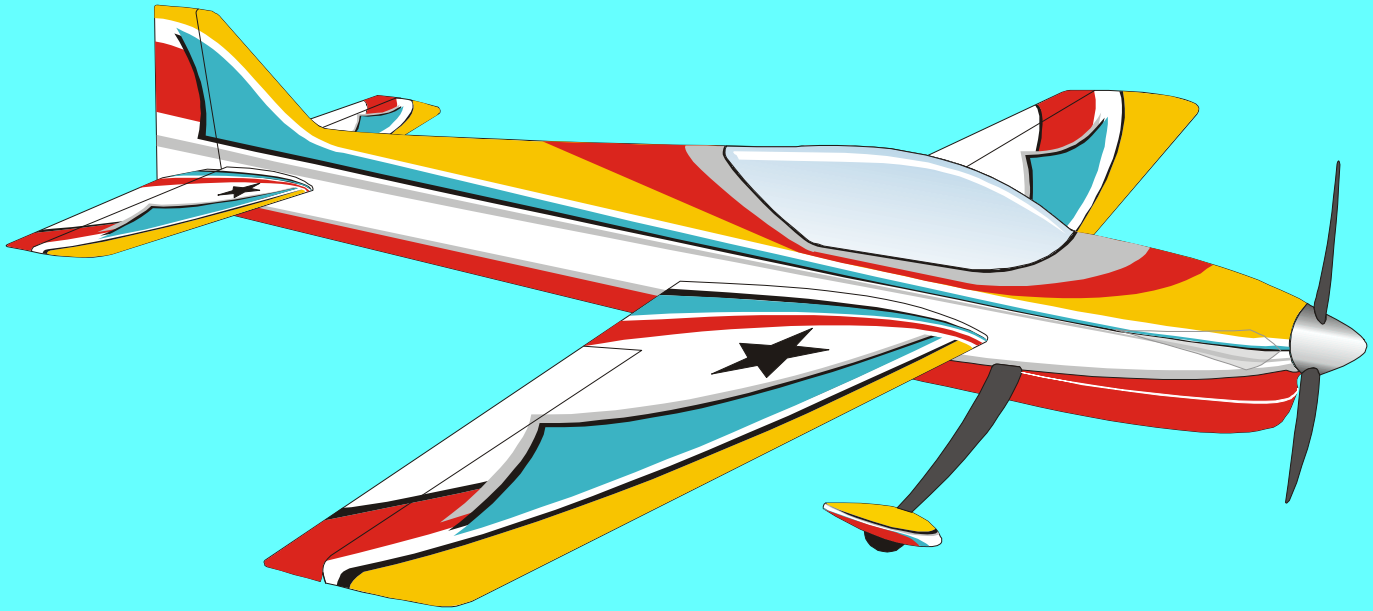
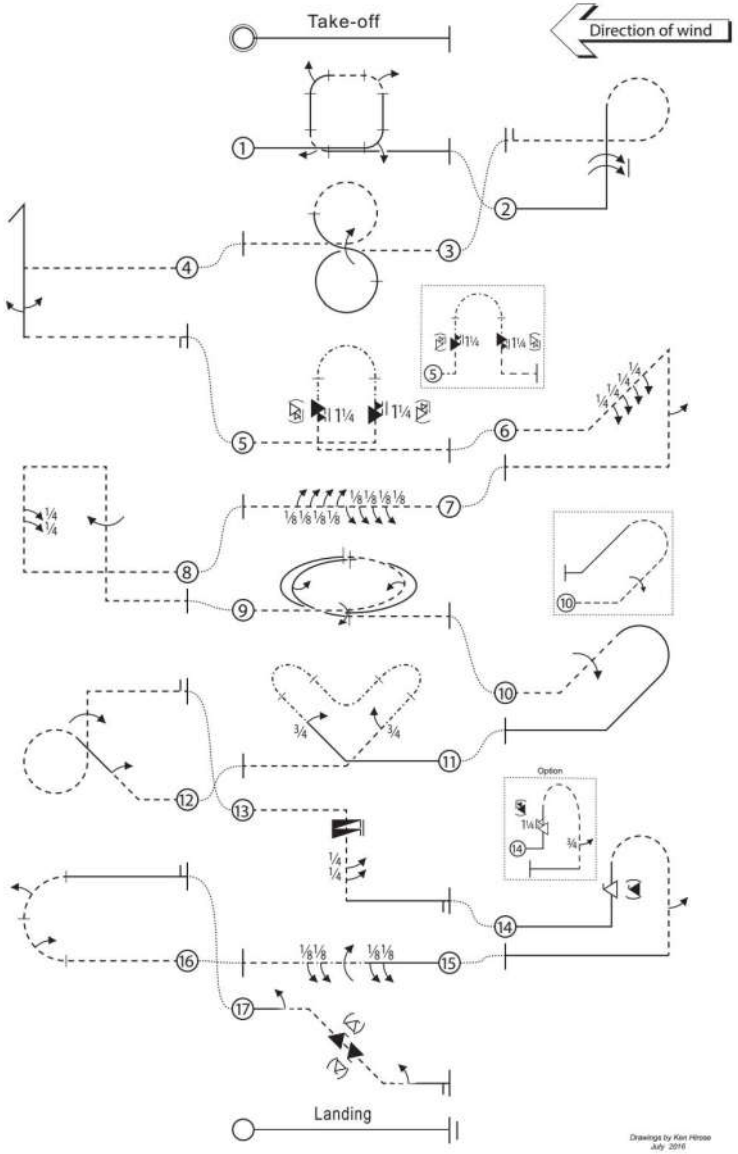
Flying and Judging F3A



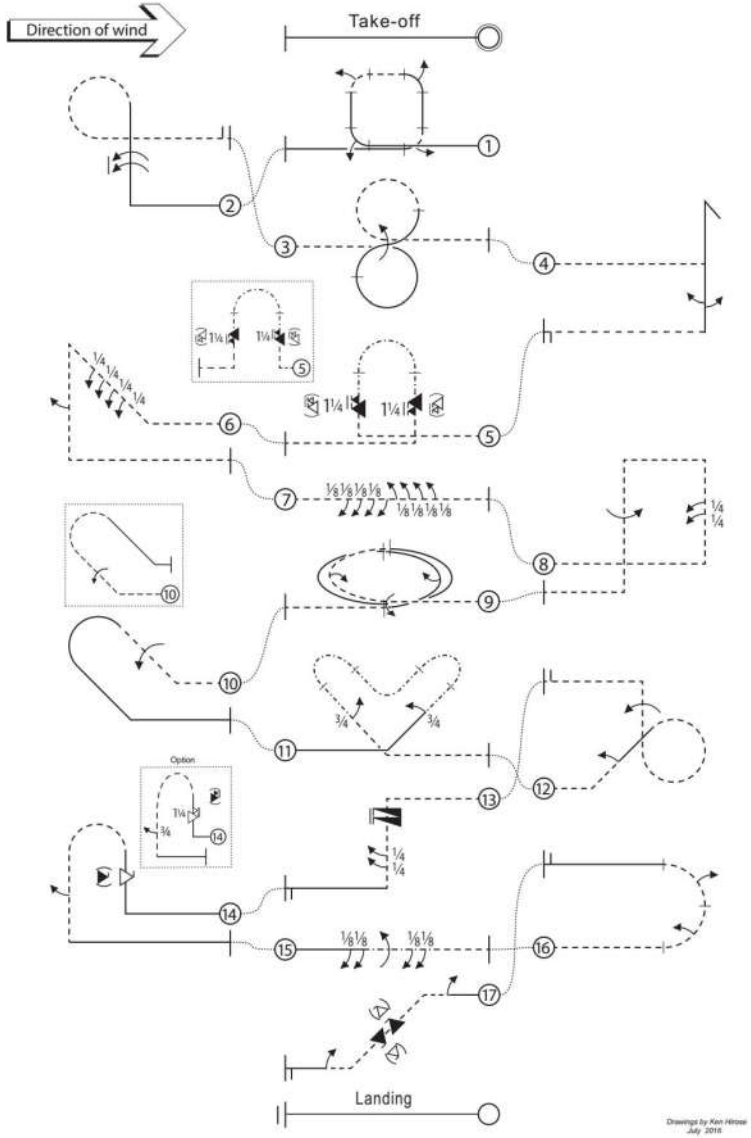
SCHEMATIC MANOEUVRE ILLUSTRATIONS

SCHEDULE F-19

FINAL SCHEDULE F-19 (2018-2019)



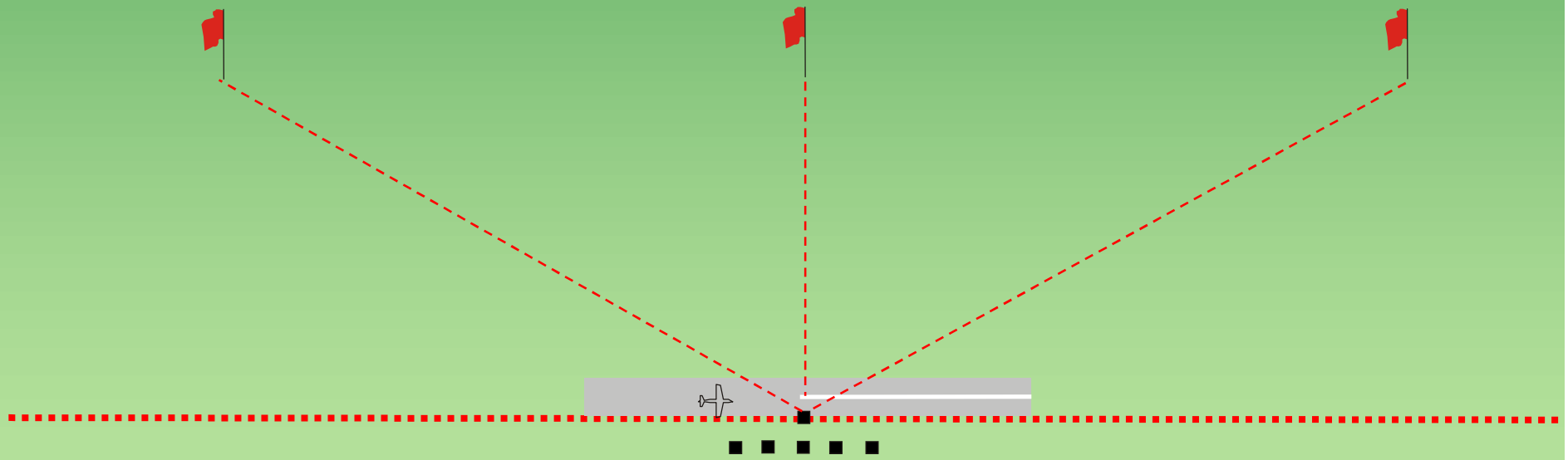
FINAL SCHEDULE F-19 (2018-2019)



Take-off procedure

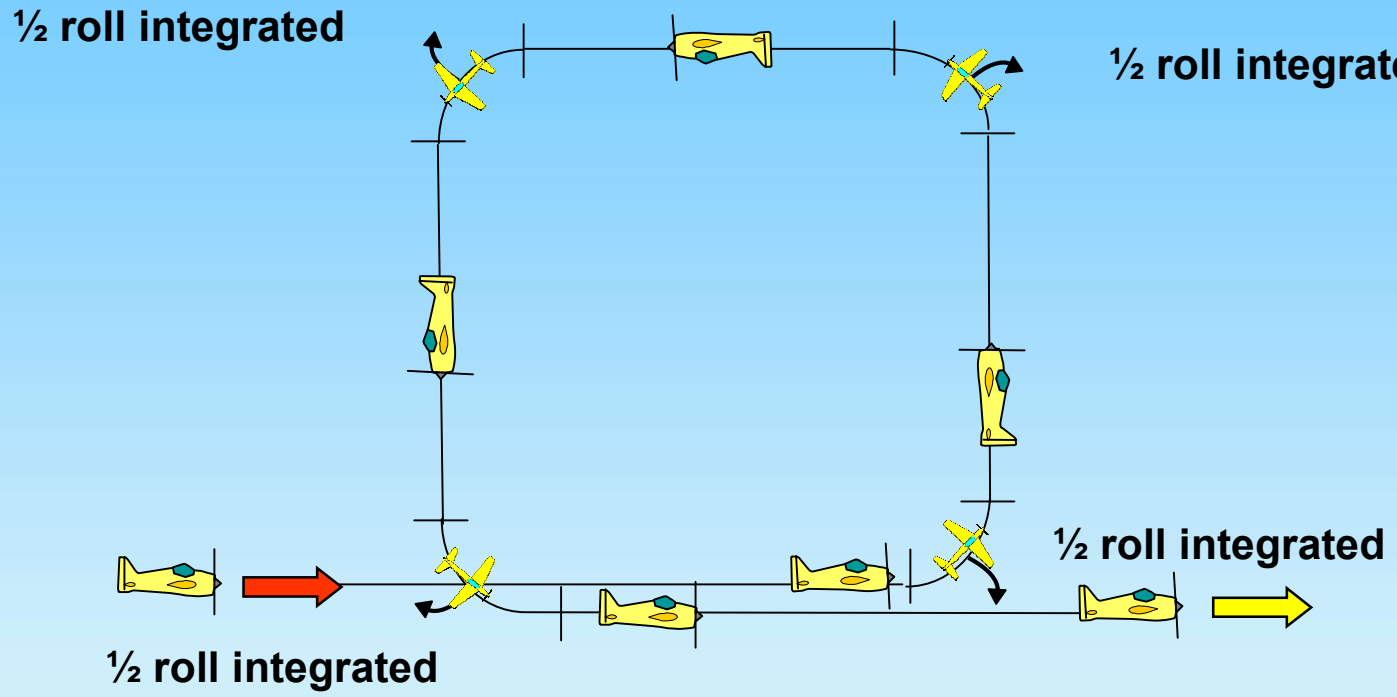
(not judged, not scored)

wind



safety line

F-19.01 Square Loop with ½ roll integrated, ½ roll integrated, ½ roll integrated, ½ roll integrated



From upright, perform a square loop while performing a ½ roll integrated in each corner, exit upright.

F-19.01 Square Loop with ½ roll integrated, ½ roll integrated, ½ roll integrated, ½ roll integrated

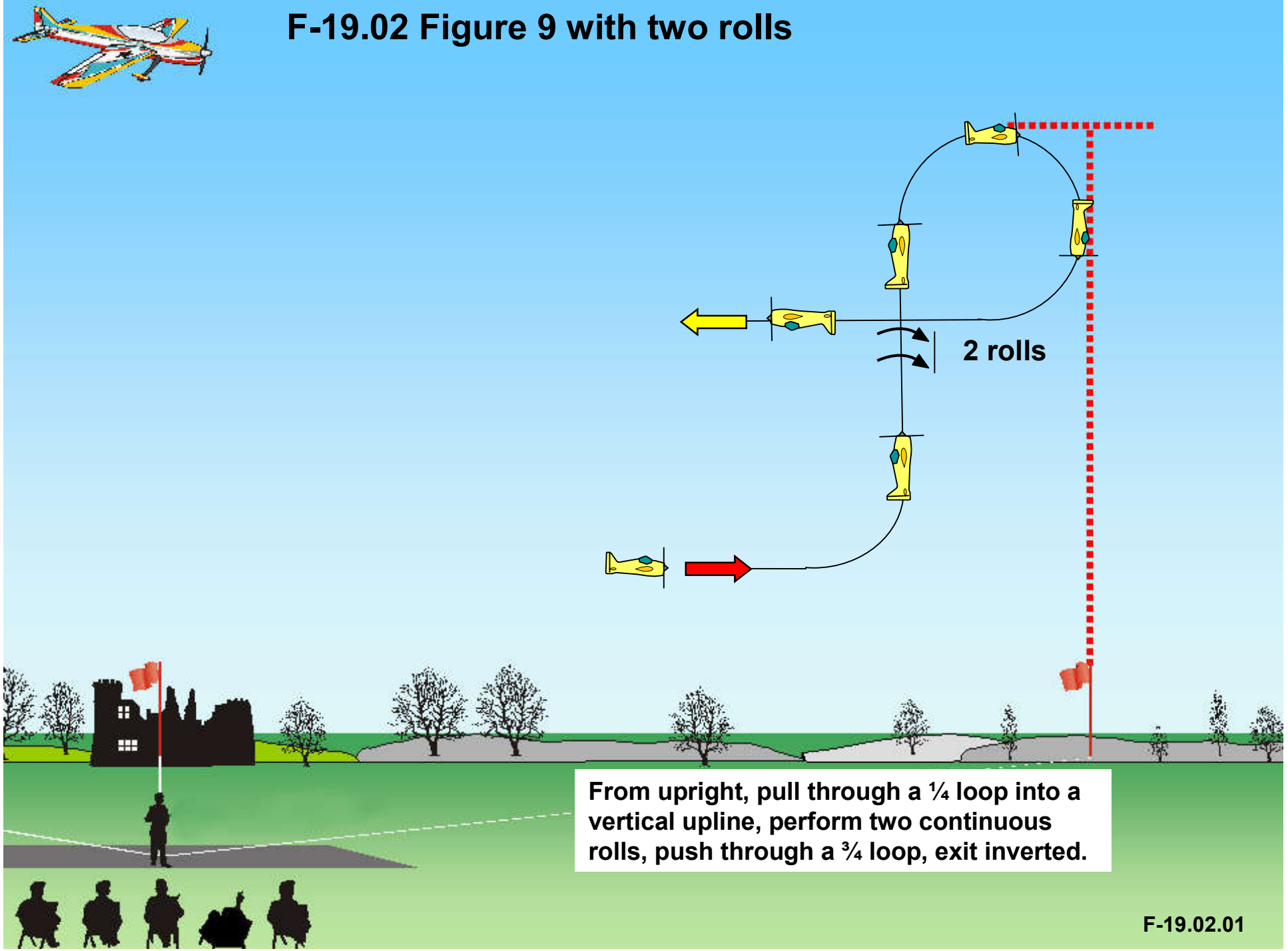
½ rolls must be integrated into the flightpath of the ¼ loops.

All radii are equal.

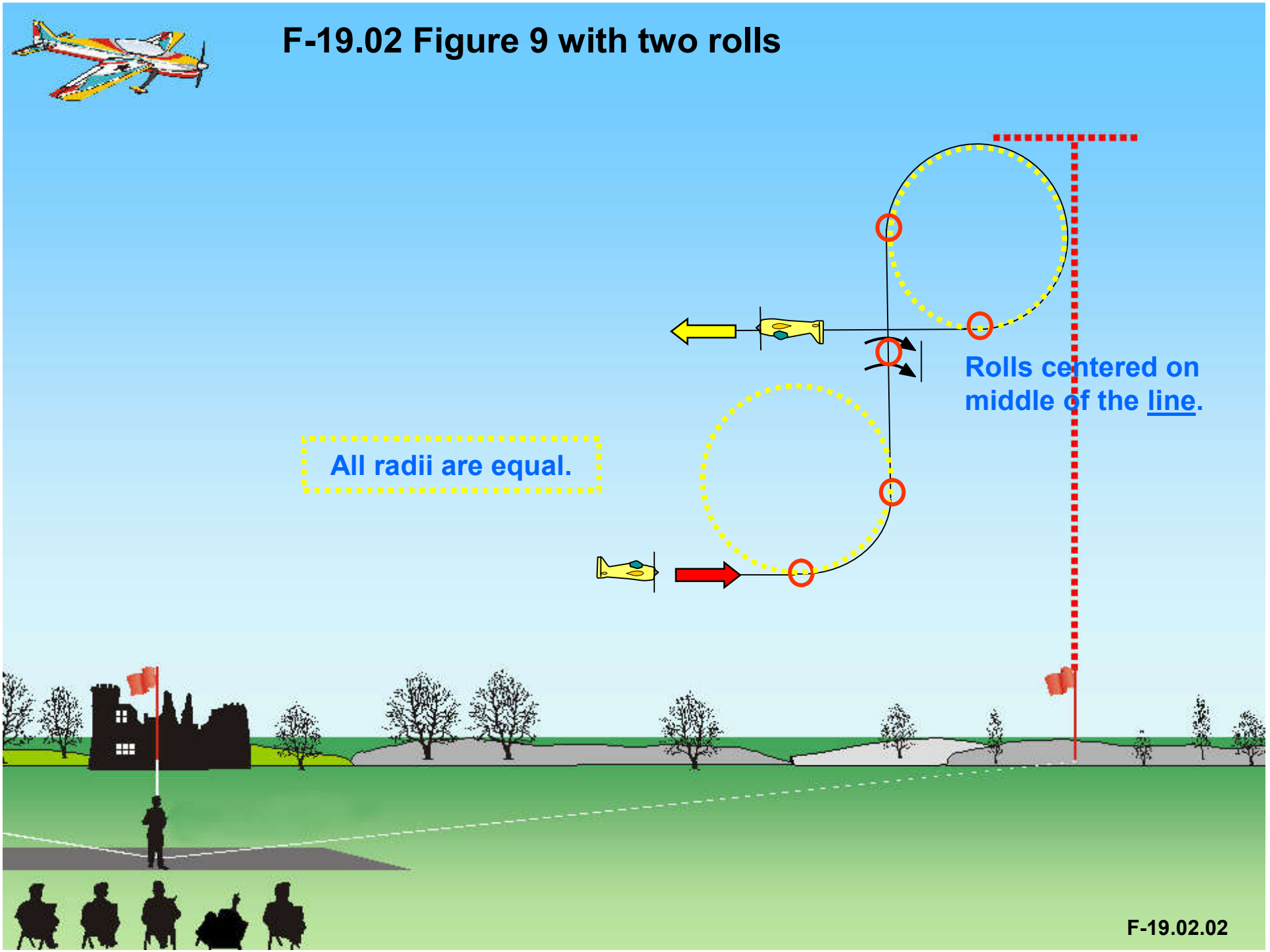
Entry and exit must be at the same altitude.

F-19.01.02

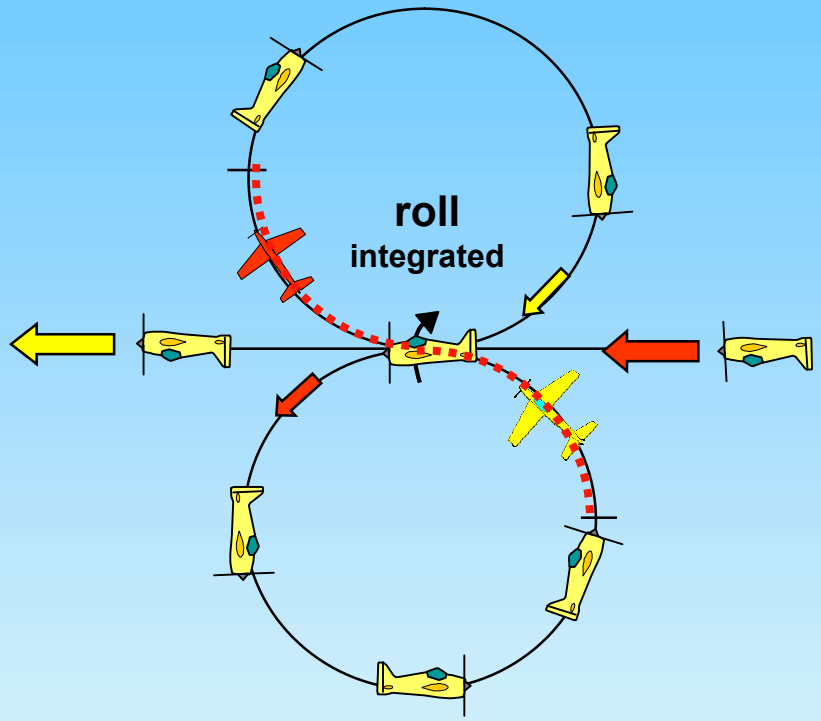
F-19.02 Figure 9 with two rolls

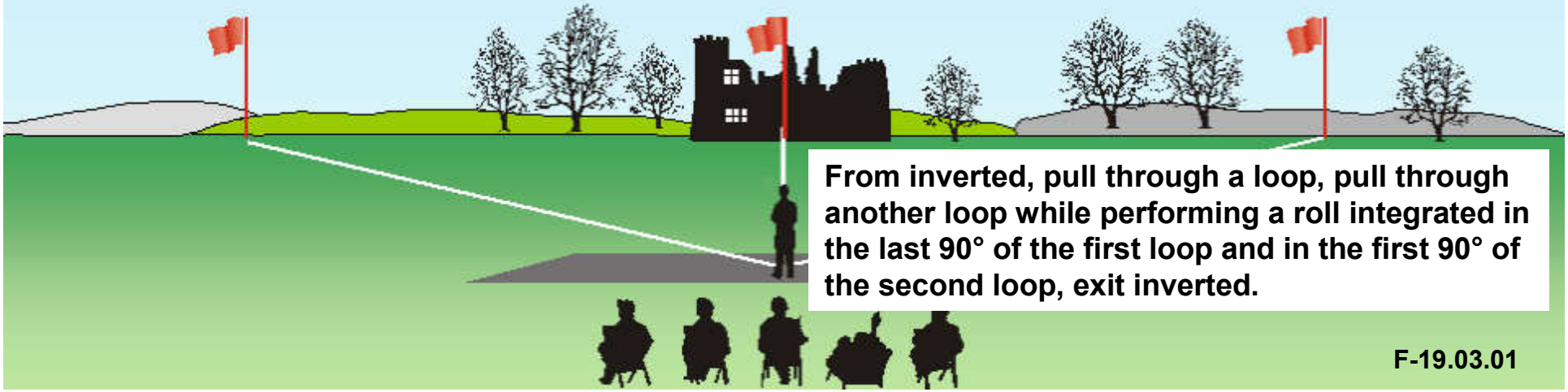


From upright, pull through a ¼ loop into a vertical upline, perform two continuous rolls, push through a ¾ loop, exit inverted.


F-19.02 Figure 9 with two rolls
Rolls centered on middle of the line.
All radii are equal.
F-19.02.02

F-19.03 Vertical 8 with roll integrated



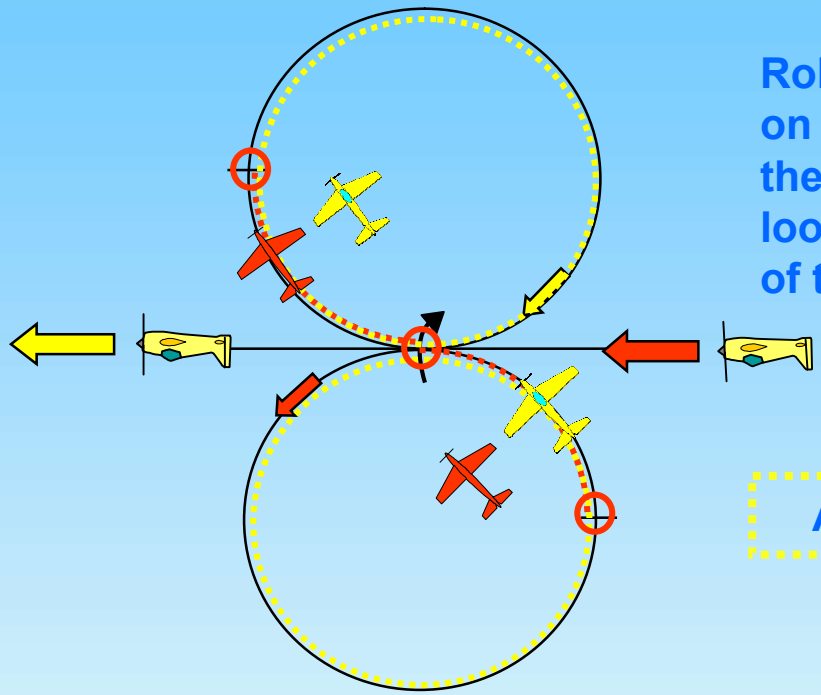


From inverted, pull through a loop, pull through another loop while performing a roll integrated in the last 90° of the first loop and in the first 90° of the second loop, exit inverted.

F-19.03.01

F-19.03 Vertical 8 with roll integrated

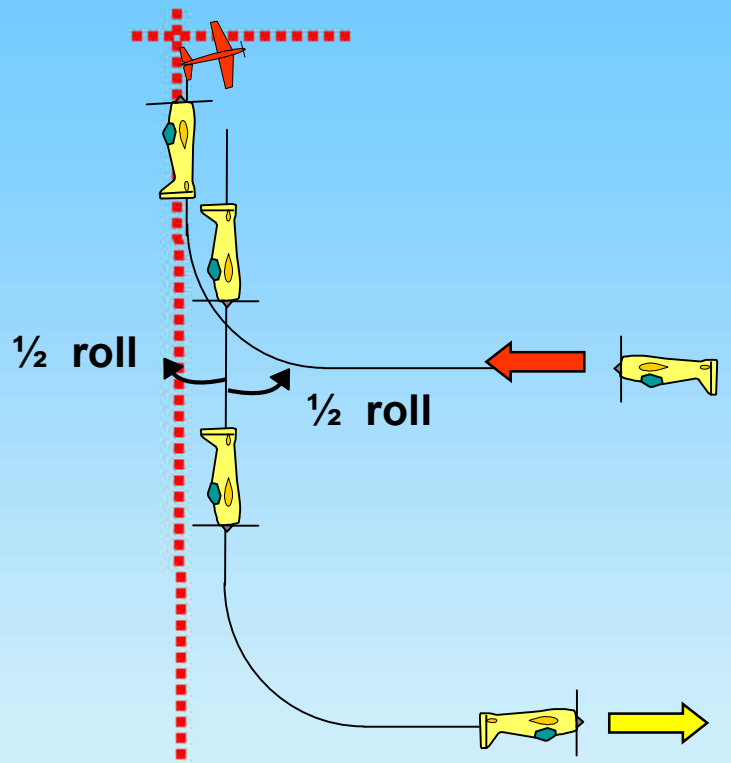
Loops must be round

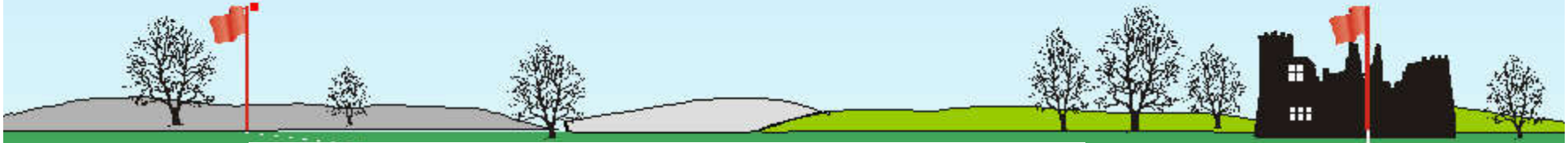


Roll must be integrated on circular flightpath in the last 90° of the first loop and in the first 90° of the second loop.

All radii are equal.

F-19.04 Stall Turn with consecutive ½ rolls in opposite directions





From inverted, push through a ¼ loop into a vertical upline, perform a stall turn in a vertical downline, perform consecutively two ½ rolls in opposite directions, push through a ¼ loop, exit inverted.

F-19.04.01

F-19.04 Stall Turn with consecutive ½ rolls in opposite directions

Stop before pivot

Pivot on CG

Two wing spans or more – zero points!

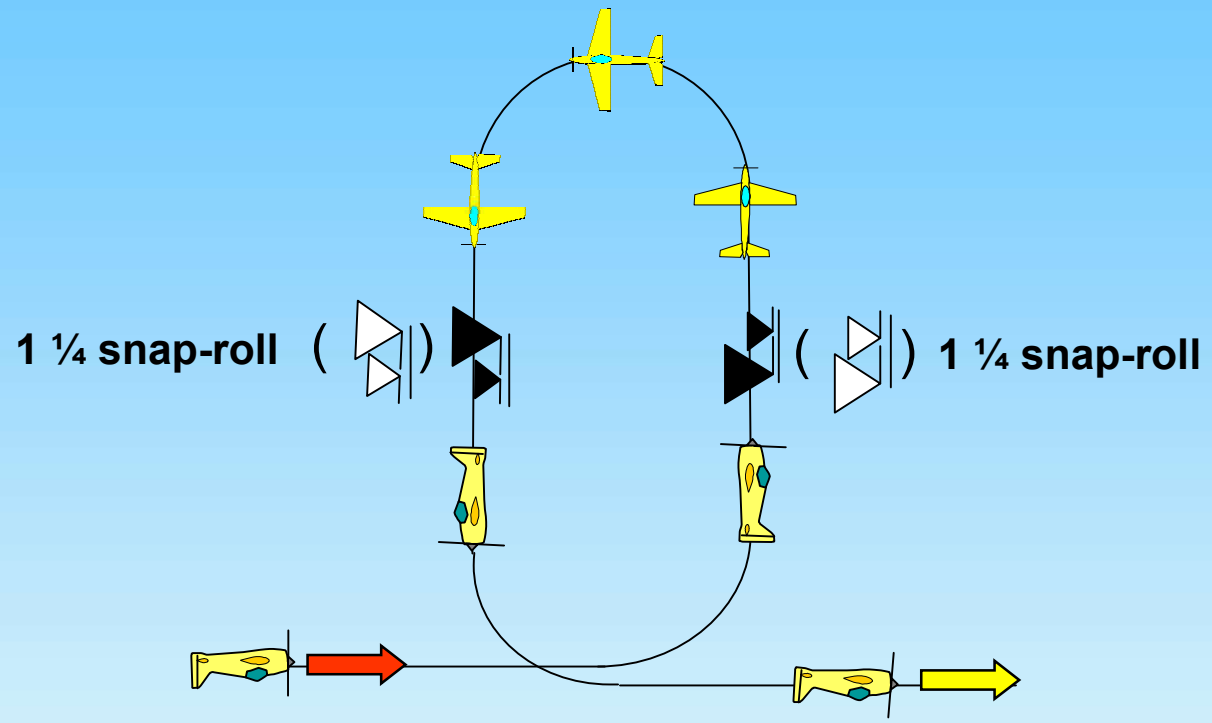
½ rolls centered on middle of the line.

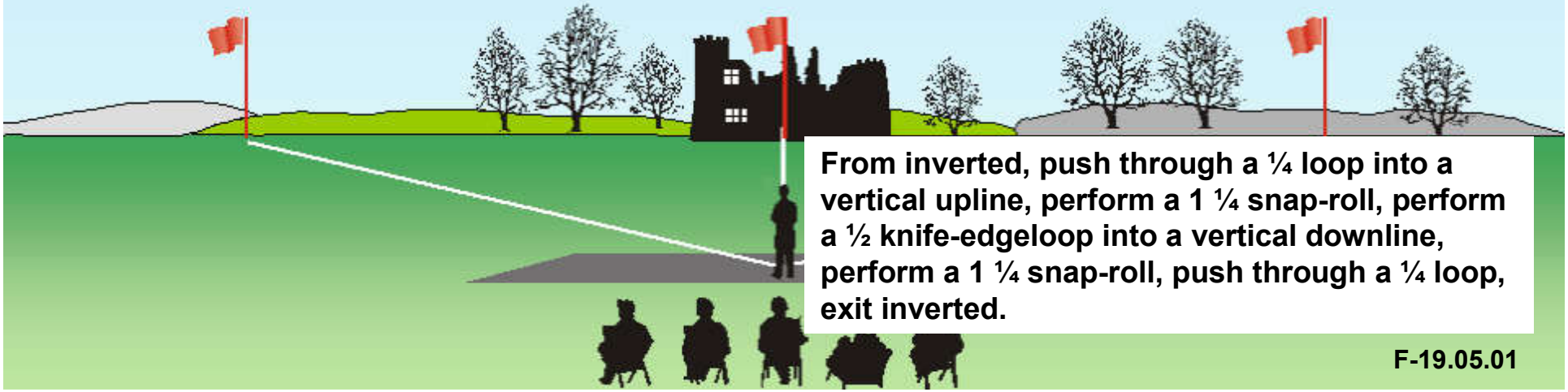
Between part rolls in opposite direction there must be no line.

All radii are equal.

F-19.04.02

F-19.05 Push-Knife-Edge-Push Humpty-Bump with 1 ¼ snap-roll, 1 ¼ snap-roll

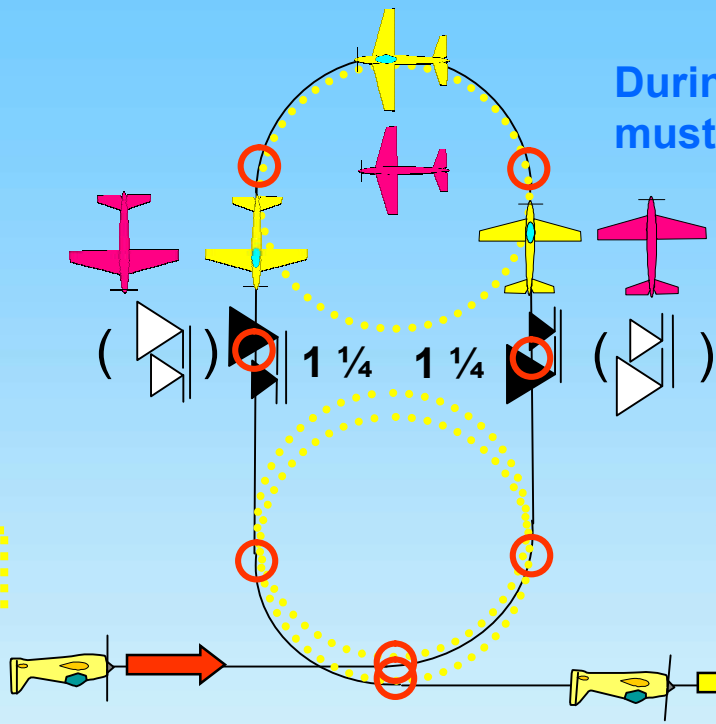




From inverted, push through a ¼ loop into a vertical upline, perform a 1 ¼ snap-roll, perform a ½ knife-edgeloop into a vertical downline, perform a 1 ¼ snap-roll, push through a ¼ loop, exit inverted.

F-19.05.01

F-19.05 Push-Knife-Edge-Push Humpty-Bump with 1 ¼ snap-roll, 1 ¼ snap-roll



During Knife Edge the wing must be in the vertical plane.

1 ¼ snap-rolls on middle of the lines.

Snap rolls may be positive or negative.

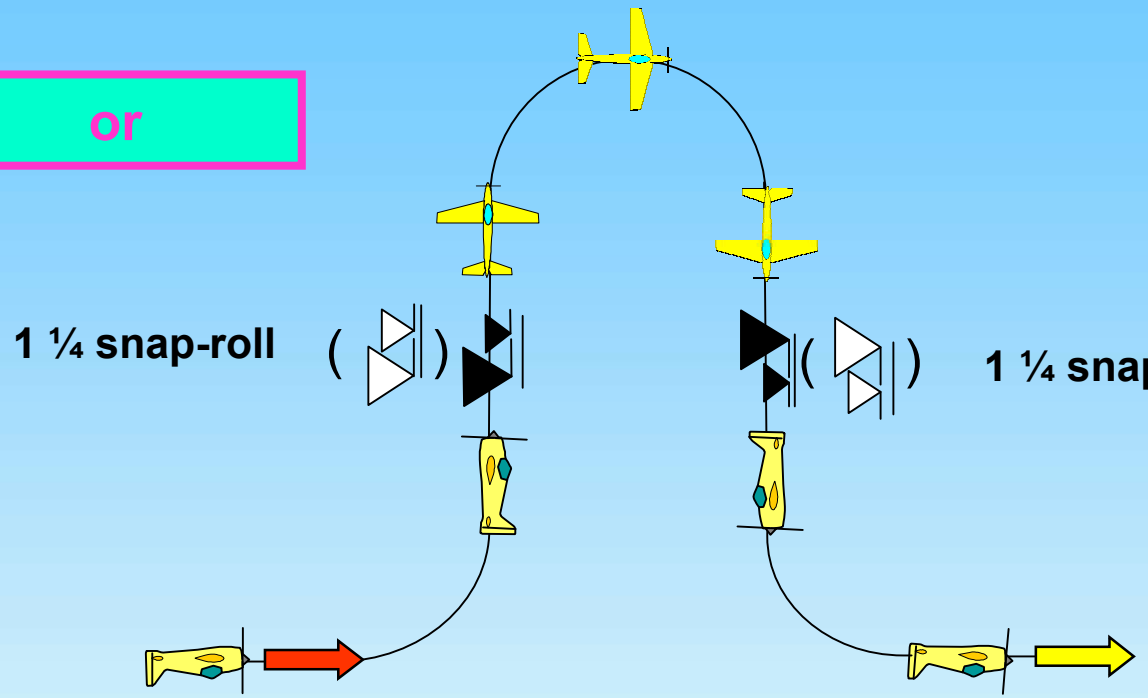
If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.

All radii are equal.

Entry and exit must be at the same altitude.

F-19.05 Push-Knife-Edge-Push Humpty-Bump with 1 ¼ snap-roll, 1 ¼ snap-roll

or



F-19.05.03

F-19.05 Push-Knife-Edge-Push Humpty-Bump with 1 ¼ snap-roll, 1 ¼ snap-roll

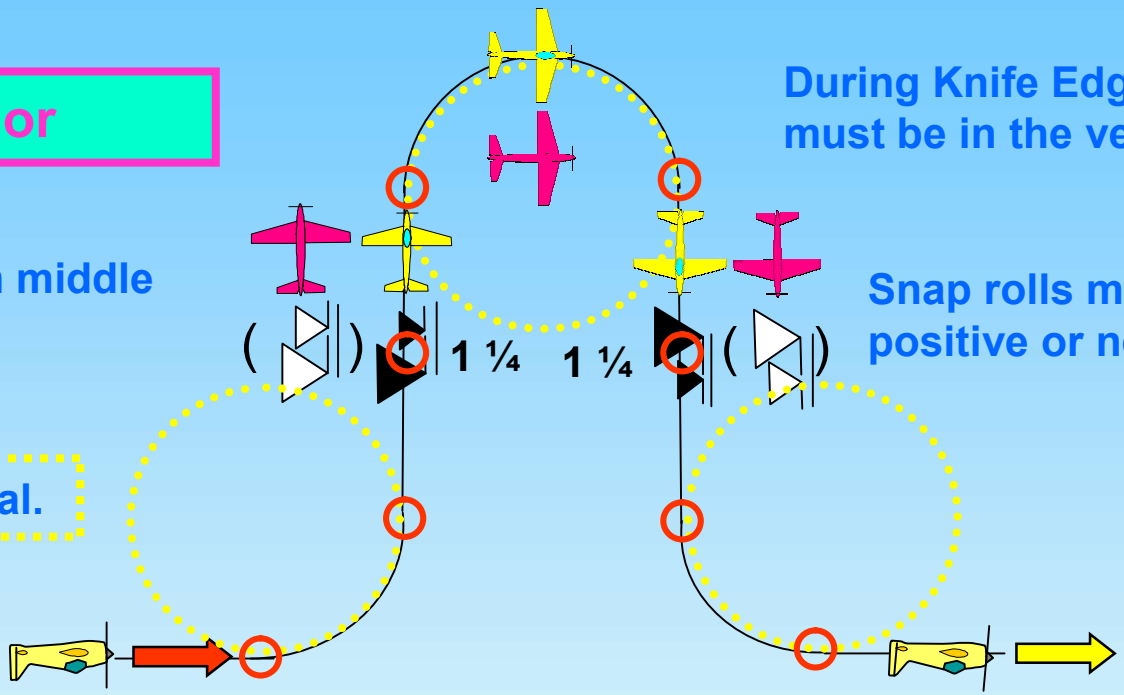
or

During Knife Edge the wing must be in the vertical plane.

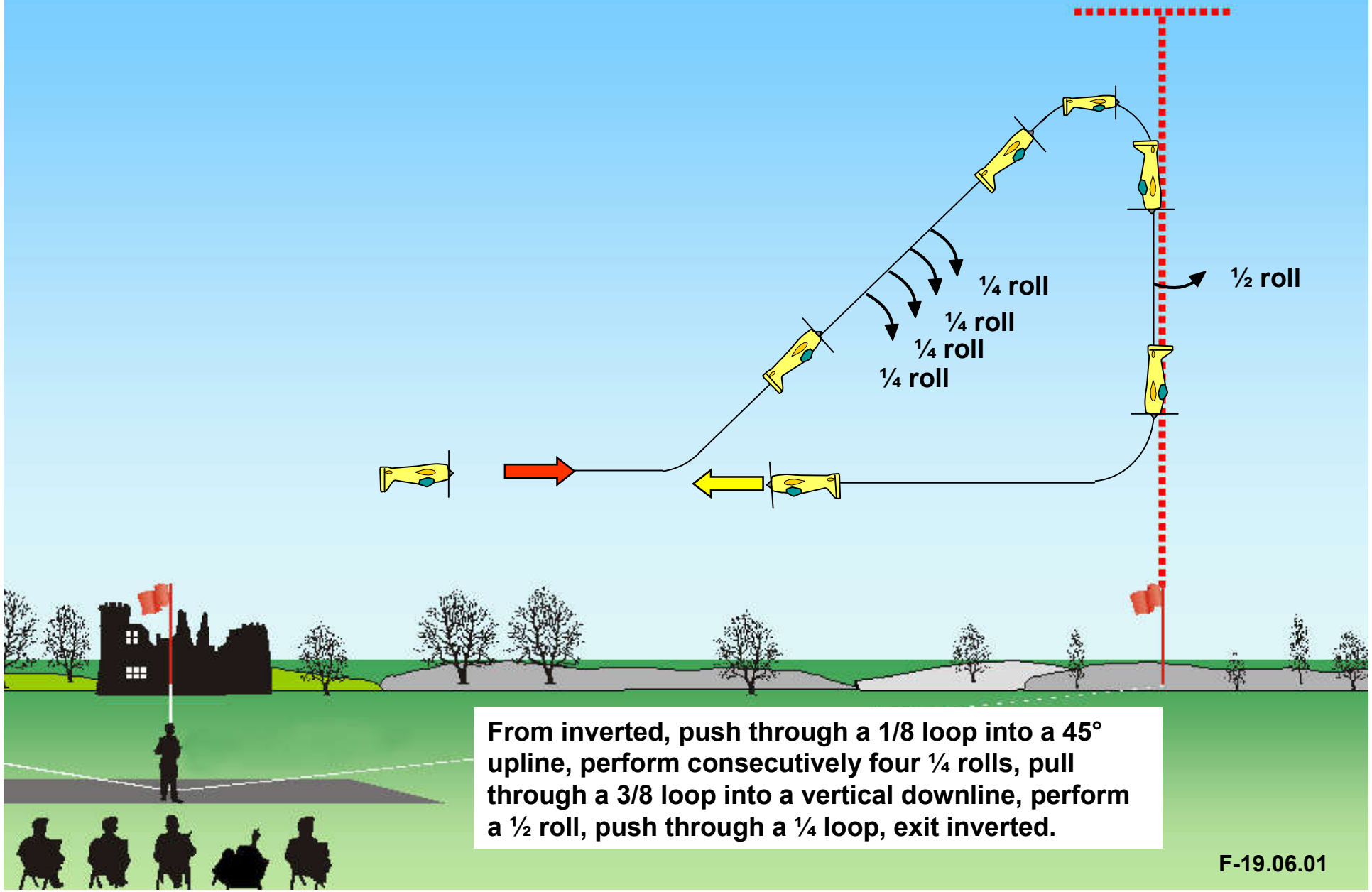
1 ¼ snap-rolls on middle of the lines.

Snap rolls may be positive or negative.

All radii are equal.



F-19.06 Shark Fin with four consecutive ¼ rolls, ½ roll



From inverted, push through a 1/8 loop into a 45° upline, perform consecutively four ¼ rolls, pull through a 3/8 loop into a vertical downline, perform a ½ roll, push through a ¼ loop, exit inverted.

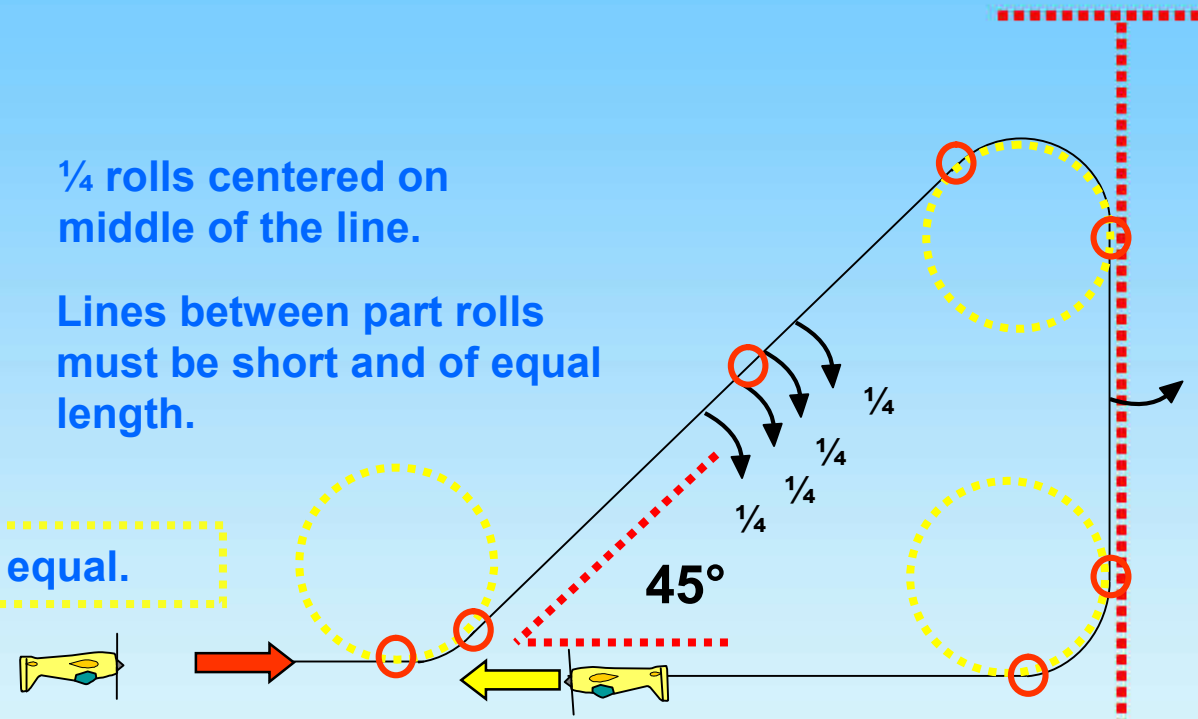
F-19.06.01

F-19.06 Shark Fin with four consecutive ¼ rolls, ½ roll

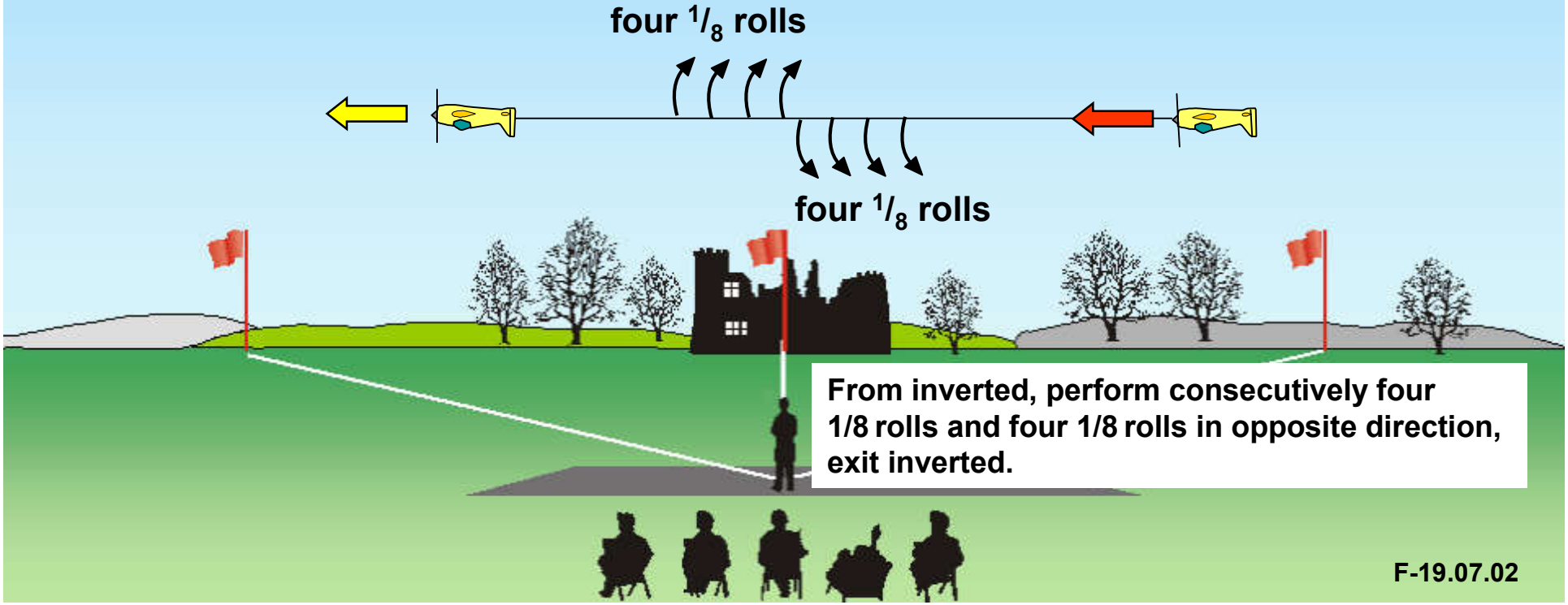
¼ rolls centered on middle of the line.

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

All radii are equal.



F-19.07 Roll Combination with four 1/8 rolls, four 1/8 rolls in opposite direction



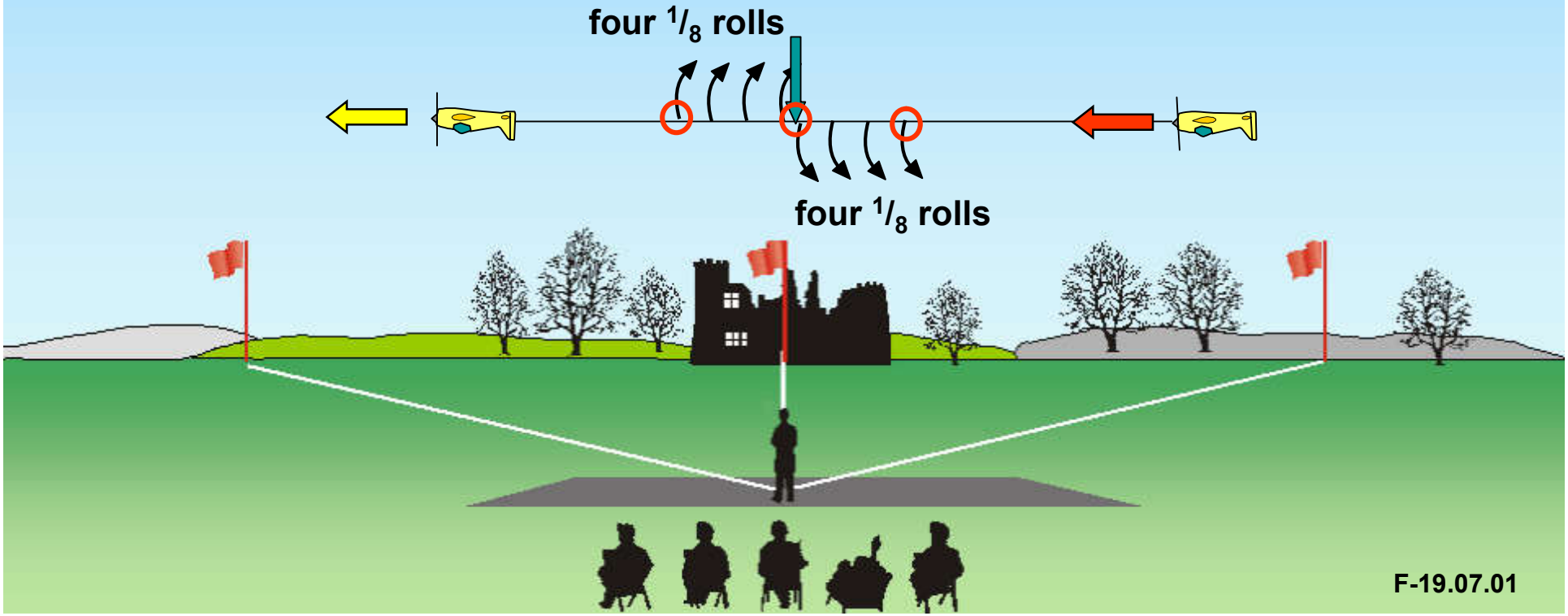
From inverted, perform consecutively four 1/8 rolls and four 1/8 rolls in opposite direction, exit inverted.

F-19.07.02

F-19.07 Roll Combination with four 1/8 rolls, four 1/8 rolls in opposite direction

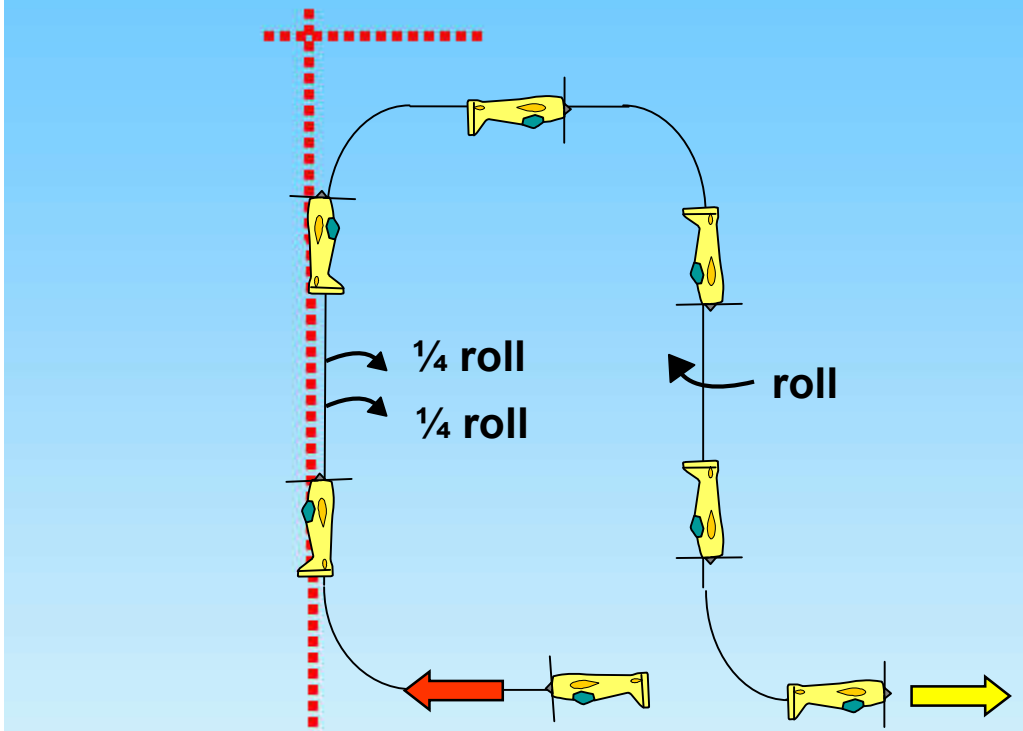
Lines between part rolls must be short and of equal length.

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



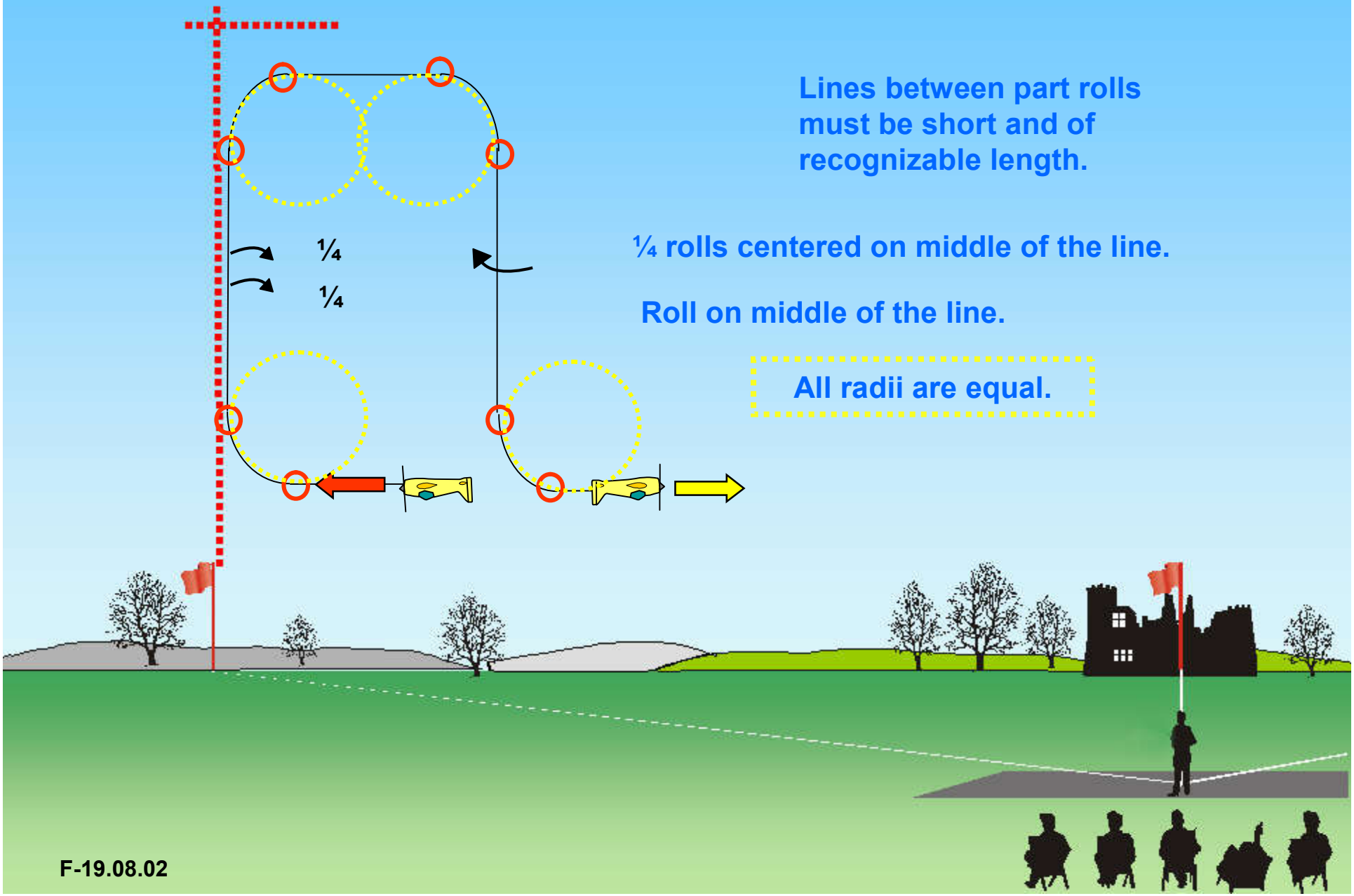
F-19.07.01

F-19.08 Top Hat with two consecutive ¼ rolls, roll



From inverted, push through a ¼ loop into a vertical upline, perform consecutively two ¼ rolls, pull through a ¼ loop into inverted flight, pull through a ¼ loop into a vertical downline, perform a roll, push through a ¼ loop, exit inverted.

F-19.08 Top Hat with two consecutive ¼ rolls, roll



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

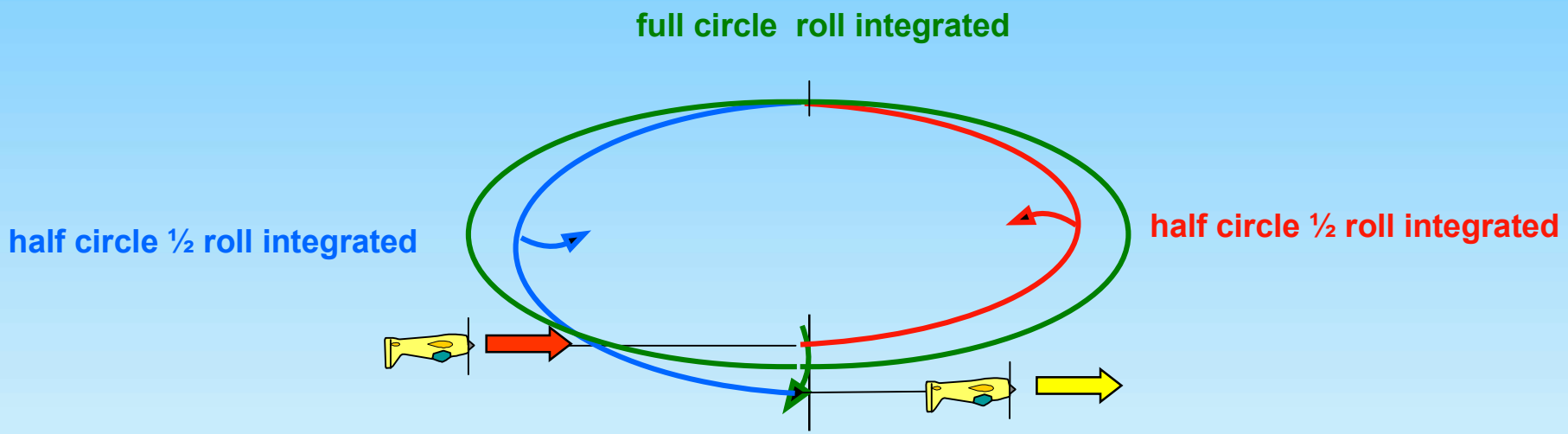
¼ rolls centered on middle of the line.

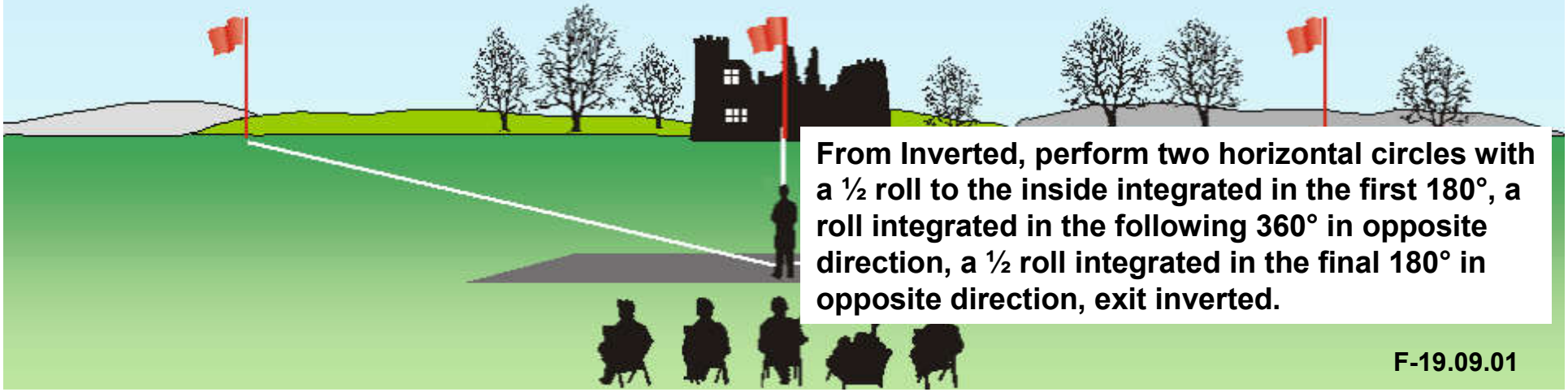
Roll on middle of the line.

All radii are equal.

F-19.08.02

F-19.09 Two Horizontal Circles with ½ roll to the inside integrated, roll integrated in opposite direction, ½ roll integrated in opposite direction





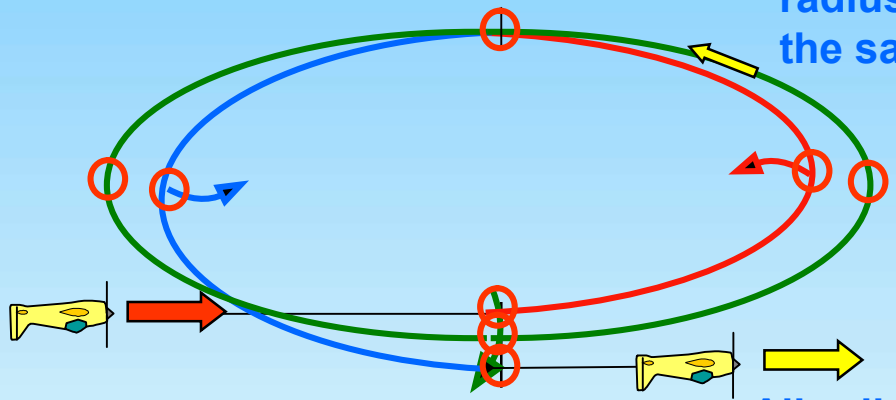
From Inverted, perform two horizontal circles with a ½ roll to the inside integrated in the first 180°, a roll integrated in the following 360° in opposite direction, a ½ roll integrated in the final 180° in opposite direction, exit inverted.

F-19.09.01

F-19.09 Two Horizontal Circles with ½ roll to the inside integrated, roll integrated in opposite direction, ½ roll integrated in opposite direction

Roll rates must be constant.

Circles must be of constant radius and must be flown at the same altitude.

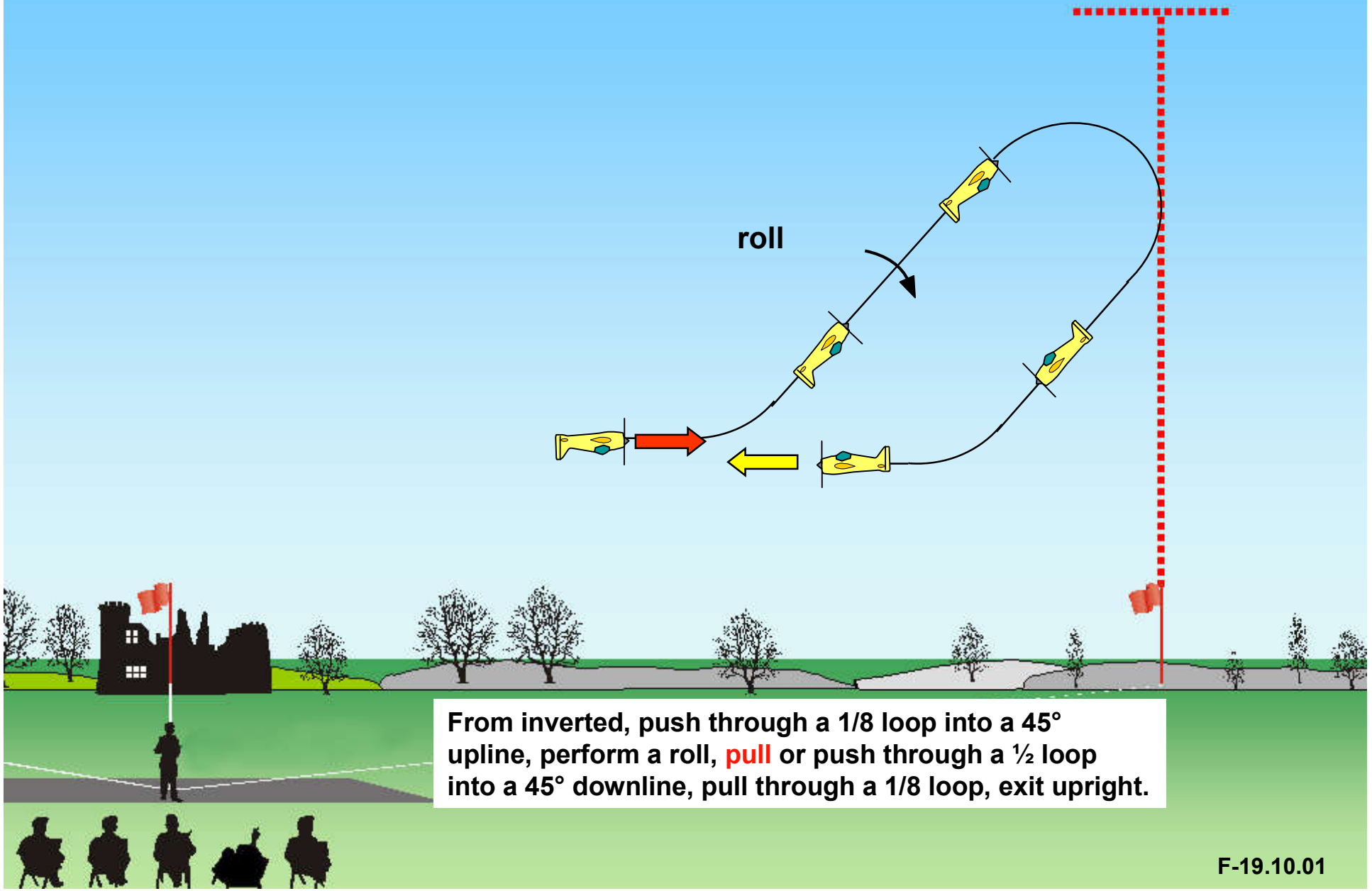


Roll reversal must be immediate.

All rolls must be integrated on circular flightpath.

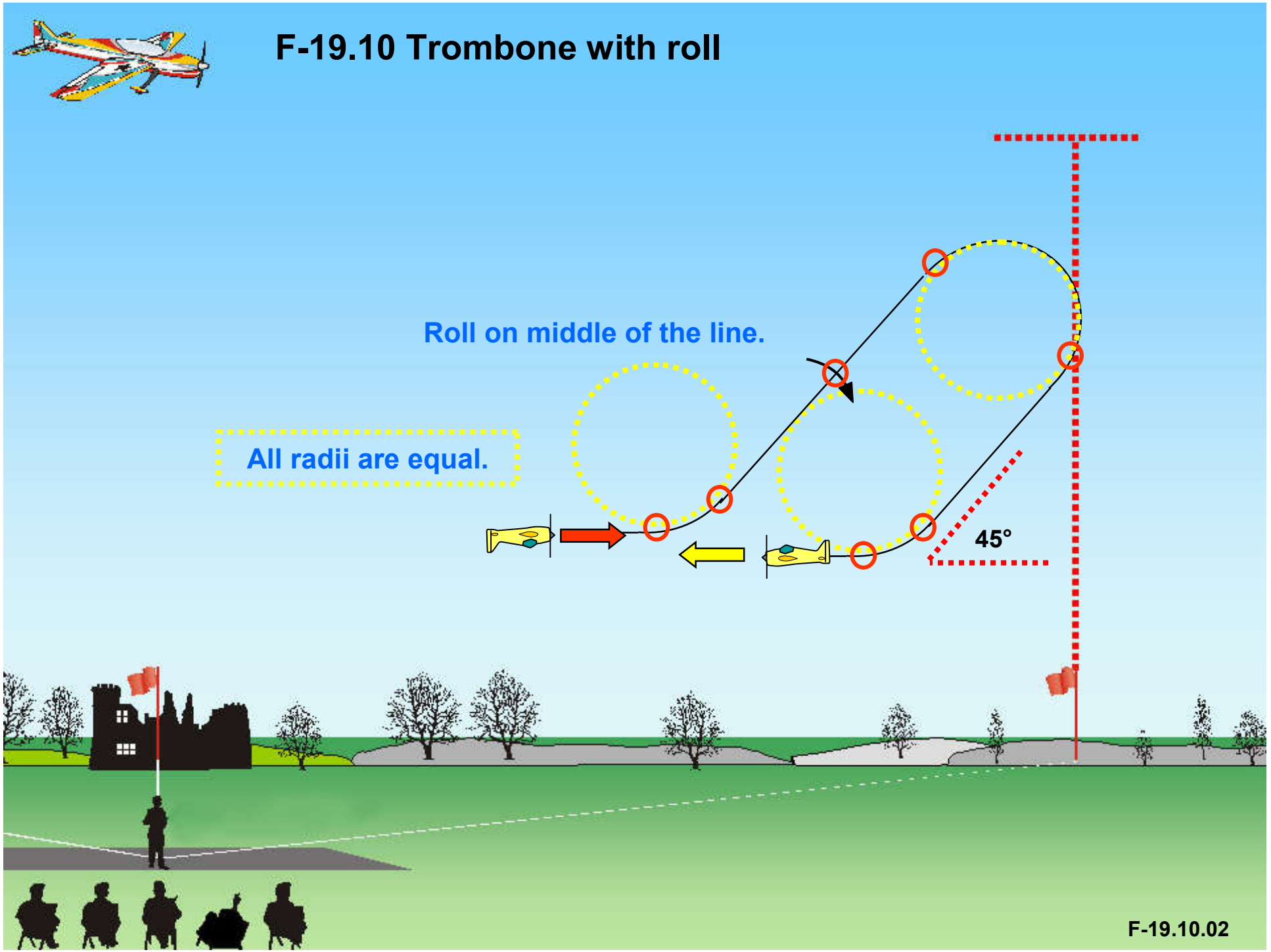
F-19.09.02

F-19.10 Trombone with roll



From inverted, push through a 1/8 loop into a 45° upline, perform a roll, pull or push through a ½ loop into a 45° downline, pull through a 1/8 loop, exit upright.

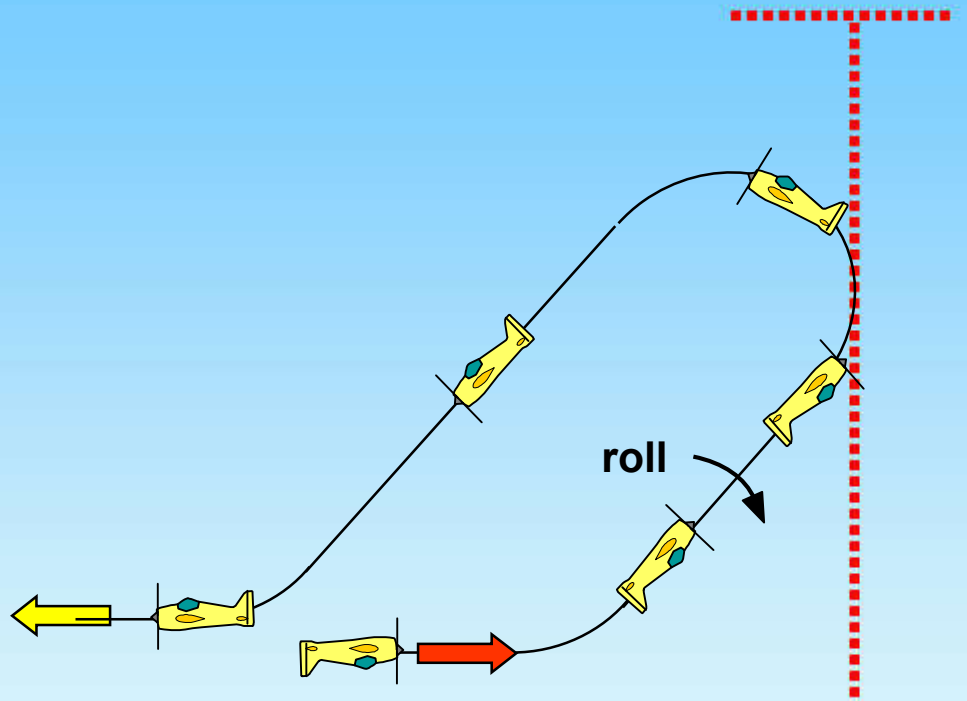
F-19.10 Trombone with roll



F-19.10.02

F-19.10 Trombone with roll

or

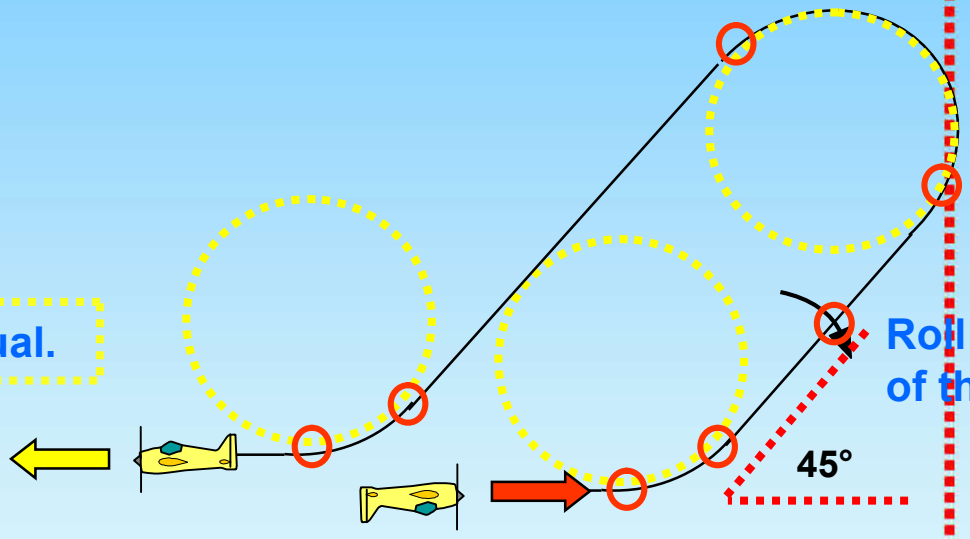


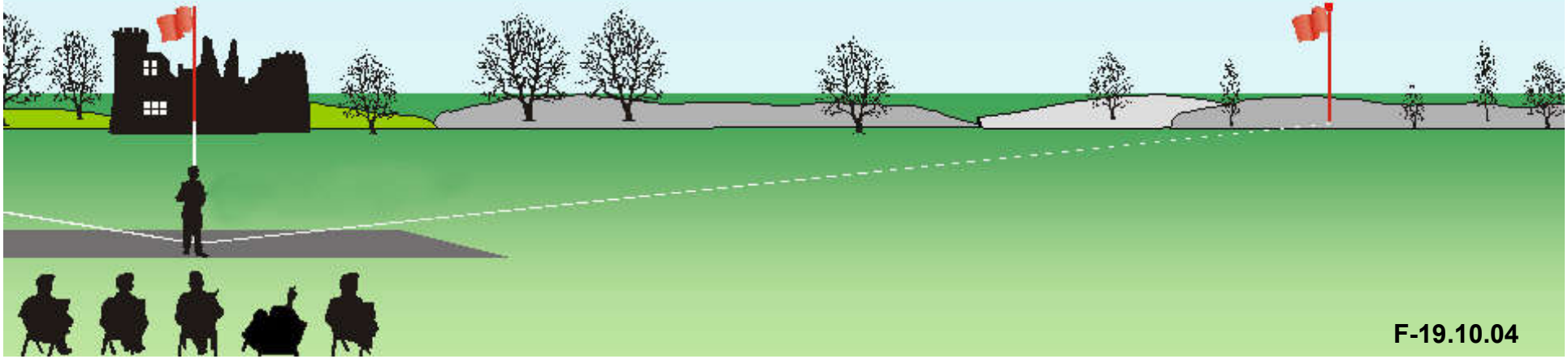
From inverted, push through a 1/8 loop into a 45° upline, perform a roll, pull or push through a ½ loop into a 45° downline, pull through a 1/8 loop, exit upright.

F-19.10 Trombone with roll

or

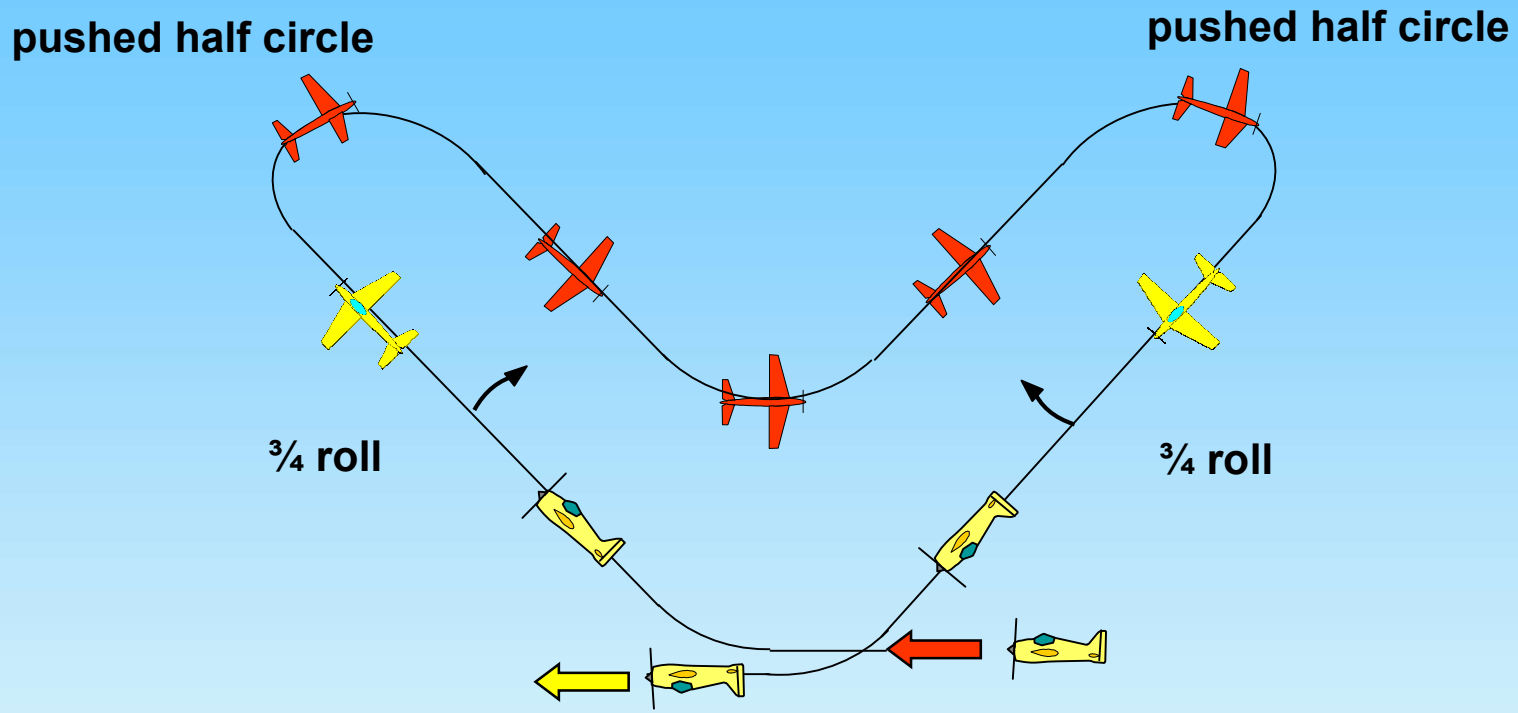
All radii are equal.





F-19.10.04

F.19.11 Double Fighter Turn with ¾ roll, ¾ roll



From upright, pull through a 1/8 loop into a 45° upline, perform a ¾ roll, push through a ½ knife-edge circle into a 45° downline, perform a ¼ knife-edge loop into a 45° upline, push through a ½ knife-edge circle into a 45° downline, perform a ¾ roll, push through a 1/8 loop, exit inverted.

F-19.11.01

F.19.11 Double Fighter Turn with ¾ roll, ¾ roll

The radii of the half circles are equal.

wing 45°

wing 45°

45°

¾

45°

¾

45°

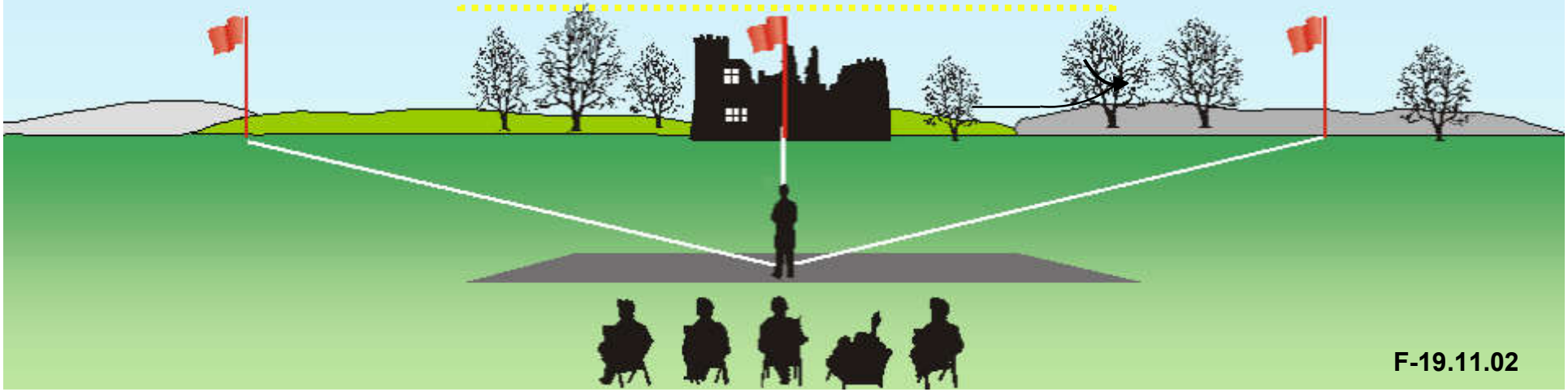
45°

¾ rolls on middle of the lines.

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

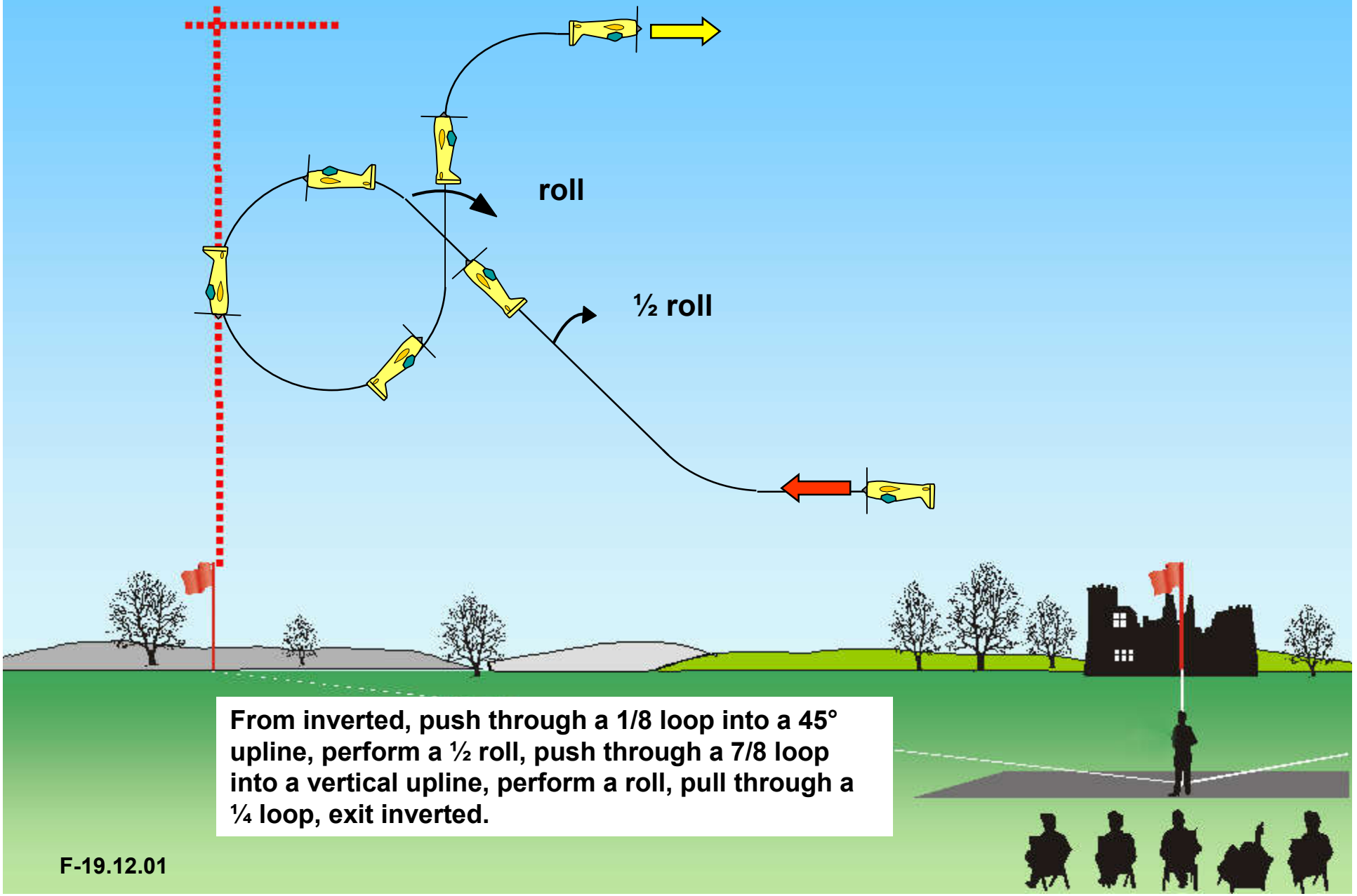
Entry, ¼ knife edge loop and exit must be at the the same altitude.

The radii of the part loops are equal.



F-19.11.02

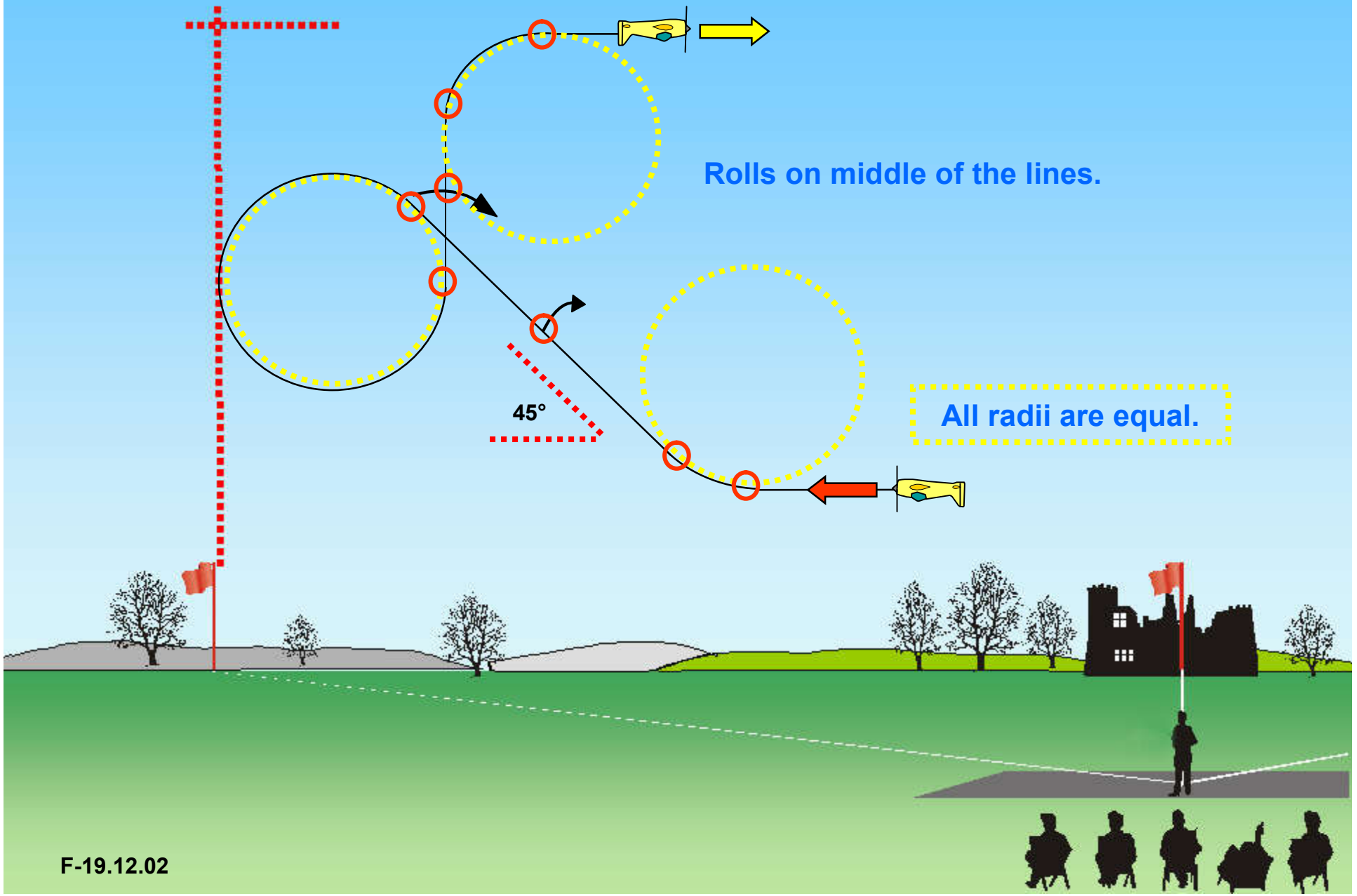
F-19.12 Inverted Figure Et with ½ roll, roll



From inverted, push through a 1/8 loop into a 45° upline, perform a ½ roll, push through a 7/8 loop into a vertical upline, perform a roll, pull through a ¼ loop, exit inverted.

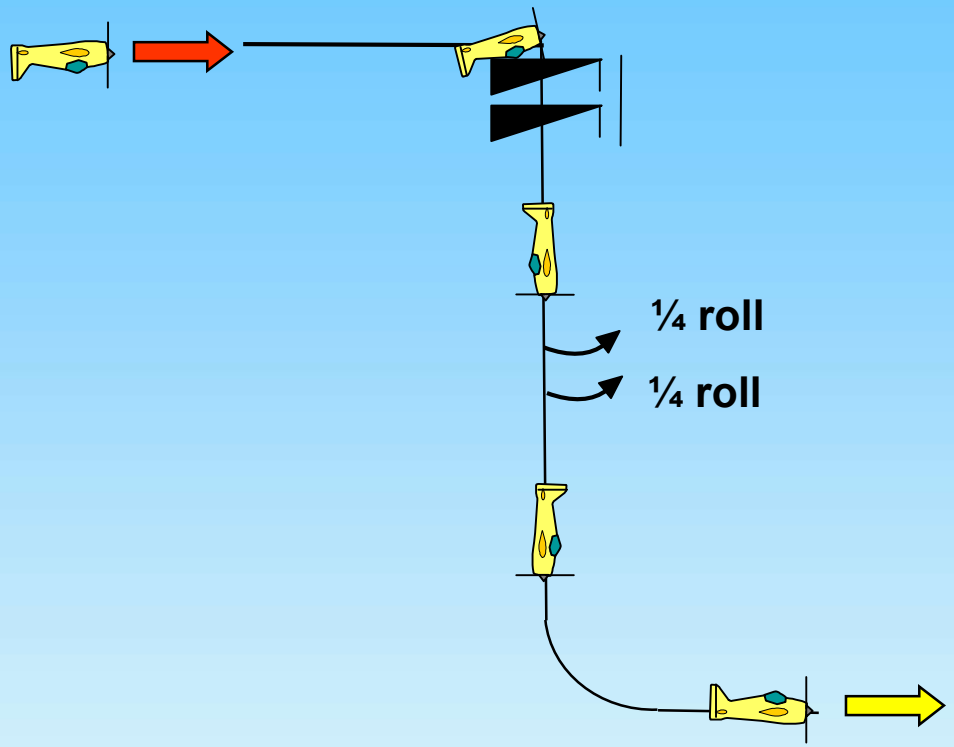
F-19.12.01

F-19.12 Inverted Figure Et with ½ roll, roll



F-19.12.02

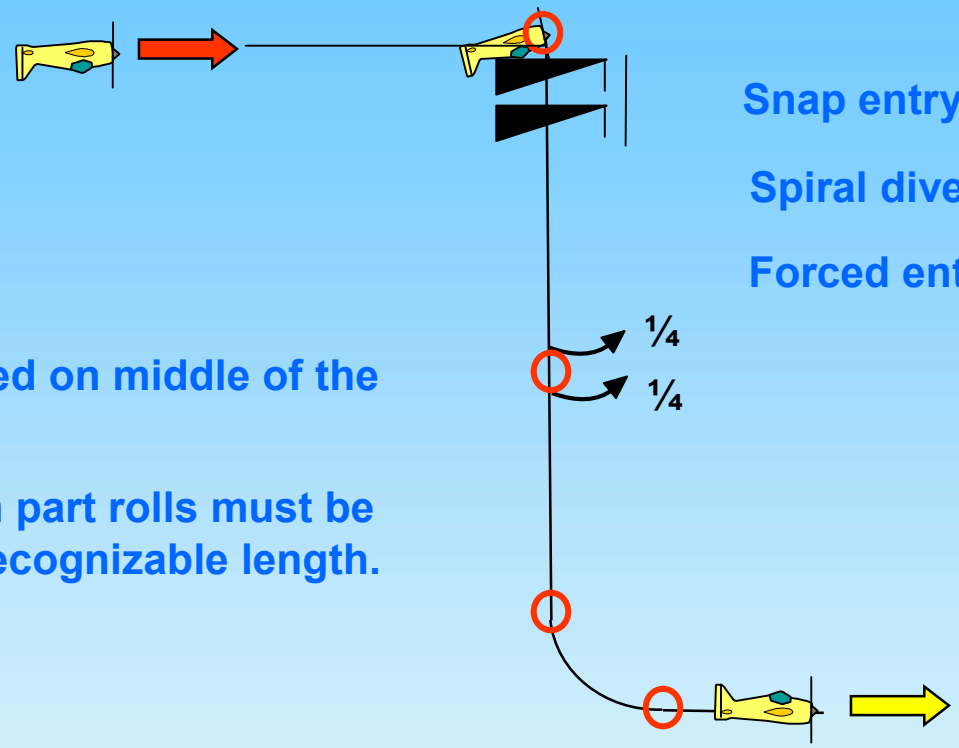
F-19.13 Inverted Spin with two turns, two consecutive ¼ rolls



From inverted, perform an inverted spin with two turns, perform a vertical downline, perform consecutively two ¼ rolls, pull through a ¼ loop, exit upright.

F-19.13.01

F-19.13 Inverted Spin with two turns, two consecutive ¼ rolls



Snap entry - zero points!

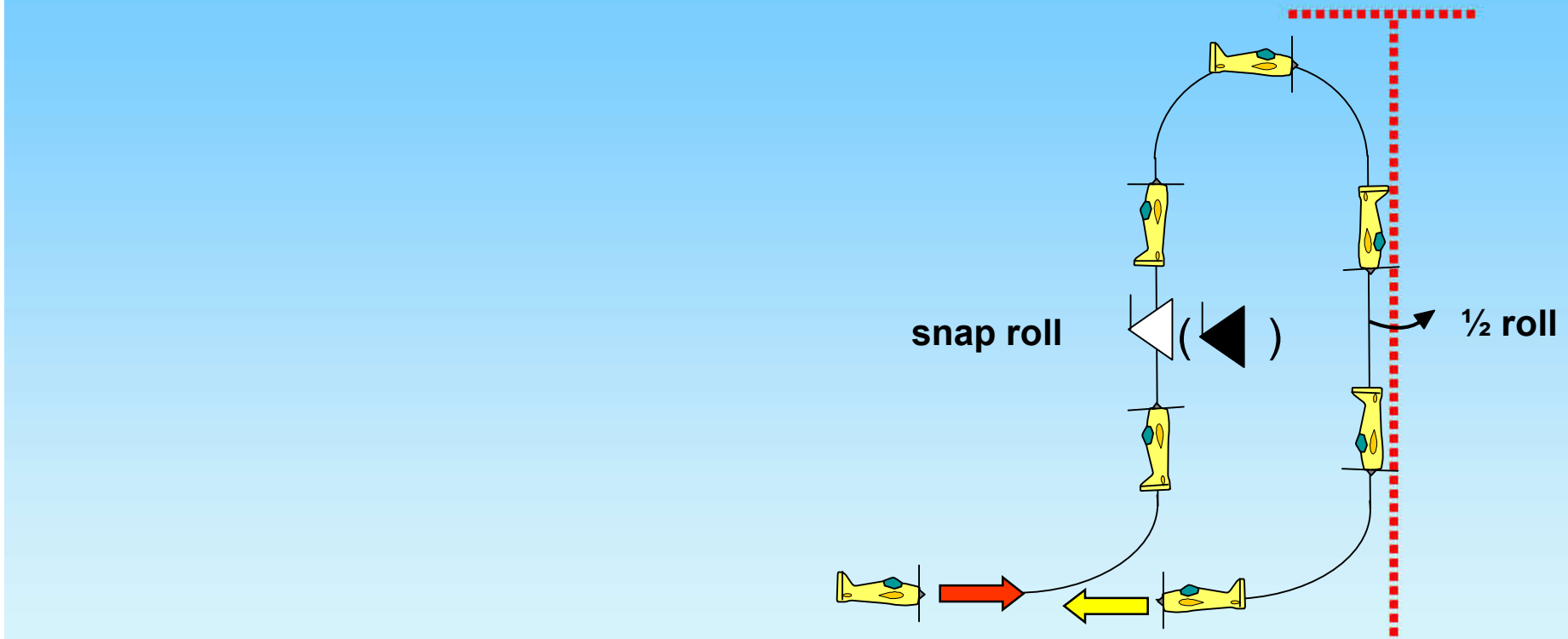
Spiral dive - zero points!

Forced entry - downgrade.

¼ rolls centered on middle of the line.

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

F-19.14 Pull-Push-Pull Humpty-Bump with snap-roll, ½ roll (Option: with 1 ¼ snap-roll, ¾ roll)



From upright, pull through a ¼ loop into a vertical upline, perform a snap-roll, push through a ½ loop into a vertical downline, perform a ½ roll, pull through a ¼ loop, exit upright.

F-19.14 Pull-Push-Pull Humpty-Bump with snap-roll, ½ roll (Option: with 1 ¼ snap-roll, ¾ roll)

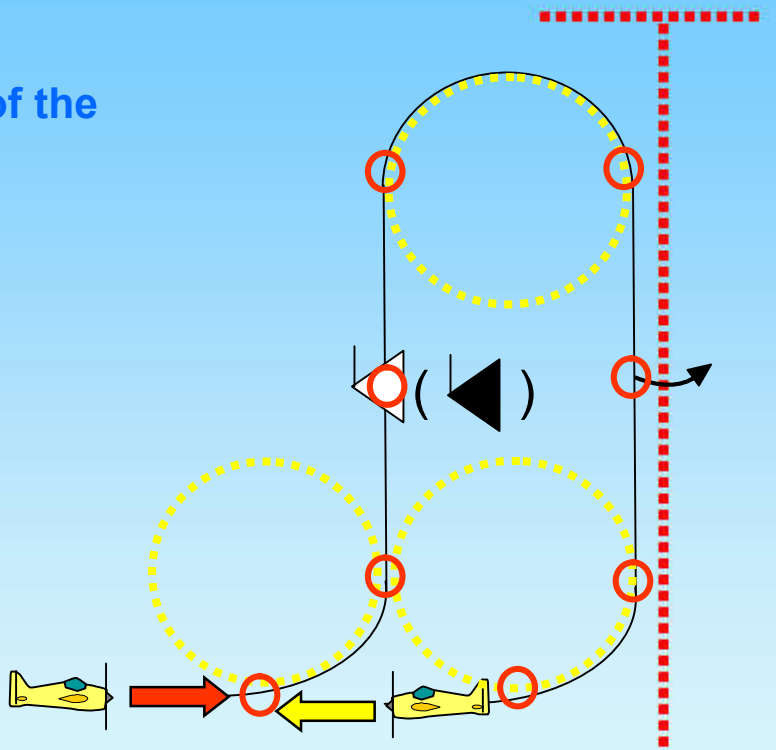
Snap roll and ½ roll on middle of the lines.

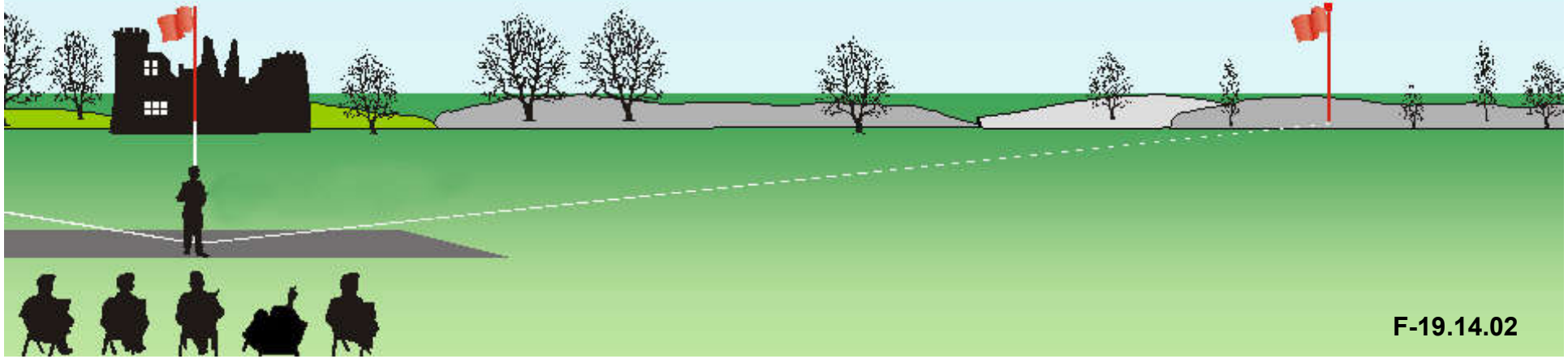
Snap rolls may be positive or negative.

If snap roll = barrel roll or aileron roll:

Severe downgrade > 5 pts.

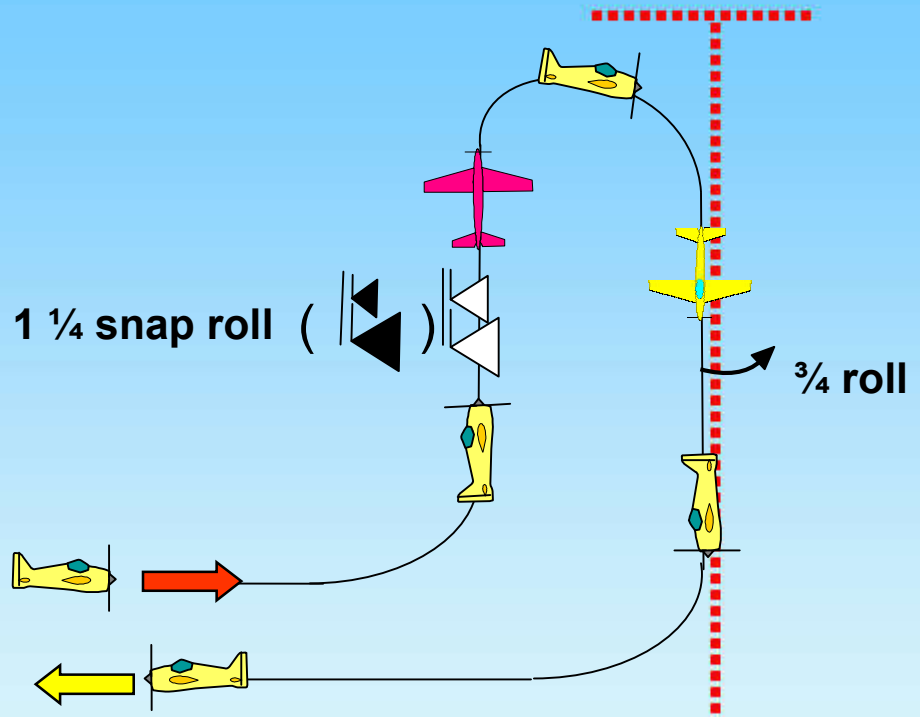
All radii are equal.





F-19.14 Pull-Push-Pull Humpty-Bump with snap-roll, ½ roll (Option: with 1 ¼ snap-roll, ¾ roll)

Option



Option: From upright, pull through a ¼ loop into a vertical upline, perform a 1 ¼ snap-roll, push through a ½ loop into a vertical downline, perform a ¾ roll, pull through a ¼ loop, exit upright.

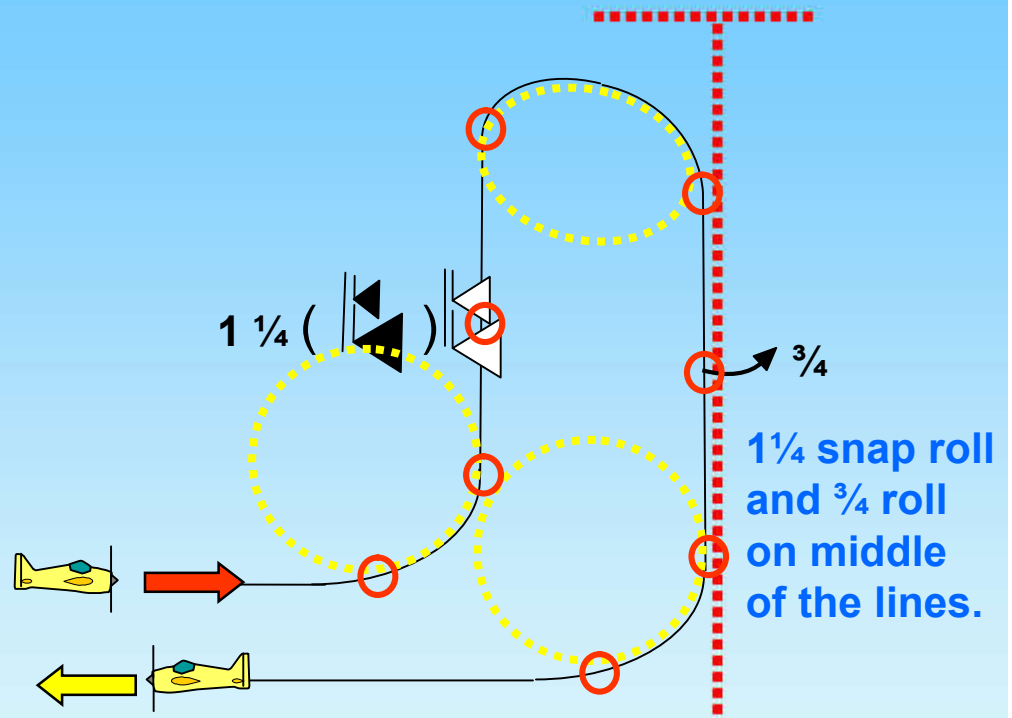
F-19.14 Pull-Push-Pull Humpty-Bump with snap-roll, ½ roll (Option: with 1 ¼ snap-roll, ¾ roll)

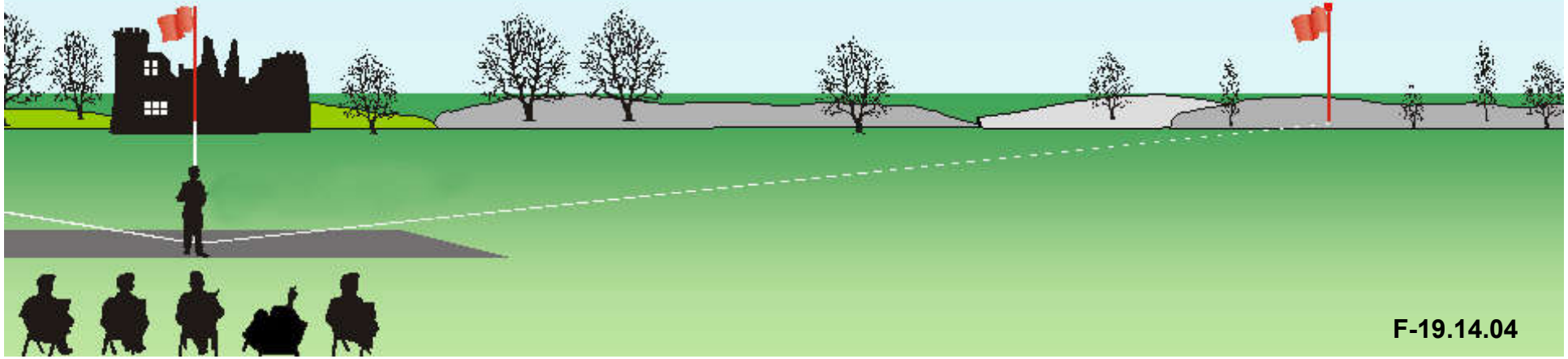
Option

Snap rolls may be positive or negative.

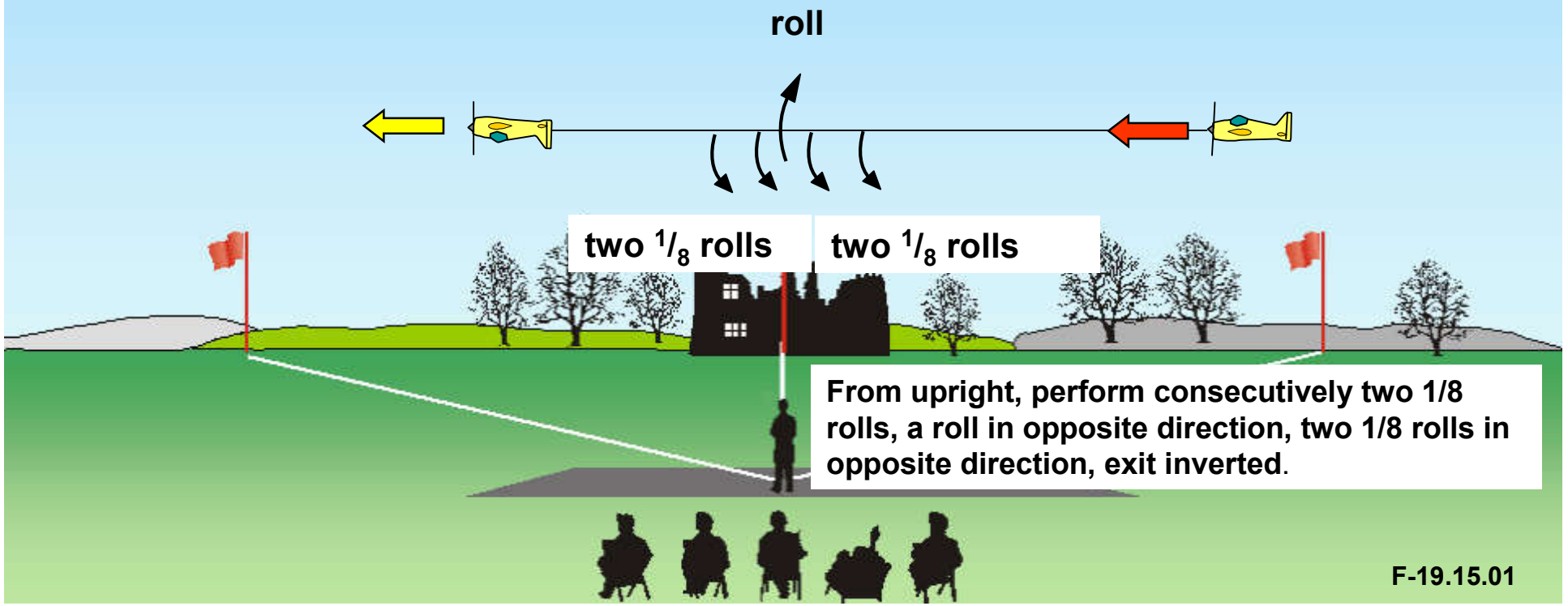
If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.

All radii are equal.





F-19.15 Roll Combination with consecutive two 1/8 rolls, roll in opposite direction, consecutive two 1/8 rolls in opposite direction



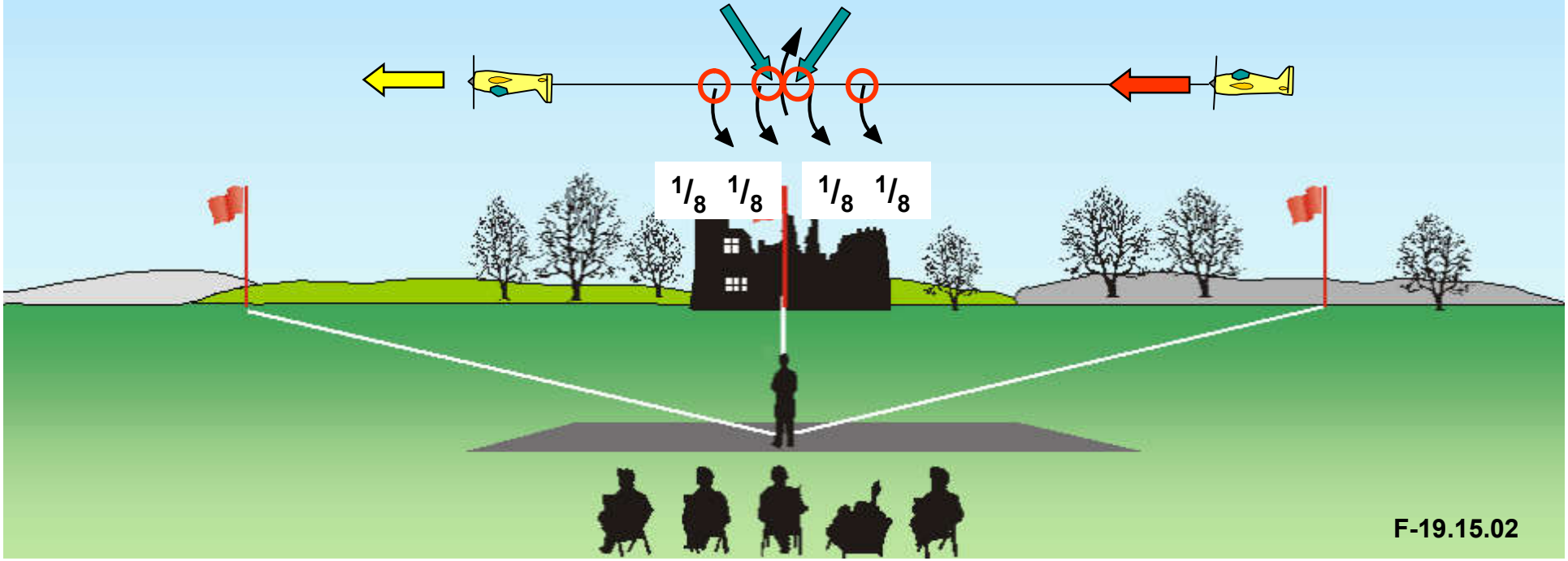
From upright, perform consecutively two 1/8 rolls, a roll in opposite direction, two 1/8 rolls in opposite direction, exit inverted.

F-19.15.01

F-19.15 Roll Combination with consecutive two 1/8 rolls, roll in opposite direction, consecutive two 1/8 rolls in opposite direction

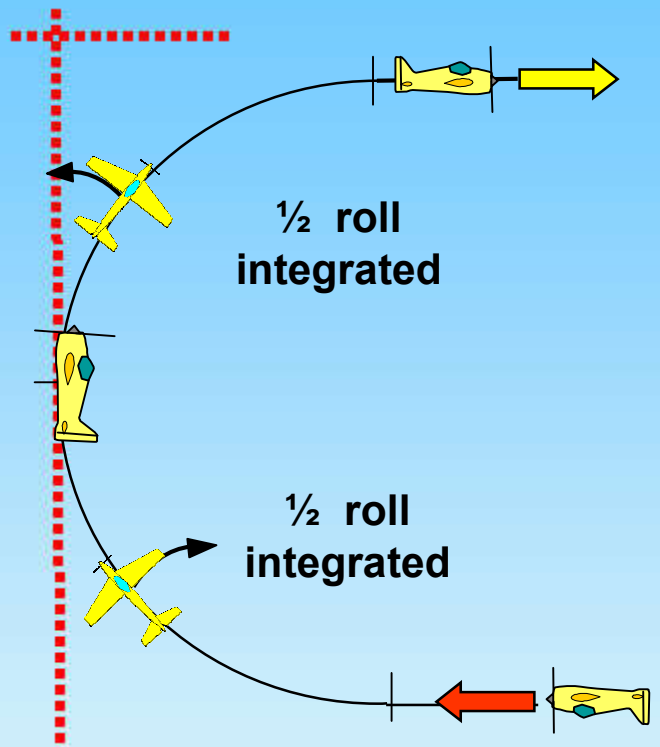
Lines between part rolls must be short and of equal length.

Between rolls in opposite direction there must be no line.

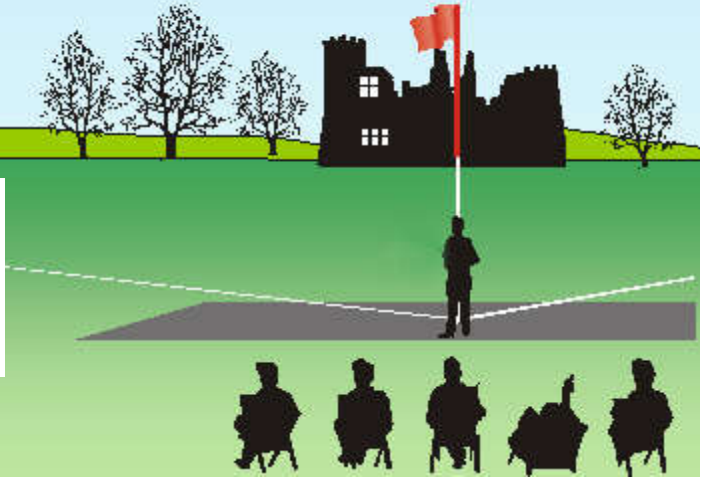


F-19.15.02

F-19.16 Half Loop with two ½ rolls in opposite directions integrated

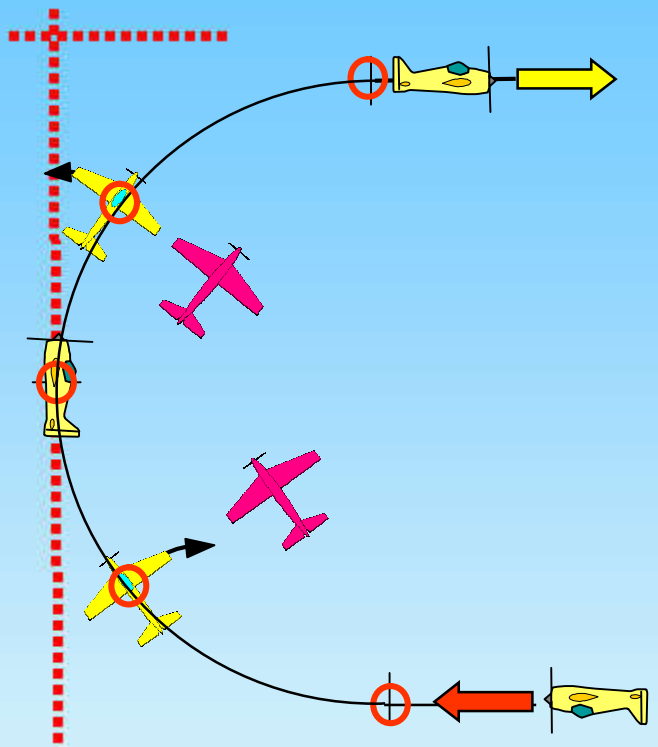


From inverted, push through a ½ loop while performing a ½ roll integrated in the first 90° and a ½ roll in opposite direction integrated in the second 90°, exit upright



F-19.16.01

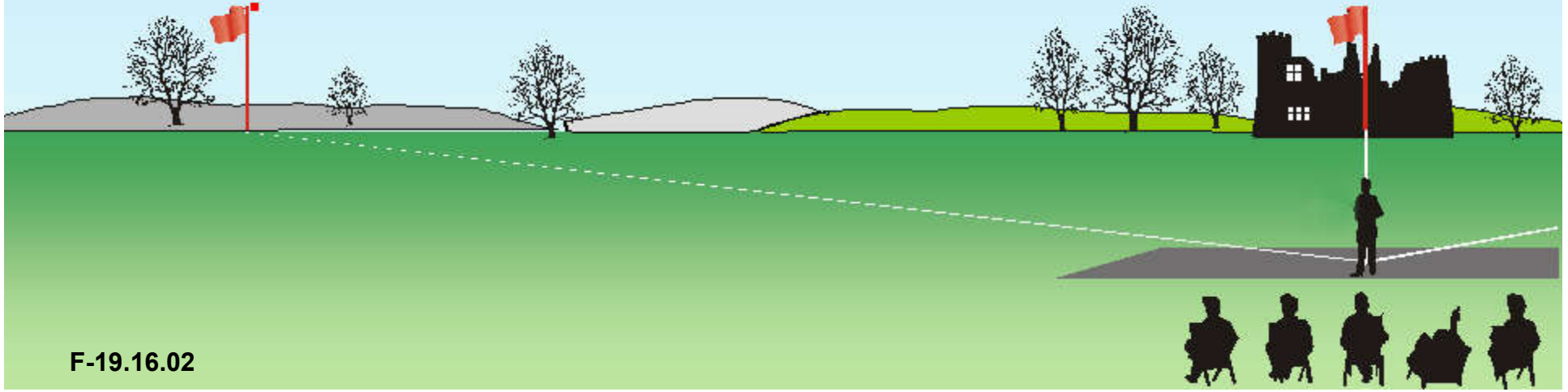
F-19.16 Half Loop with two ½ rolls in opposite directions integrated



Roll rates must be constant.

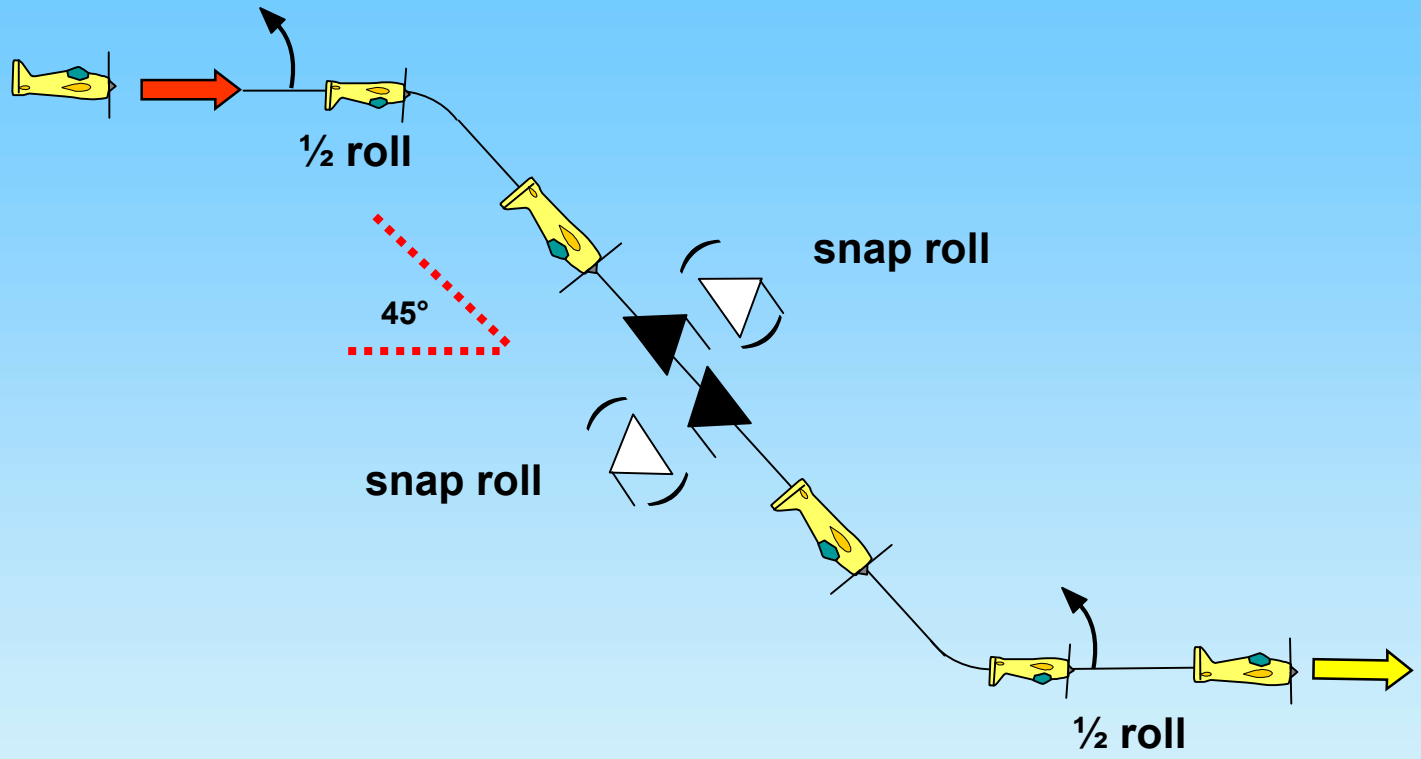
Roll reversal must be immediate.

½ rolls must be integrated on circular flightpath of the ¼ loops.



F-19.16.02

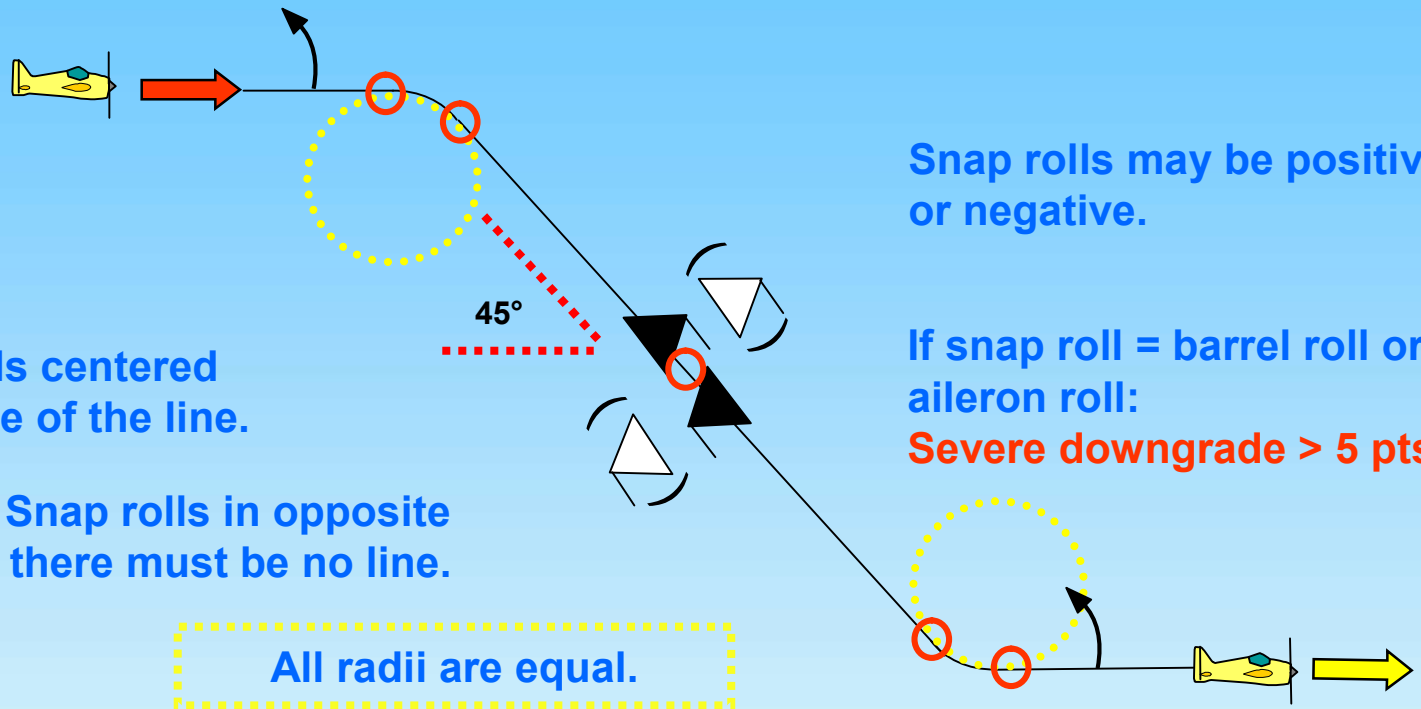
F-19.17 45° Downline with consecutive ½ roll, two snap-rolls in opposite directions, ½ roll



From upright, perform a ½ roll, pull through a $^1/_8$ loop into a 45° downline, perform consecutively two snaprolls in opposite directions, push through a $^1/_8$ loop, perform a ½ roll, exit upright.

F-19.17.01

F-19.17 45° Downline with consecutive ½ roll, two snap-rolls in opposite directions, ½ roll



Snap rolls may be positive or negative.

If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.

Snap rolls centered on middle of the line.

Between Snap rolls in opposite direction there must be no line.

All radii are equal.

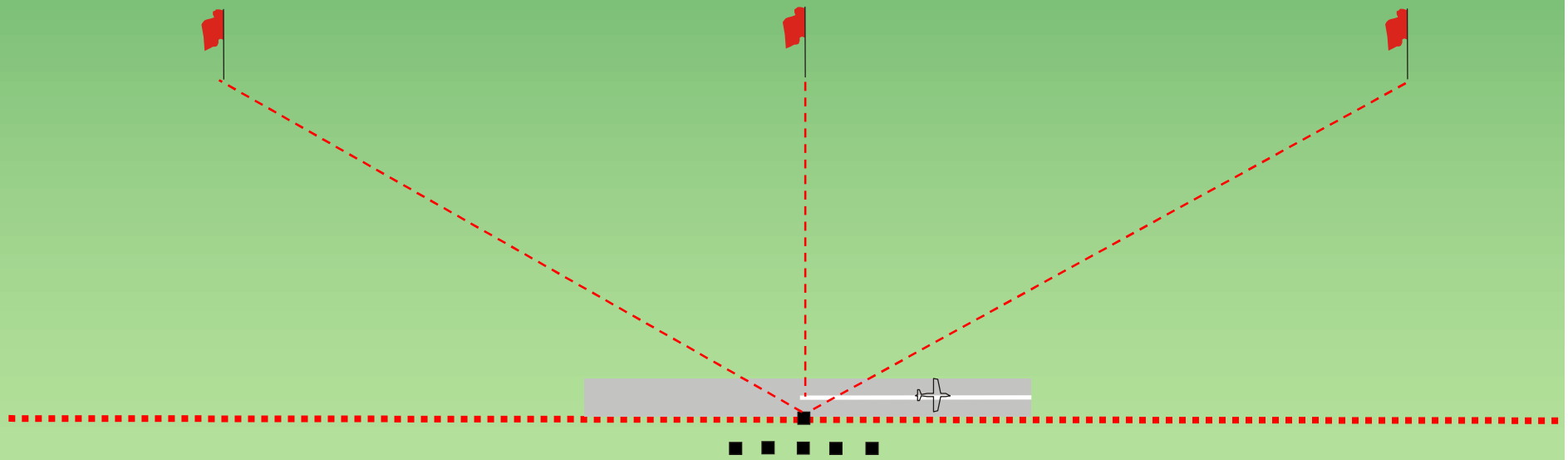
F-19.17.02

Landing procedure

(not judged, not scored)

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

wind



Forget WHO is flying

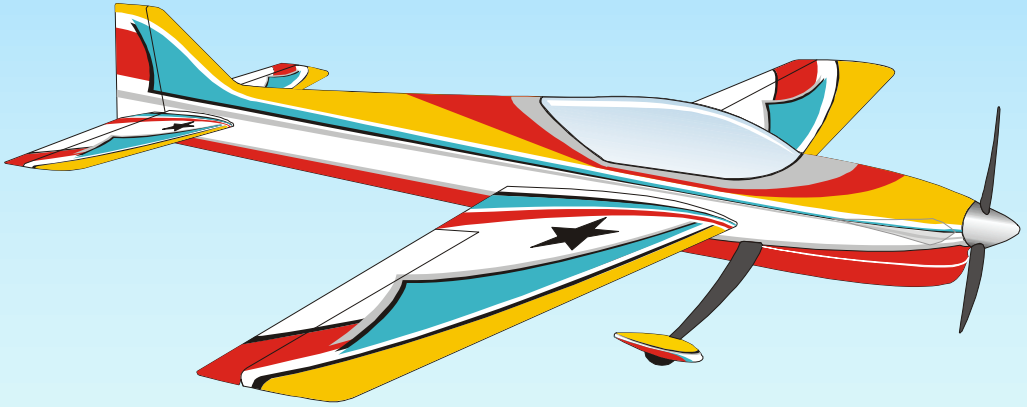
(friend, rival, countryman, flier from other nation)

Forget WHAT is flying

(2-stroke, 4-stroke, electric)

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

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



Thank you!