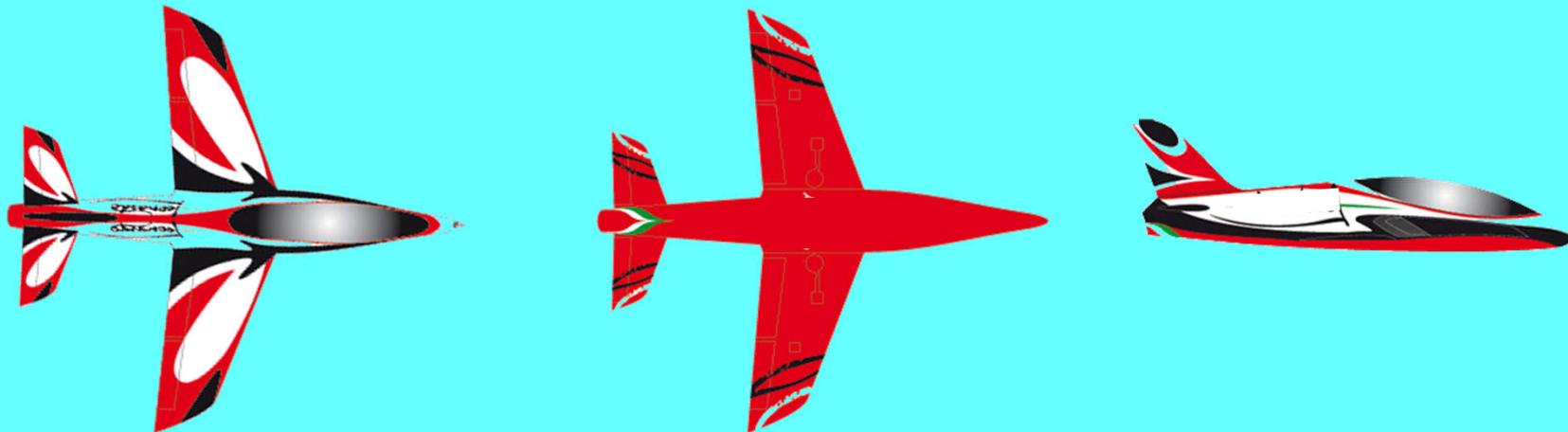


Flying and Judging F3S



SCHEMATIC MANOEUVRE ILLUSTRATIONS

SCHEDULE SP-24

Explanations:

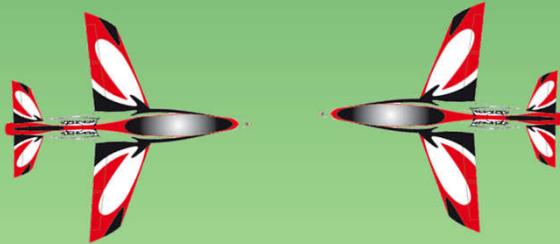
Manoeuvre drawings will show the flightpath.



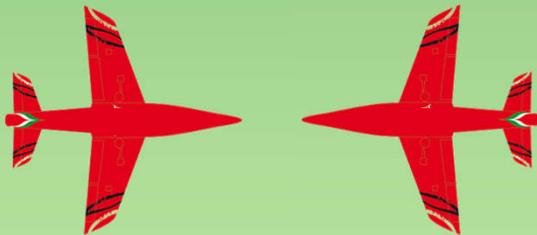
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge
View from Top



Aircraft in Knife-Edge
View from Below

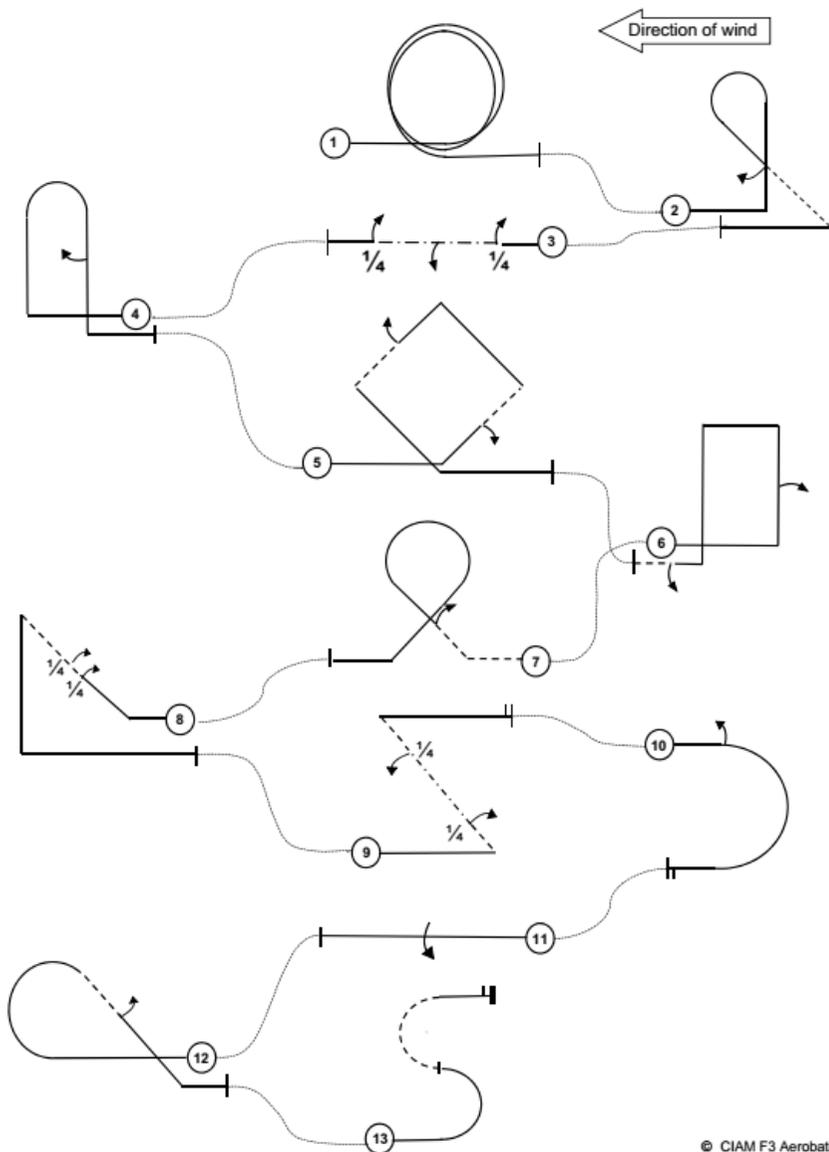
↪ Half roll

↪ Roll



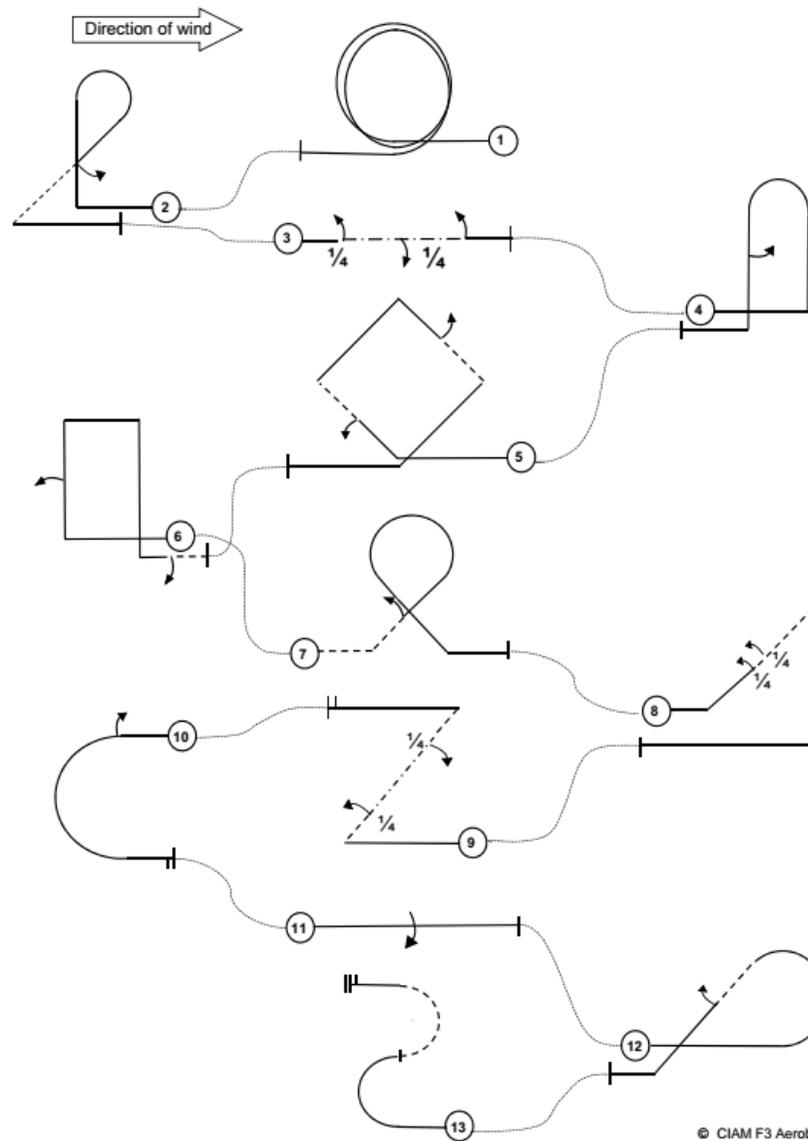
Reference points

Preliminary Schedule F3S SP-24 (From 2024)



© CIAM F3 Aerobics
 Drawings by Peter Uhlig
 September 2022

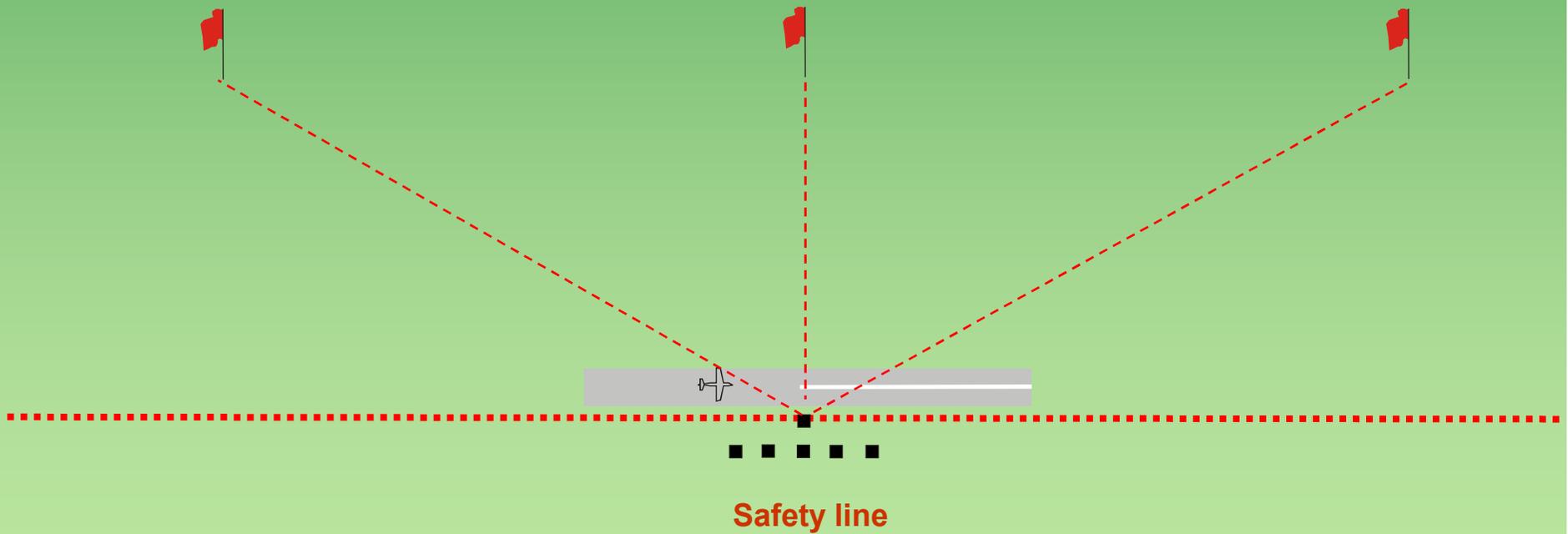
Preliminary Schedule F3S SP-24 (From 2024)



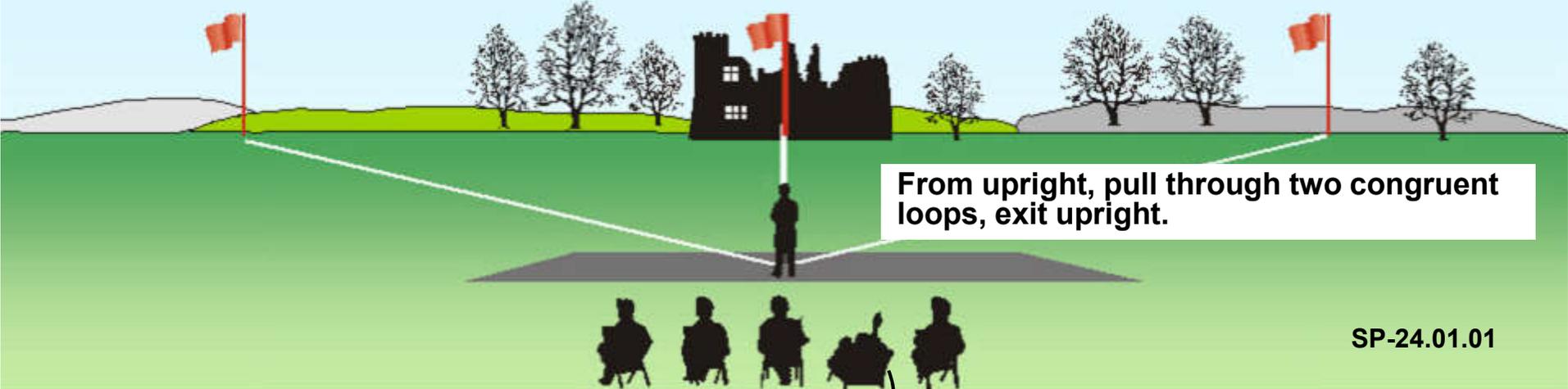
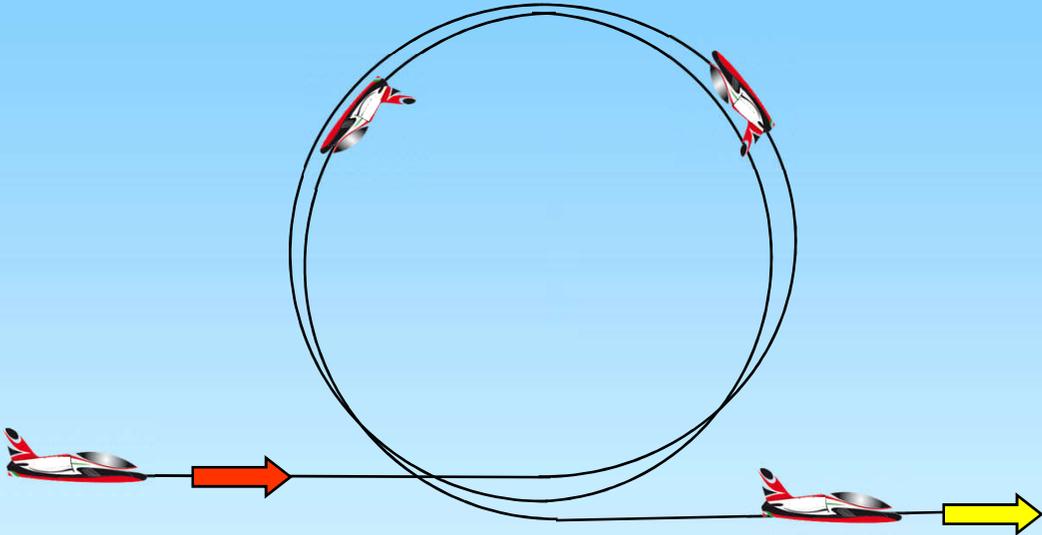
© CIAM F3 Aerobics
 Drawings by Peter Uhlig
 September 2022

Take-off procedure (not judged, not scored)

← wind



SP-24.01 Two Loops



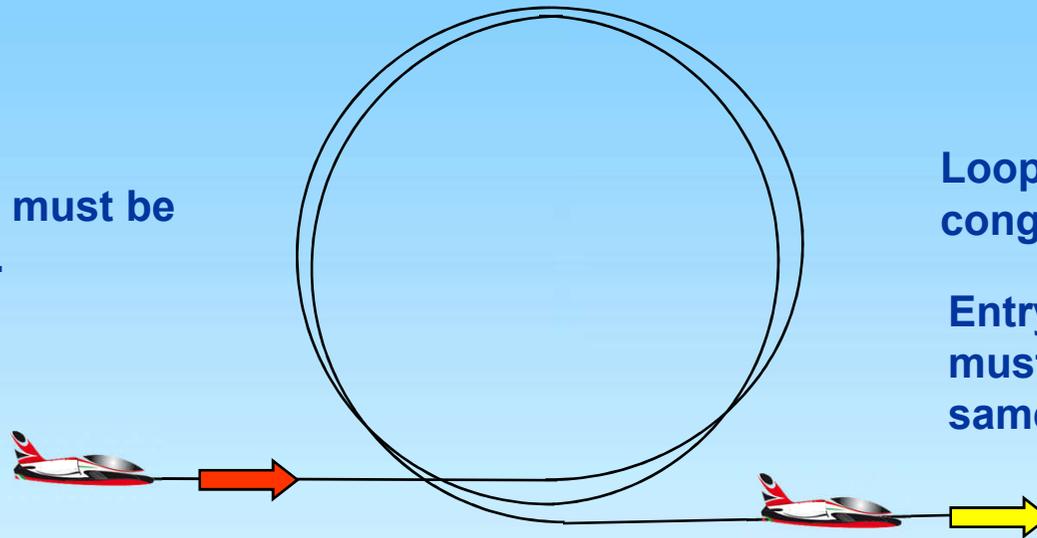
From upright, pull through two congruent loops, exit upright.

SP-24.01 Two Loops

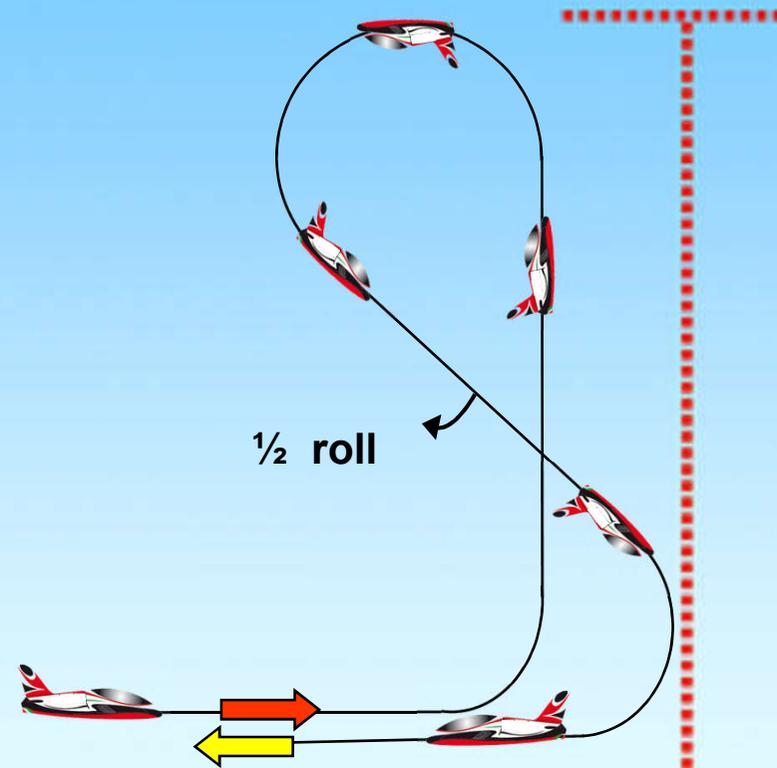
Loops must be round.

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

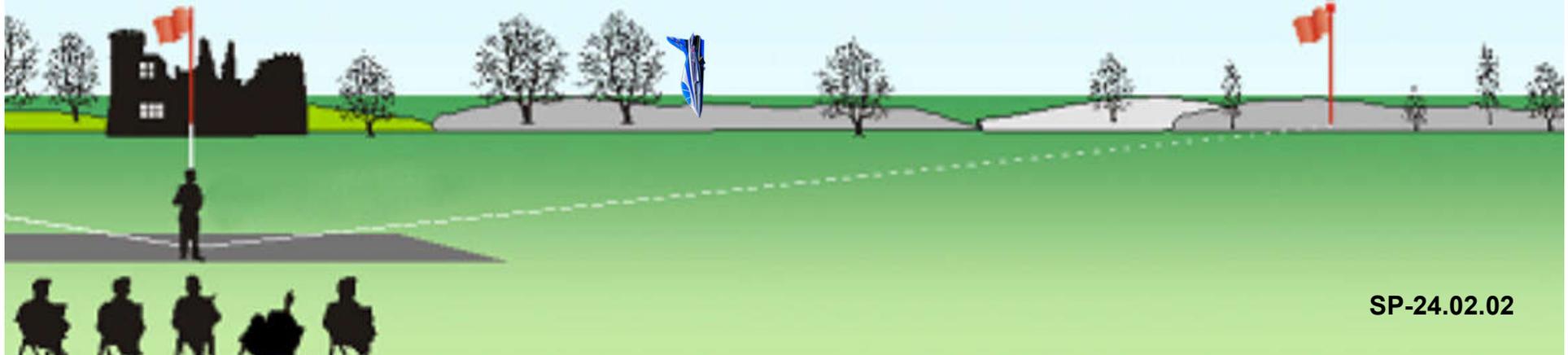
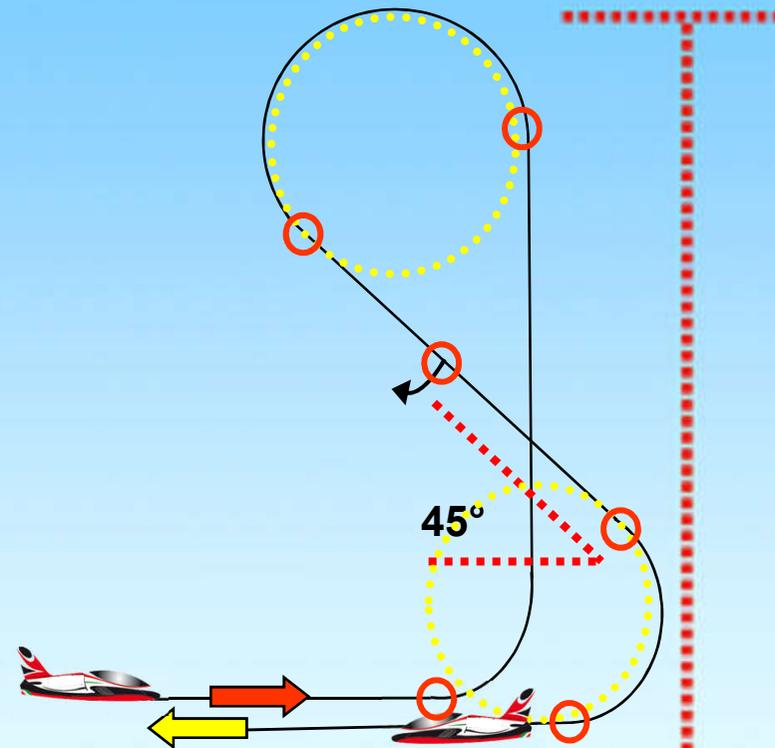


From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{5}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{3}{8}$ loop, exit upright.

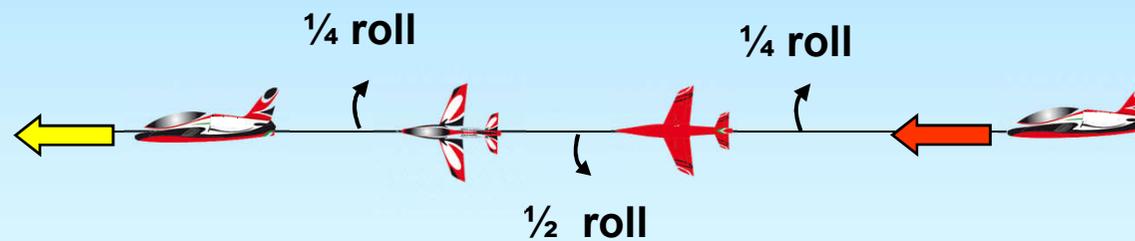
SP-24.02 Reverse Figure ET with half roll on forty five degree downline

1/2 roll on middle of the line.

All radii are equal.



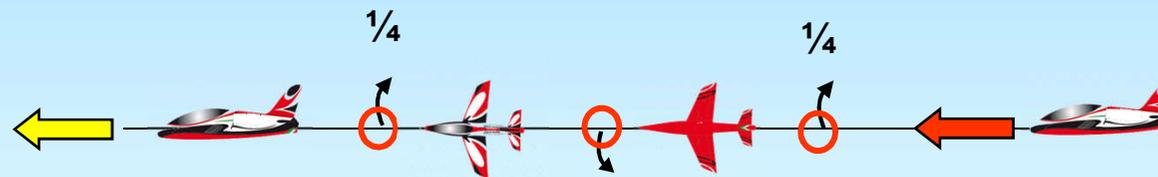
SP-24.03 Knife-edge Flight with one quarter roll, half roll, one quarter roll



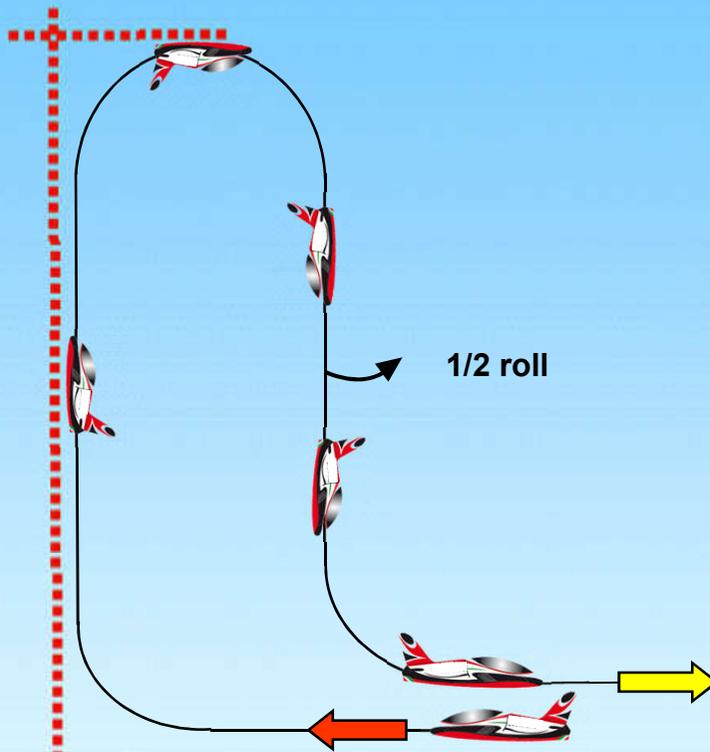
From upright, perform a $\frac{1}{4}$ roll to sustained knife-edge flight, perform a $\frac{1}{2}$ roll in opposite direction of the $\frac{1}{4}$ roll to sustained knife edge, perform a $\frac{1}{4}$ roll in opposite direction of the $\frac{1}{2}$ roll, exit upright.

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.

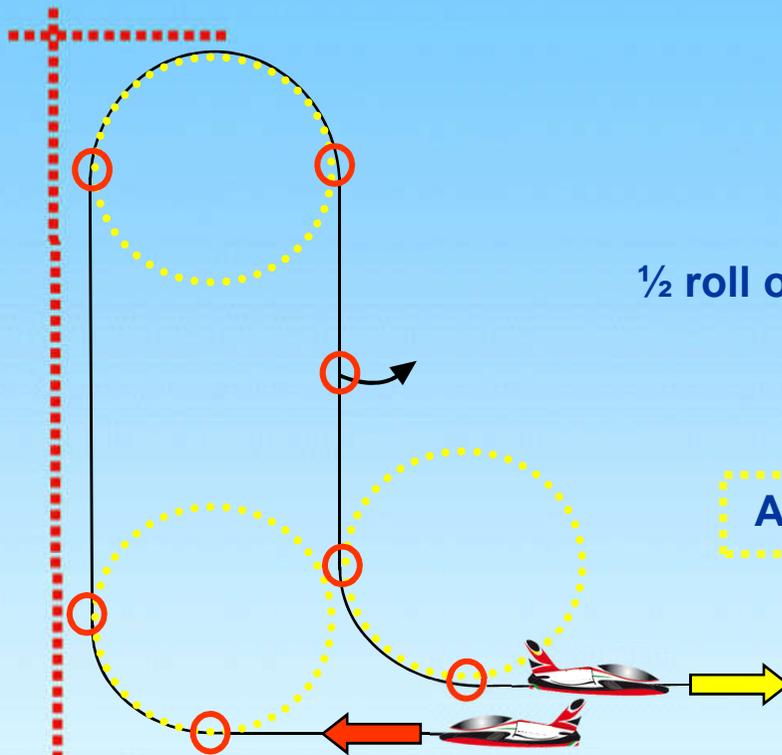


SP-24.04 Pull-Pull-Pull Humpty Bump with half roll down



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.

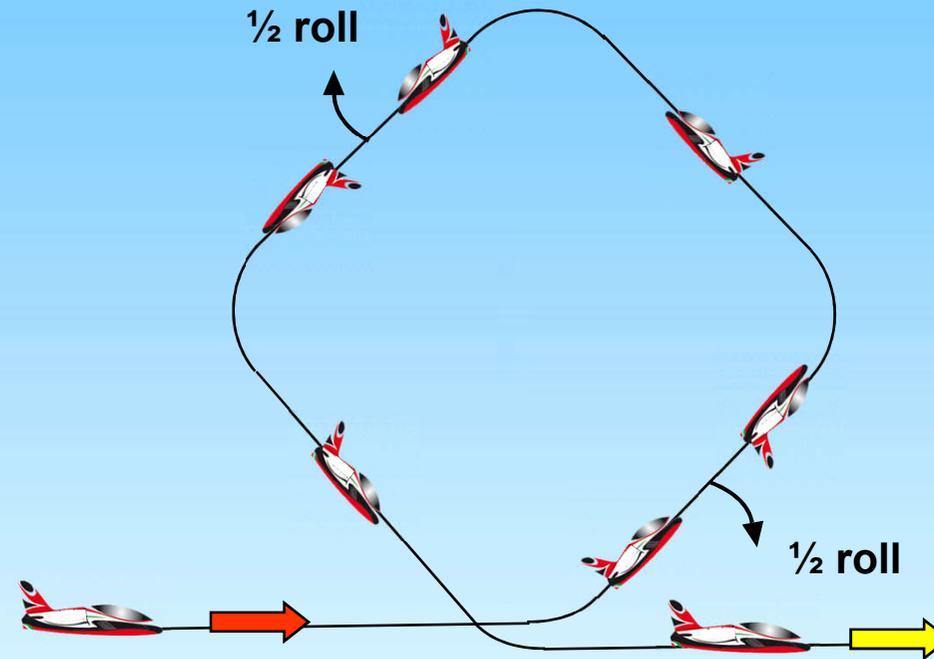
SP-24.04 Pull-Pull-Pull Humpty Bump with half roll down



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

All radii are equal.

SP-24.05 Square Loop on corner with half roll, half roll



From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a 45° upline, push through a $\frac{1}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll pull through a $\frac{1}{4}$ loop into a 45° downline,, pull through a $\frac{1}{8}$ loop, exit upright.

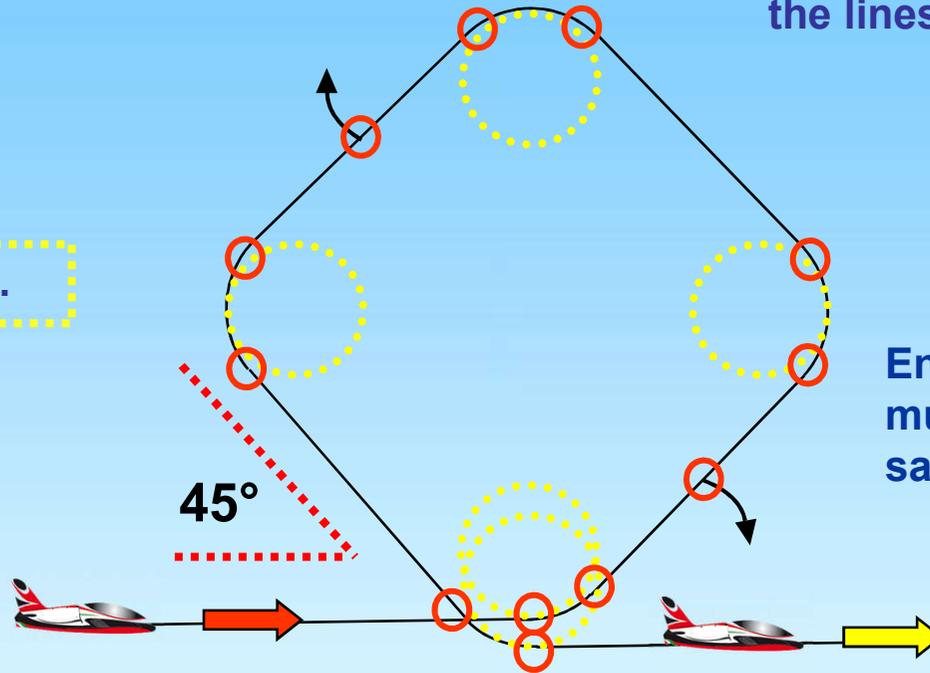
SP-24.05 Square Loop on corner with half roll, half roll

$\frac{1}{2}$ rolls on middle of the lines.

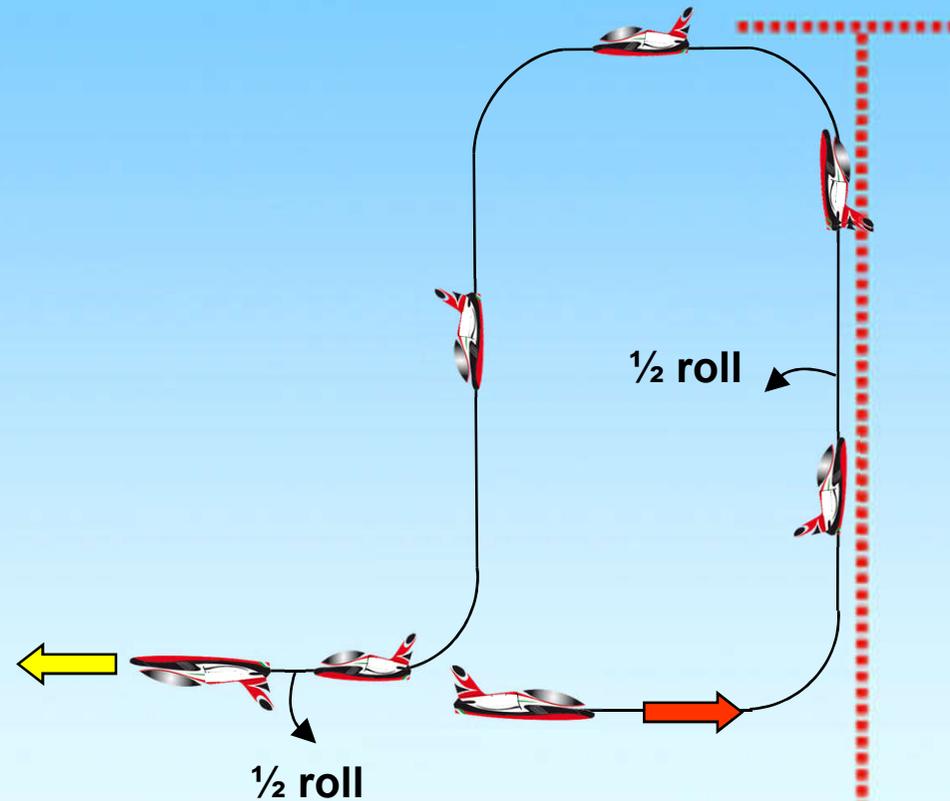
All radii are equal.

45°

Entry and exit must be at the same altitude.



SP-24.06 Top hat with half roll, half roll

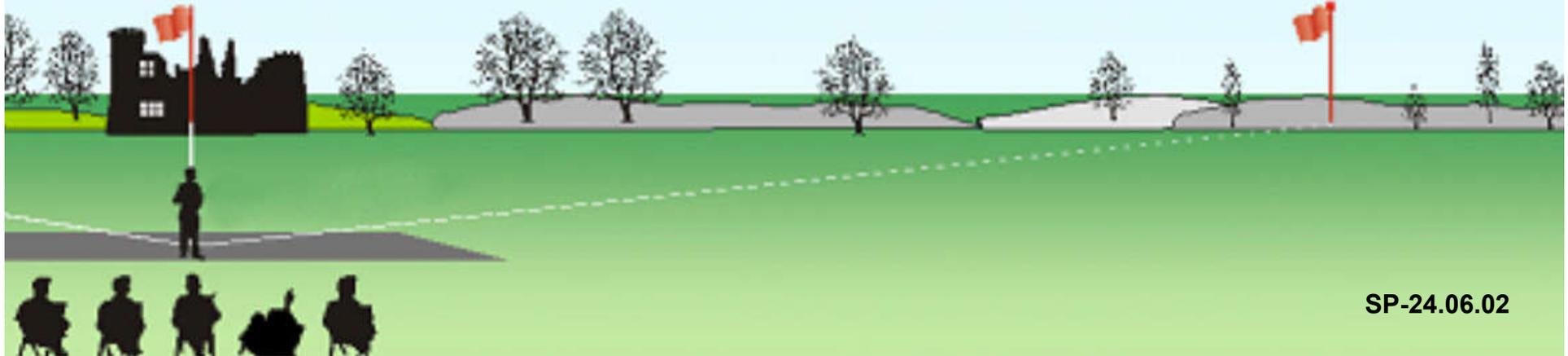
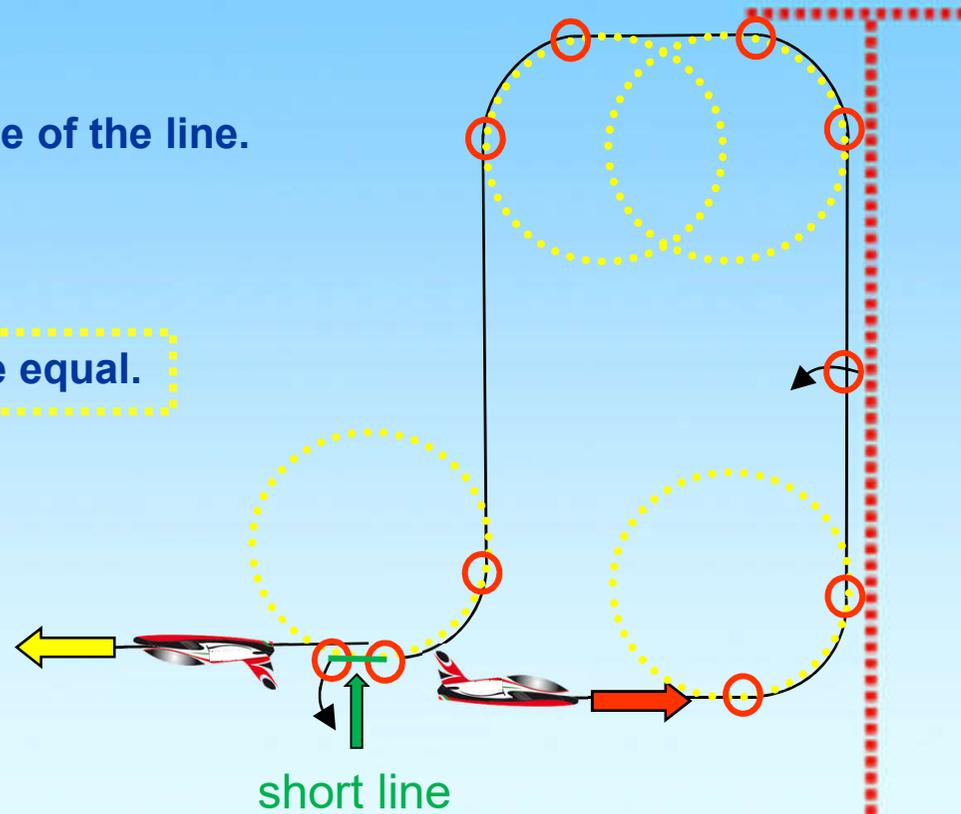


From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a horizontal line, push through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop into a horizontal line, perform a $\frac{1}{2}$ roll, exit inverted.

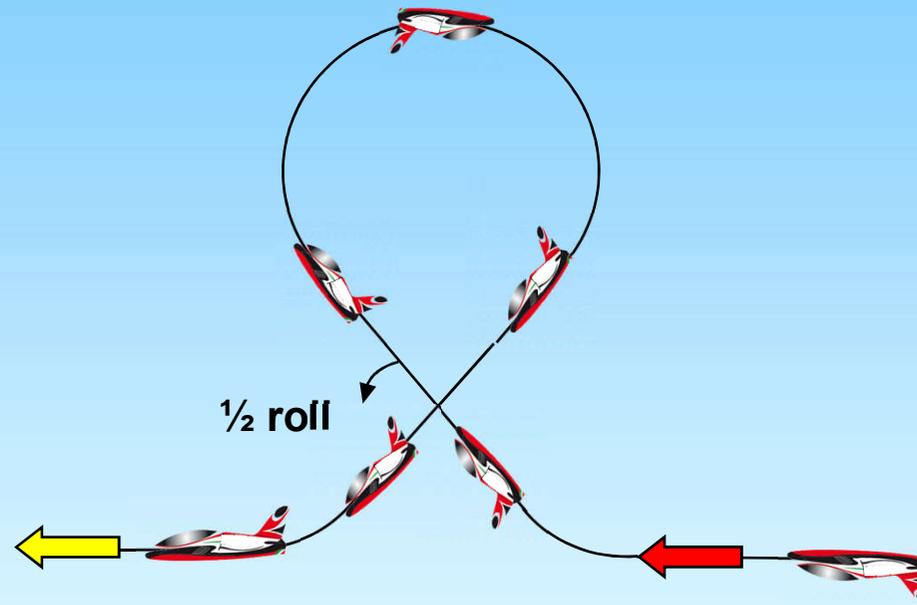
SP-24.06 Top hat with half roll, half roll

½ roll on middle of the line.

All radii are equal.



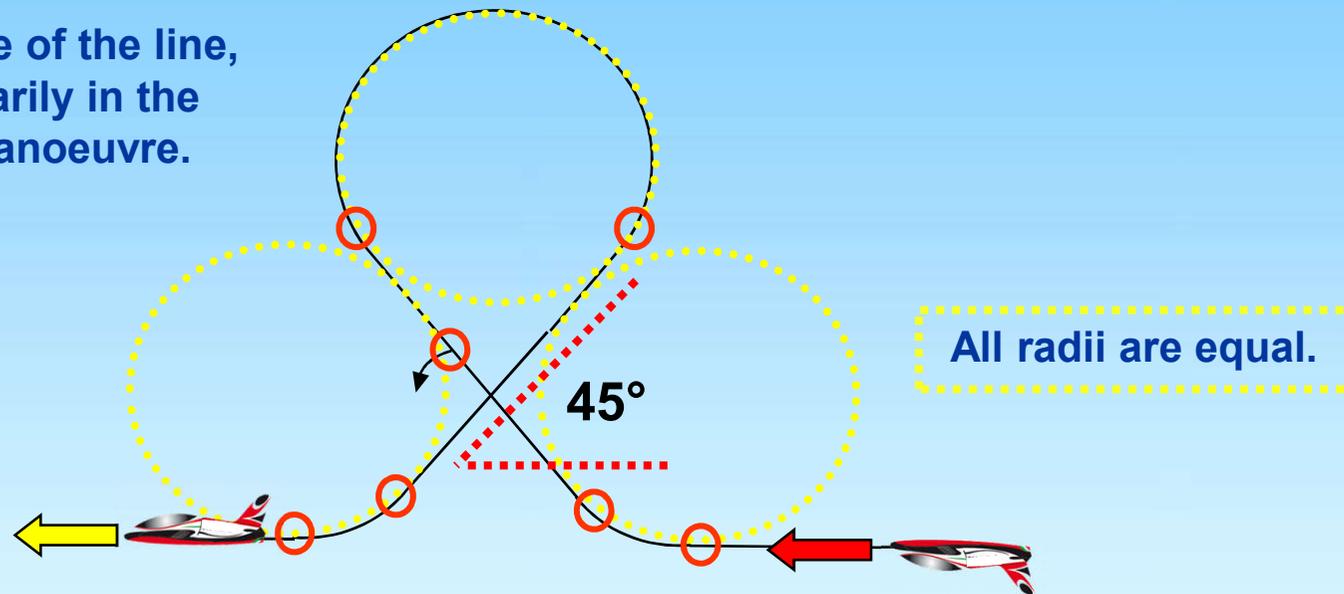
SP-24.07 Golfball with half roll



From inverted, before centre push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{3}{4}$ loop into a 45° downline, pull through a $\frac{1}{8}$ loop, exit upright.

SP-24.07 Golfball with half roll

$\frac{1}{2}$ roll on middle of the line,
but not necessarily in the
centre of the manoeuvre.

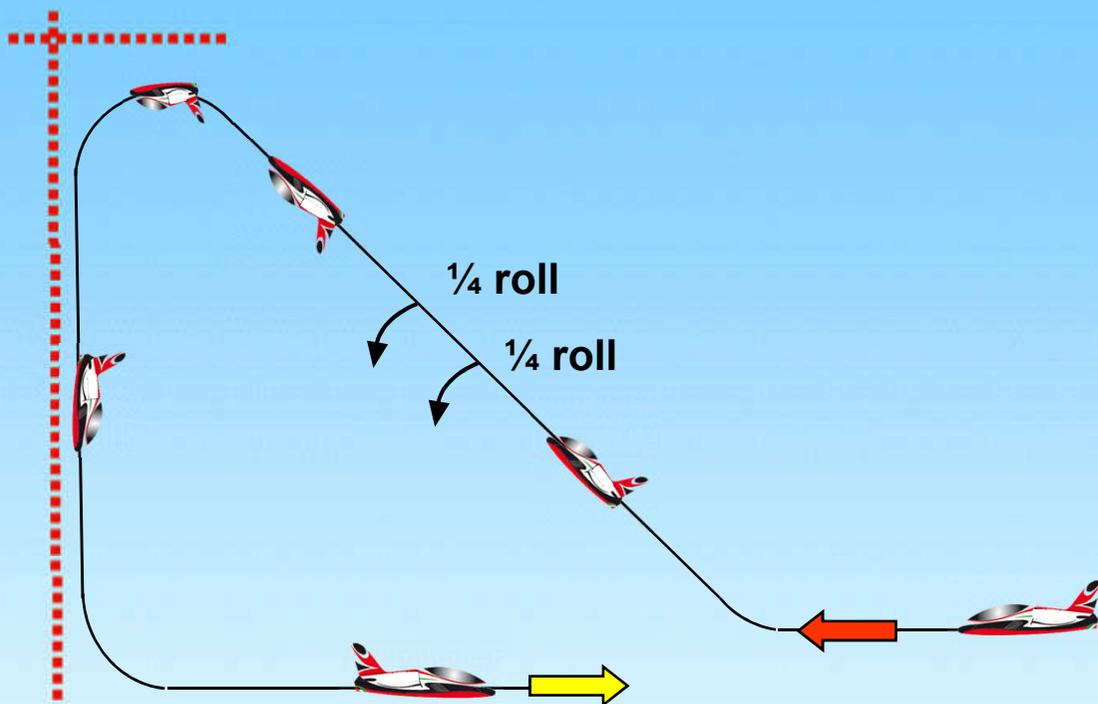


All radii are equal.

45°



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

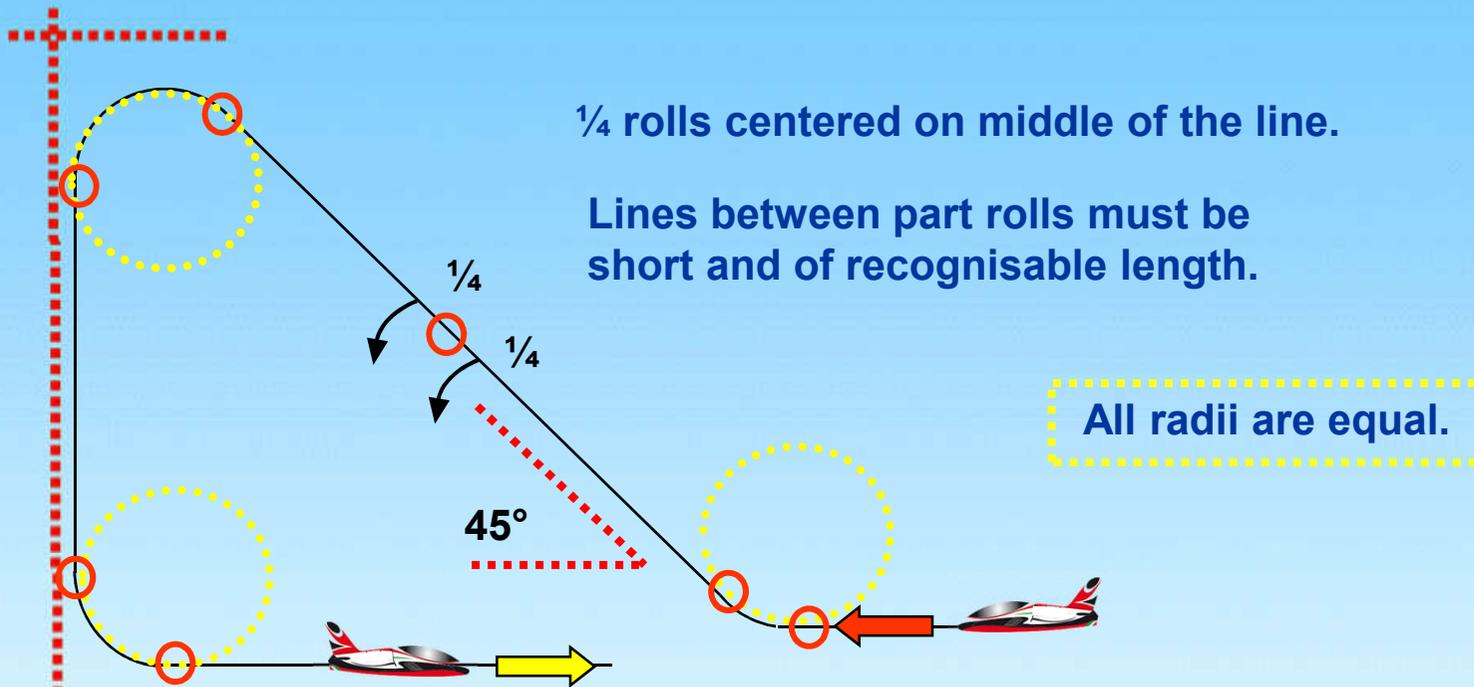


From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{3}{8}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

SP-24.08.01



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



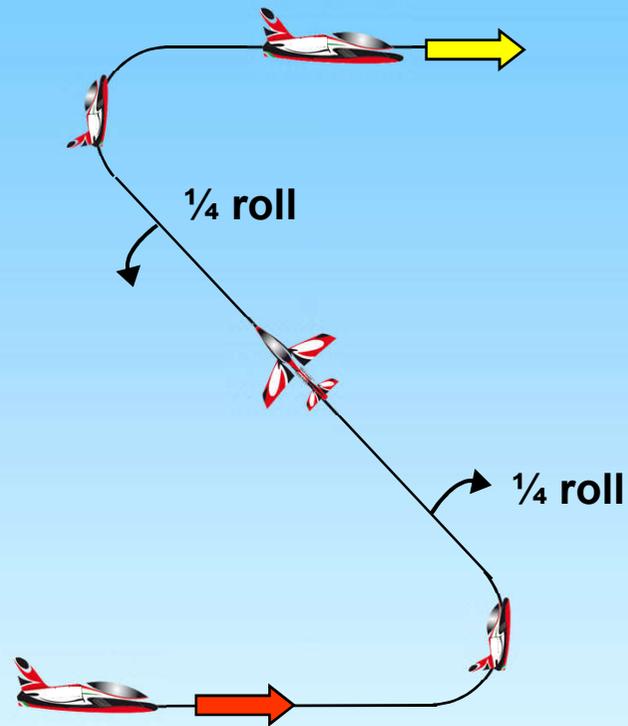
1/4 rolls centered on middle of the line.

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

All radii are equal.

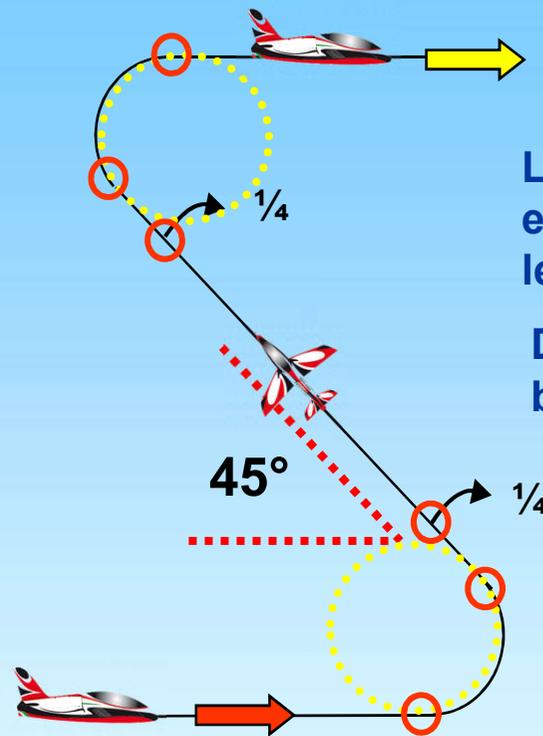


SP-24.09 Figure Z with knife edge flight



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.

SP-24.09 Figure Z with knife edge flight



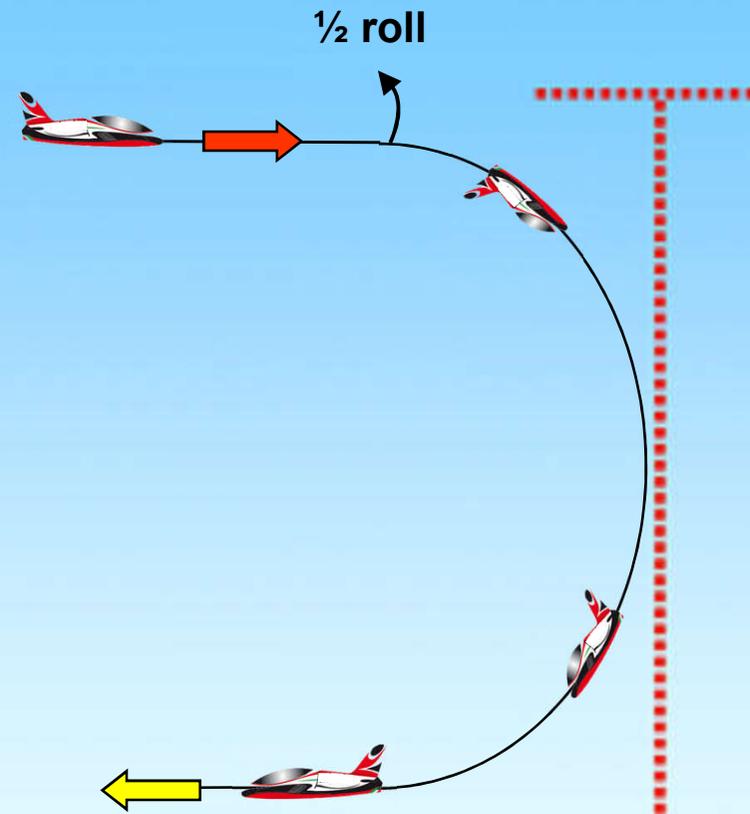
Lines before and after knife edge Flight must be of equal length.

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

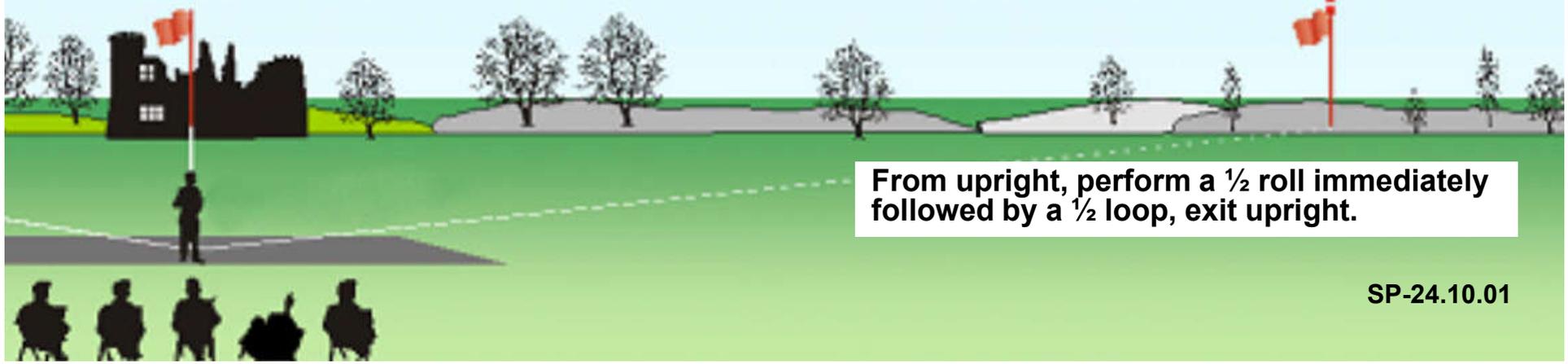
All radii are equal.

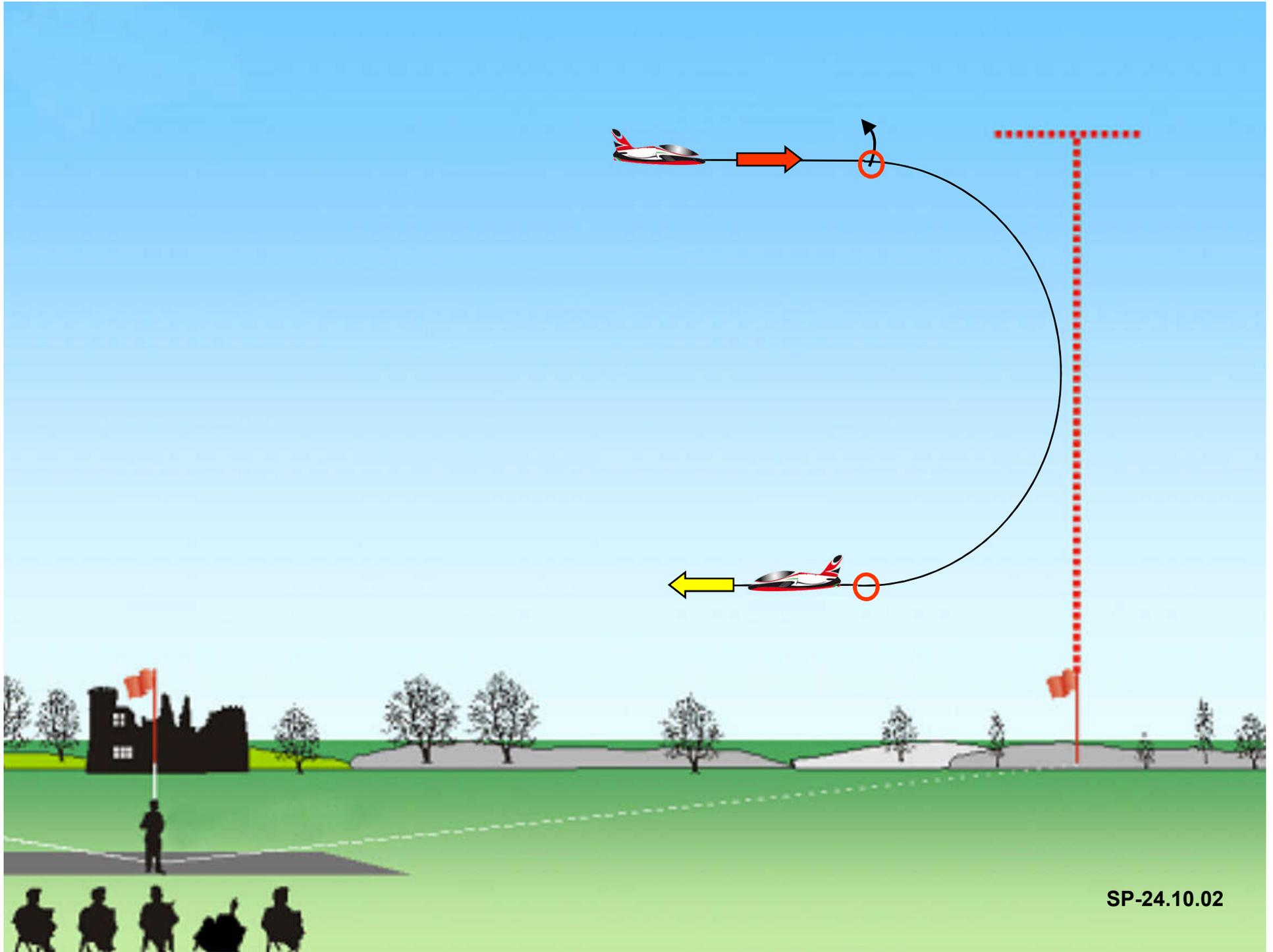


SP-24.10 Split S

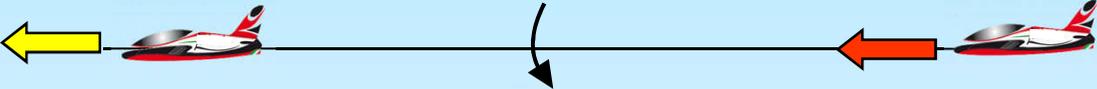


From upright, perform a $\frac{1}{2}$ roll immediately followed by a $\frac{1}{2}$ loop, exit upright.





SP-24.11 Slow roll



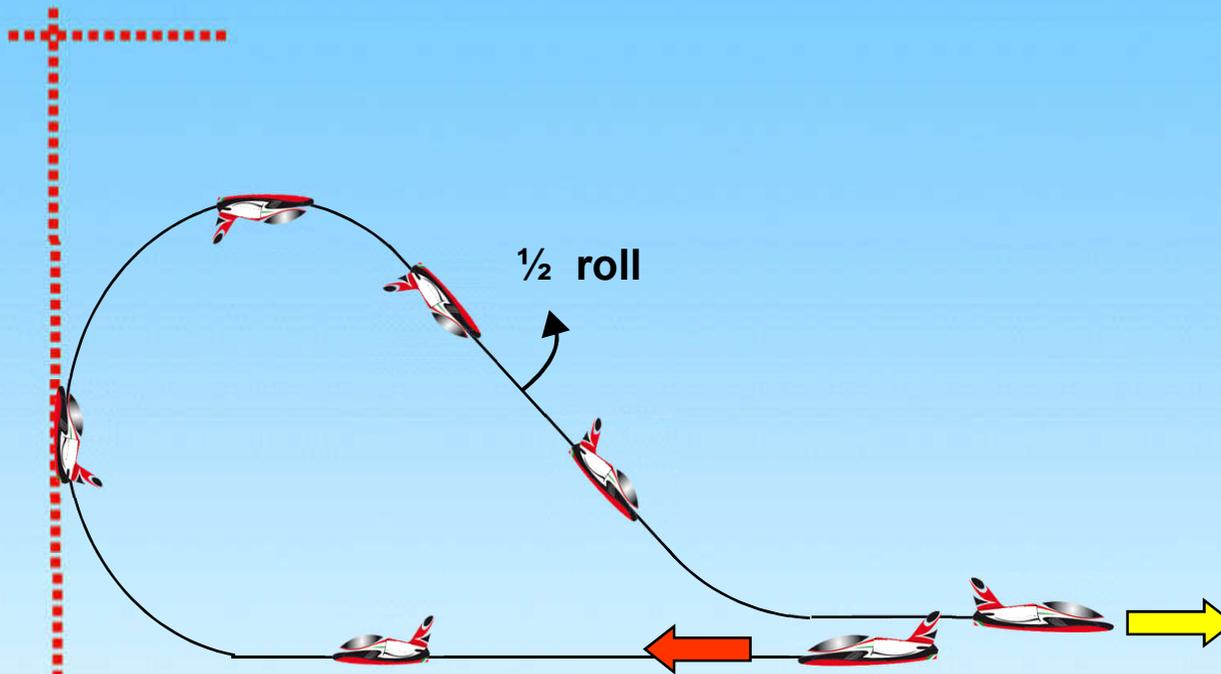
From upright, perform a slow roll, exit upright.

SP-24.11 Slow roll

Rolling speed must be constant.



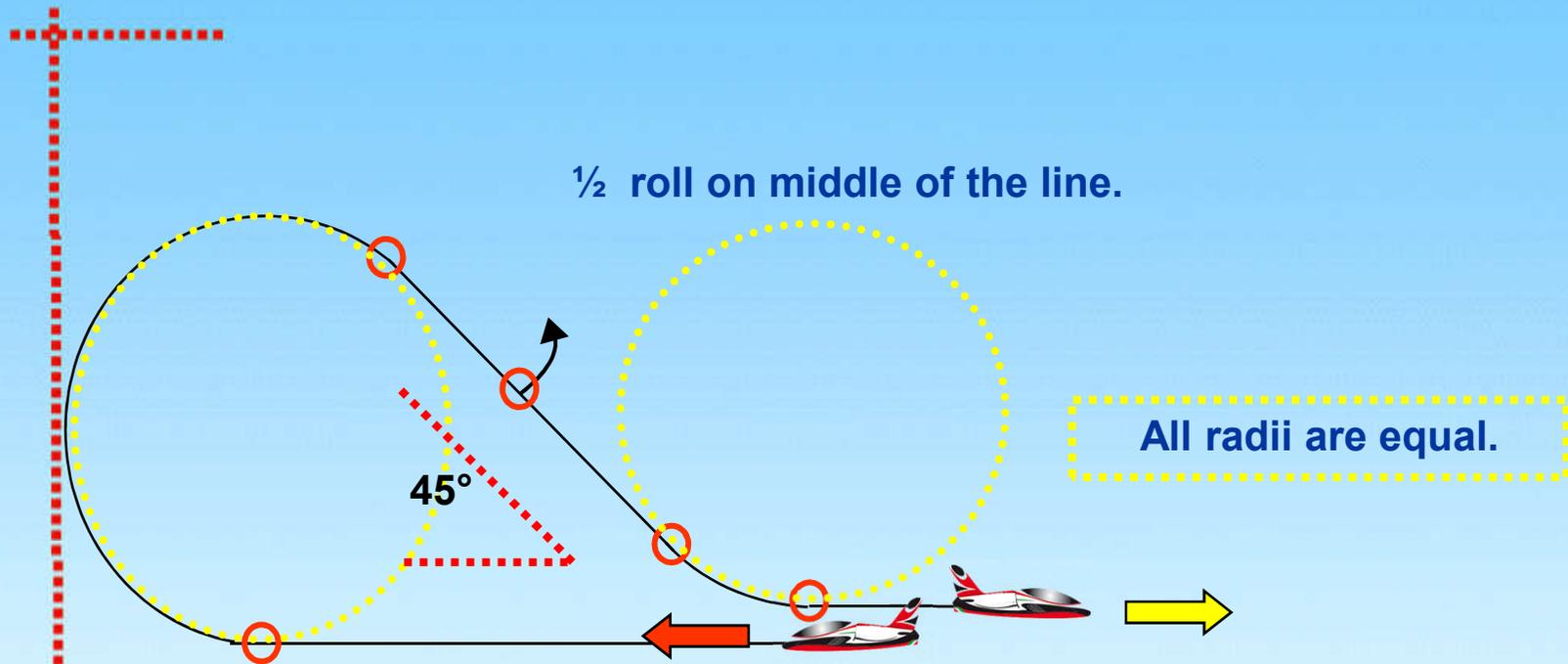
SP-24.12 Half Cuban 8 with $\frac{1}{2}$ roll



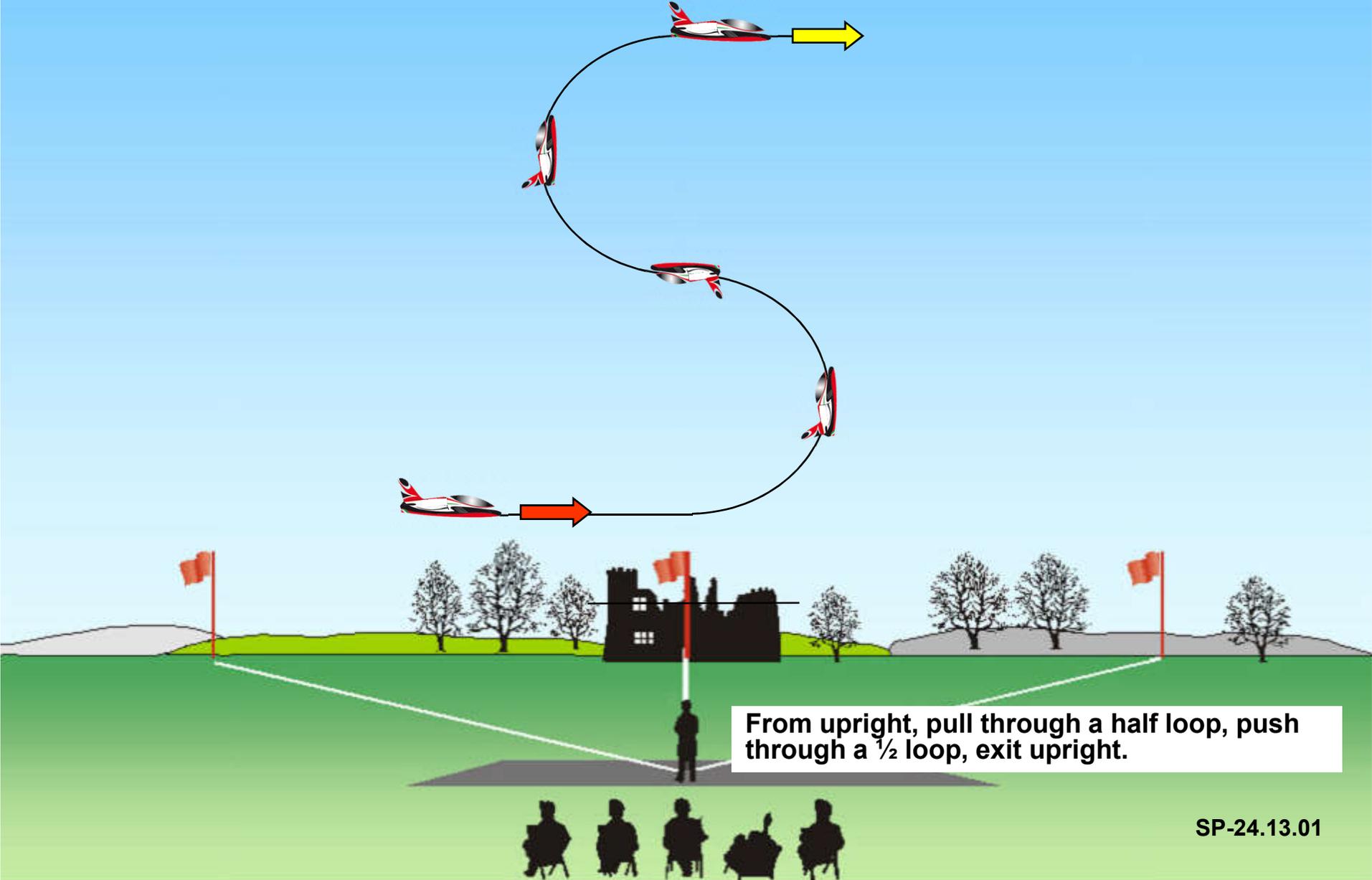
From upright, pull through a $\frac{5}{8}$ loop into 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.



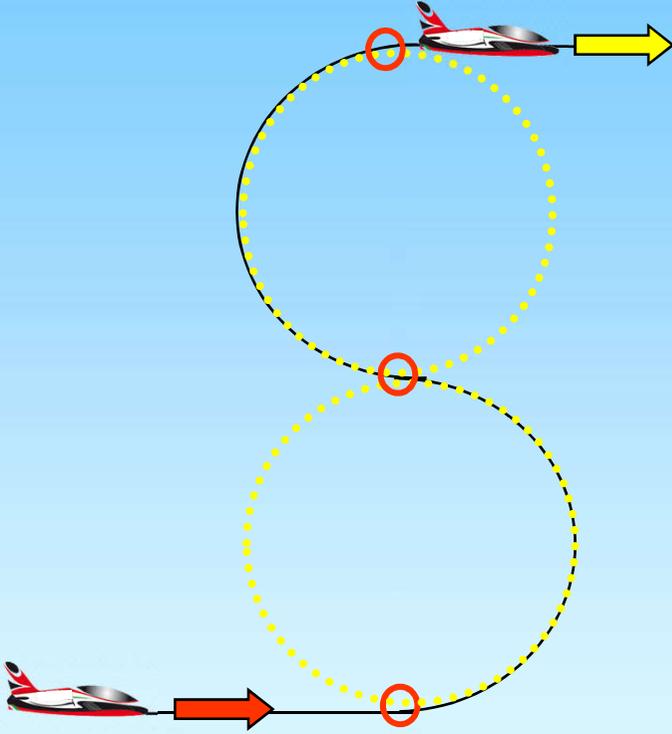
SP-24.12 Half Cuban 8 with 1/2 roll



SP-24.13 Figure S



SP-24.13 Figure S

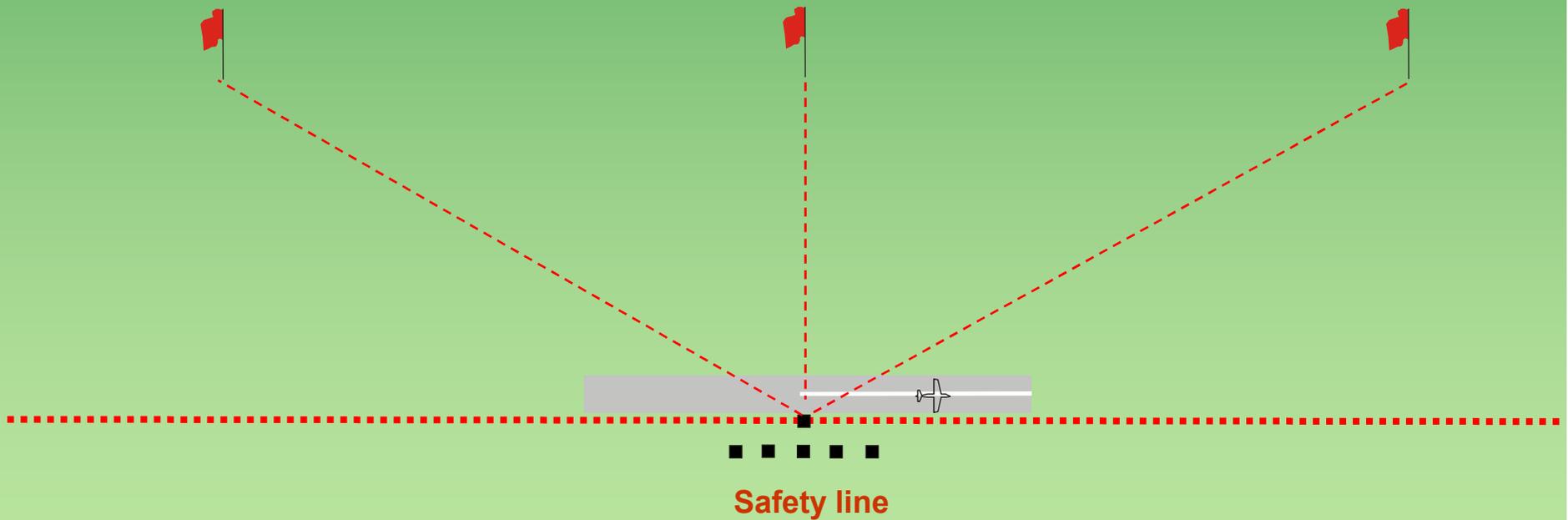


All radii are equal.



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

LOOK ONLY AT LINES DESCRIBED IN THE SKY!



Thank you!

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