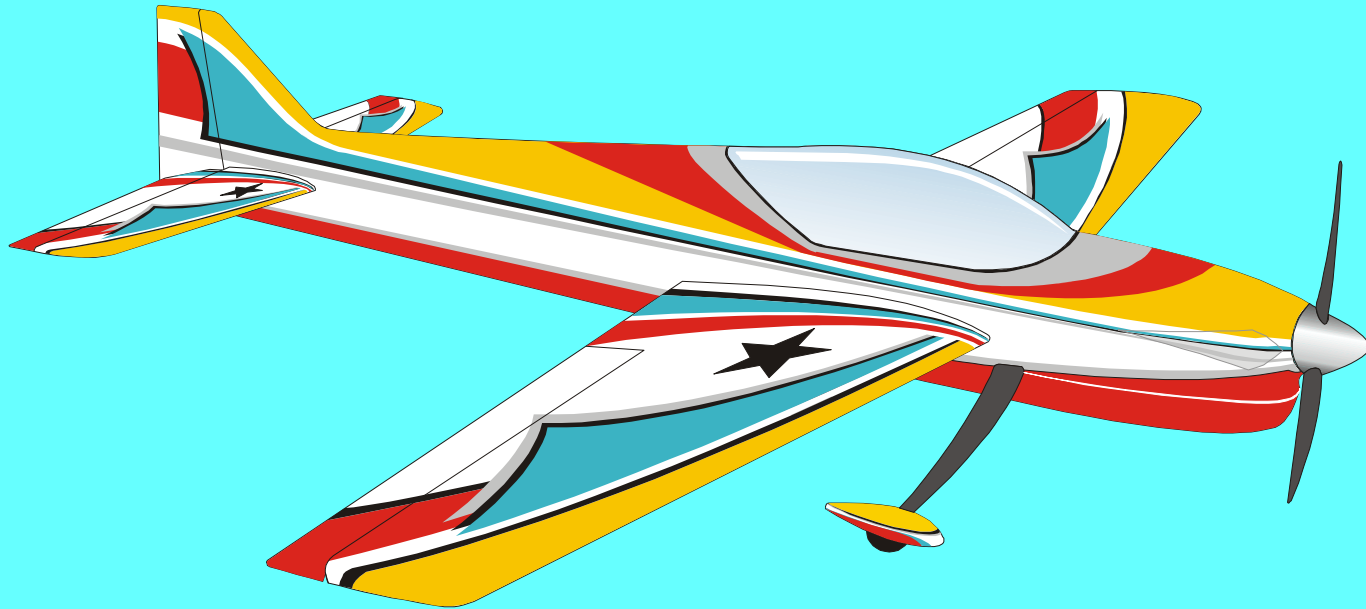
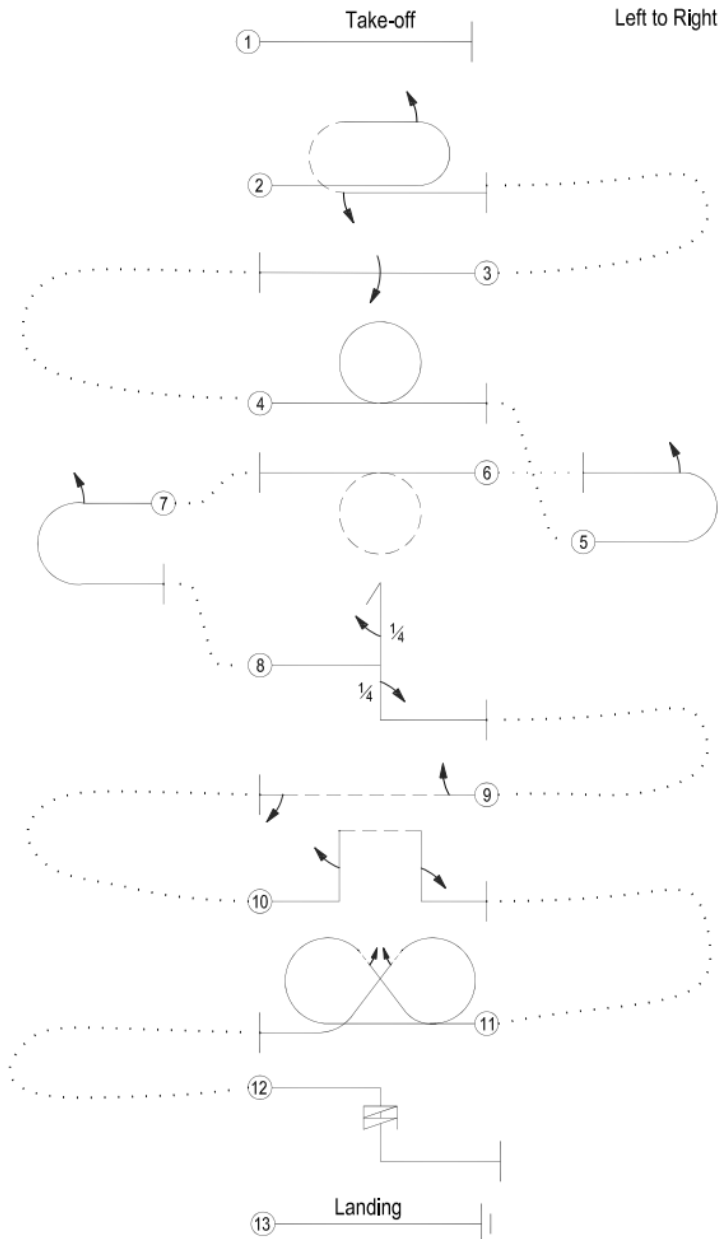


Flying and Judging F3A

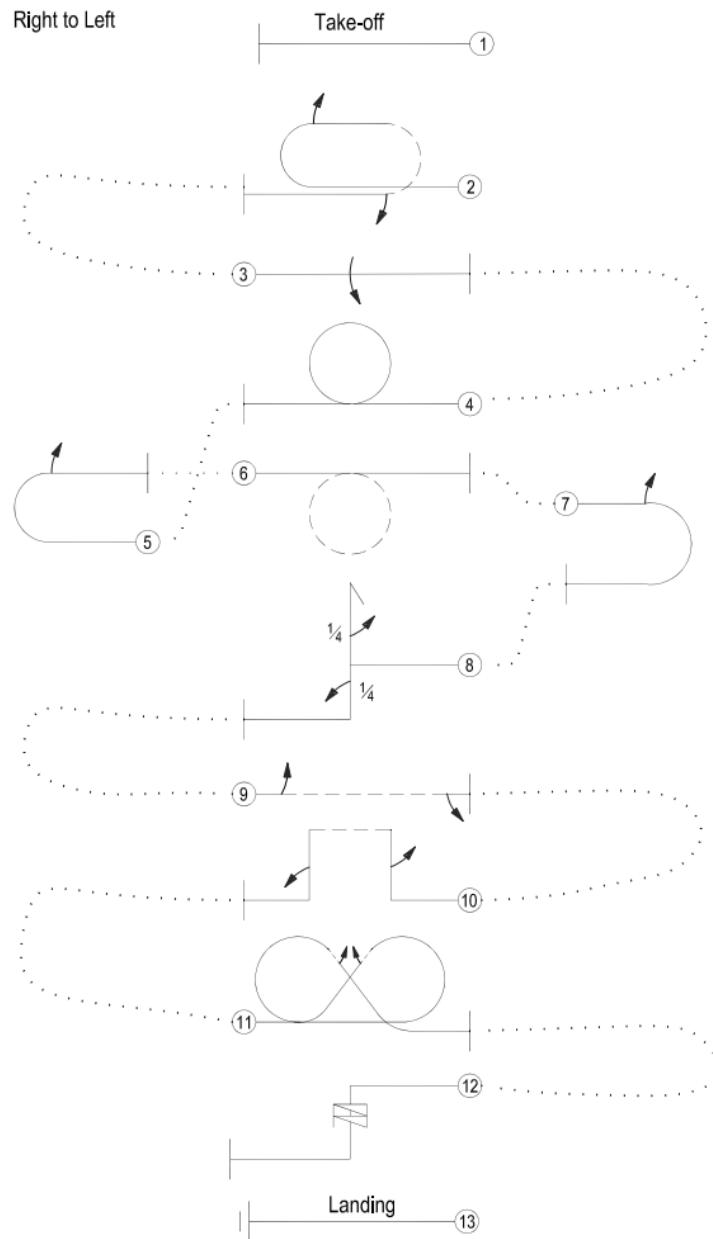


SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE – SPORTSMAN

SPORTSMAN SCHEDULE
(2021-2023)

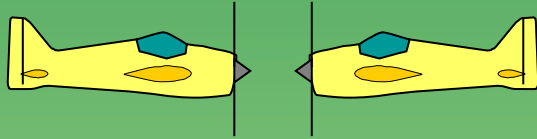


SPORTSMAN SCHEDULE
(2021-2023)

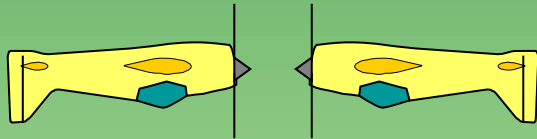




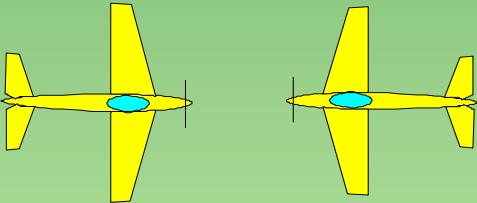
Explanations:



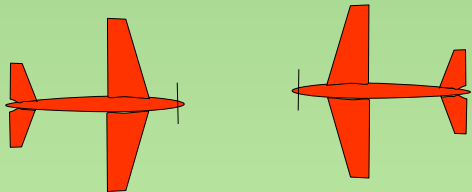
Aircraft upright



Aircraft inverted



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

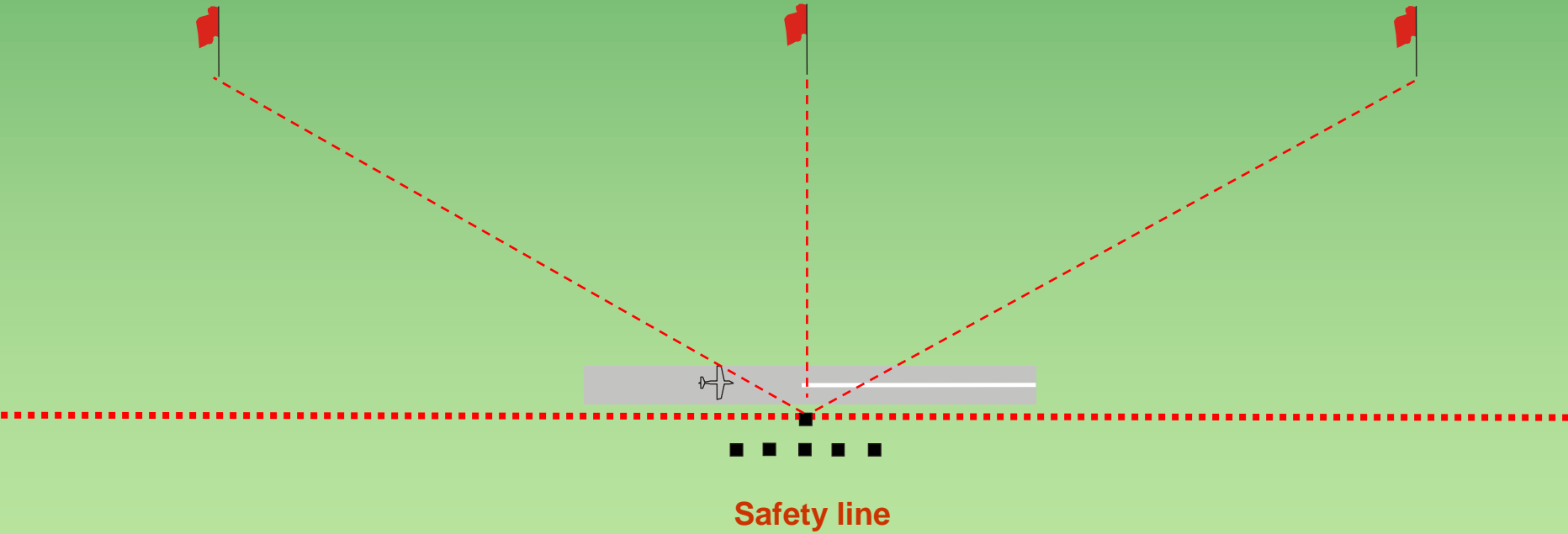


**Aircraft in Knife-Edge
View from Below**



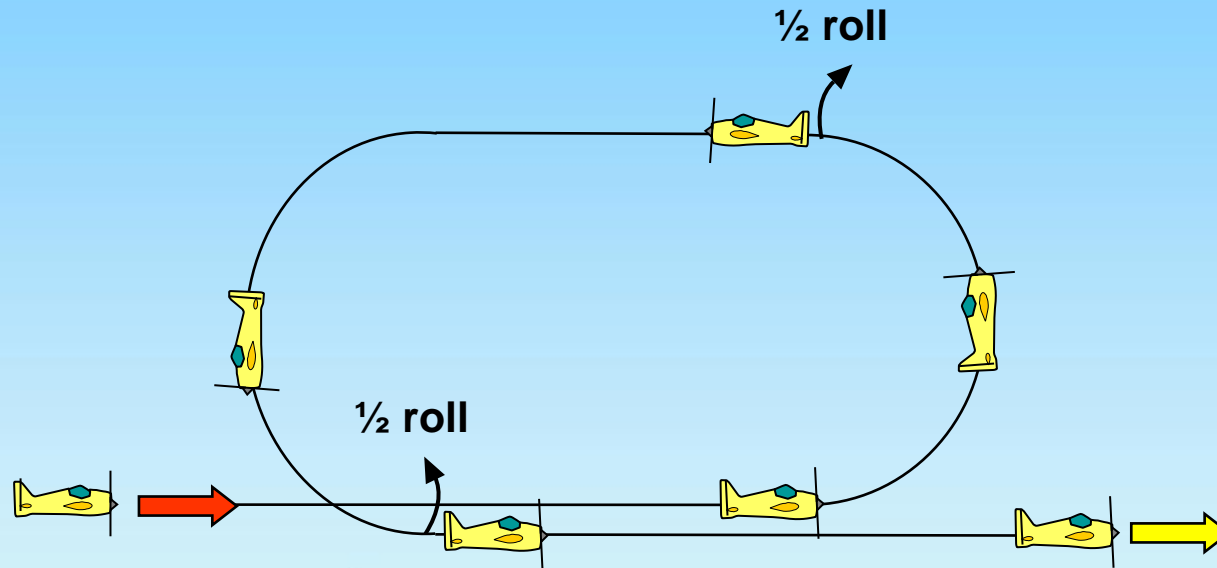
Take-off procedure (not judged, not scored)

← wind





SPORTSMAN.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll



From upright, fly past centre, pull into a $\frac{1}{2}$ loop, immediately perform a $\frac{1}{2}$ roll, push through a $\frac{1}{2}$ loop, immediately perform a $\frac{1}{2}$ roll, exit upright.





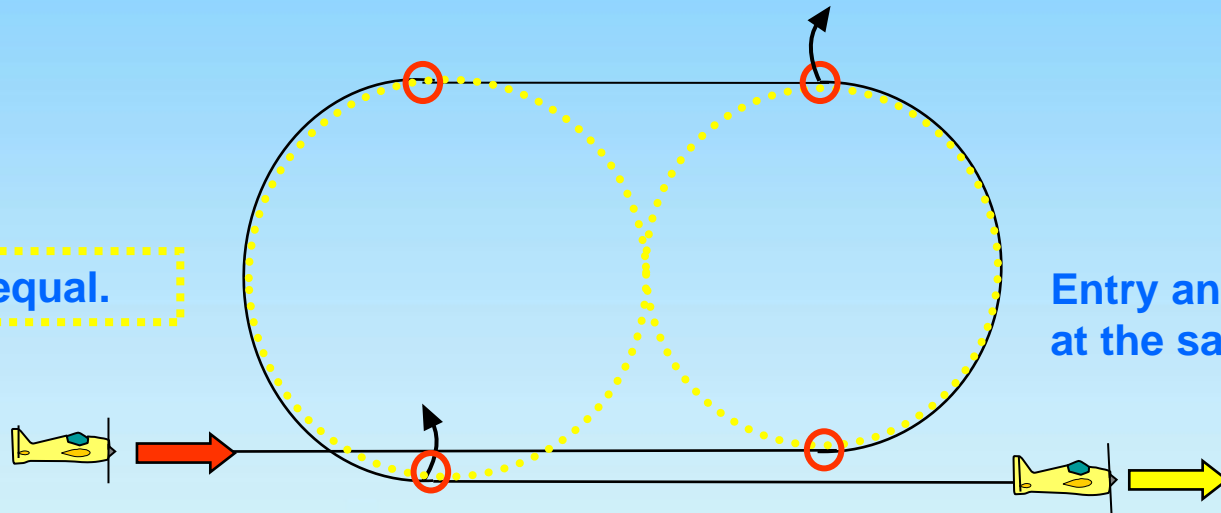
SPORTSMAN.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

Straight lines between the 2 half loops must be equal to the diameter of the half loops.

There must be no line between the $\frac{1}{2}$ loops and $\frac{1}{2}$ rolls.

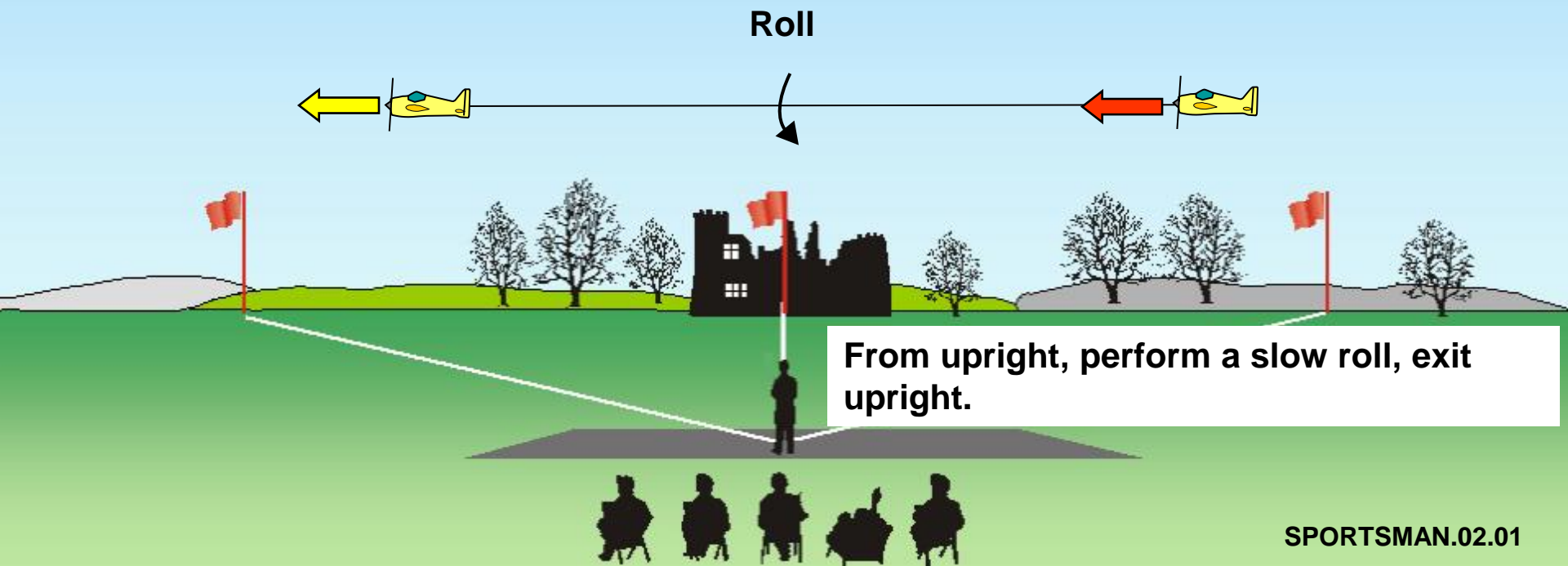
All radii are equal.

Entry and exit must be at the same altitude.





SPORTSMAN.02 Slow Roll



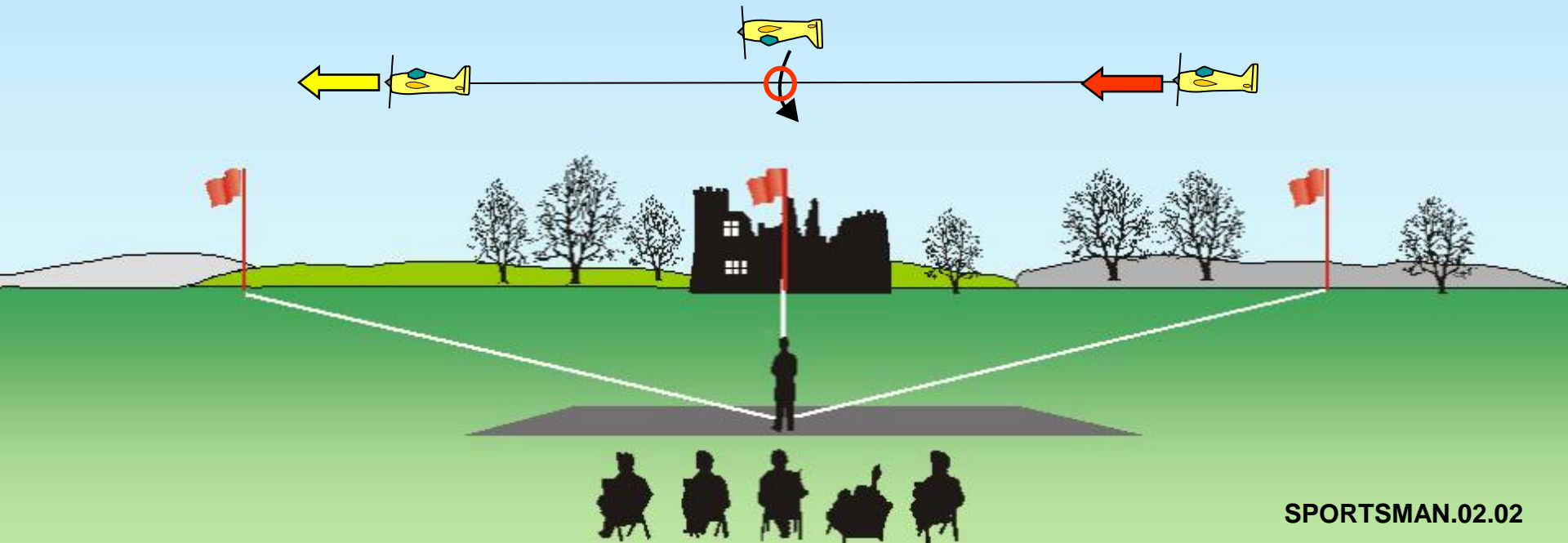


SPORTSMAN.02 Slow Roll

Roll rate must be constant.

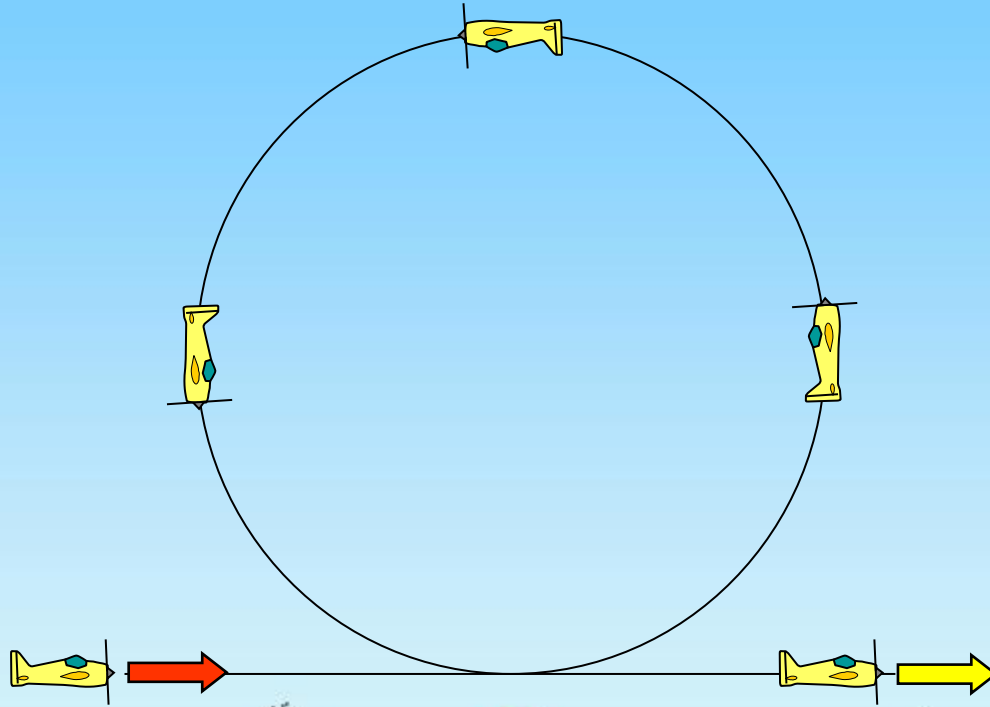
Flight must be straight and level.

Roll must be centred.





SPORTSMAN.03 Loop



From upright, pull through a full loop, exit upright.



SPORTSMAN.03 Loop

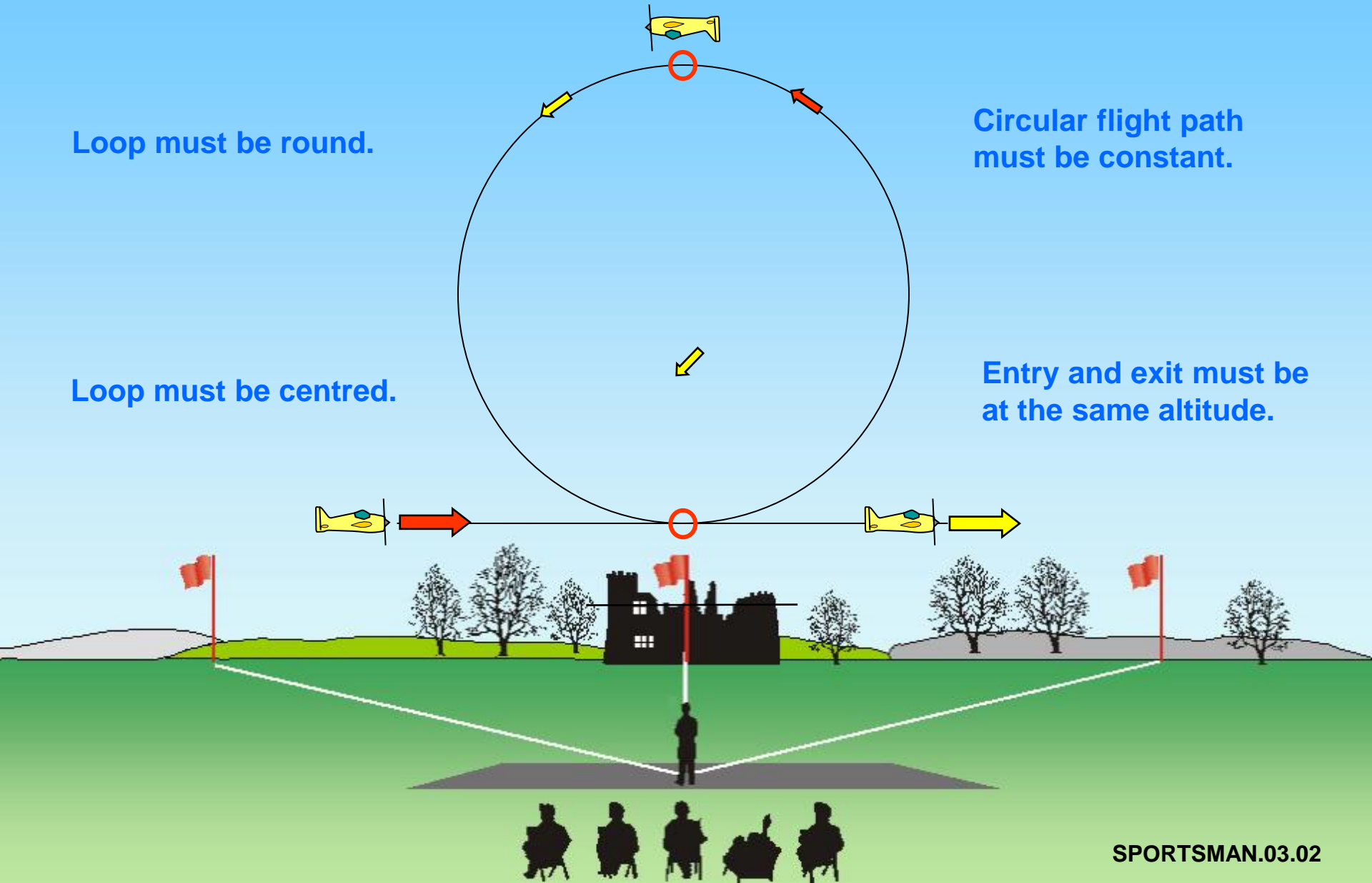


Loop must be round.

Loop must be centred.

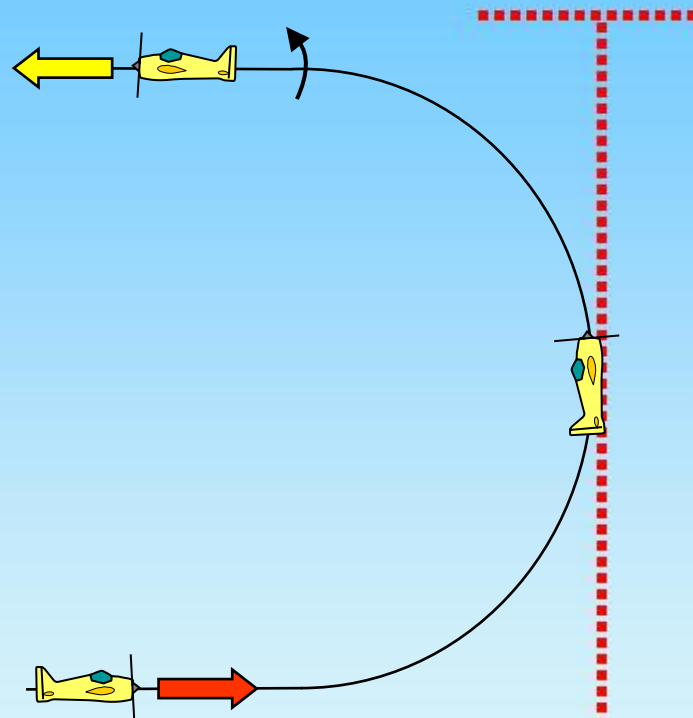
Circular flight path must be constant.

Entry and exit must be at the same altitude.





SPORTSMAN.04 Immelman Turn with half roll

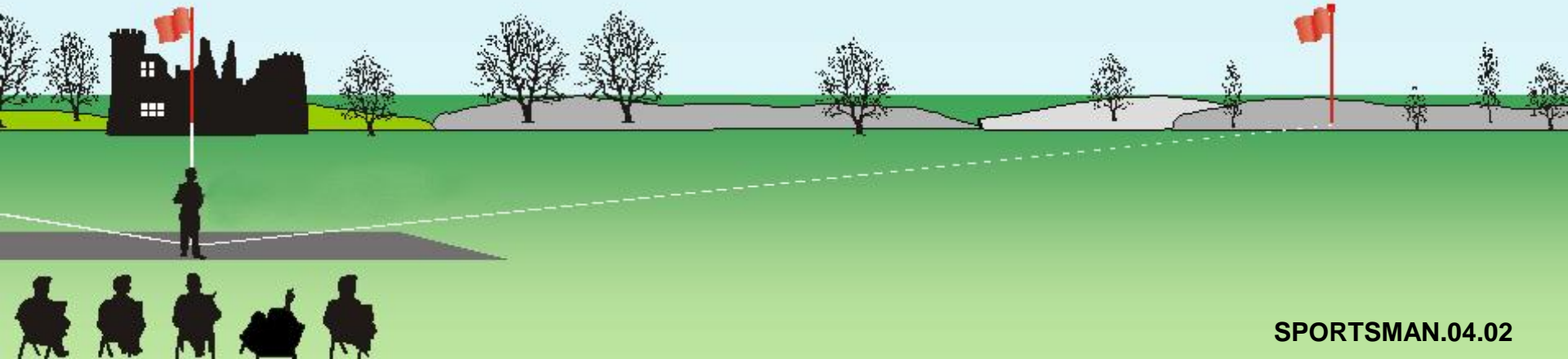
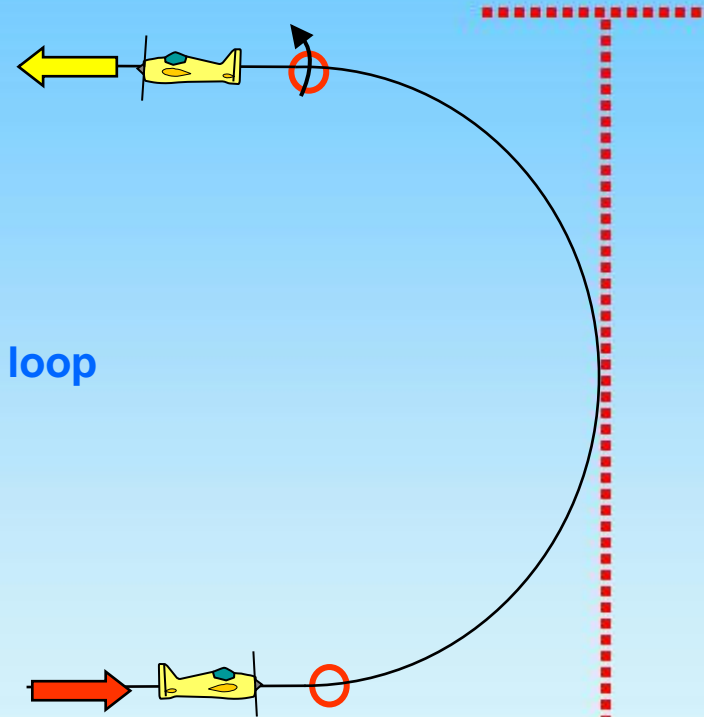


From upright, pull through a half loop, immediately perform a half roll, exit upright.



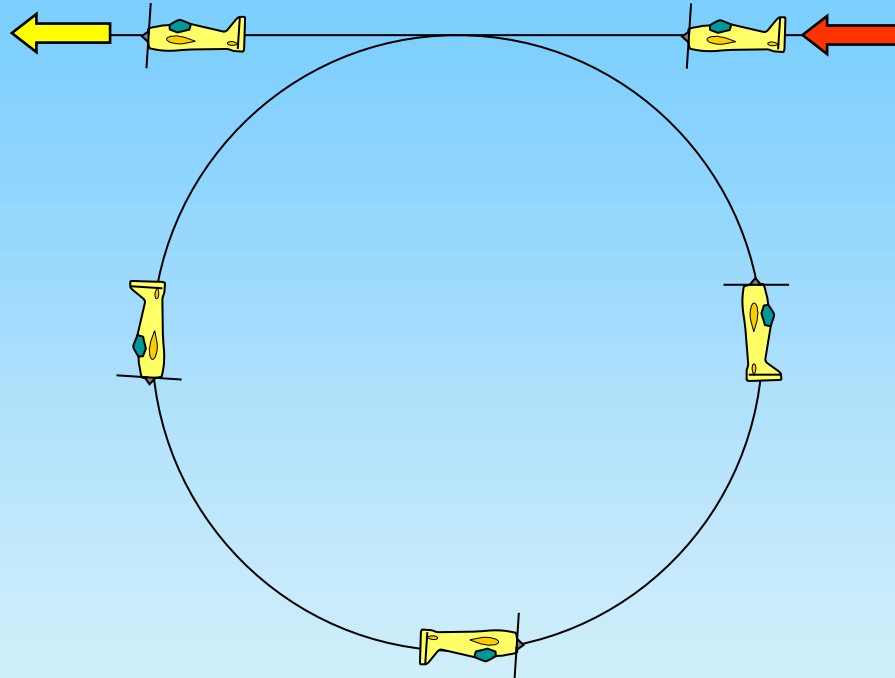
SPORTSMAN.04 Immelman Turn with half roll

There is no line between the $\frac{1}{2}$ loop and $\frac{1}{2}$ roll.





SPORTSMAN.05 Outside loop

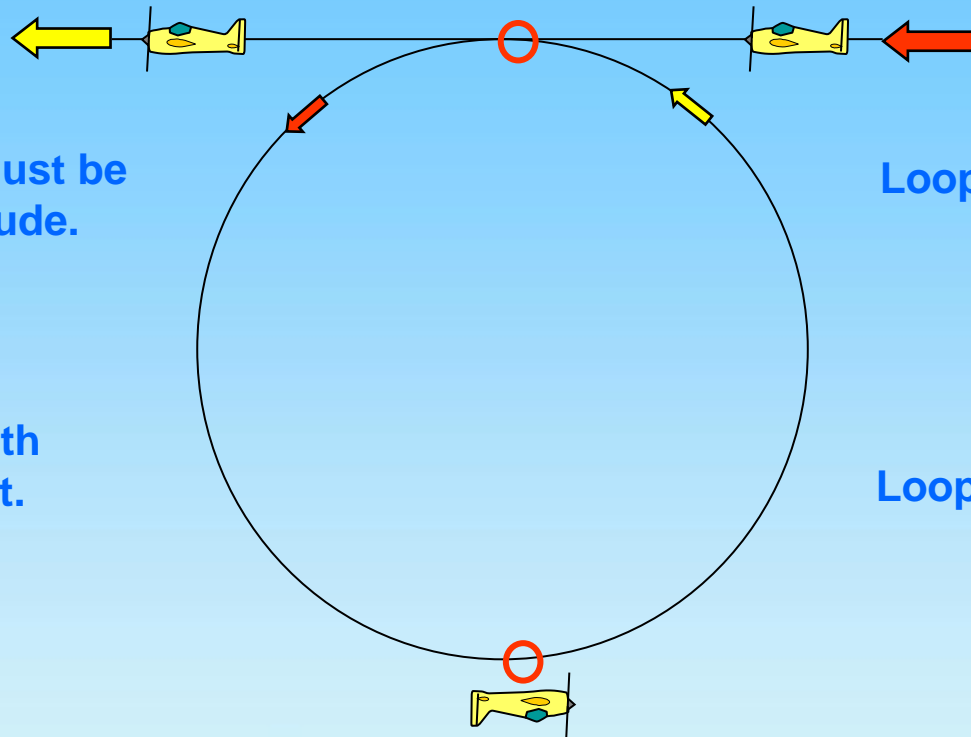


From upright, push through a loop, exit upright.





SPORTSMAN.05 Outside Loop



Entry and exit must be at the same altitude.

Loop must be round.

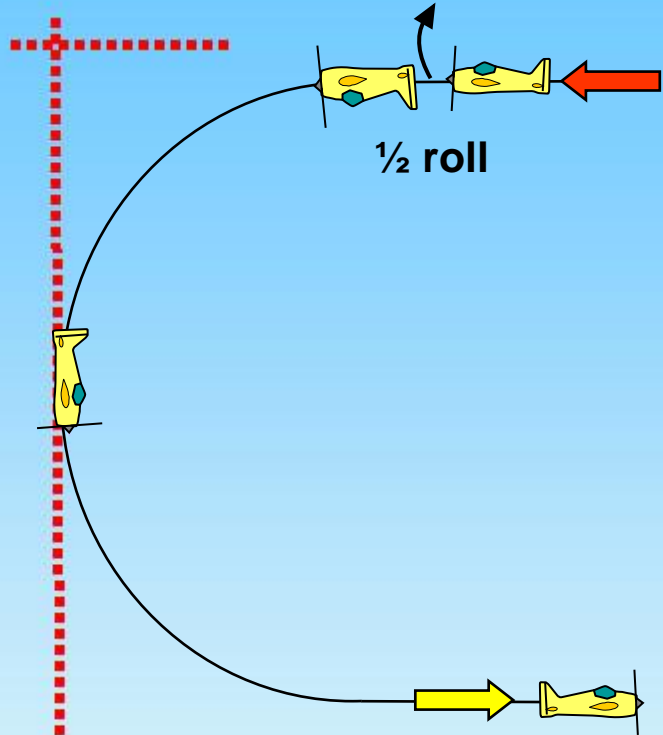
Circular flight path must be constant.

Loop must be centred.





SPORTSMAN.06 Split S with half roll

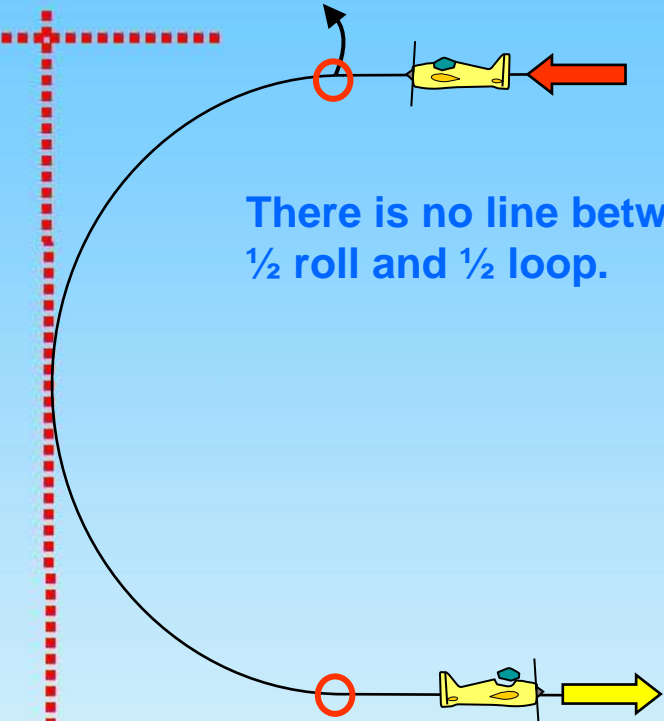


From upright, perform a $\frac{1}{2}$ roll, immediately pull through a half loop, exit upright.

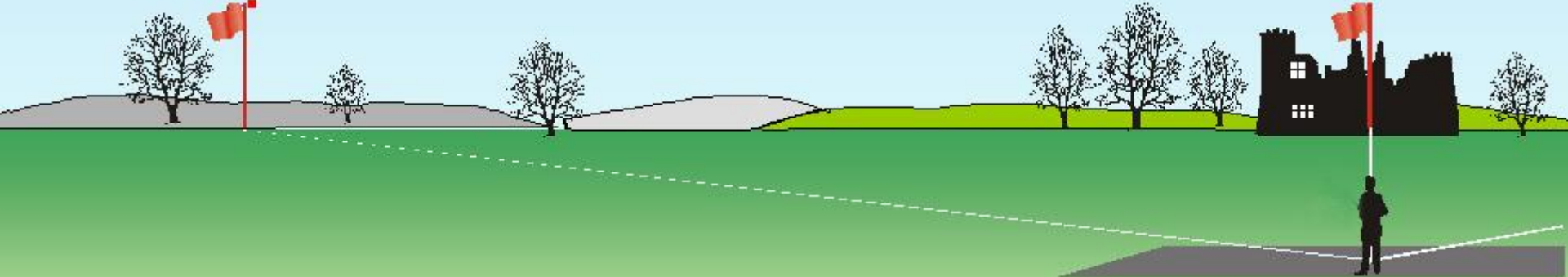




SPORTSMAN.06 Split S with half roll

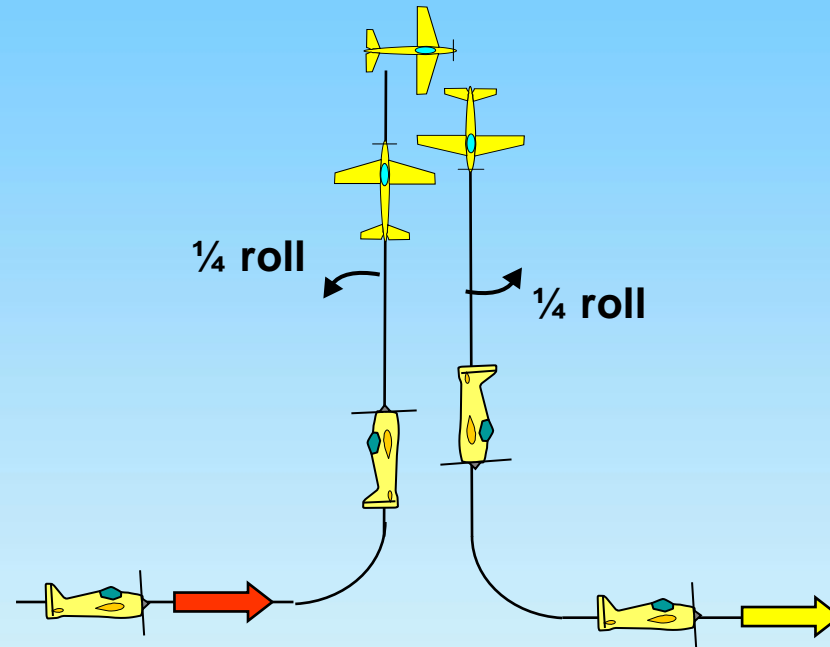


There is no line between the $\frac{1}{2}$ roll and $\frac{1}{2}$ loop.





SPORTSMAN.07 Stall Turn



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.



SPORTSMAN.07 Stall Turn

Stop before pivot.

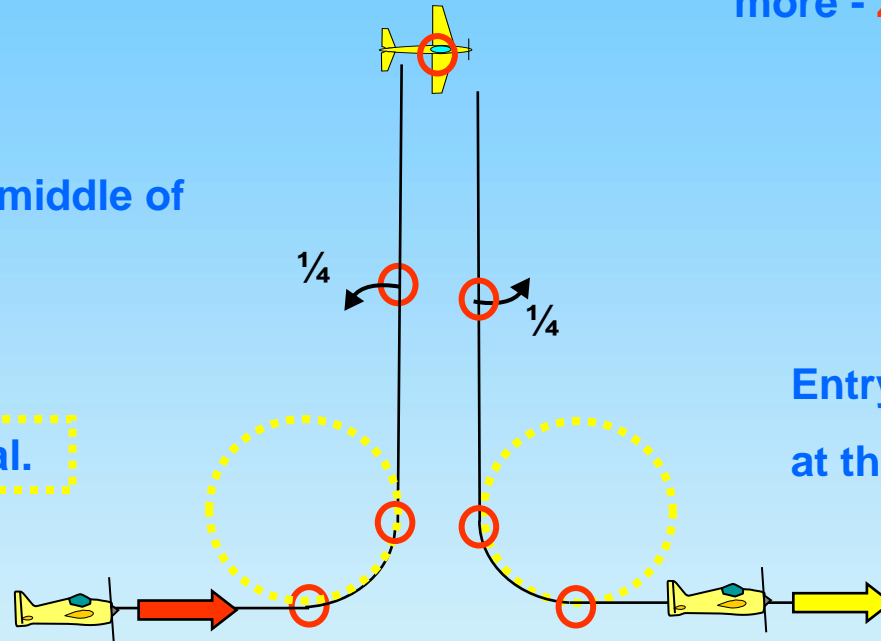
Pivot on CG.

Two wing spans or more - **zero points!**

$\frac{1}{4}$ rolls on middle of the lines.

All radii are equal.

Entry and exit must be at the same altitude.





SPORTSMAN.08 Inverted Flight



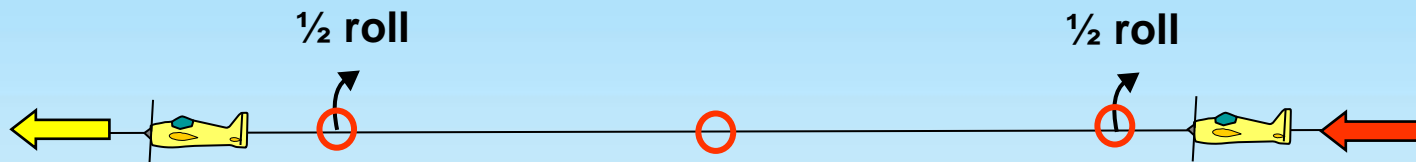
From upright, perform a half roll, perform inverted flight, perform a half roll, exit upright.



SPORTSMAN.08 Inverted Flight

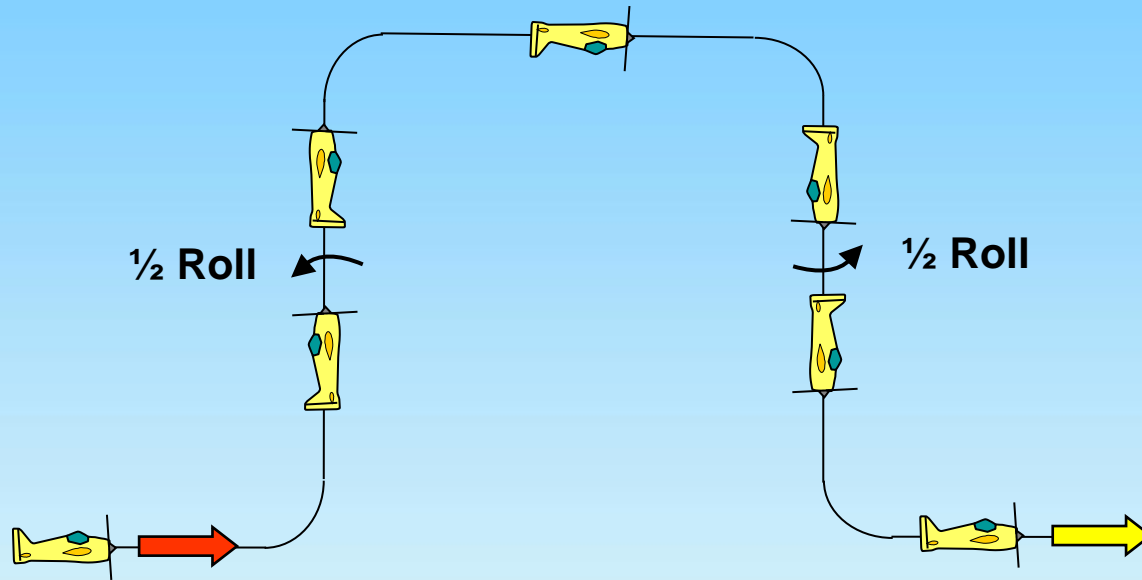
Flight must be straight and level.

Inverted flight must be centred.





SPORTSMAN.09 Top Hat with half rolls



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

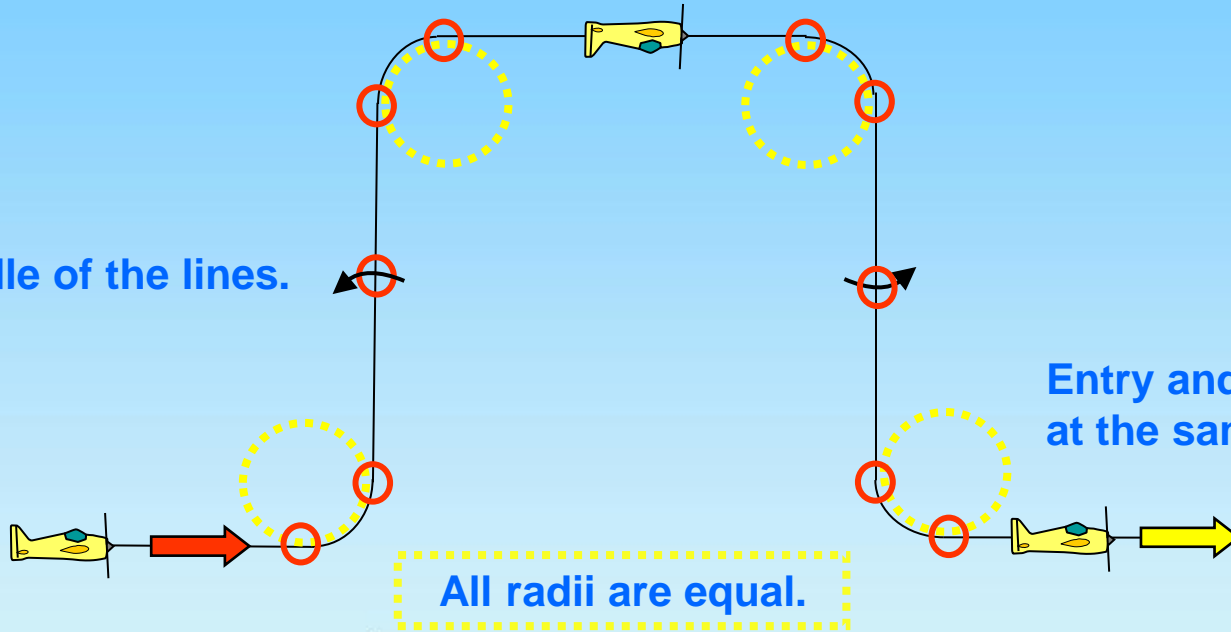


SPORTSMAN.09 Top Hat with half rolls

Top line must be equal length to the sides – (Square).

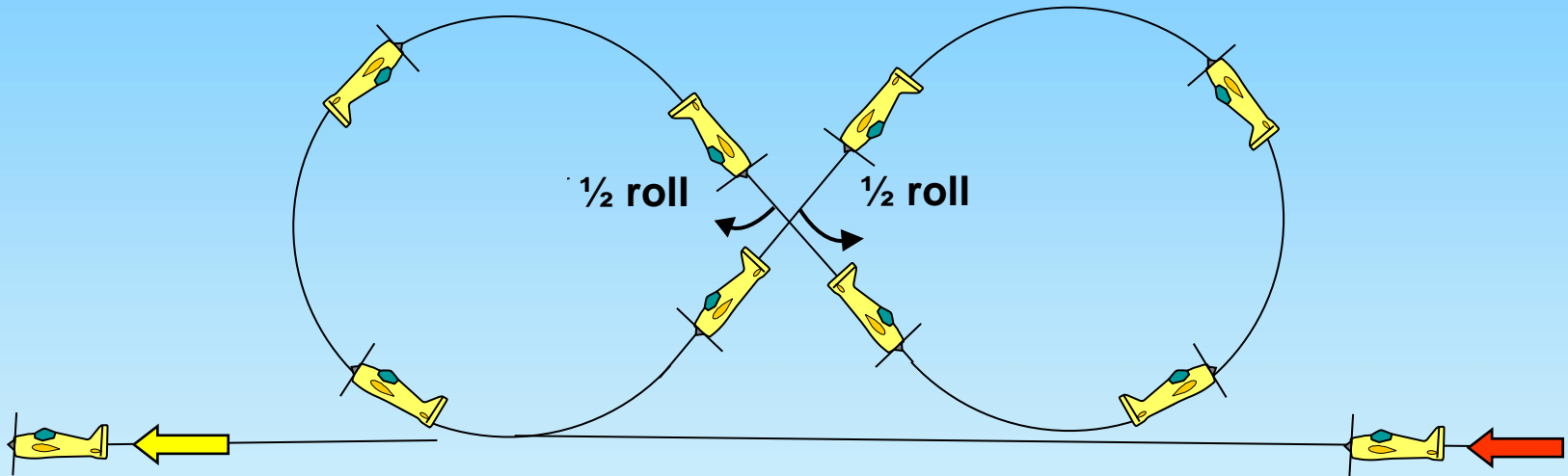
½ rolls on middle of the lines.

Entry and exit must be at the same altitude.





SPORTSMAN.10 Cuban 8 with half rolls



From upright, fly past centre, pull through a $5/8$ loop into a 45° downline, perform a half roll, pull through a $3/4$ loop into a 45° downline, perform a $1/2$ roll, pull through a $1/8$ loop, exit upright.

SPORTSMAN.10 Cuban 8 with half rolls

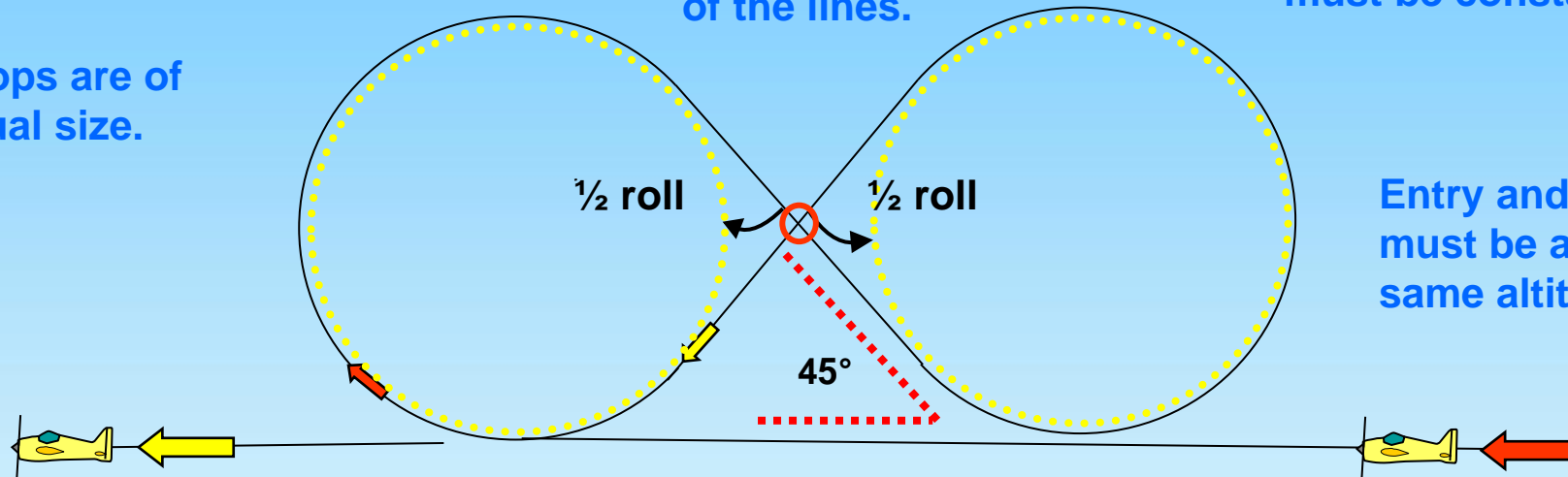


½ rolls must intersect.

½ rolls on middle
of the lines.

Circular flight path
must be constant.

Loops are of
equal size.

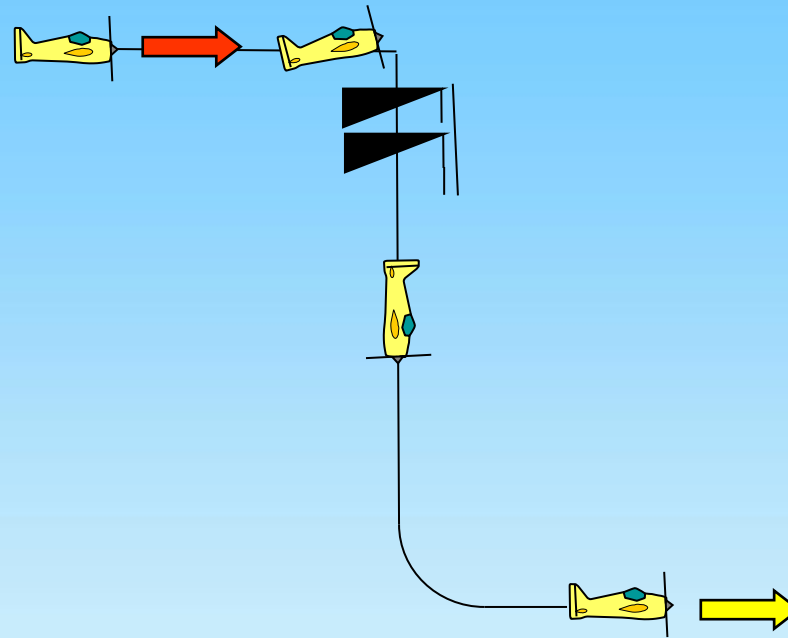


Entry and exit
must be at the
same altitude.





SPORTSMAN.11 Spins with two turns

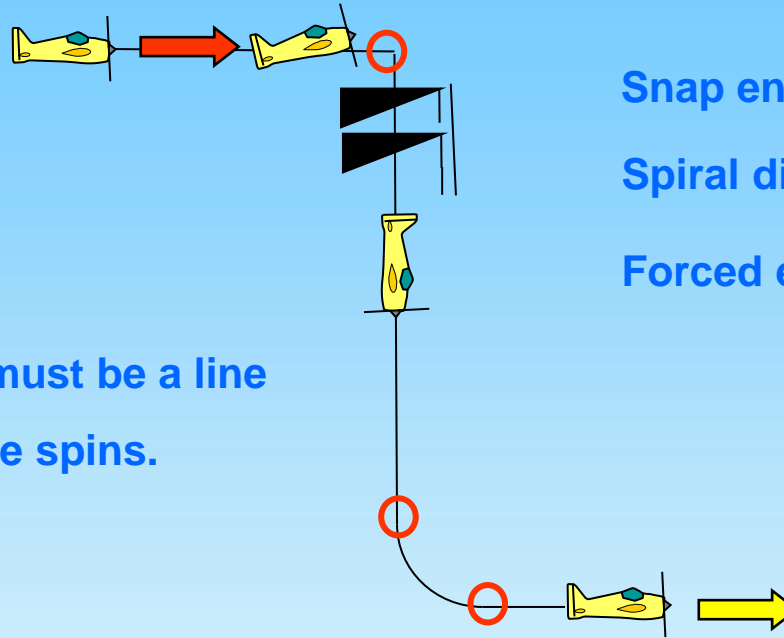


From upright, perform spins with two turns to a vertical downline, pull through a quarter loop, exit upright.





SPORTSMAN.11 Spins with two turns



Snap entry - 0 points!

Spiral dive - 0 points!

Forced entry: Downgrade.

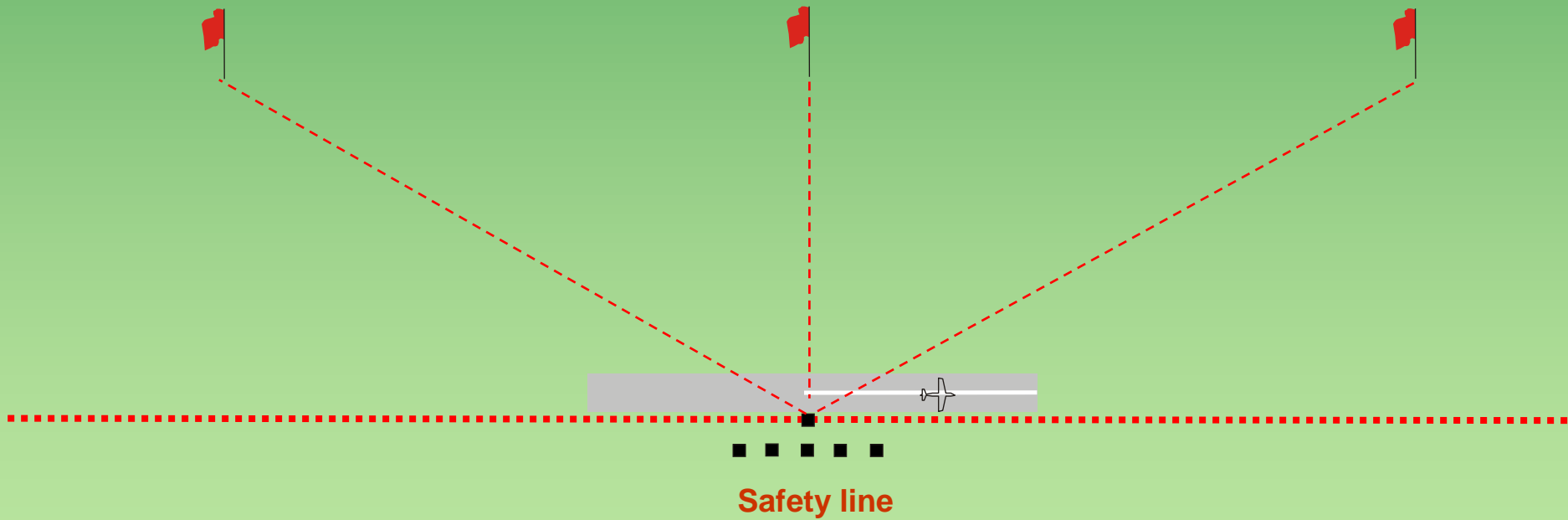
There must be a line
after the spins.





Landing procedure (not judged, not scored)

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

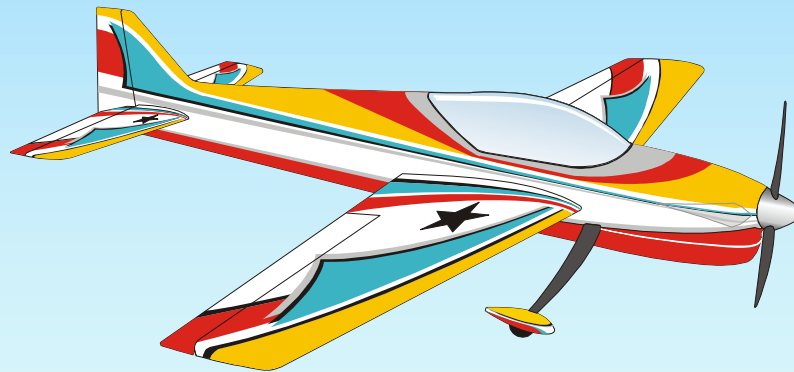


Forget **WHO** is flying
(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying
(2-stroke, 4-stroke, electric)

LOOK ONLY AT LINES DESCRIBED IN THE SKY!
(and the precision, smoothness, positioning, and size)

Bob Skinner



Thank you!

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