

ADVANCED SCHEDULE AA-17 (2016-2017)

AA-17.01 Tilted Humpty-Bump

From upright, pull through a $\frac{1}{2}$ loop, into inverted flight, pull trough a $\frac{1}{2}$ loop, exit upright.

AA-17.02 Stall Turn

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into vertical downline, pull through $\frac{1}{4}$ loop, exit upright.

AA-17.03 Horizontal Circle 8

From upright perform a $\frac{1}{4}$ horizontal circle, then perform immediately another (full) circle in the opposite direction, then finish the remaining $\frac{3}{4}$ of the first circle, exit upright.

AA-17.04 Half Horizontal Square Circle

From upright, perform a $\frac{1}{4}$ horizontal circle with wings level, perform a $\frac{1}{4}$ horizontal circle with wings level, exit upright.

AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, perform consecutively a $\frac{1}{2}$ roll and a $\frac{1}{2}$ roll in opposite directions, exit upright.

AA-17.06 Knife-Edge Humpty-Bump

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ knife-edge loop into vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

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

AA-17.08 $\frac{1}{2}$ Horizontal Circle

From upright, perform a $\frac{1}{2}$ horizontal circle, exit upright.

AA-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ rolls

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{2}$ rolls in opposite directions, push through a $\frac{1}{4}$ loop, exit upright.

AA-17.10 $\frac{1}{2}$ Square Loop

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

AA-17.11 Loop with $\frac{1}{2}$ roll

From inverted, perform a loop with a $\frac{1}{2}$ roll integrated in the top 90° , exit upright.

PRELIMINARY SCHEDULE AP-17 (2016-2017)

AP-17.01 Double Immelman with roll, roll

From upright, pull through a $\frac{1}{2}$ loop, perform a roll into inverted flight, pull trough a $\frac{1}{2}$ loop, perform a roll, exit upright.

AP-17.02 Figure M with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll

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

AP-17.03 Horizontal Circle 8 with two rolls

From inverted perform a $\frac{1}{4}$ horizontal circle while performing the first $\frac{1}{4}$ of consecutive two rolls to the outside, then while continuing the rolling ($\frac{1}{4}$ of the rolls per $\frac{1}{4}$ of the circles), perform immediately another (full) circle in the opposite direction, then, while continuing the rolling accordingly finish the remaining $\frac{3}{4}$ of the first circle, exit inverted.

AP-17.04 $\frac{1}{2}$ Horizontal Square Circle with $\frac{1}{2}$ roll

From inverted, perform a $\frac{1}{4}$ horizontal circle with wings level, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ horizontal circle with wings level, exit upright.

AP-17.05 Roll Combination with consecutive $1\frac{1}{4}$ roll, $1\frac{1}{4}$ roll

From upright, perform consecutively a $1\frac{1}{4}$ roll and a $1\frac{1}{4}$ roll in opposite directions, exit upright.

AP-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll

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

AP-17.07 Knife-Edge Cobra Roll with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll

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

AP-17.08 $\frac{1}{2}$ Horizontal Circle with four consecutive $\frac{1}{4}$ rolls

From upright, perform a $\frac{1}{2}$ horizontal circle while integrating consecutively four $\frac{1}{4}$ rolls, exit upright.

AP-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ torque rolls

From upright, pull through a ¼ loop into a vertical upline, reduce flying speed to zero in the middle of that line, perform in this position consecutively two ½ torque rolls in opposite directions, then accelerate, push through a ¼ loop, exit upright.

AP-17.10 ½ Square Loop with consecutive two ¼ rolls

From upright, push through a ¼ loop into a vertical downline, perform consecutively two ¼ rolls pull through a ¼ loop, exit upright.

AP-17.11 Knife-Edge Loop with ¼ roll, ½ roll, ¼ roll

From upright, perform ¼ roll, perform a knife-edge loop with a ½ roll integrated in the top 90°, perform a ¼ roll, exit upright.

FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with ¾ roll, ¾ roll

From upright, pull through a ¼ loop, perform a ¾ roll, perform a ½ knife-edge loop, perform a ¾ roll, exit inverted.

AF-17.02 Figure 9 with roll

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

AF-17.03 Vertical 8 with roll integrated

From upright, push through a loop, push 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 upright.

AF-17.04 ½ Horizontal Circle with consecutive eight 1/8 rolls

From upright, perform a ½ horizontal circle while integrating consecutively eight 1/8 rolls, exit upright.

AF-17.05 Horizontal Double Immelmann Circle with ¼ roll, ½ roll integrated, 1 ½ roll, ½ roll integrated, 1 ½ roll, ¼ roll

From upright, perform a ¼ roll in the center into a sustained knife-edge flight, perform a ½ circle while performing a half roll to the outside integrated, immediately followed by a 1 ½ roll in opposite direction, perform a sustained knife-edge flight, perform a ½ circle while performing a ½ roll to the outside integrated, immediately followed by a 1 ½ roll in opposite direction, perform a sustained knife-edge flight, perform a ¼ roll in the center, exit upright.

AF-17.06 Knife-Edge Top Hat with two consecutive ¼ rolls

From upright, pull through a ¼ loop into a vertical upline, perform a ¼ knife-edge loop into a horizontal knife-edge flight, perform a ¼ knife-edge loop into a vertical downline, perform consecutively two ¼ rolls, push through a ¼ loop, exit inverted.

AF-17.07 Double Fighter Turn with ¾ roll, ¾ roll

From inverted, push 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.

AF-17.08 ½ Horizontal Square Circle with ¼ roll, two consecutive ½ rolls, ¼ roll

From inverted, perform a ¼ roll, push into a 1/4 horizontal circle, perform consecutively two ½ rolls in opposite directions, push through a ¼ horizontal circle, perform a ¼ roll, exit upright.

AF-17.09 Barrel Roll

From upright, pull through a 1/8 loop into a 45° upline, perform a barrel-roll with 45° spiral pitch, perform a 45° upline, push through a 1/8 loop, exit upright.

AF-17.10 ½ Square Loop

From upright, push through a ¼ loop into a vertical downline, push through a ¼ loop, exit inverted.

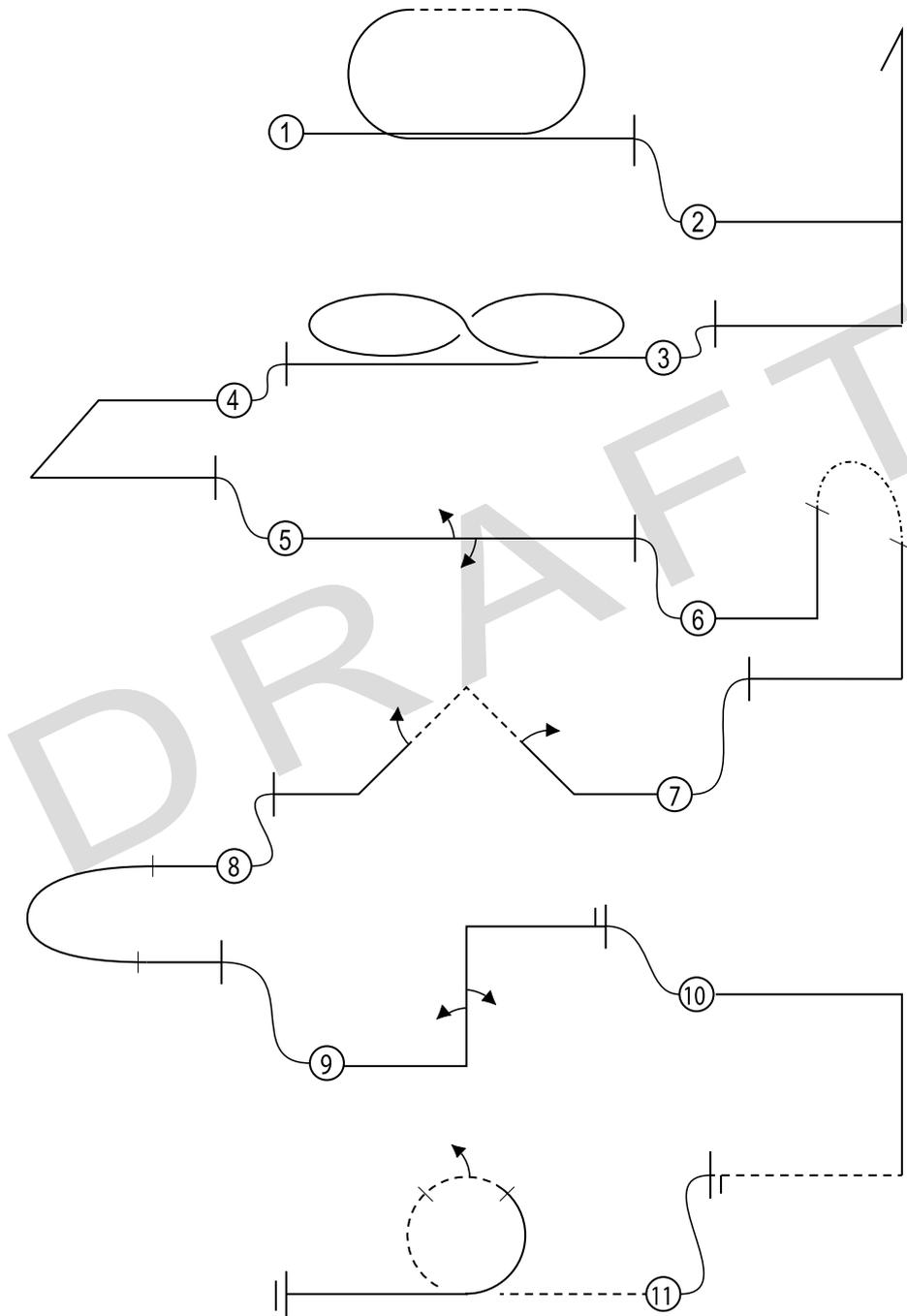
AF-17.11 Clover Leaf with ½ torque roll, ¾ torque roll, ¾ torque roll

From inverted, push through a 1 ¼ loop, while reducing flying speed to zero, perform a ½ torque roll, then accelerate to push through a loop, while reducing flying speed to zero, perform a ¾ torque roll, then accelerate to push through a loop while reducing flying speed to zero, perform a ¾ torque roll, then accelerate to push through a ¼ loop, exit upright.

Reasons: F3P schedules change every two years

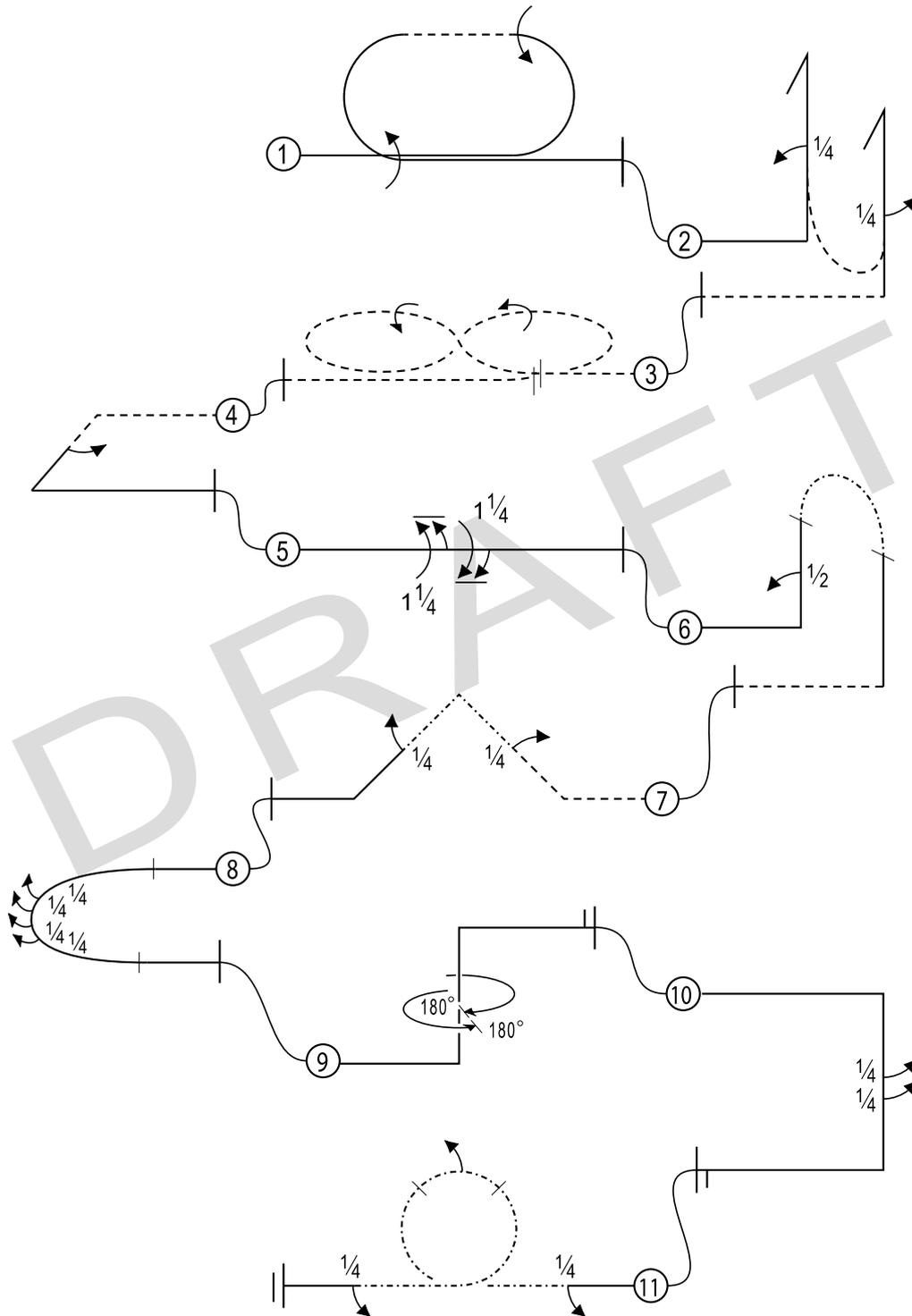
The introduction of an Advanced Schedule is a consequence to extend to F3P the great acceptance and success of Advanced Schedules in F3A

ADVANCED SCHEDULE AA-17 (2016-2017)



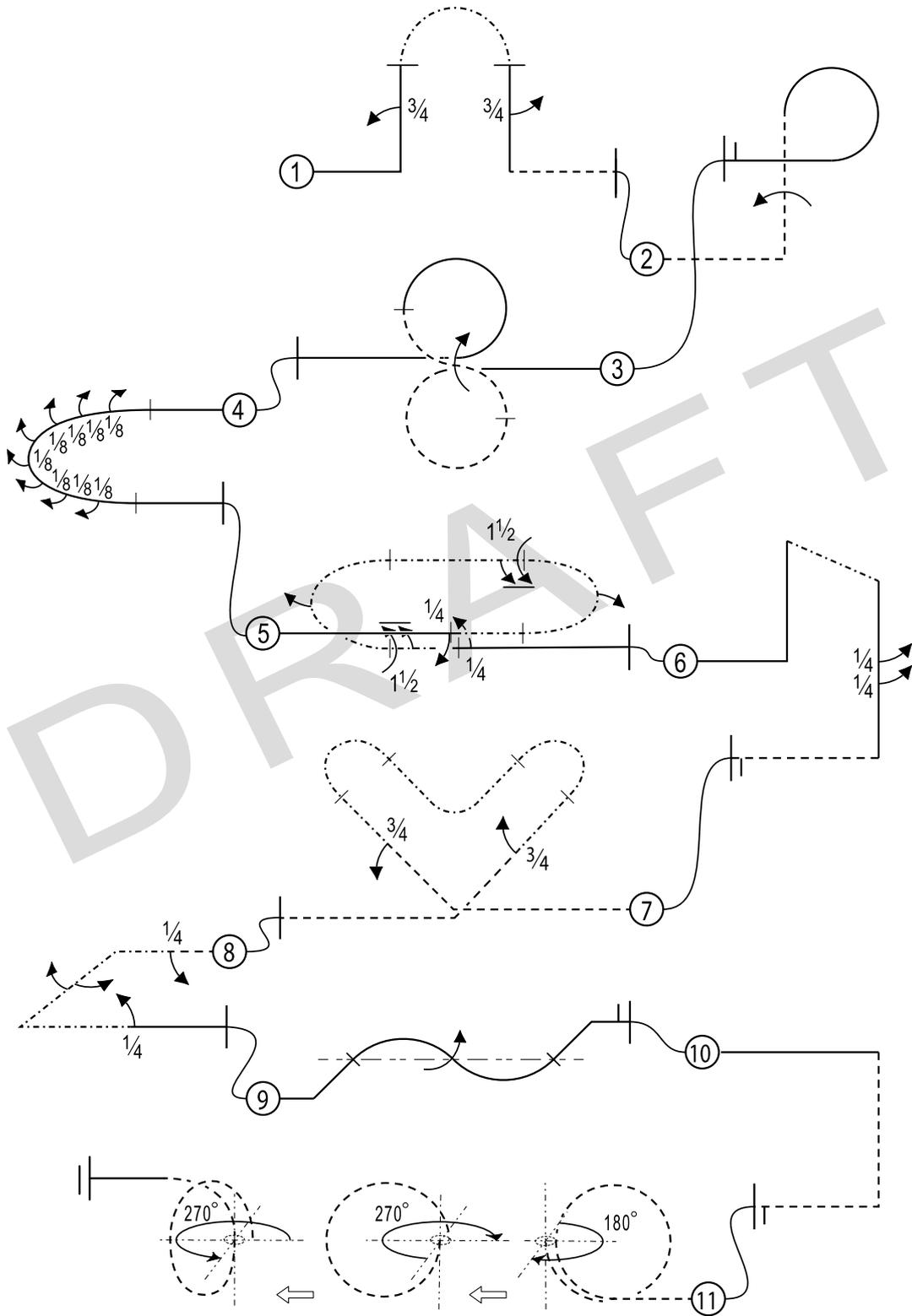
Drawings by Ken Hirose
Nov. 2014

PRELIMINARY SCHEDULE AP-17 (2016-2017)



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Nov. 2014

FINAL SCHEDULE AF-17 (2016-2017)



Drawings by Ken Hirose
Nov: 2014