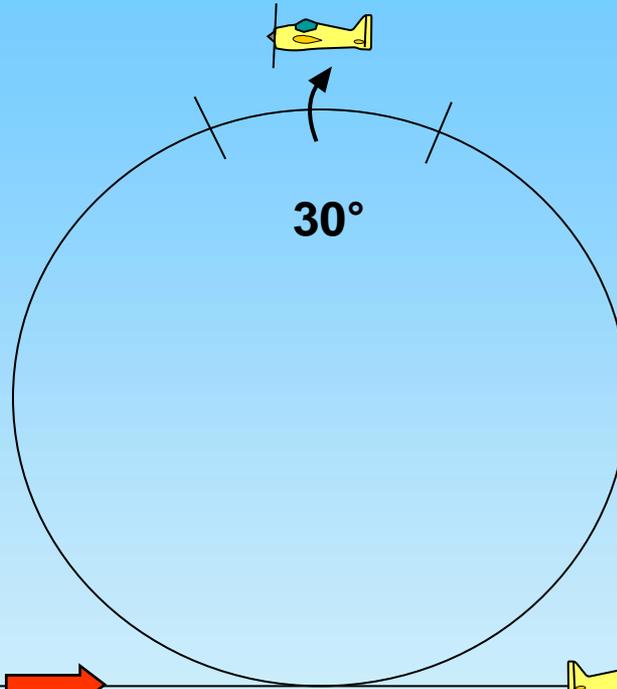45°

ADV.17 Loop with roll

30°

From upright, pull through a loop, perform a roll over the top 30 degrees, exit upright.

ADV.17 Loop with roll

Loop must be round.

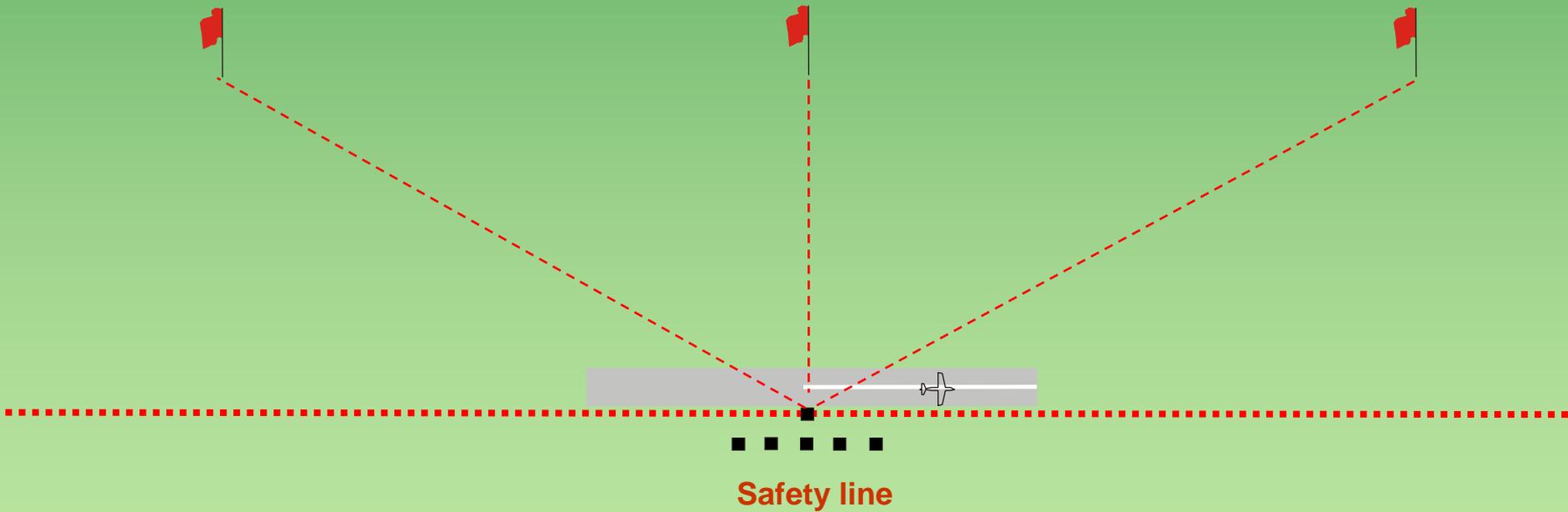**The roll must be on the circular flightpath of the top 30° of the loop.**

30°

Entry and exit must be the same altitude.

ADV.17.02

Landing procedure

(not judged, not scored)

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

wind

Safety line

Forget **WHO** is flying

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

Forget **WHAT** is flying

(2-stroke, 4-stroke, electric)

LOOK <u>ONLY</u> AT LINES DESCRIBED IN THE SKY!

(and the precision, smoothness, positioning, and size)

Bob Skinner

Thank you!