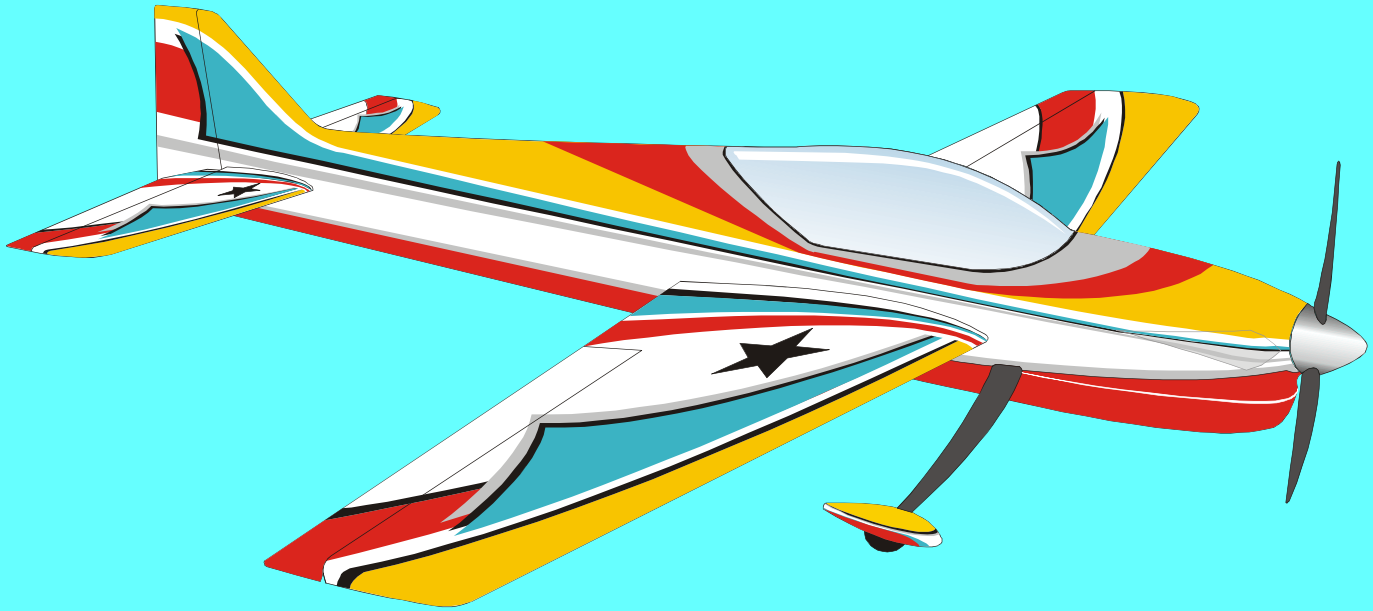
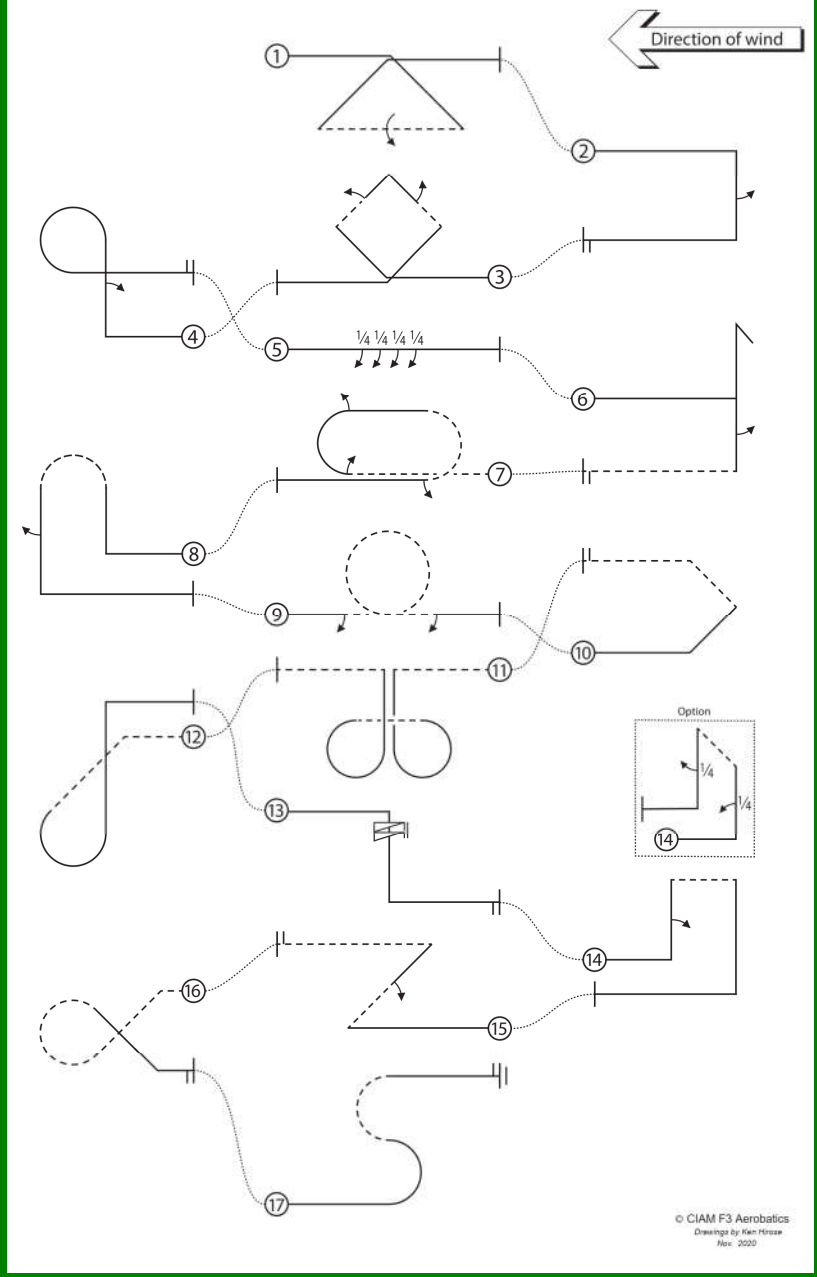
Flying and Judging F3A



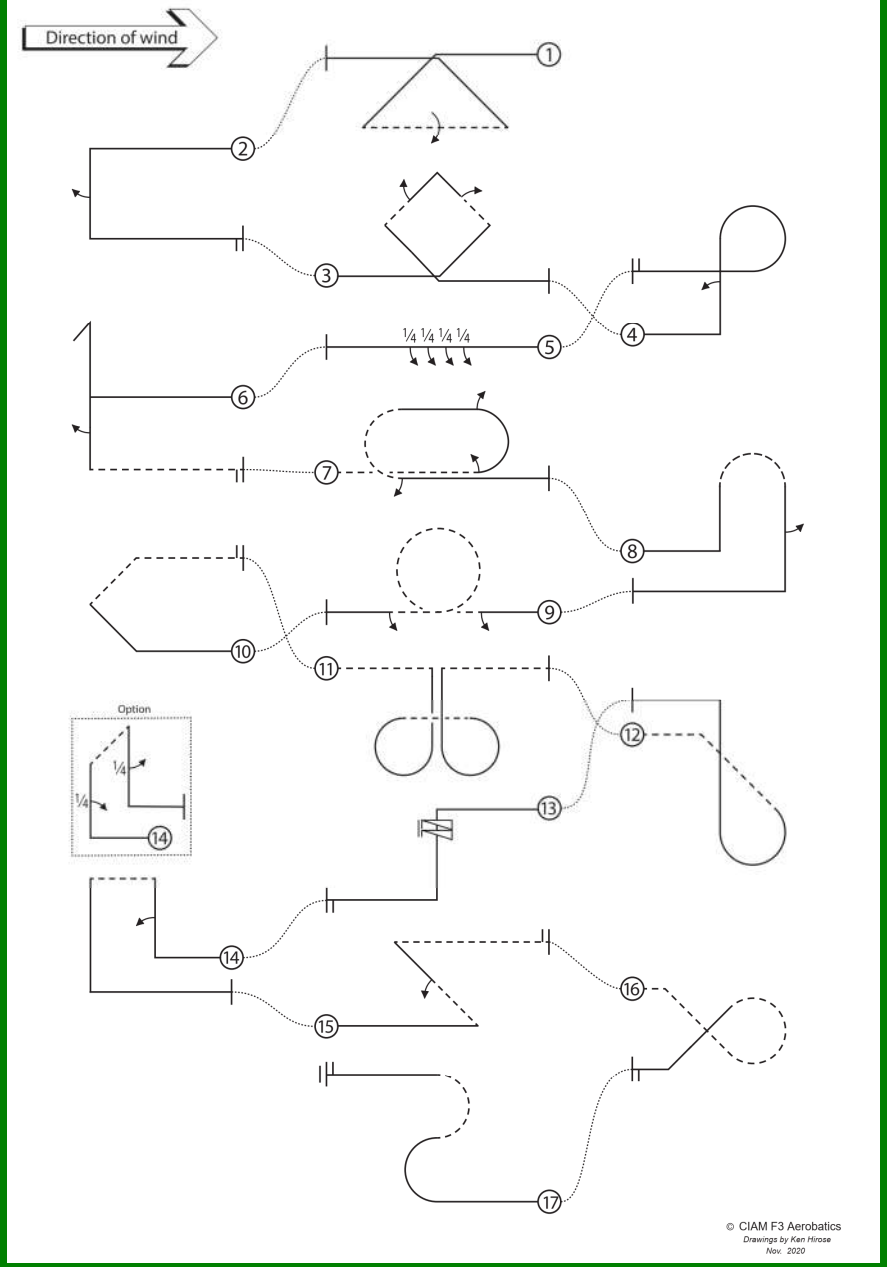
SCHEMATIC MANOEUVRE ILLUSTRATIONS

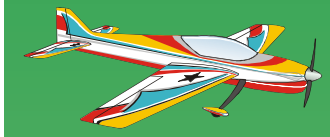
SCHEDULE A-25

ADVANCED SCHEDULE A-25 (2024-2025)

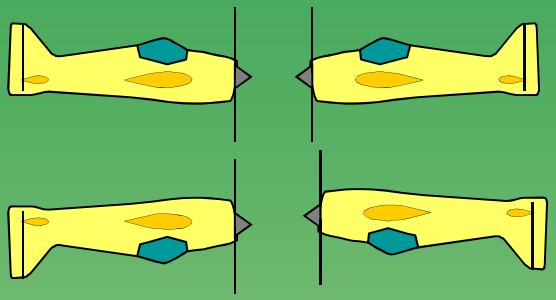


ADVANCED SCHEDULE A-25 (2024-2025)



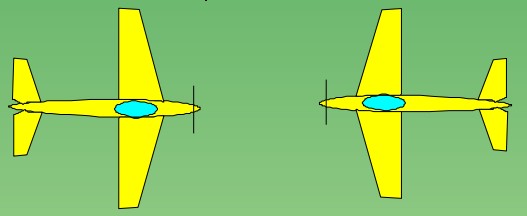


Explanations:

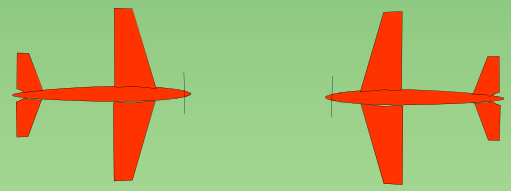


Aircraft upright

Aircraft inverted



Aircraft in Knife-Edge
View from Top



Aircraft in Knife-Edge
View from Below

¼ part roll

half roll

roll

pos. spin

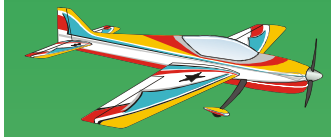
neg. spin

pos.

neg.

snap rolls

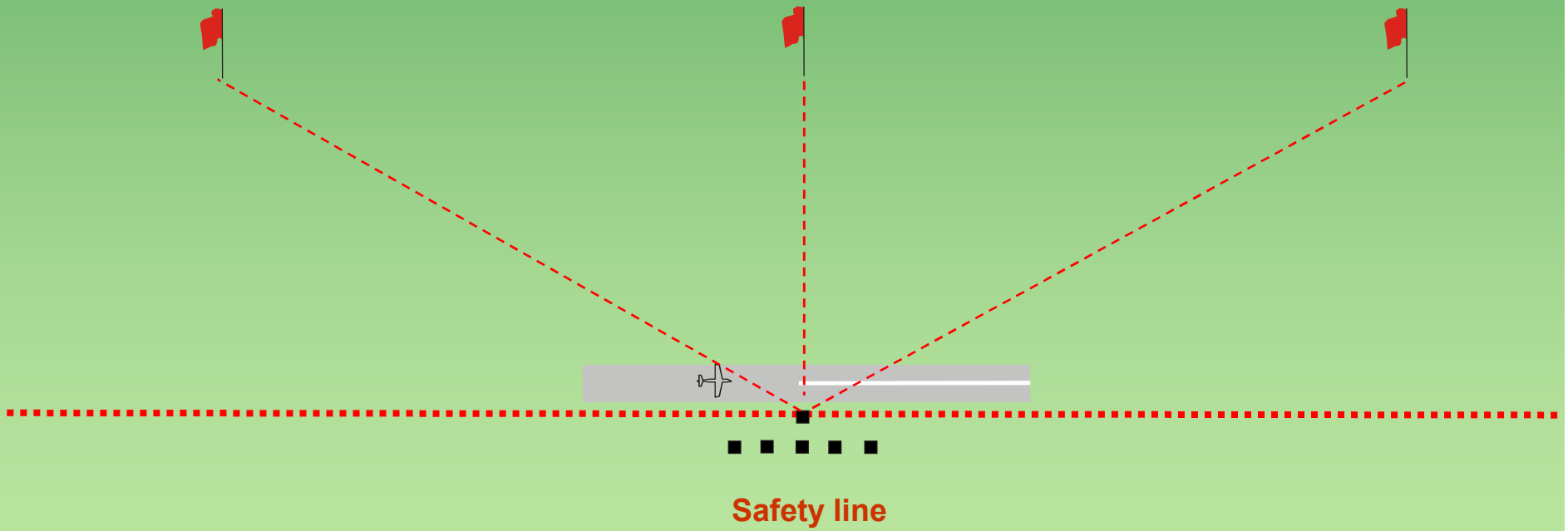
reference points



Take-off procedure

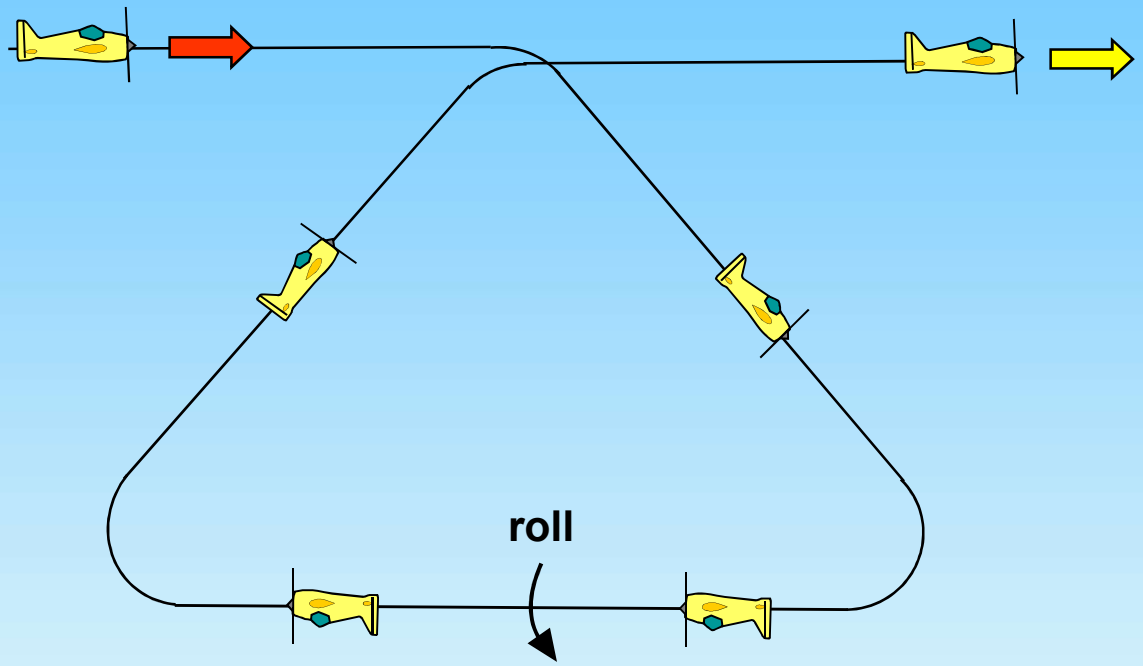
(not judged, not scored)

wind



Safety line

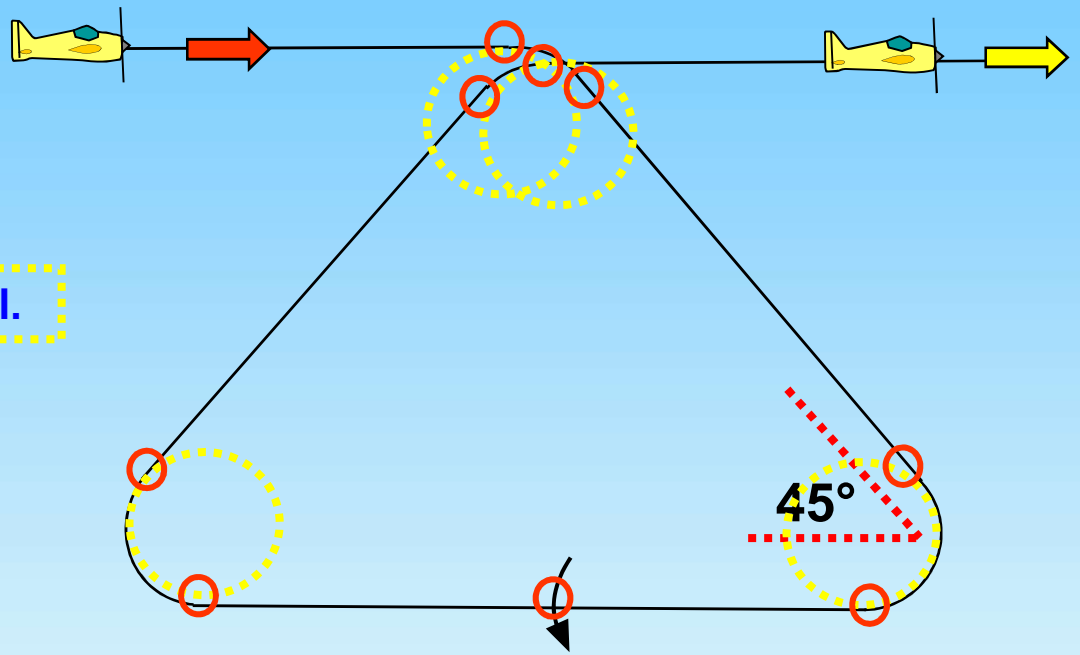
A-25.01 Triangle from Top with roll

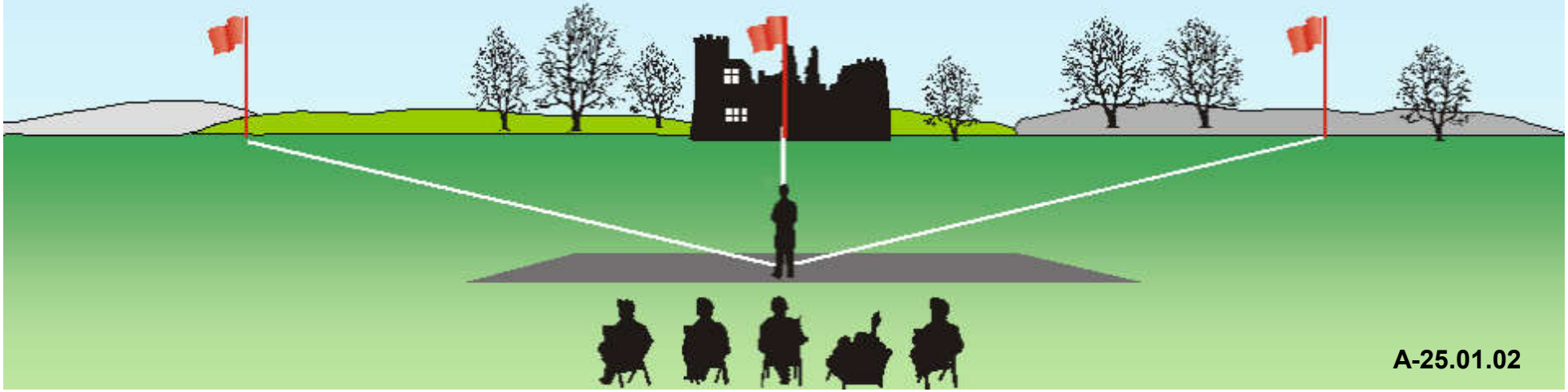


From upright, in the center push through a one eighth loop into a forty-five degree downline, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, push through a one eighth loop, exit upright.

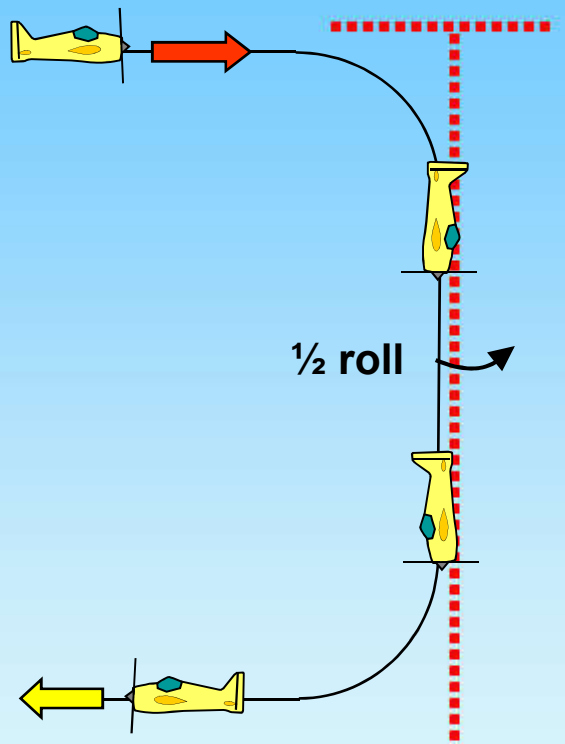
A-25.01 Triangle from Top with roll

All radii are equal.





A-25.02 Half Square Loop with half roll

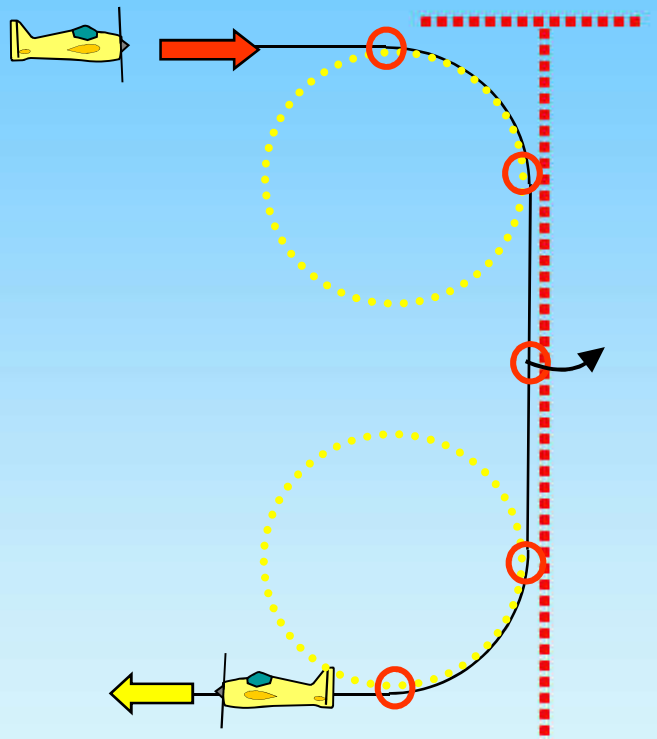


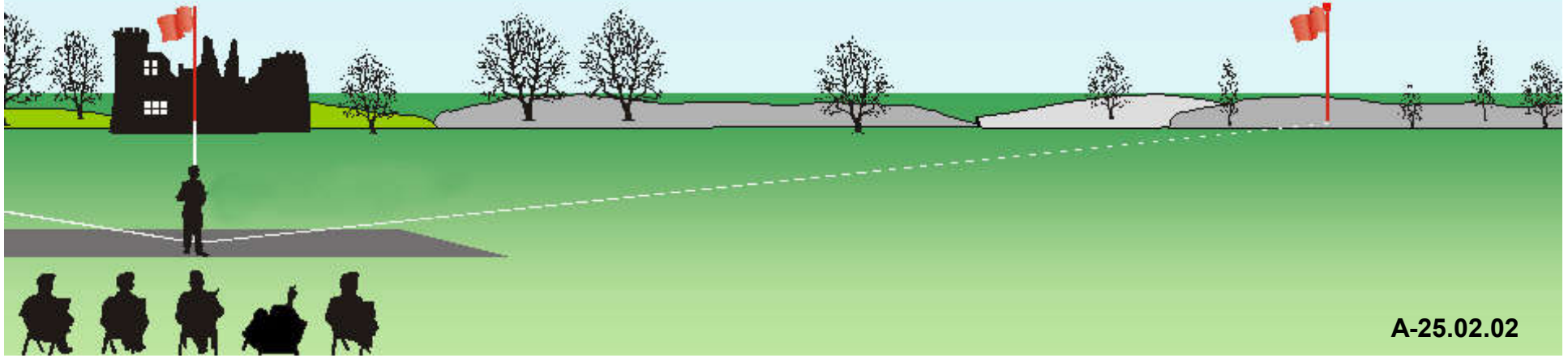
From upright, push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

A-25.02 Half Square Loop with half roll

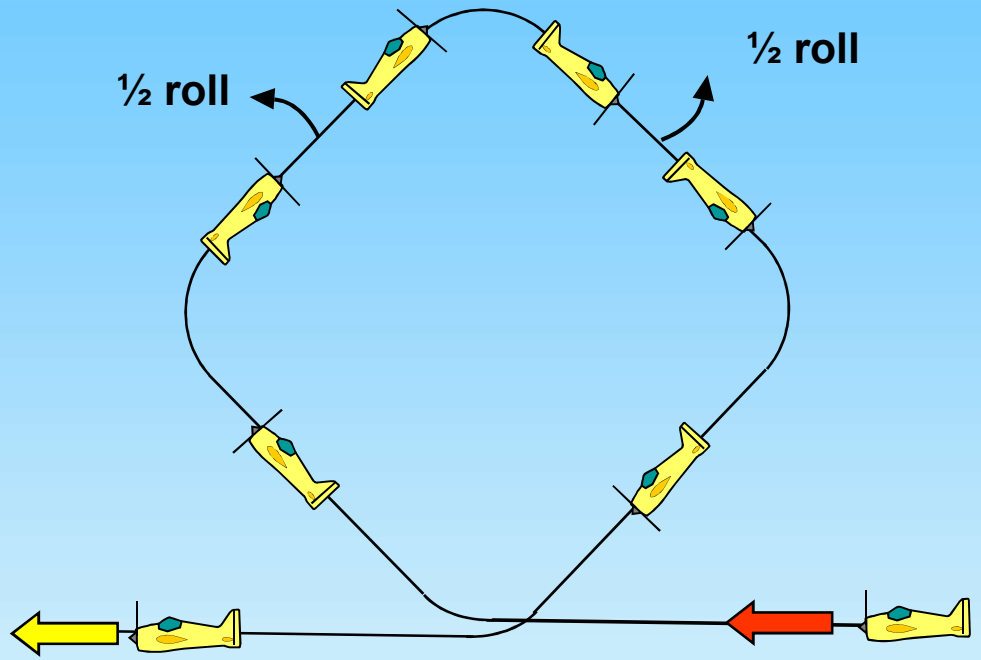
½ roll on middle of the line.

All radii are equal.





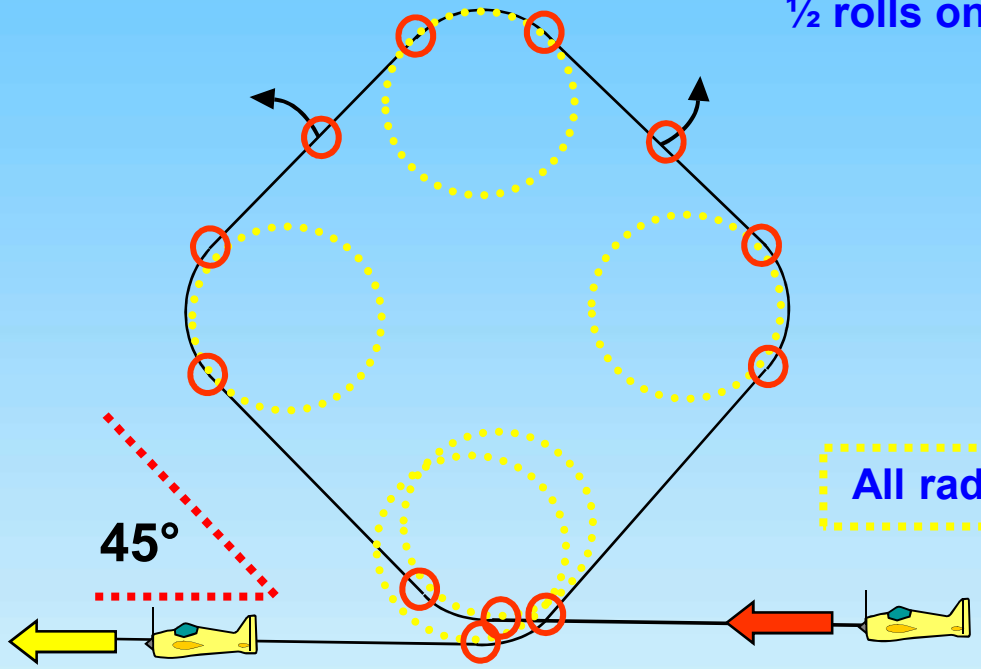
A-25.03 Square Loop on corner with half roll, half roll



From upright, in the center pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree downline, perform a half roll, pull through a quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.

A-25.03 Square Loop on corner with half roll, half roll

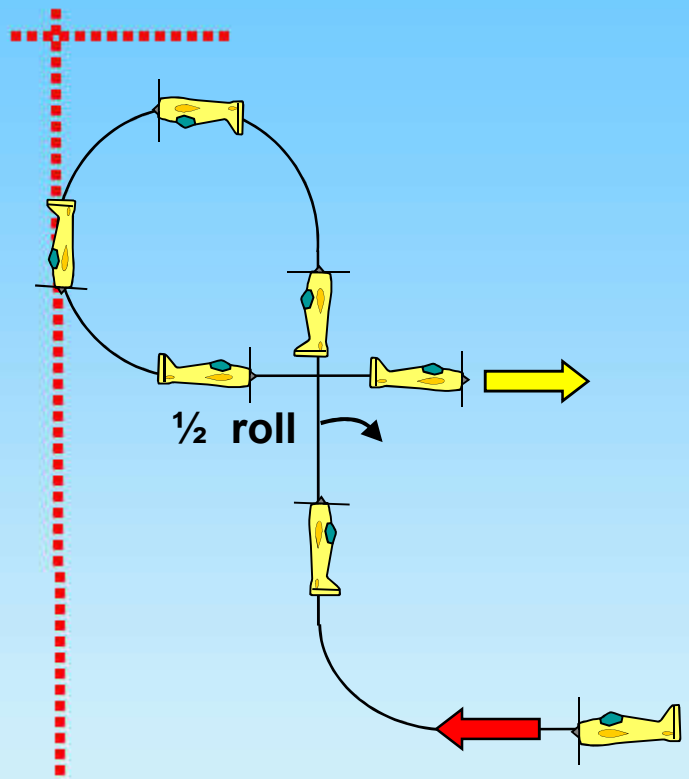
½ rolls on middle of the line.



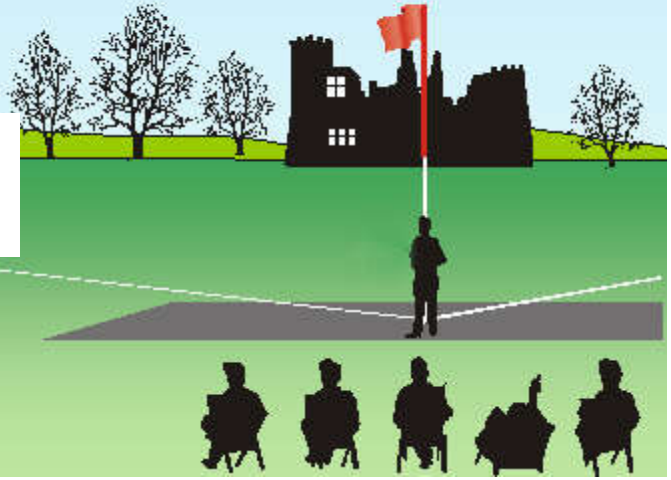
All radii are equal.

A-25.03.02

A-25.04 Figure Nine with half roll



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



A-25.04.01

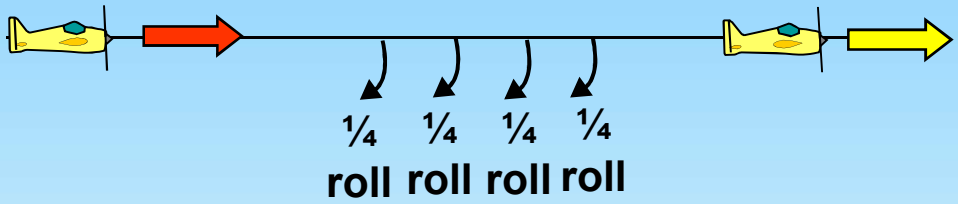
A-25.04 Figure Nine with half roll

½ roll on middle of the line.

All radii are equal.

A-25.04.02

A-25.05 Four consecutive Quarter Rolls

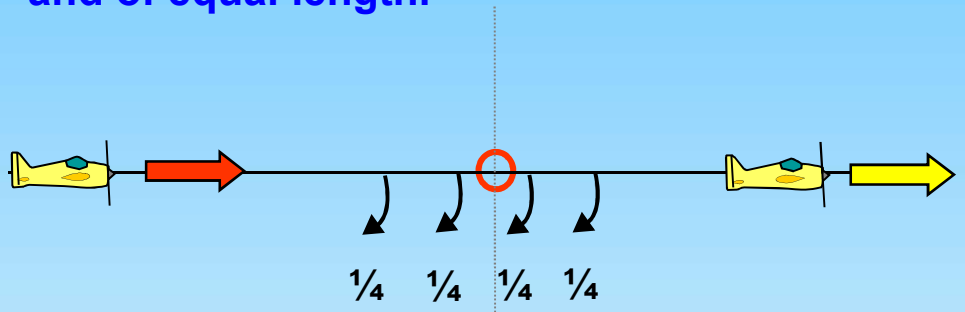


From upright, perform consecutively four quarter rolls, exit upright.

A-25.05.01

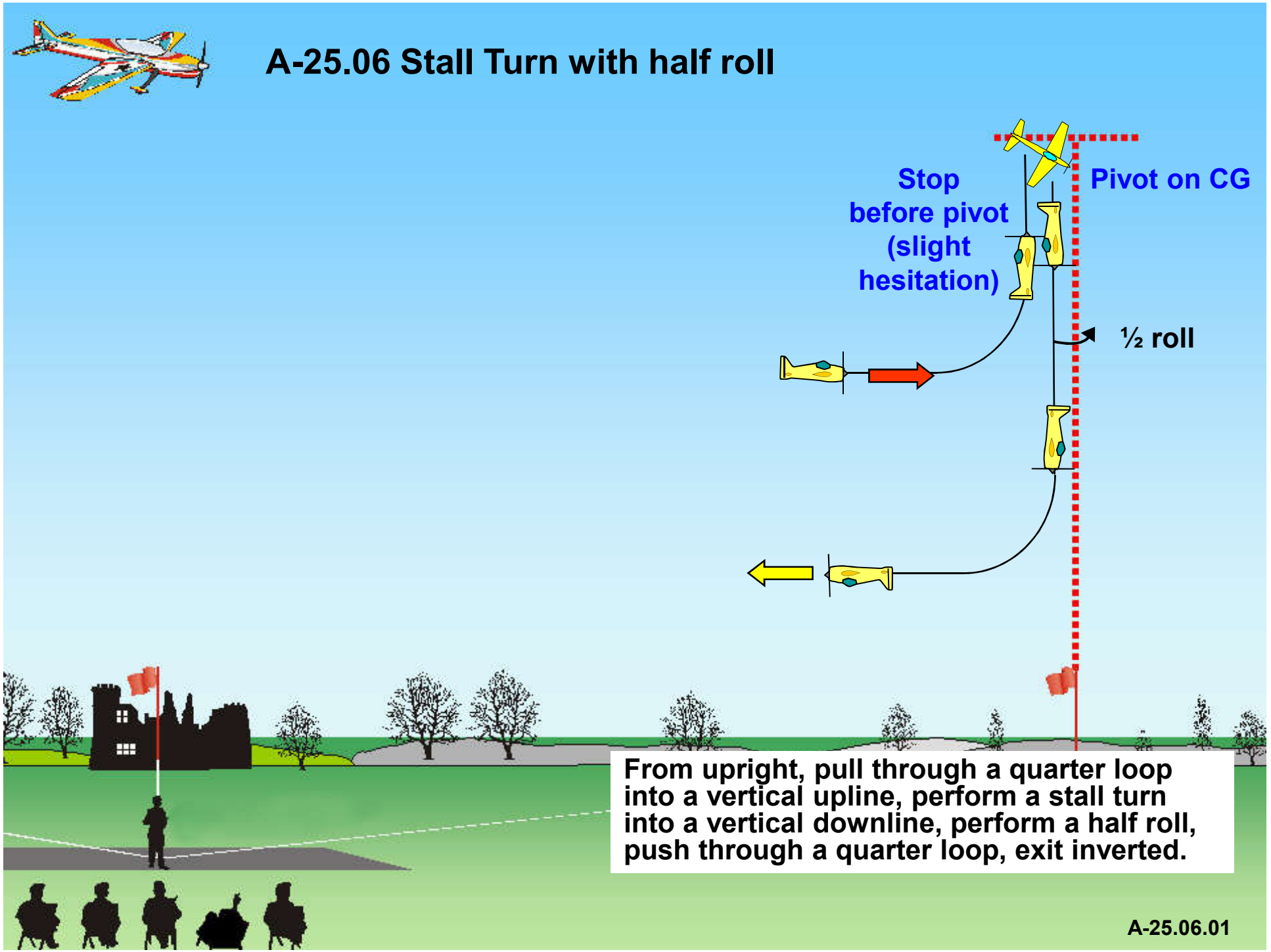
A-25.05 Four consecutive Quarter Rolls

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



A-25.05.02

A-25.06 Stall Turn with half roll



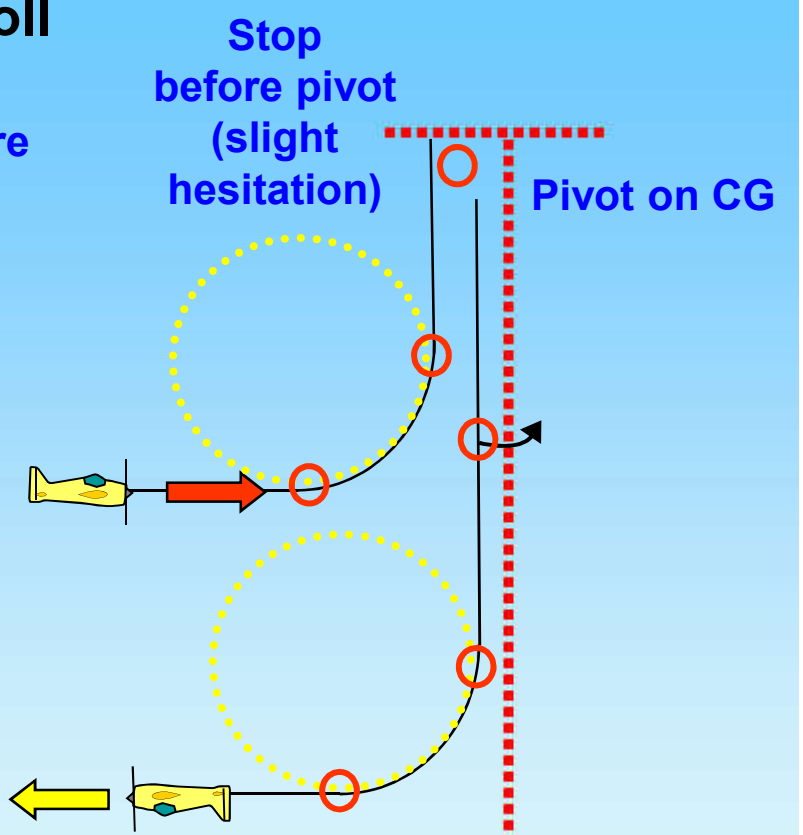
From upright, pull through a quarter loop into a vertical upline, perform a stall turn into a vertical downline, perform a half roll, push through a quarter loop, exit inverted.

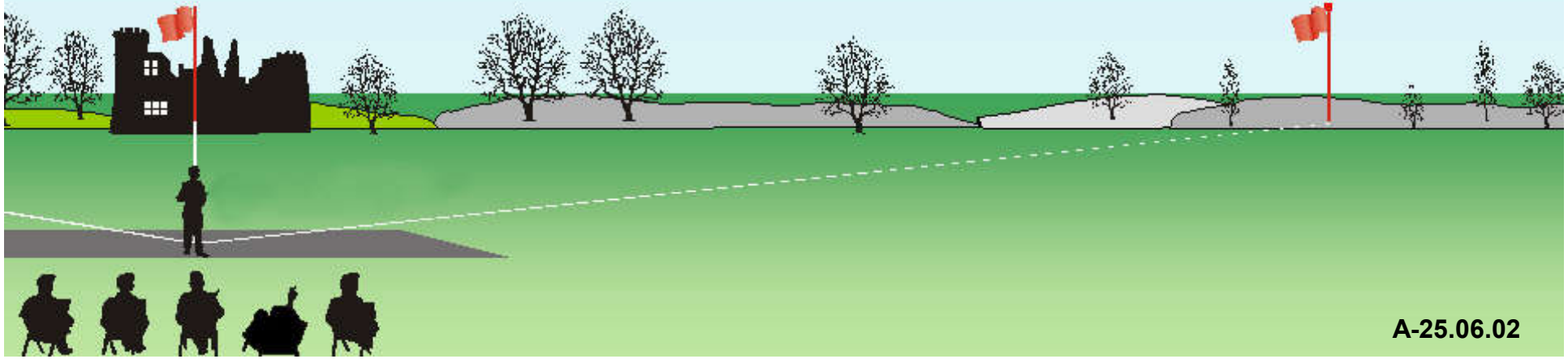
A-25.06 Stall Turn with half roll

Two wing spans or more
– zero points!

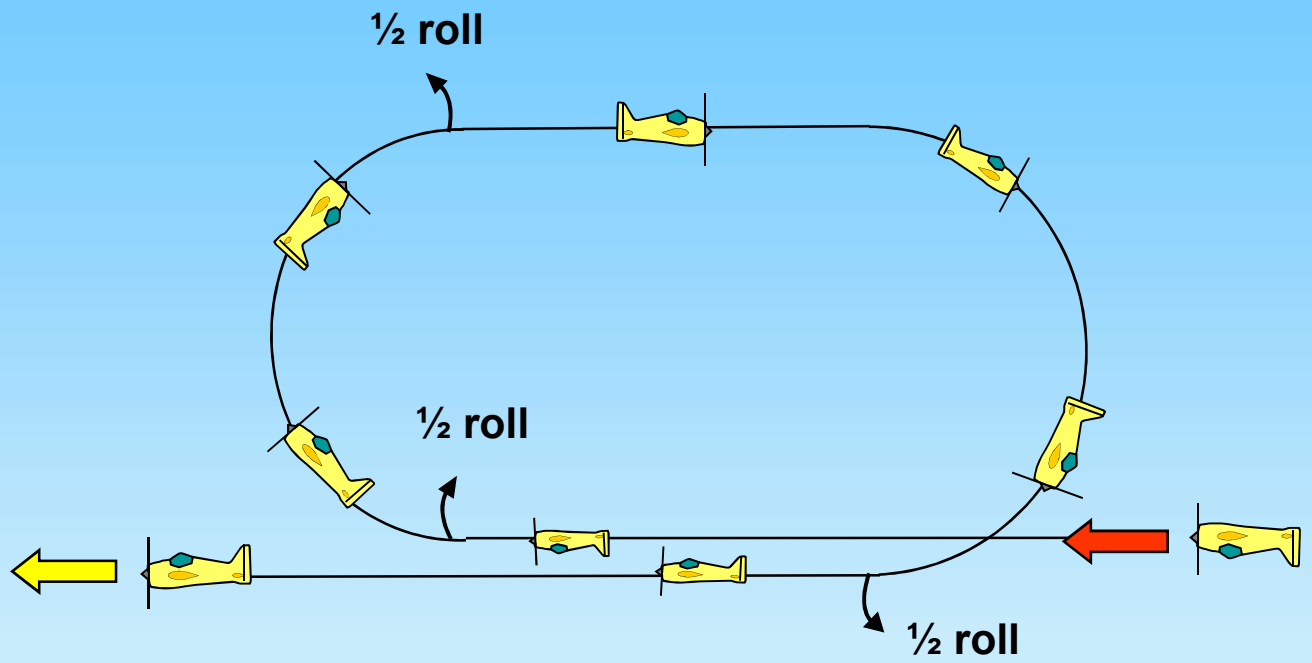
½ roll on middle of the line.

All radii are equal.





A-25.07 Double Immelman with half roll, half roll, half roll



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

A-25.07 Double Immelman with half roll, half roll, half roll

The second ½ roll must follow immediately after the half loop.

The half loop must follow immediately after the first ½ roll.

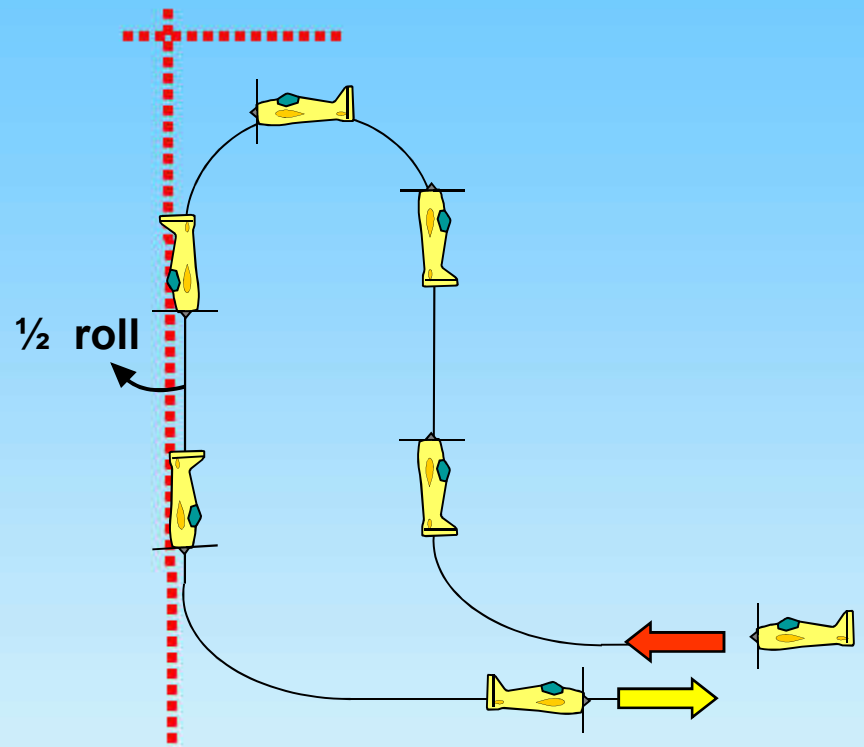
All radii are equal.

The third ½ roll must follow immediately after the second half loop.

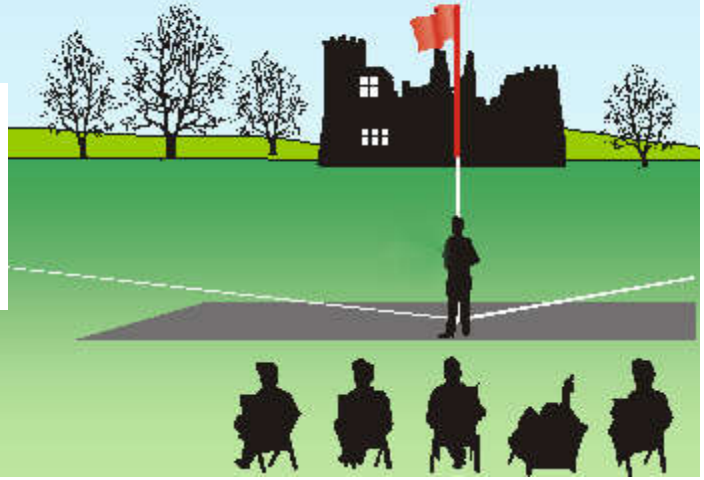
½ roll

A-25.07.02

A-25.08 Humpty Bump with half 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.



A-25.08.01

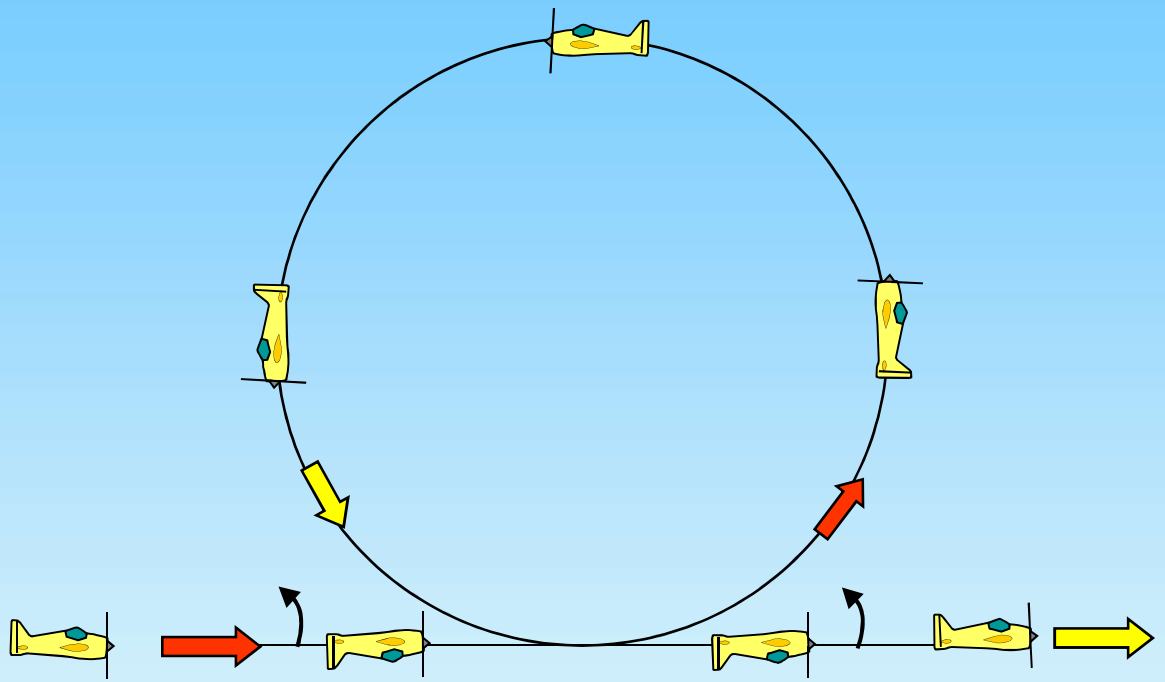
A-25.08 Humpty Bump with half roll

½ roll on middle of the line.

All radii are equal.

A-25.08.02

A-25.09 Half Roll, Loop, Half Roll

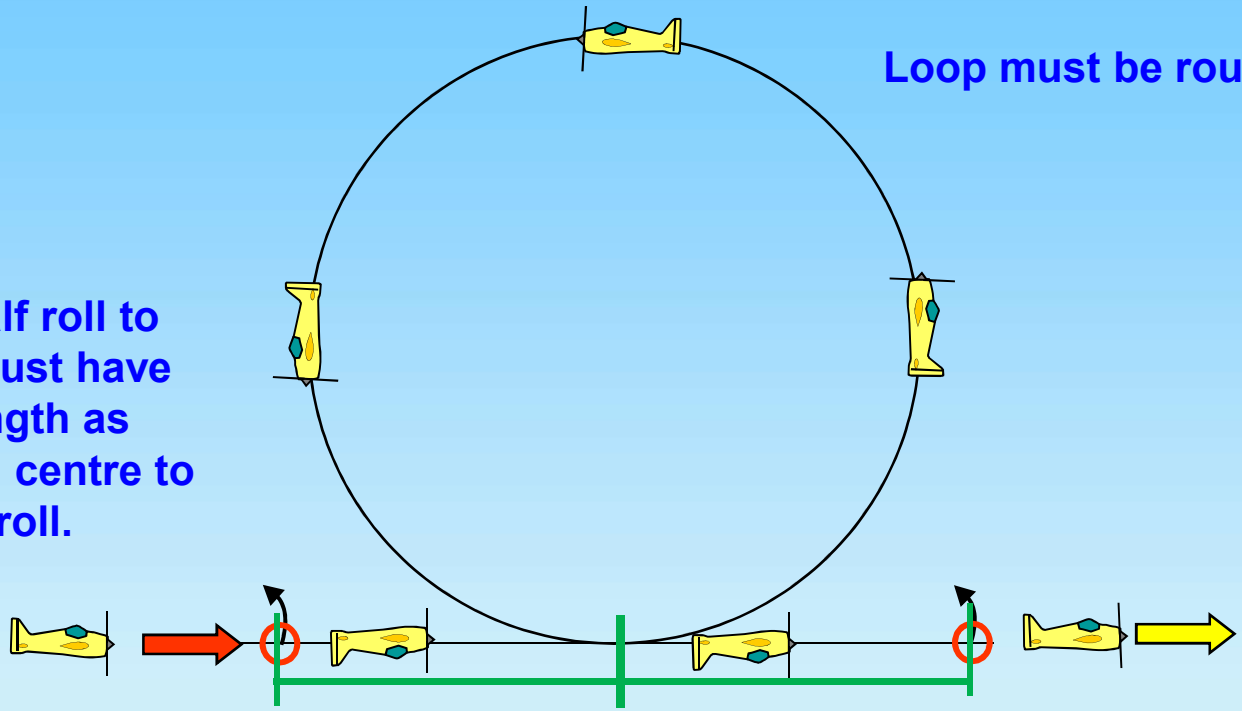


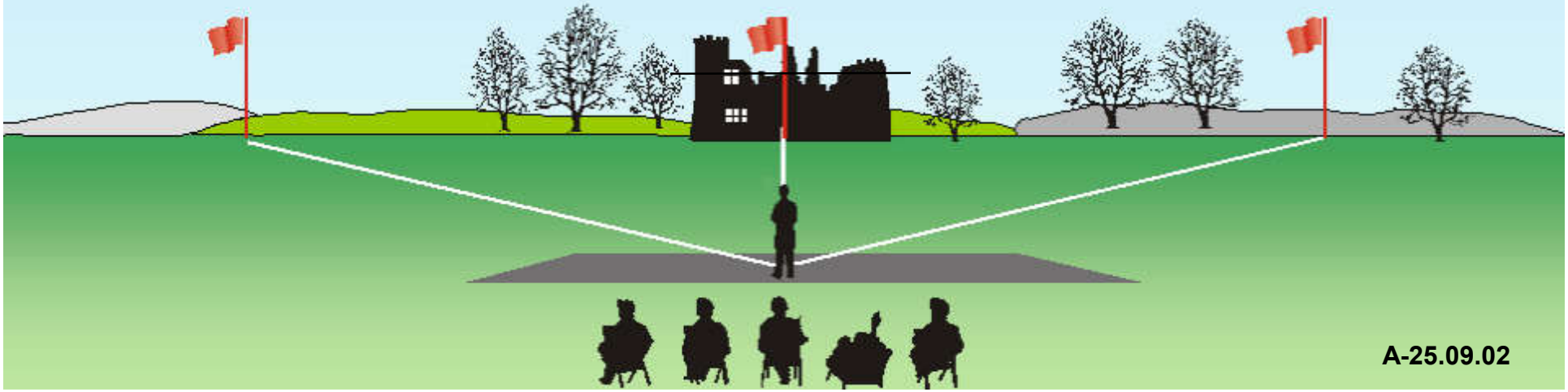
From upright, before center perform a half roll, push through a loop, perform a half roll, exit upright.

A-25.09 Half Roll, Loop, Half Roll

Loop must be round.

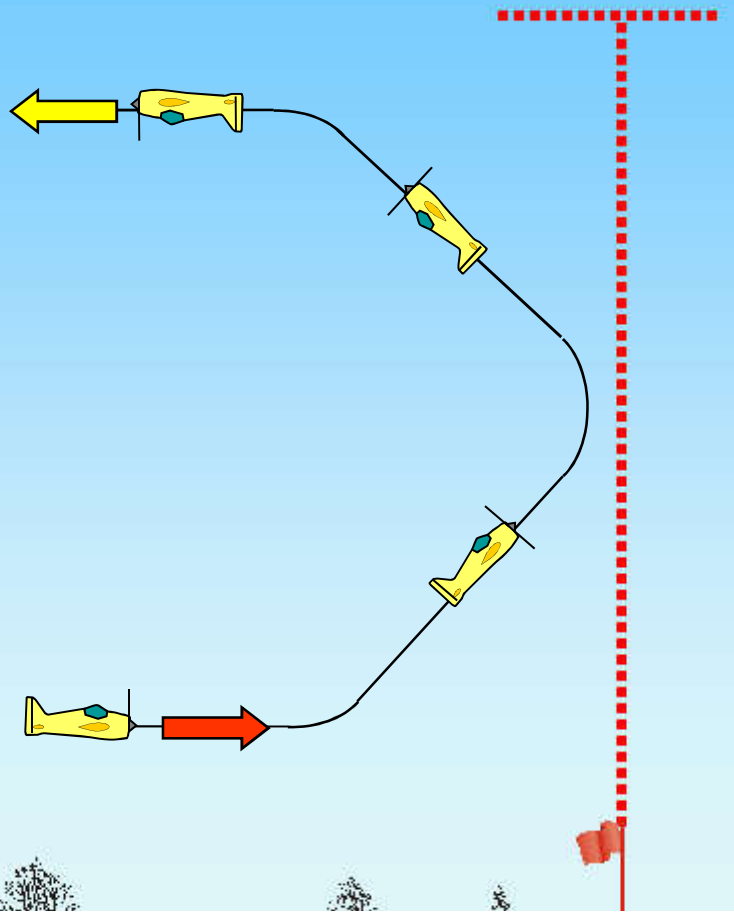
Line from half roll to the centre must have the same length as the line from centre to second half roll.



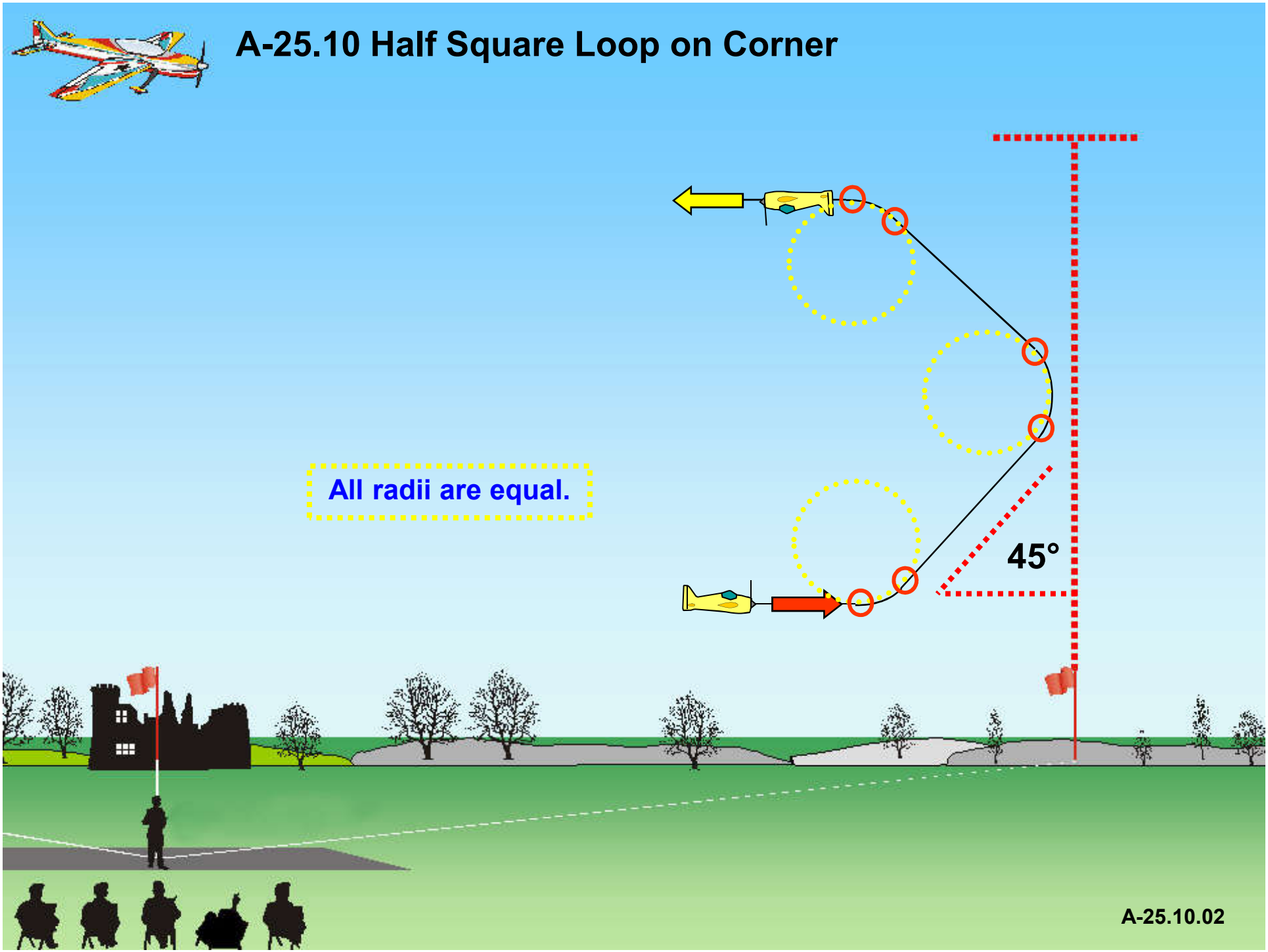


A-25.09.02

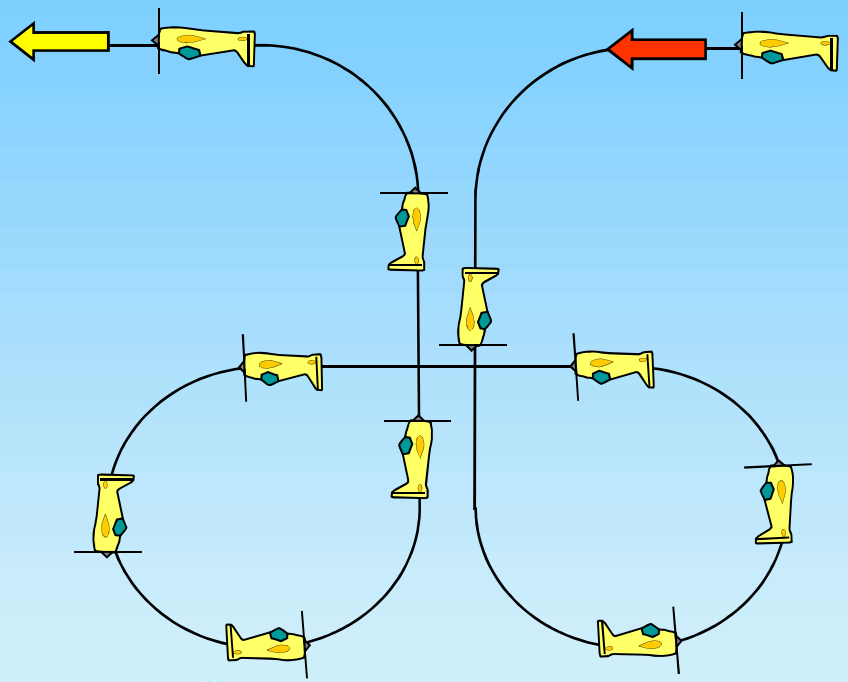
A-25.10 Half Square Loop on Corner



From upright, pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, pull through a one eighth loop, exit inverted.

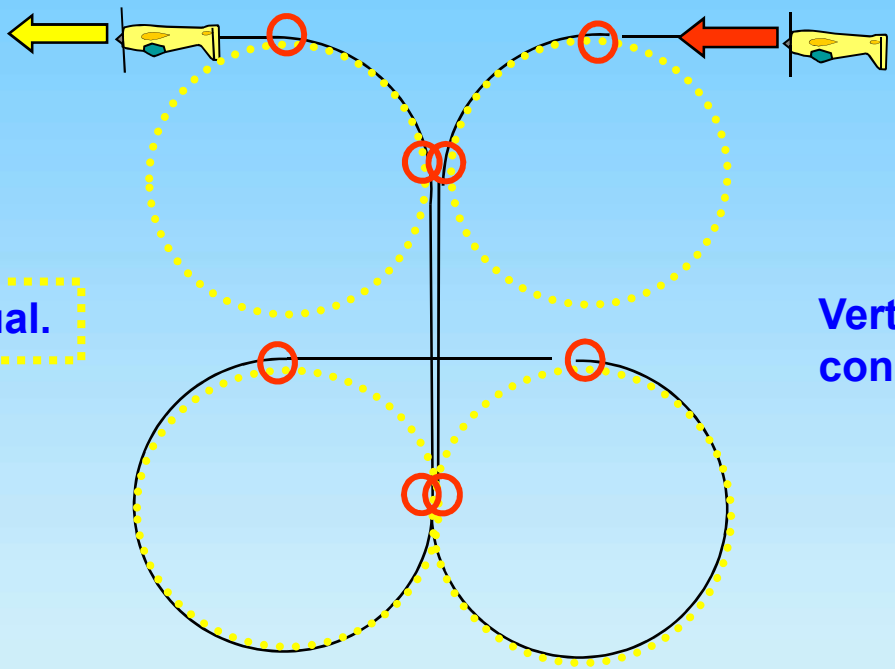

A-25.10 Half Square Loop on Corner
All radii are equal.
45°
A-25.10.02

A-25.11 Half Cloverleaf



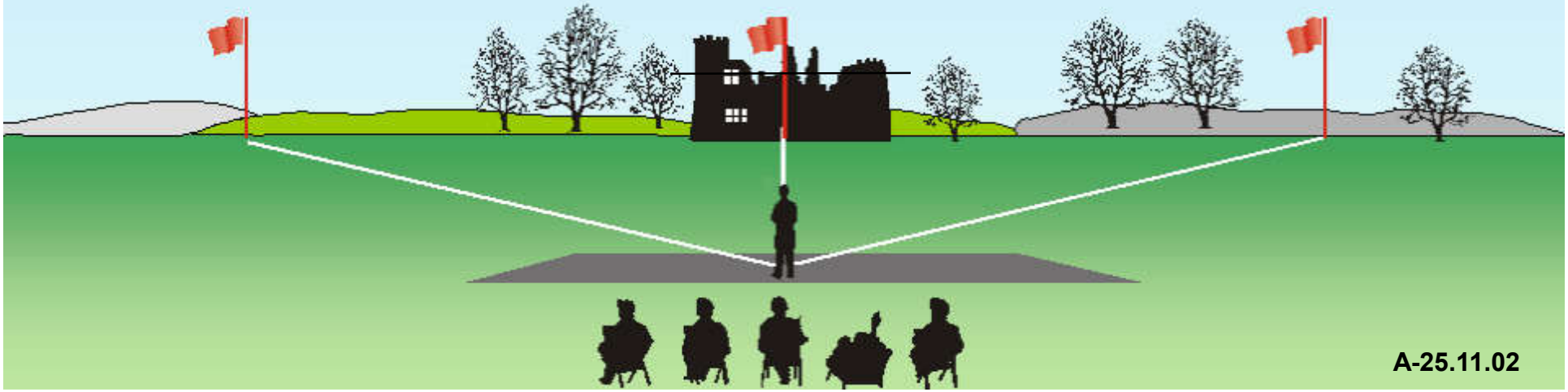
From inverted, pull through a quarter loop into a vertical (centre) downline, pull through a three quarter loop into a horizontal line, pull through a three quarter loop into a vertical (centre) upline, pull through a quarter loop, exit inverted

A-25.11 Half Cloverleaf

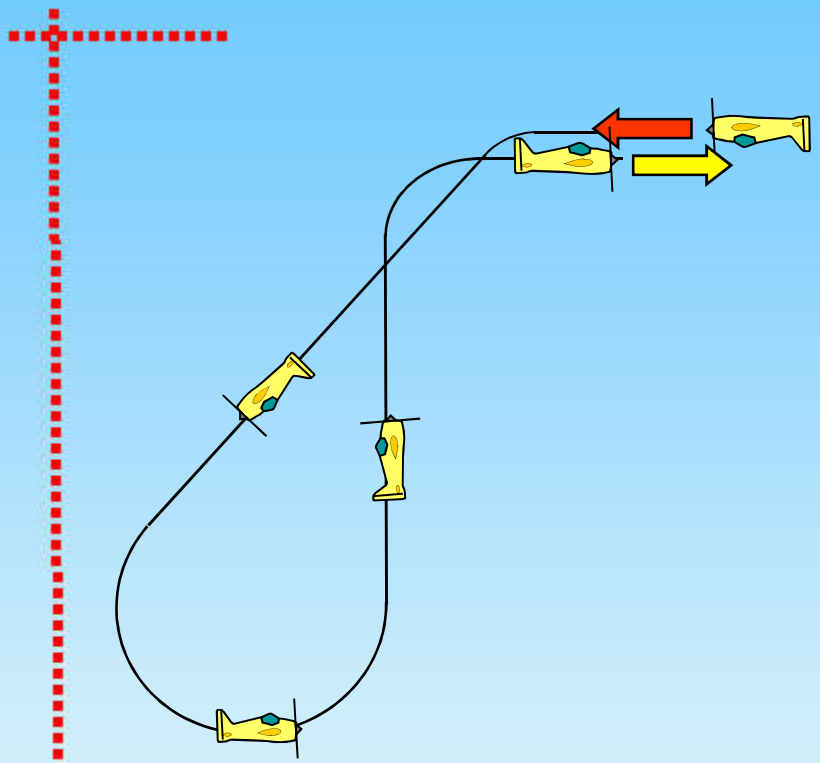


All radii are equal.

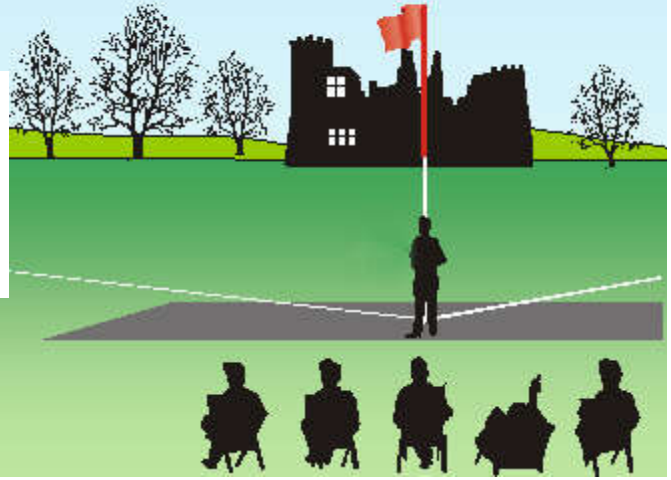
Vertical lines must be congruent.



A-25.12 Reverse Figure ET



From inverted, pull through a one eighth loop into a forty-five degree downline, pull through five eighths loop into a vertical upline, push through a quarter loop, exit upright.



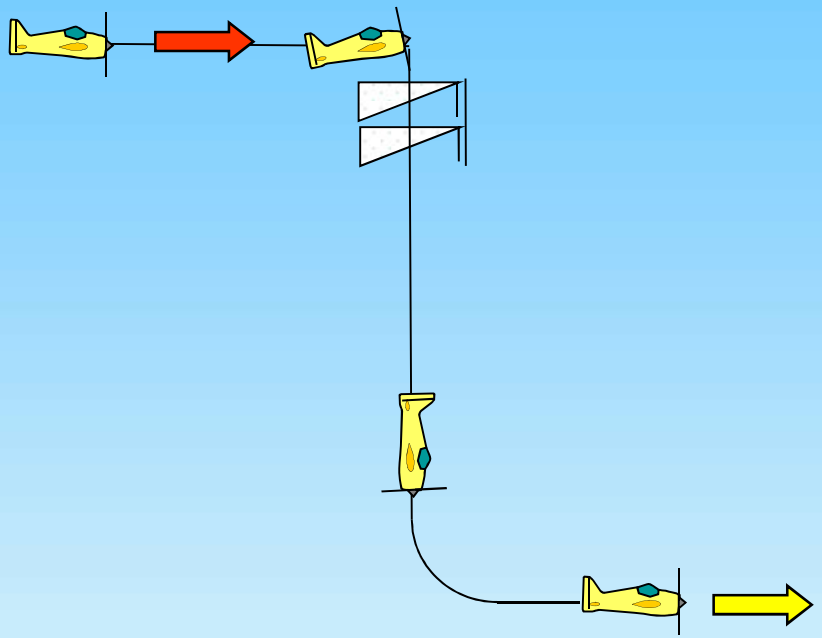
A-25.12.01

A-25.12 Reverse Figure ET

All radii are equal.

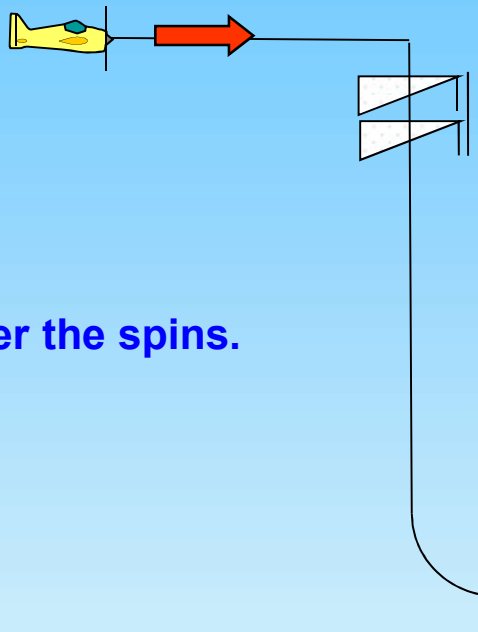
A-25.12.02

A-25.13 Spin two turns



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

A-25.13 Spin two turns



Snap entry - 0 points!

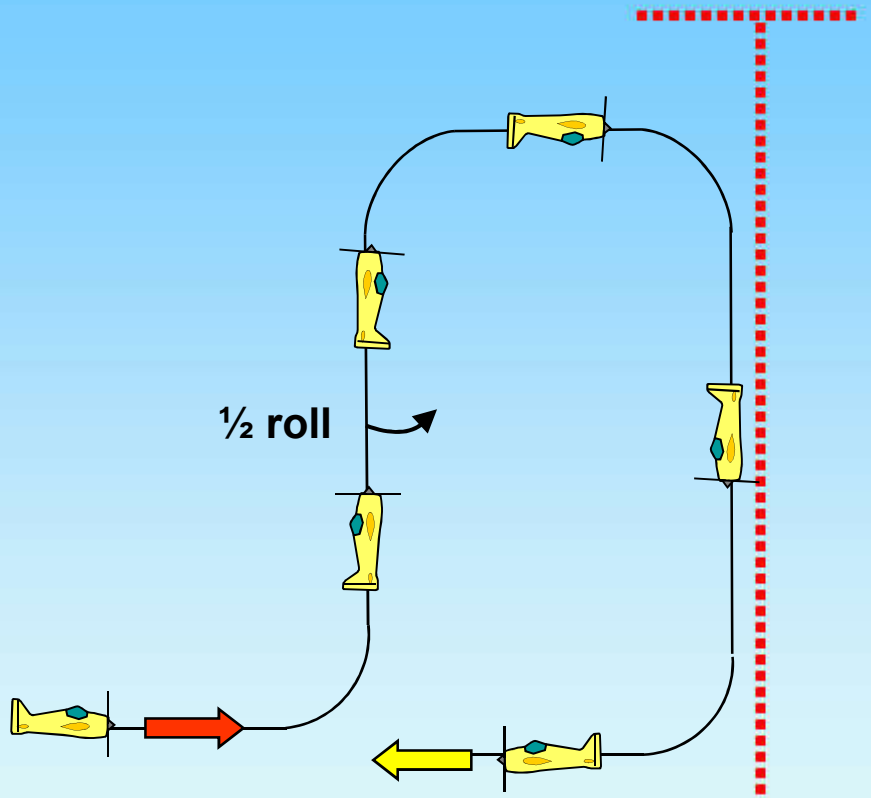
Spiral dive - 0 points!

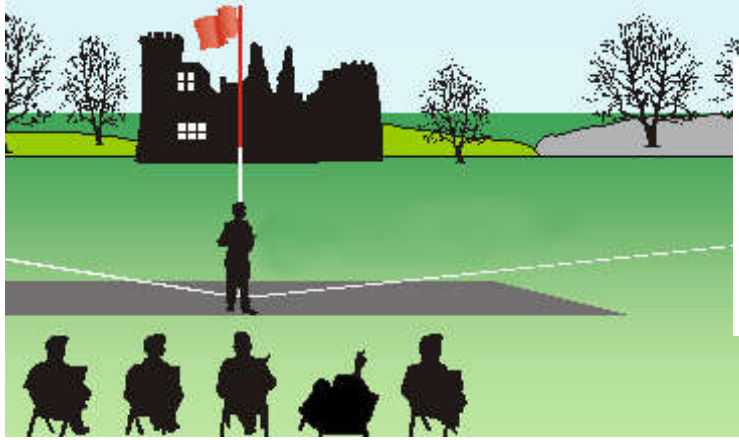
Forced entry: downgrade.

Line after the spins.

A-25.13.02

A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.



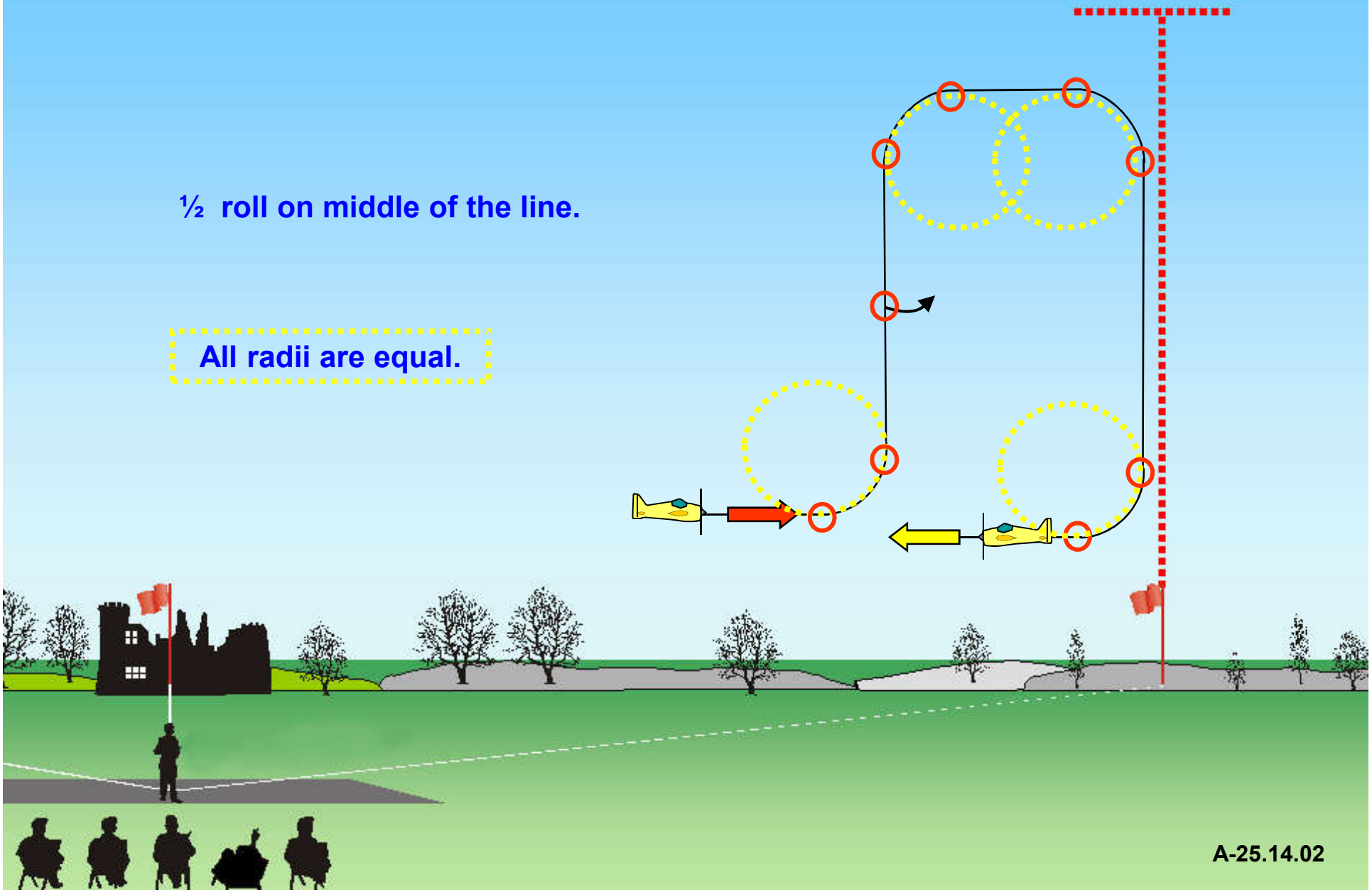


From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.

A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

½ roll on middle of the line.

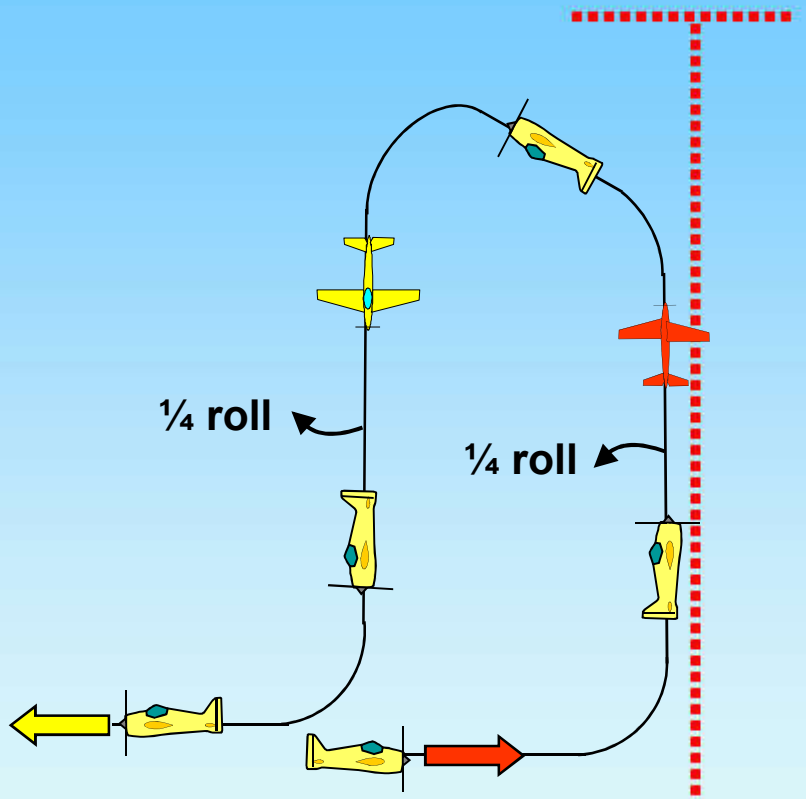
All radii are equal.

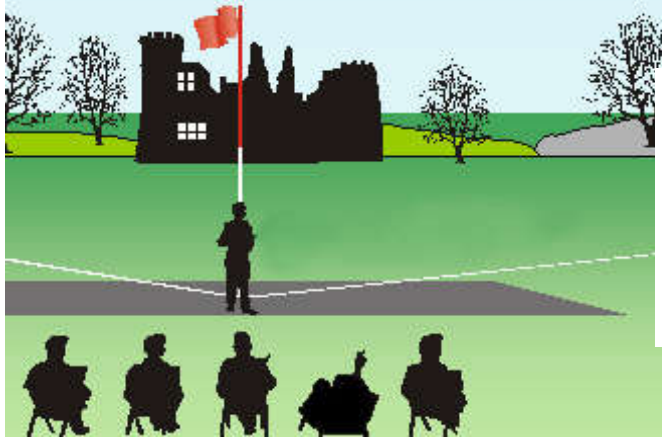


A-25.14.02

A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

Option





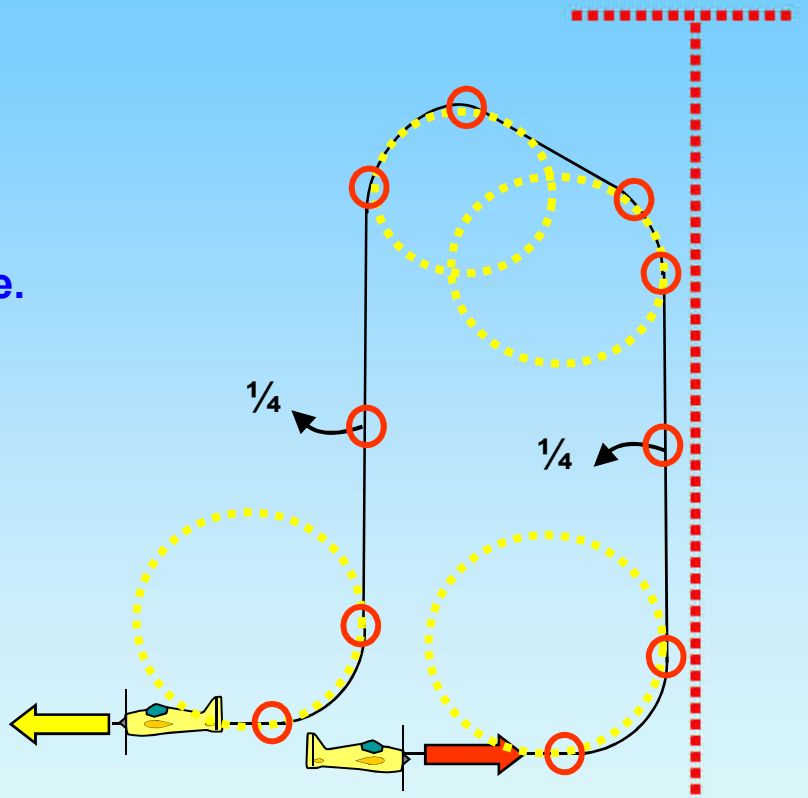
Option: From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

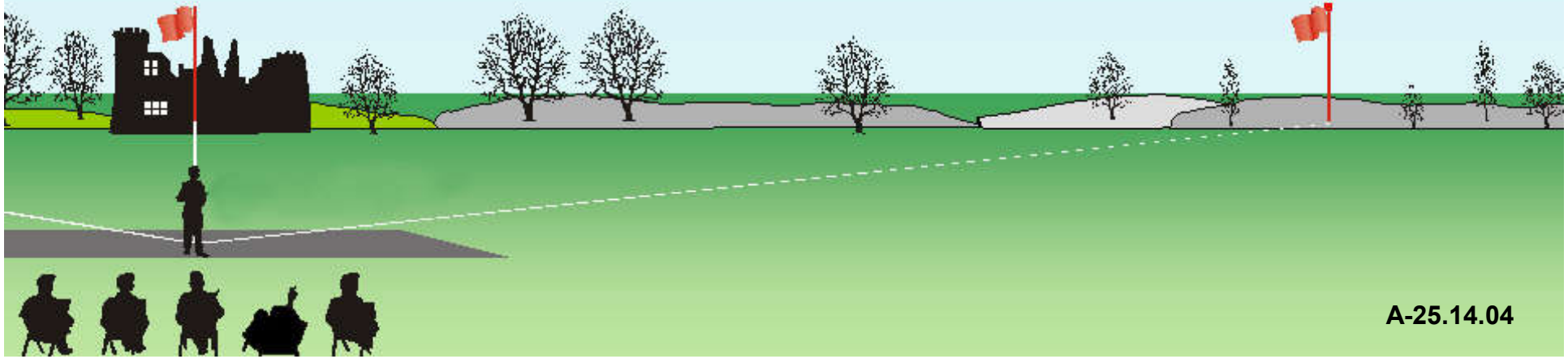
A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

Option

¼ rolls on middle of the line.

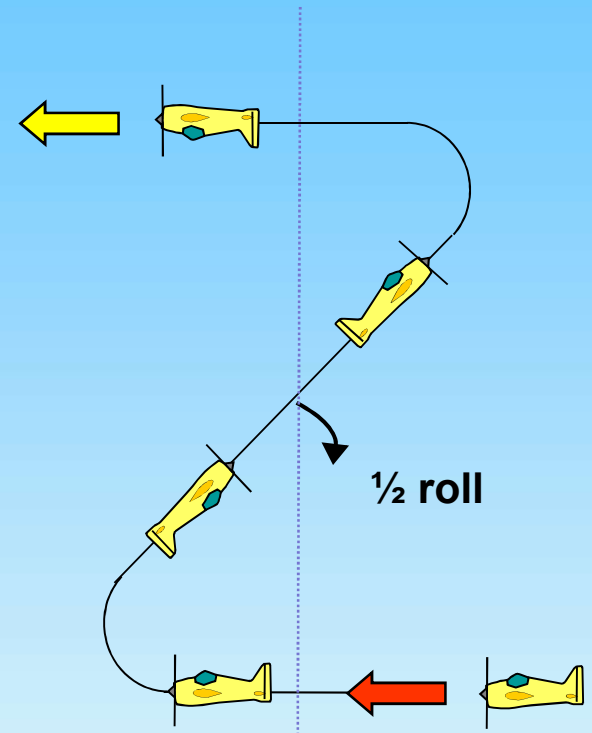
All radii are equal.





A-25.14.04

A-25.15 Figure Z with Half roll

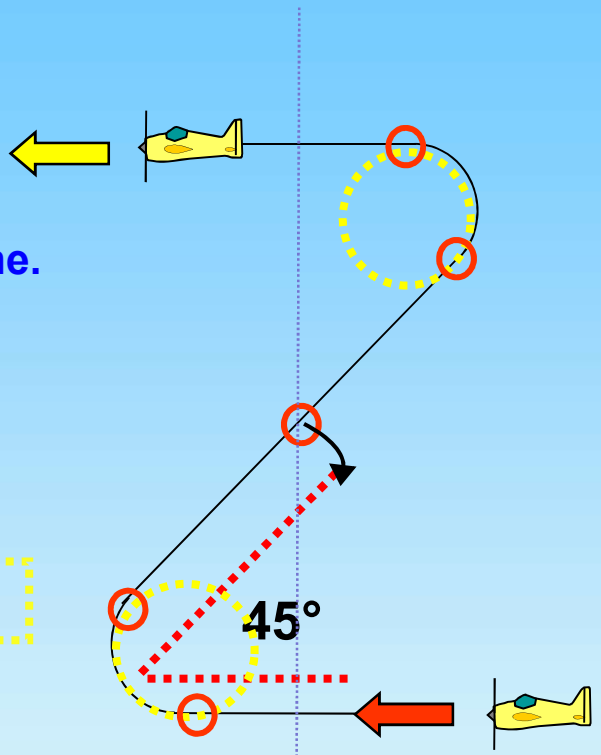


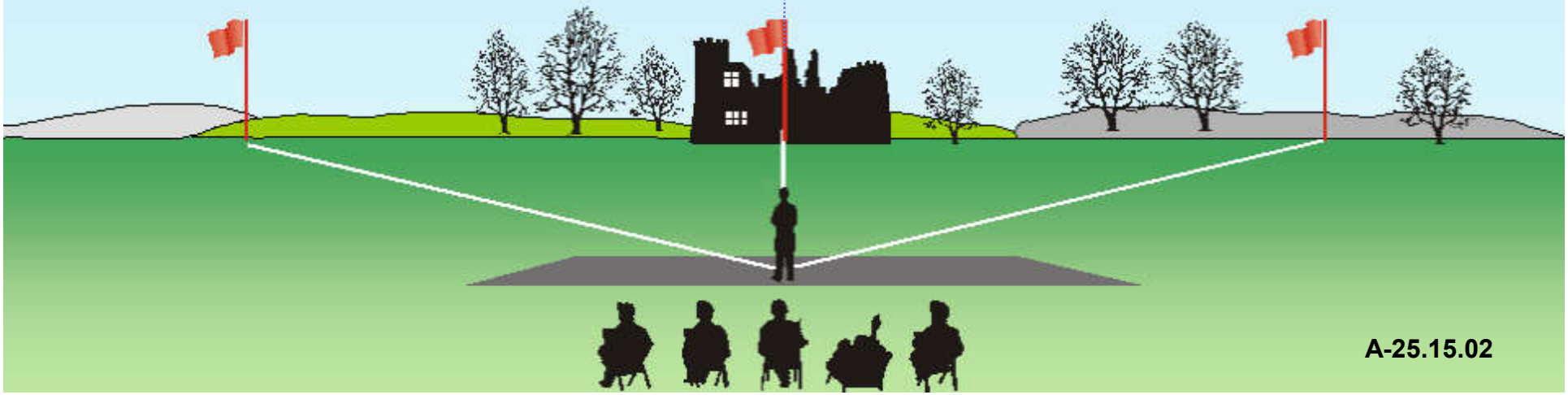
From upright, pull through a three eighths loop into a forty-five degree upline, perform a half roll, pull through a three eighths loop, exit inverted.

A-25.15 Figure Z with Half roll

½ roll on middle of the line.

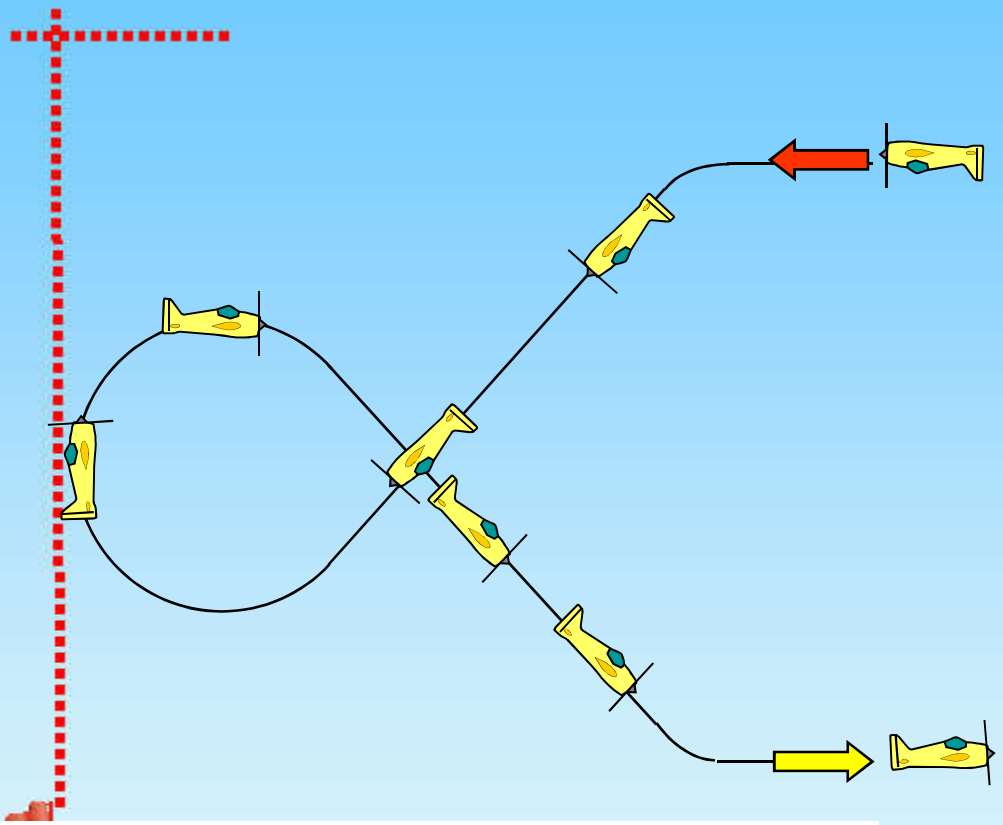
All radii are equal.



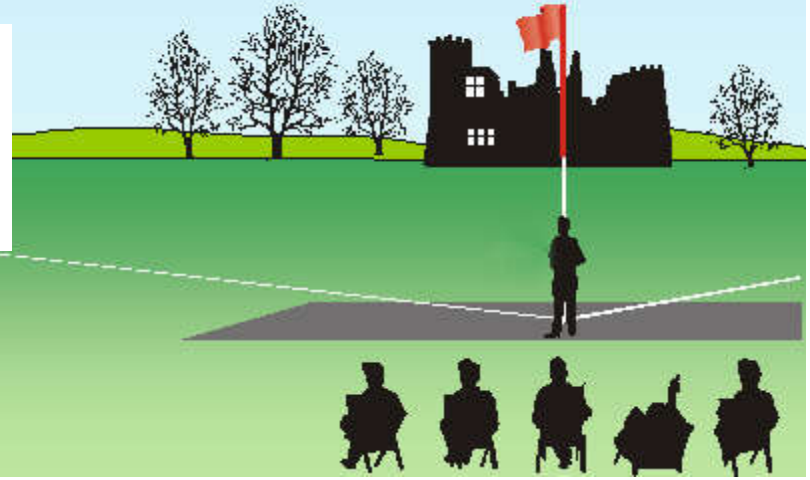


A-25.15.02

A-25.16 Comet

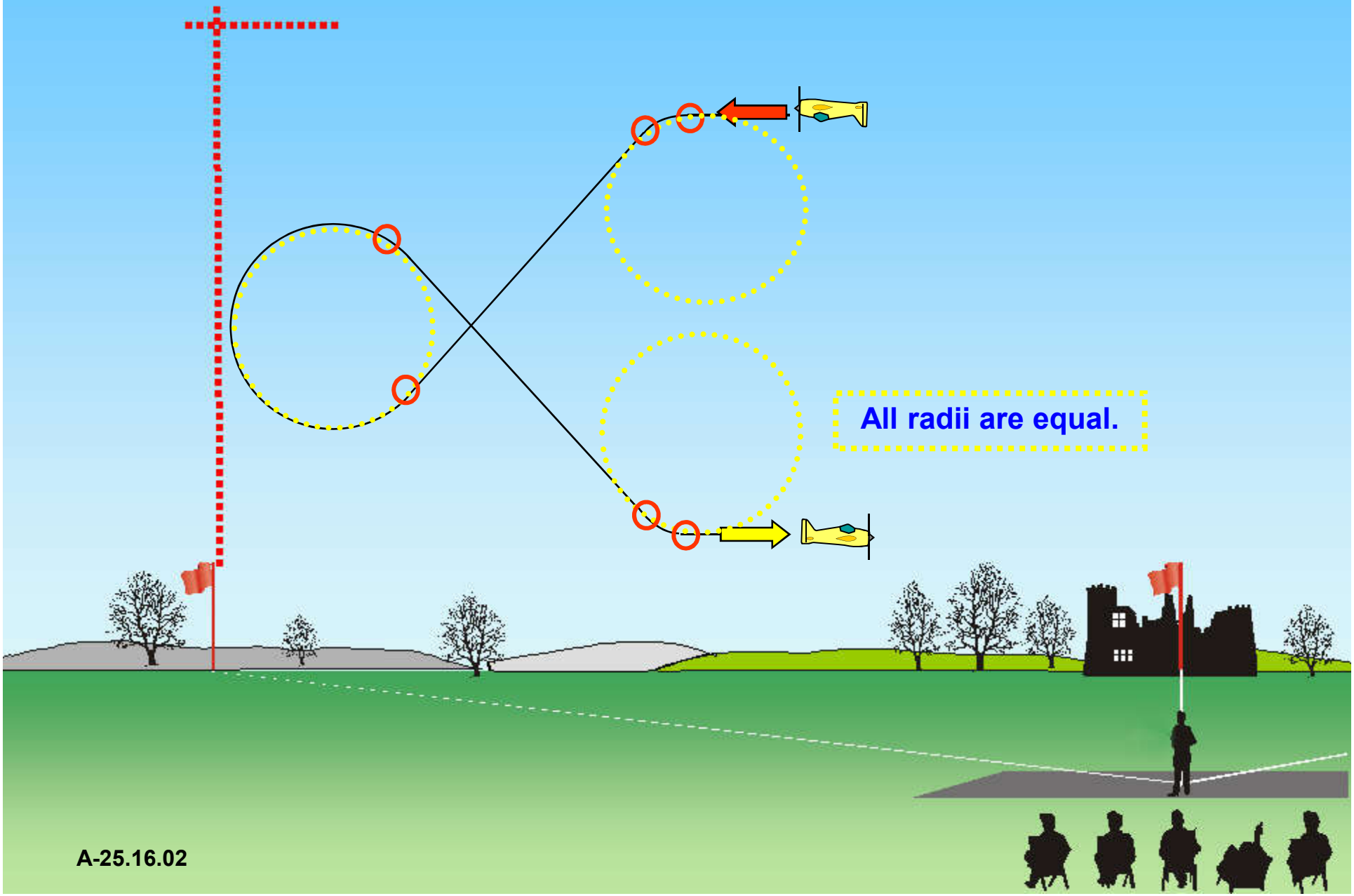


From inverted, pull through a one eighth loop into a forty five degree downline, push through a three quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.



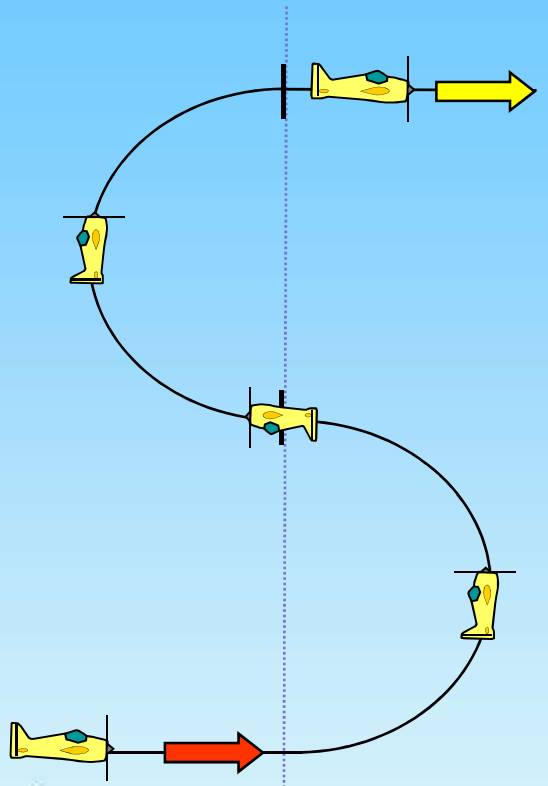
A-25.16.01

A-25.16 Comet

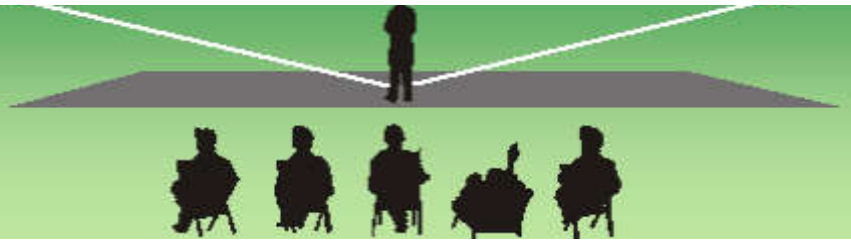


A-25.16.02

A-25.17 Figure S



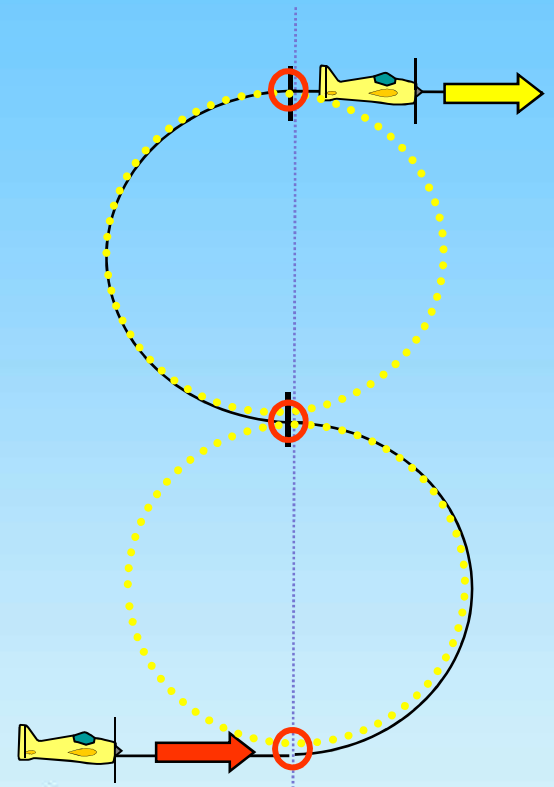
From upright, pull through a half loop, immediately push through a half loop, exit upright.



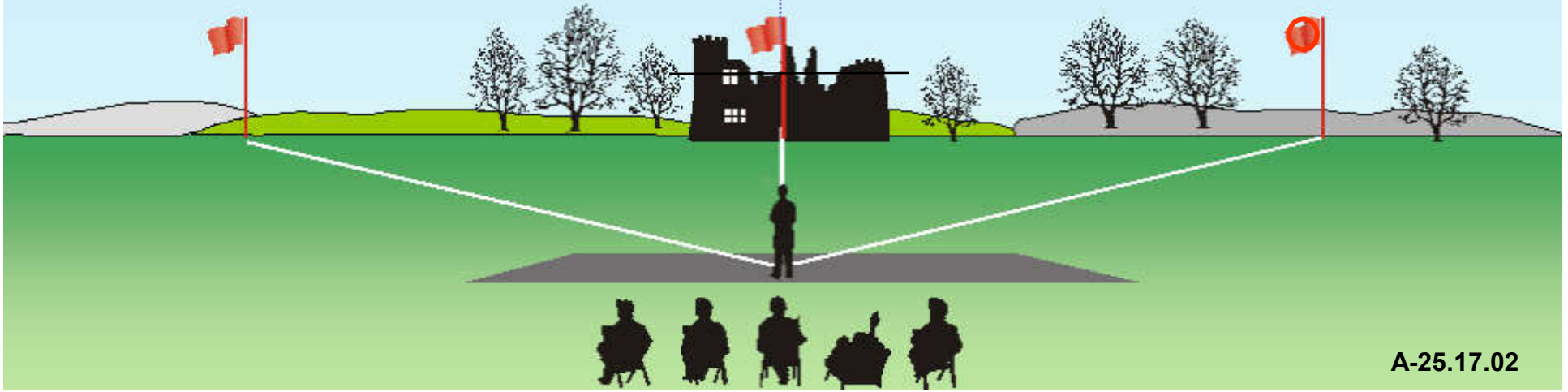
A-25.17.01

A-25.17 Figure S

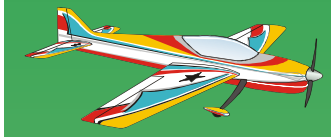
Part loops must be round.



Radii of the part loops are equal.



A-25.17.02

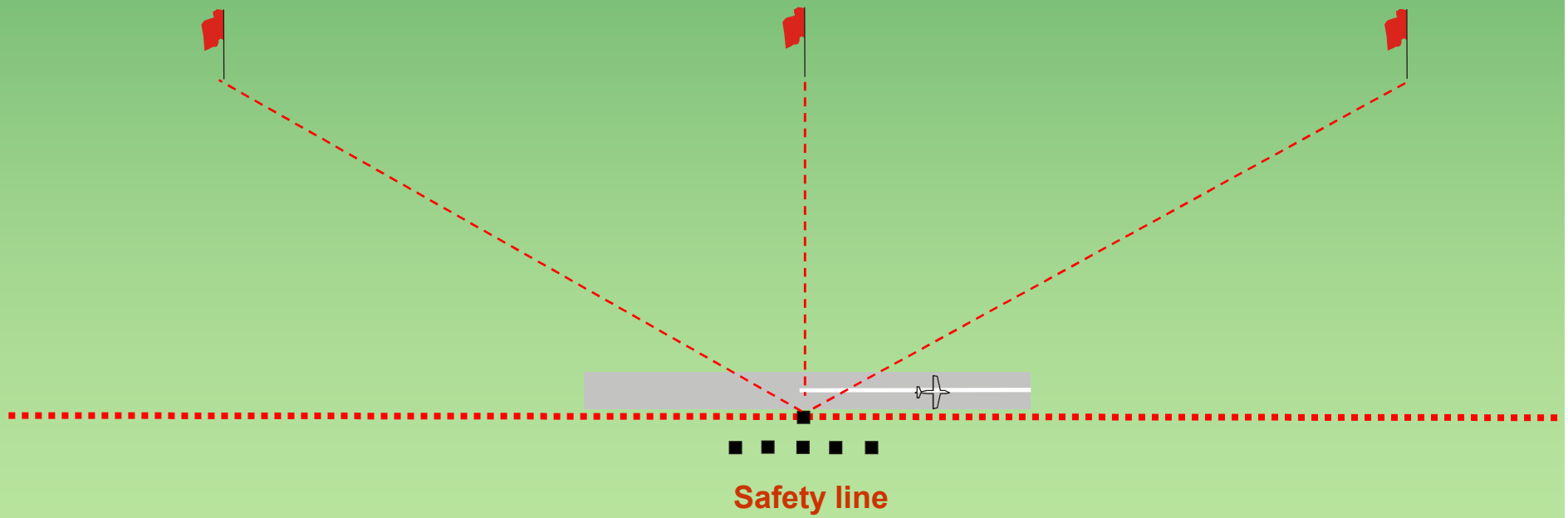


Landing procedure

(not judged, not scored)

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

wind



Forget WHO is flying

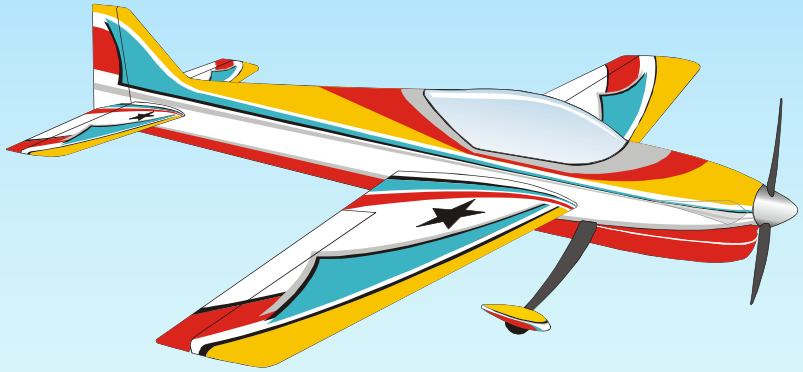
(friend, rival, countryman, flier from other nation)

Forget WHAT is flying

(2-stroke, 4-stroke, electric)

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

Bob Skinner



Thank you!

© Peter Uhlig, February 2023