

F3P ANNEX 5M Description of Manoeuvres

ADVANCED SCHEDULE AA-17 (2016-2017)

AA-17.01 Tilted Humpty-Bump

From upright, pull through a 1/2 loop, into inverted flight, pull trough a 1/2 loop, exit upright.

AA-17.02 Stall Turn

From upright, pull through a 1/4 loop into a vertical upline, perform a stall turn into vertical downline, pull through 1/4 loop, exit upright.

AA-17.03 Horizontal Circle 8

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

AA-17.04 Half Horizontal Square Circle

From upright, perform a 1/4 horizontal circle with wings level, perform a 1/4 horizontal circle with wings level, exit upright.

AA-17.05 Roll Combination with consecutive 1/2 roll, 1/2 roll

From upright, perform consecutively a 1/2 roll and a 1/2 roll in opposite directions, exit upright.

AA-17.06 Knife-Edge Humpty-Bump

From upright, pull through a 1/4 loop into a vertical upline, perform a 1/2 knife-edge loop into vertical downline, pull through a 1/4 loop, exit upright.

AA-17.07 Cobra Roll with 1/2 roll, 1/2 roll

From upright, pull through a 1/8 loop into a 45° upline, perform a 1/2 roll, pull through a 1/4 loop into a 45° downline, perform a 1/2 roll, exit upright.

AA-17.08 1/2 Horizontal Circle

From upright, perform a 1/2 horizontal circle, exit upright.

AA-17.09 Vertical Upline with consecutive two 1/2 rolls

From upright, pull through a 1/4 loop into a vertical upline, perform consecutively two 1/2 rolls in opposite directions, push through a 1/4 loop, exit upright.

AA-17.10 1/2 Square Loop

From upright, push through a 1/4 loop into a vertical downline, push through a 1/4 loop, exit inverted.

AA-17.11 Loop with 1/2 roll

From inverted, perform a loop with a 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 1/2 loop, perform a roll into inverted flight, pull trough a 1/2 loop, perform a roll, exit upright.

AP-17.02 Figure M with 1/4 roll, 1/4 roll

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

AP-17.03 Horizontal Circle 8 with two rolls

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

AP-17.04 1/2 Horizontal Square Circle with 1/2 roll

From inverted, perform a 1/4 horizontal circle with wings level, perform a 1/2 roll, perform a 1/4 horizontal circle with wings level, exit upright.

AP-17.05 Roll Combination with consecutive 1 1/4 roll, 1 1/4 roll

From upright, perform consecutively a 1 1/4 roll and a 1 1/4 roll in opposite directions, exit upright.

AP-17.06 Knife-Edge Humpty-Bump with 1/2 roll

From upright, pull through a 1/4 loop into a vertical upline, perform a 1/2 roll, perform a 1/2 knife-edge loop into vertical downline, push through a 1/4 loop, exit inverted.

AP-17.07 Knife-Edge Cobra Roll with 1/4 roll, 1/4 roll

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

AP-17.08 1/2 Horizontal Circle with four consecutive 1/4 rolls

From upright, perform a 1/2 horizontal circle while integrating consecutively four 1/4 rolls, exit upright.

AP-17.09 Vertical Upline with consecutive two 1/2 torque rolls

From upright, pull through a 1/4 loop into a vertical upline, reduce flying speed to zero in the middle of that line, perform in this position consecutively two 1/2 torque rolls in opposite directions, then accelerate, push through a 1/4 loop, exit upright.

AP-17.10 1/2 Square Loop with consecutive two 1/4 rolls

From upright, push through a 1/4 loop into a vertical downline, perform consecutively two 1/4 rolls pull through a 1/4 loop, exit upright.

AP-17.11 Knife-Edge Loop with 1/4 roll, 1/2 roll, 1/4 roll

From upright, perform 1/4 roll, perform a knife-edge loop with a 1/2 roll integrated in the top 90°, perform a 1/4 roll, exit upright.

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FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{2}$ knife-edge loop, perform a $\frac{3}{4}$ roll, exit inverted.

AF-17.02 Figure 9 with roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a roll, pull through a $\frac{3}{4}$ 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 $\frac{1}{2}$ Horizontal Circle with consecutive eight $\frac{1}{8}$ rolls

From upright, perform a $\frac{1}{2}$ horizontal circle while integrating consecutively eight $\frac{1}{8}$ rolls, exit upright.

AF-17.05 Horizontal Double Immelmann Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{2}$ roll integrated, $1\frac{1}{2}$ roll, $\frac{1}{4}$ roll

From upright, perform a $\frac{1}{4}$ roll in the center into a sustained knife-edge flight, perform a $\frac{1}{2}$ circle while performing a half roll to the outside integrated, immediately followed by a $1\frac{1}{2}$ roll in opposite direction, perform a sustained knife-edge flight, perform a $\frac{1}{2}$ circle while performing a $\frac{1}{2}$ roll to the outside integrated, immediately followed by a $1\frac{1}{2}$ roll in opposite direction, perform a sustained knife-edge flight, perform a $\frac{1}{4}$ roll in the center, exit upright.

AF-17.06 Knife-Edge Top Hat with two consecutive $\frac{1}{4}$ rolls

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ knife-edge loop into a horizontal knife-edge flight, perform a $\frac{1}{4}$ knife-edge loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop, exit inverted.

AF-17.07 Double Fighter Turn with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{2}$ knife-edge circle into a 45° downline, perform a $\frac{1}{4}$ knife-edge loop into a 45° upline, push through a $\frac{1}{2}$ knife-edge circle into a 45° downline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{8}$ loop, exit inverted.

AF-17.08 $\frac{1}{2}$ Horizontal Square Circle with $\frac{1}{4}$ roll, two consecutive $\frac{1}{2}$ rolls, $\frac{1}{4}$ roll

From inverted, perform a $\frac{1}{4}$ roll, push into a $\frac{1}{4}$ horizontal circle, perform consecutively two $\frac{1}{2}$ rolls in opposite directions, push through a $\frac{1}{4}$ horizontal circle, perform a $\frac{1}{4}$ roll, exit upright.

AF-17.09 Barrel Roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a barrel-roll with 45° spiral pitch, perform a 45° upline, push through a $\frac{1}{8}$ loop, exit upright.

AF-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.

AF-17.11 Clover Leaf with $\frac{1}{2}$ torque roll, $\frac{3}{4}$ torque roll, $\frac{3}{4}$ torque roll

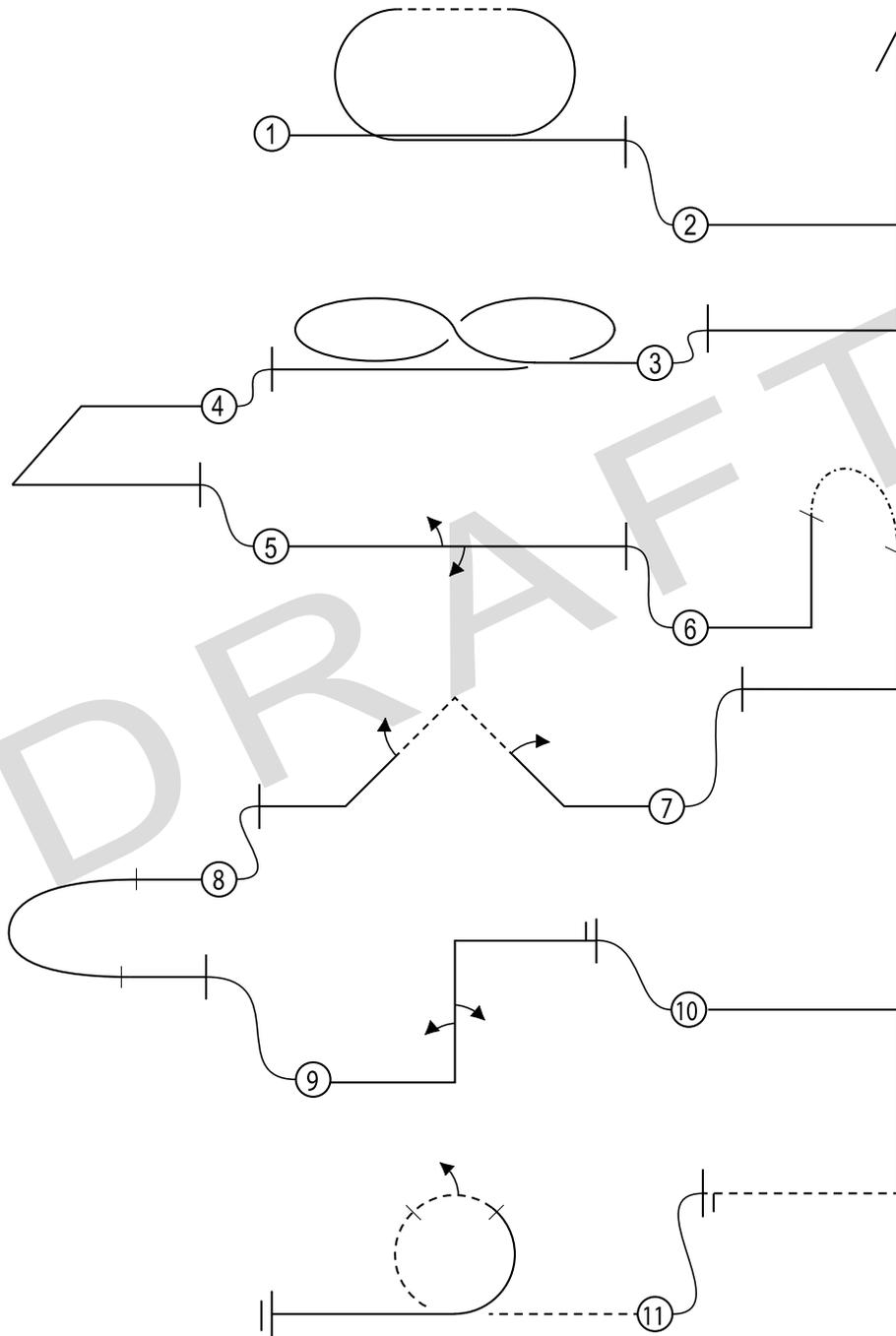
From inverted, push through a $1\frac{1}{4}$ loop, while reducing flying speed to zero, perform a $\frac{1}{2}$ torque roll, then accelerate to push through a loop, while reducing flying speed to zero, perform a $\frac{3}{4}$ torque roll, then accelerate to push through a loop while reducing flying speed to zero, perform a $\frac{3}{4}$ torque roll, then accelerate to push through a $\frac{1}{4}$ loop, exit upright.

Reason: 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

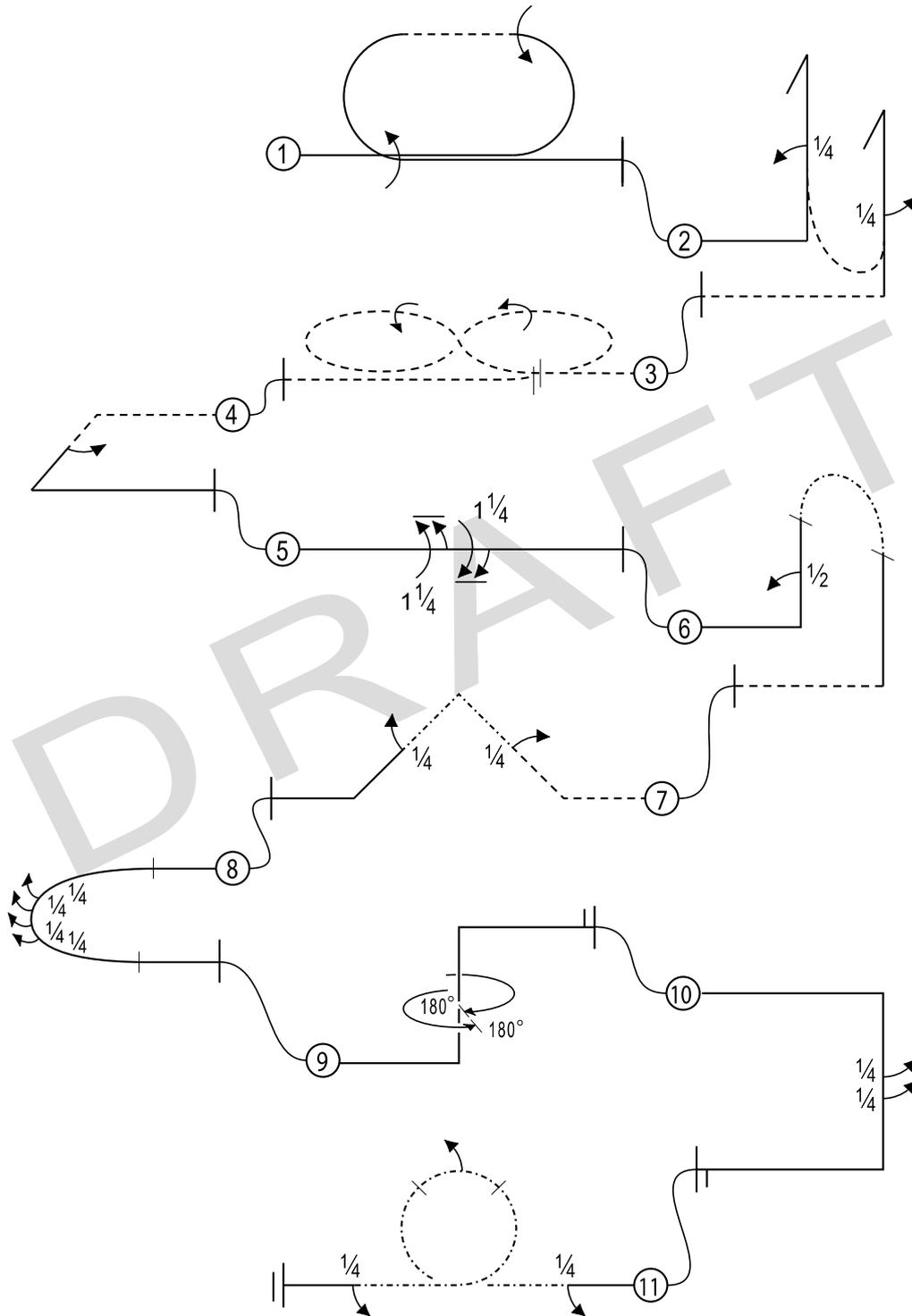
Note: The Aresti diagrams begin overleaf.

ADVANCED SCHEDULE AA-17 (2016-2017)



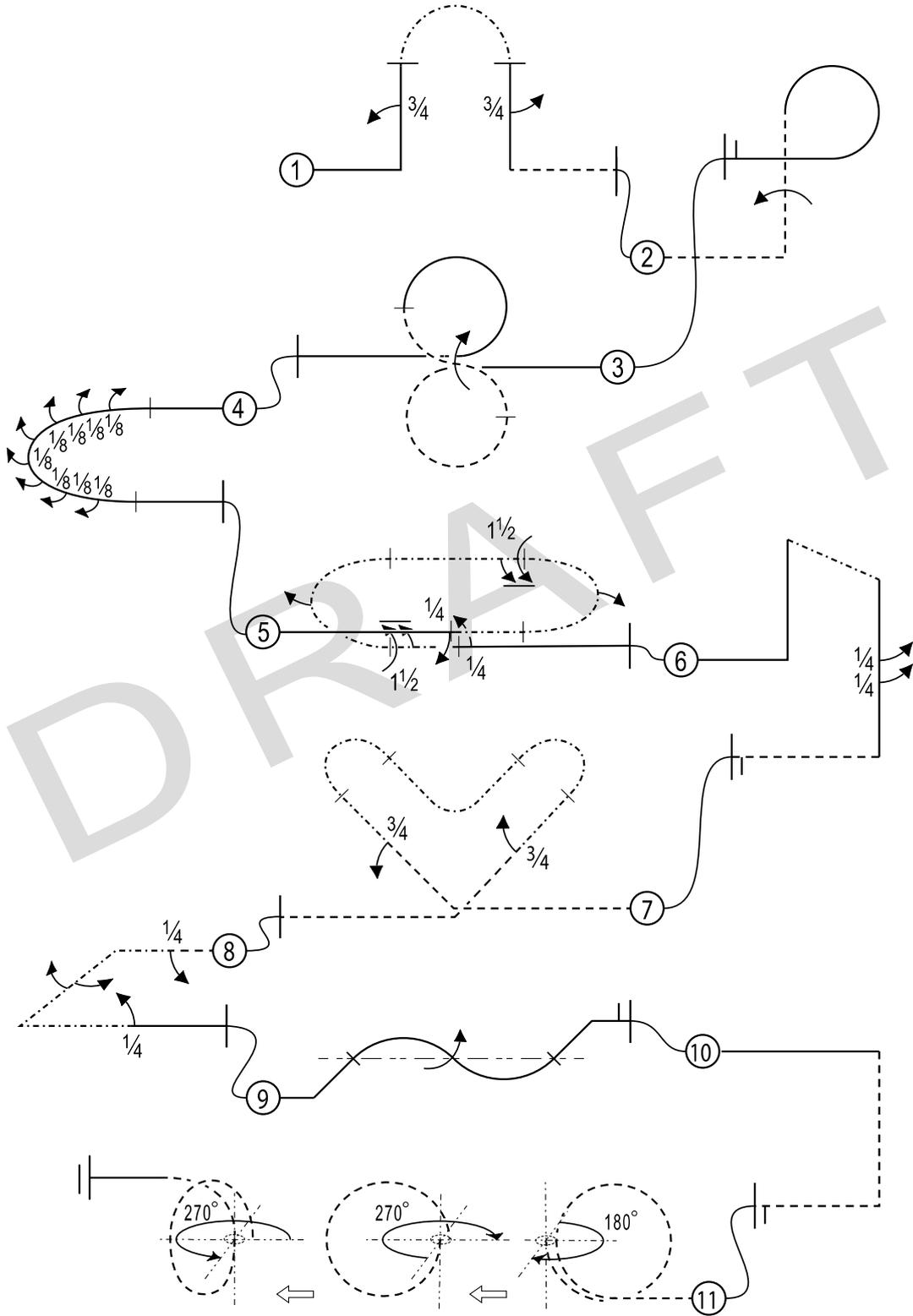
Drawings by Ken Hirase
Nov. 2014

PRELIMINARY SCHEDULE AP-17 (2016-2017)



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FINAL SCHEDULE AF-17 (2016-2017)



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