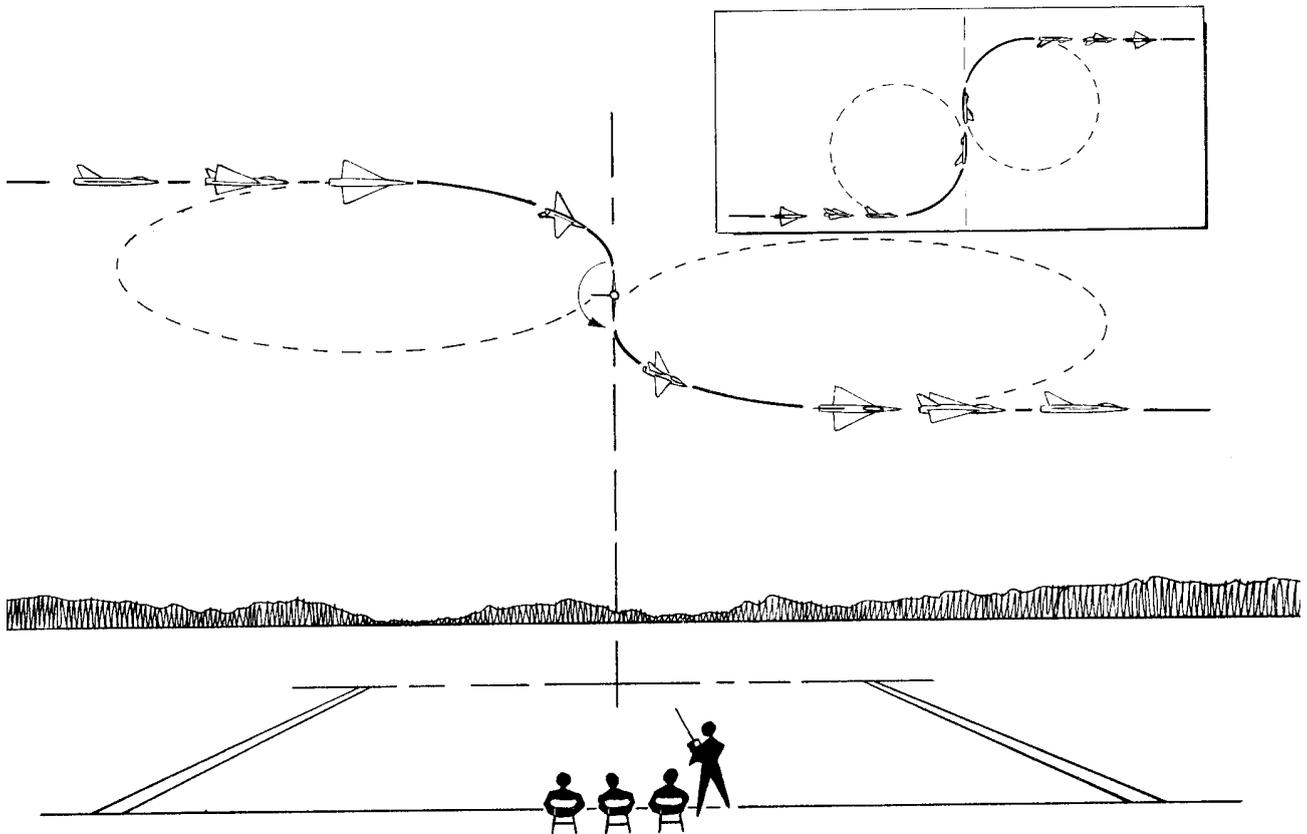


Y. John Derry Turn

The model approaches at a high speed in a straight and level flight on a line parallel with the judge's line. The model then makes a steep (approx. 90° bank) one quarter circle turn in a direction away from the judges, without losing height, and centred in front of the judges, followed by a half roll in the same rolling direction as the entry, again directly followed by a steep one quarter circle turn in the opposite direction, and then flies off straight and level in parallel to the entry of the manoeuvre.



Errors

1. Entry not in parallel with the judges line
2. The manoeuvre not centred in front of the judges
3. The rolling manoeuvre in front of the judges not straight
4. The roll in centre not in the same direction as the entry
5. Exit not in parallel with entry
6. Significant height difference during the manoeuvre
7. The manoeuvre misshapen as seen as part of a figure eight

8. The manoeuvre is executed too low or too high in order to be easily judged

