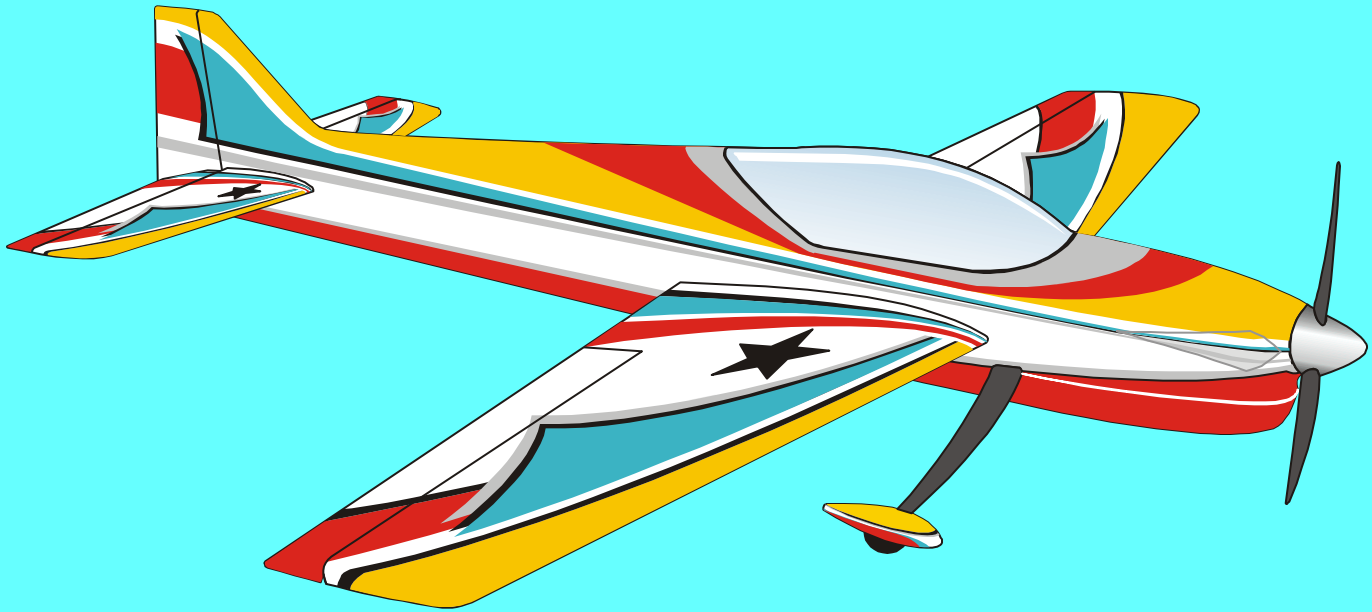
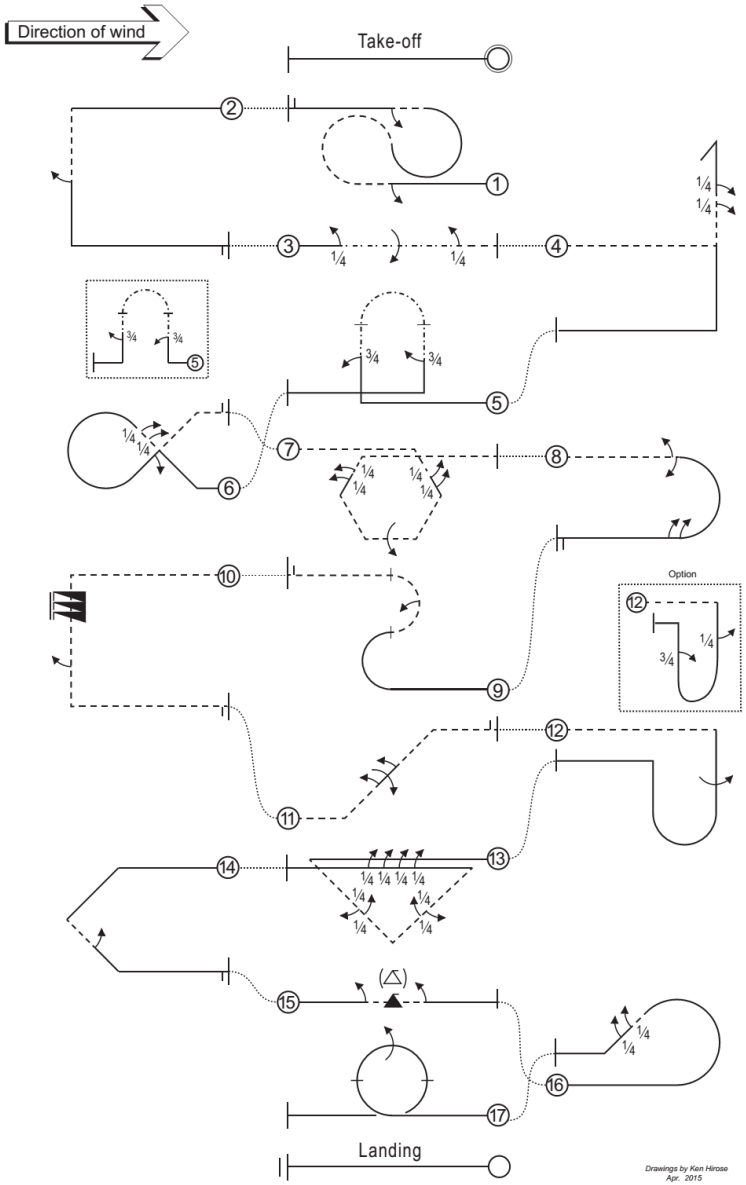
# Flying and Judging F3A



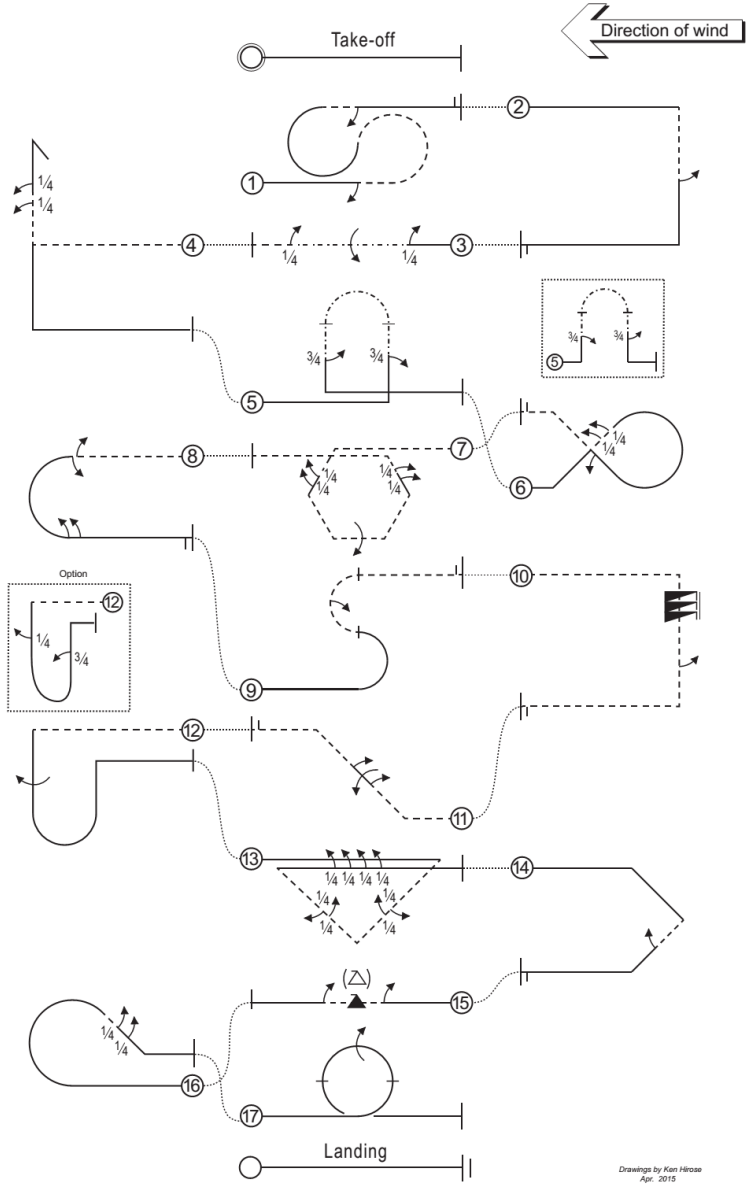
## SCHEMATIC MANOEUVRE ILLUSTRATIONS

## SCHEDULE P-17

## PRELIMINARY SCHEDULE P-17 (2016-2017)



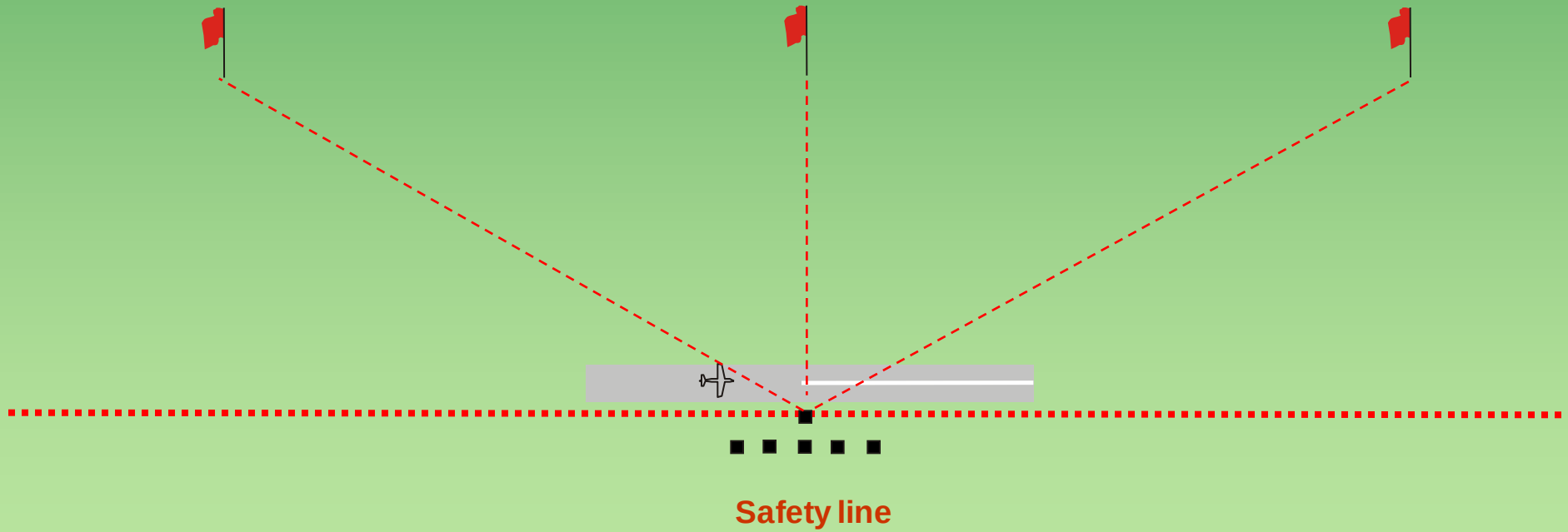

## PRELIMINARY SCHEDULE P-17 (2016-2017)



# Take-off procedure

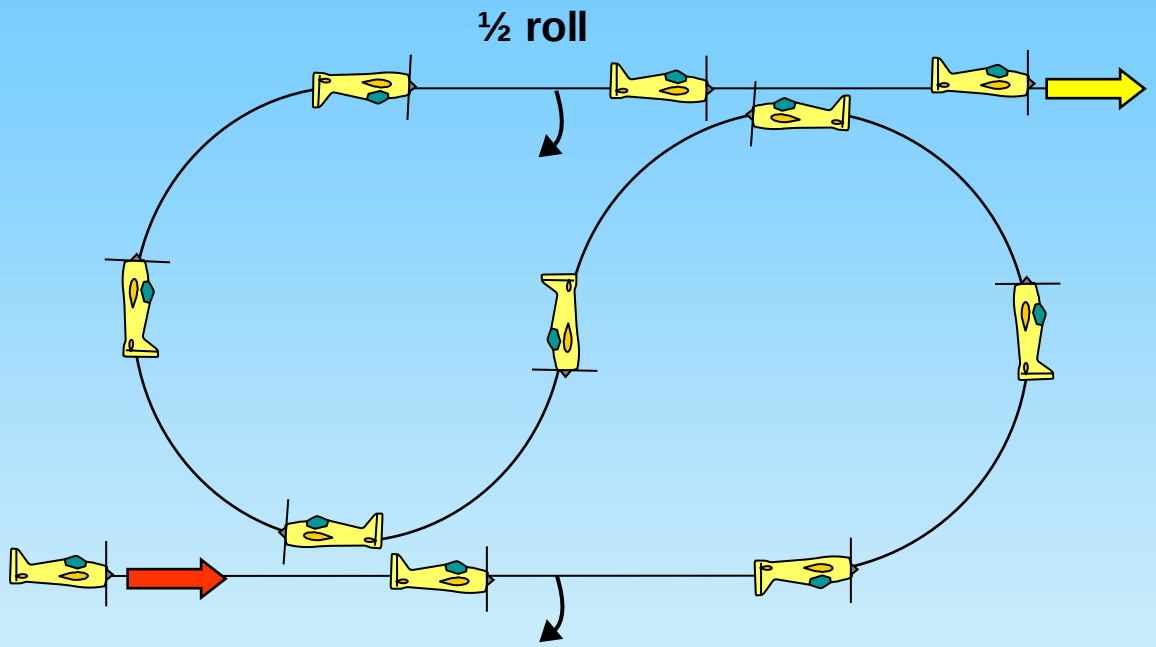
## ( not judged, not scored )

wind



Safety line

# P-17.01 Eye - Catcher with ½ roll, ½ roll

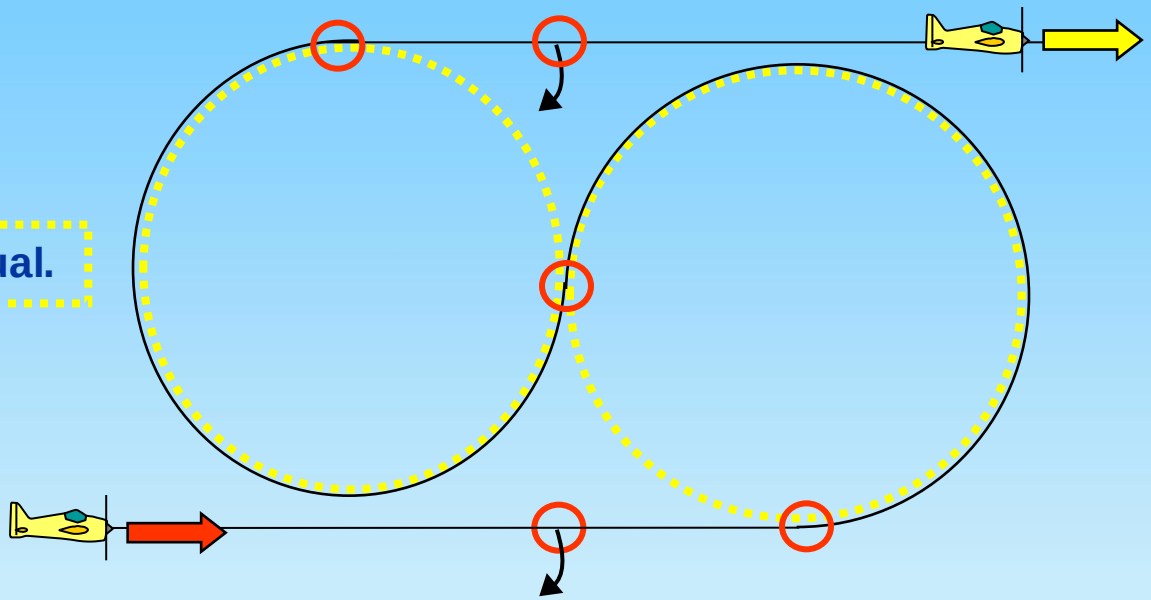



P-17.01.01

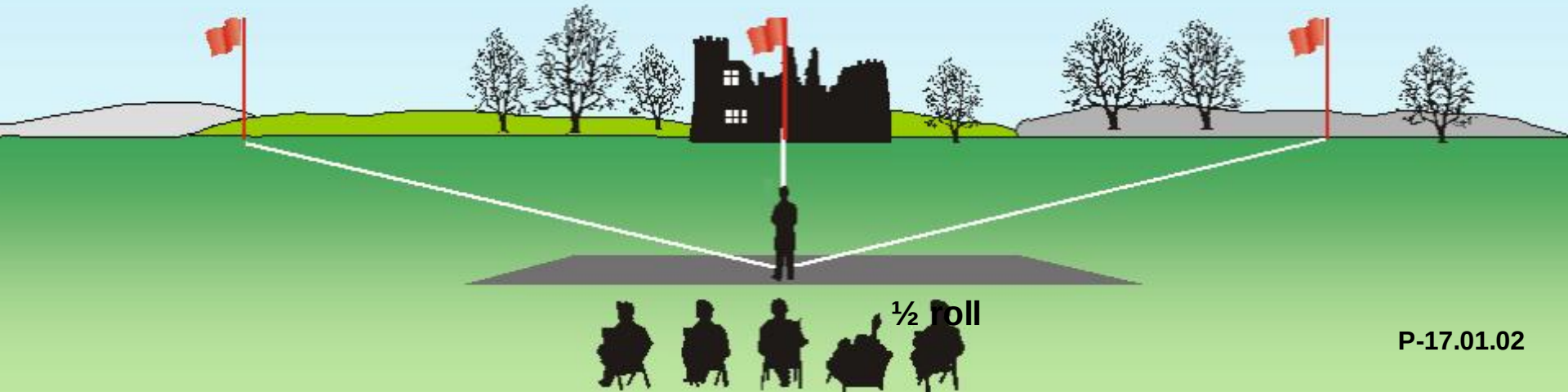
# P-17.01 Eye - Catcher with ½ roll, ½ roll

½ rolls in the center

All radii are equal.

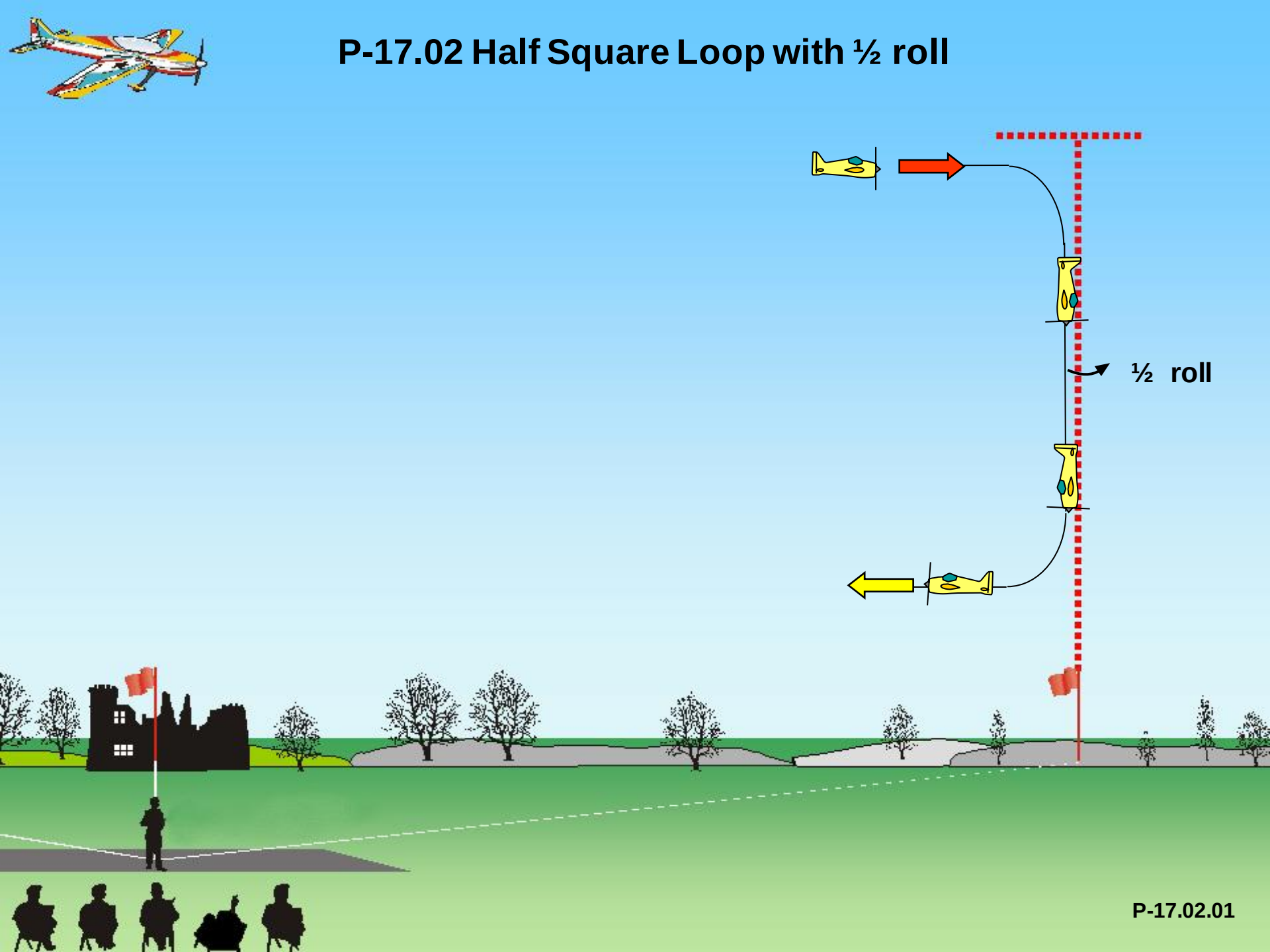


½ rolls in the center



½ roll

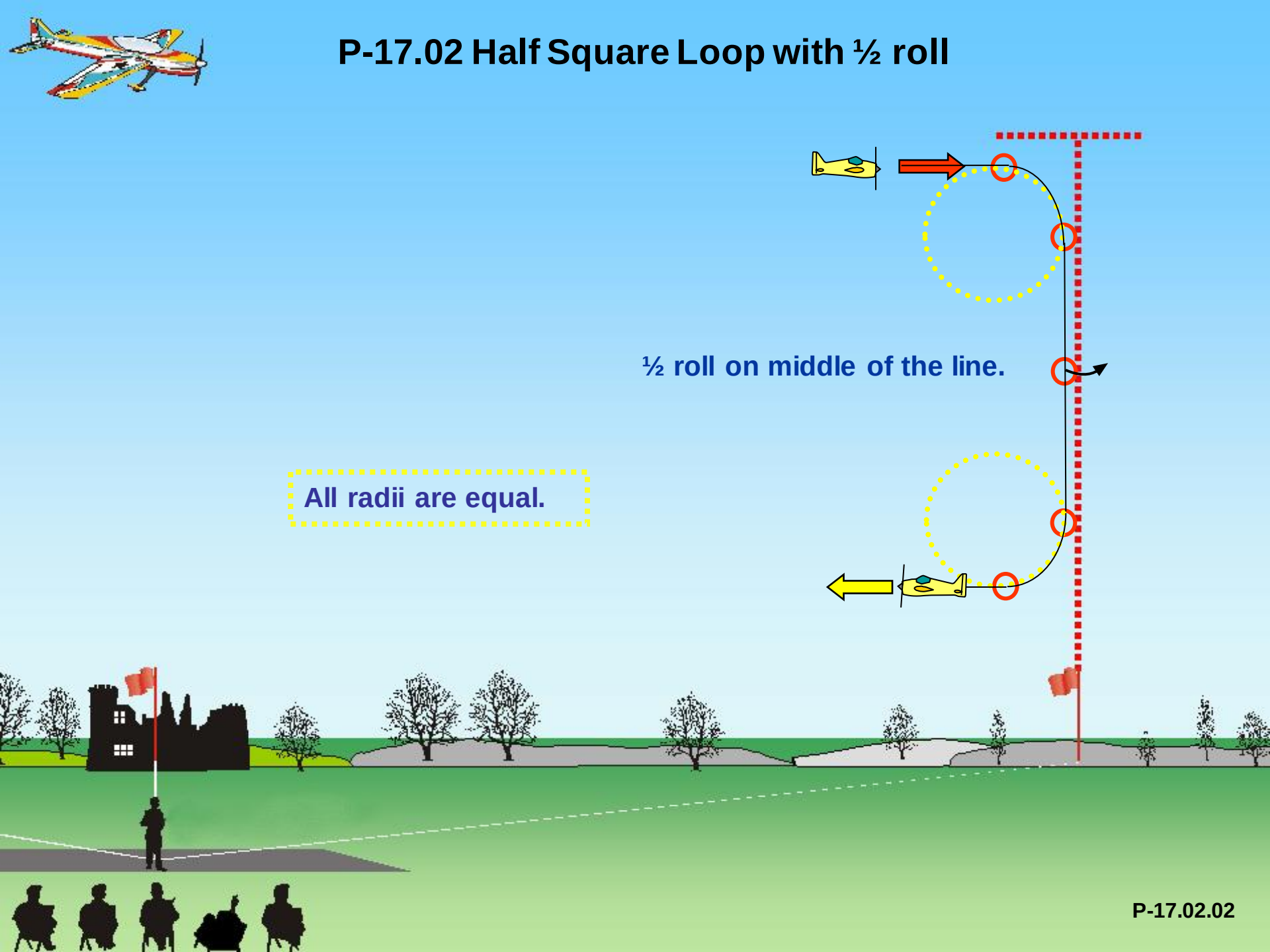
# P-17.02 Half Square Loop with ½ roll



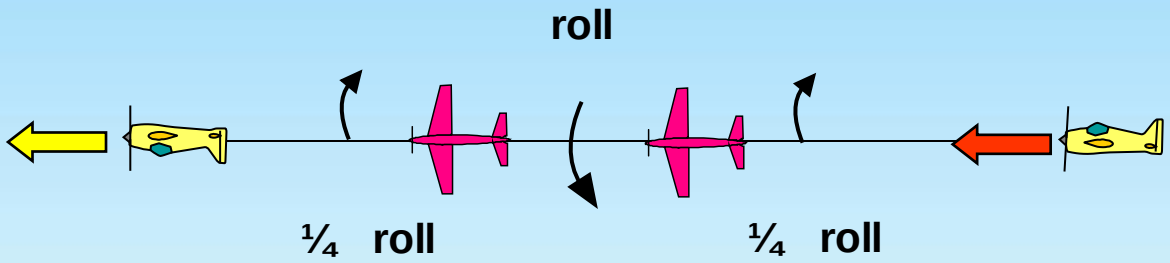

P-17.02.01

# P-17.02 Half Square Loop with ½ roll





# P-17.03 Knife - Edge Combination with ¼ roll, roll, ¼ roll

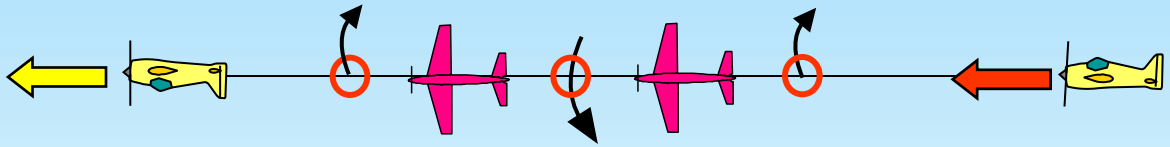



P-17.03.01

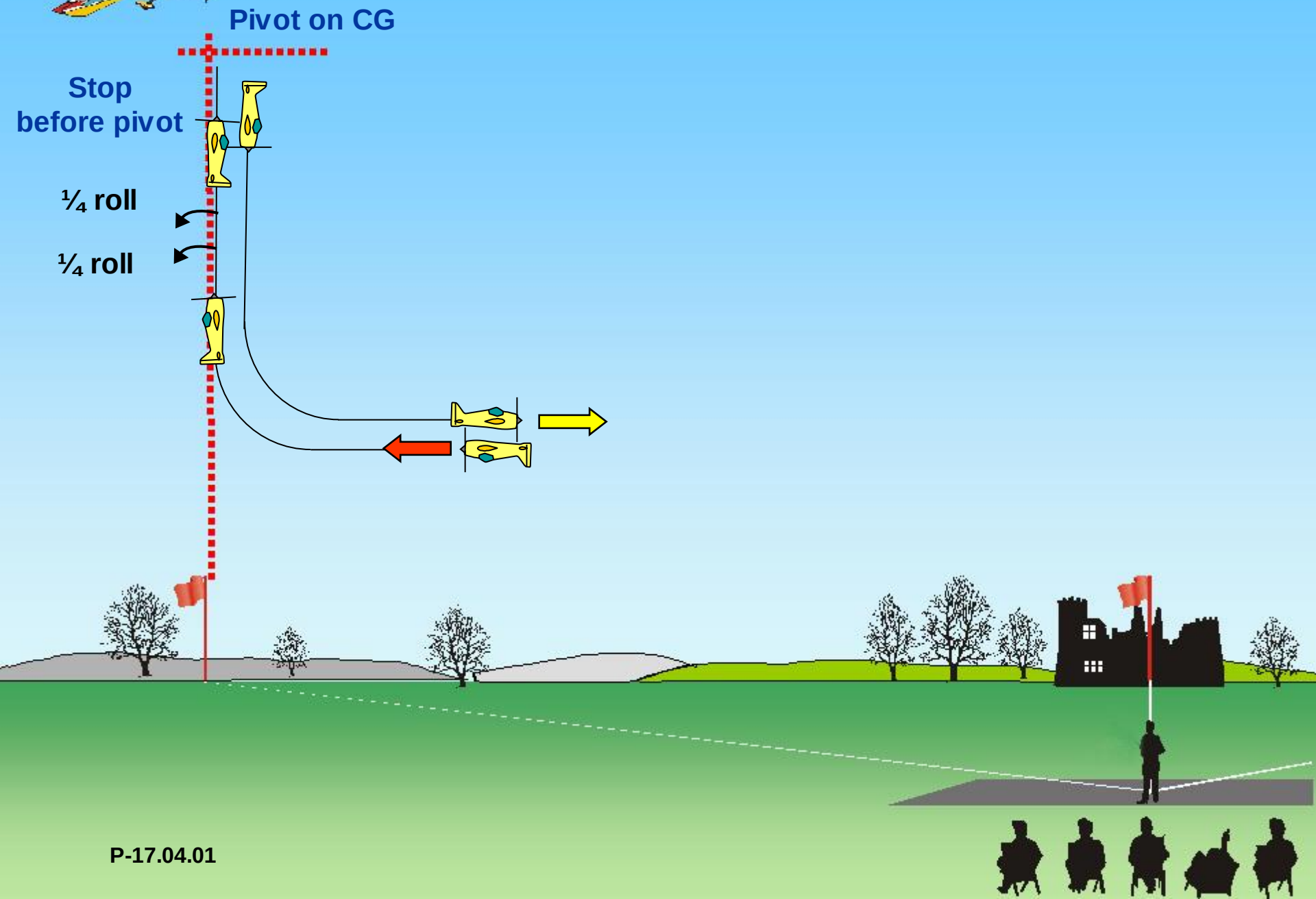
# P-17.03 Knife - Edge Combination with ¼ roll, roll, ¼ roll

Rolls must be in opposite direction.

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

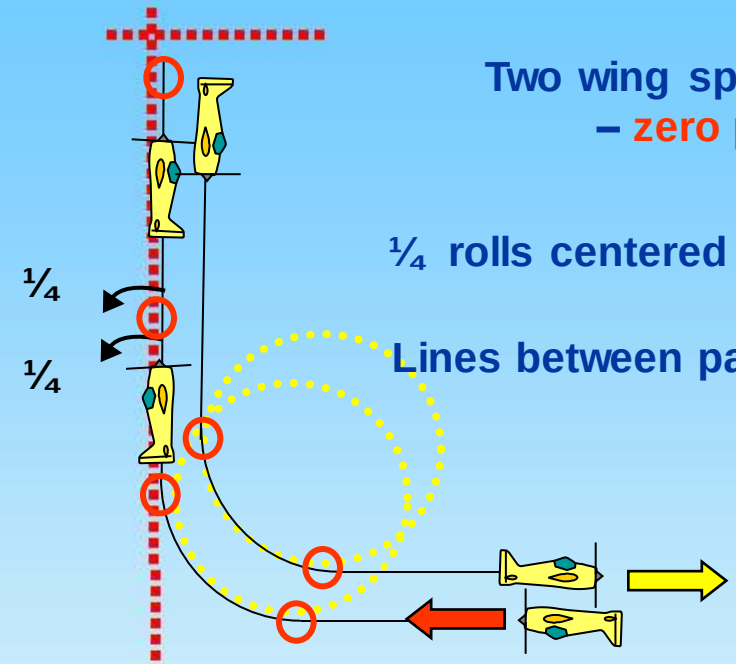


# P-17.04 Stall Turn with two consecutive 1/4 rolls




P-17.04.01

# P-17.04 Stall Turn with two consecutive 1/4 rolls



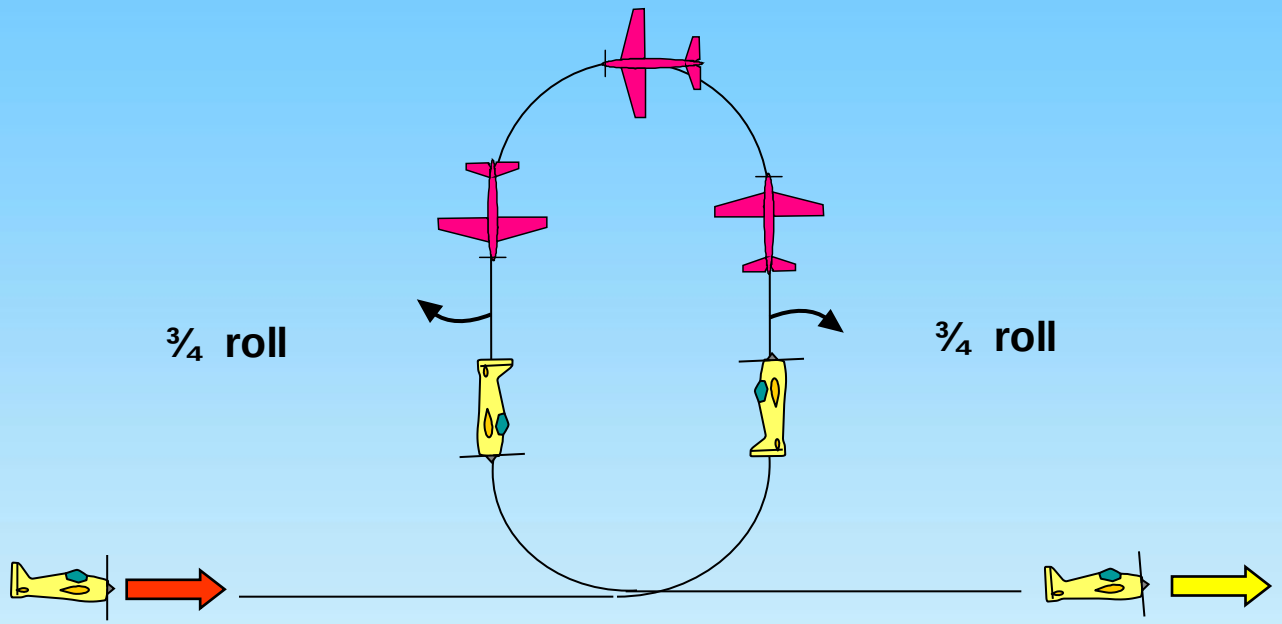

Two wing spans or more
– zero points!

¼ rolls centered on middle of the line.

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

All radii are equal.

# P-17.05 Humpty-Bump with ¾ roll, ½ knife - edge loop, ¾ roll




P-17.05.01

# P-17.05 Humpty-Bump with ¾ roll, ½ knife - edge loop, ¾ roll

During Knife Edge the wing must be in the vertical plane.

¾ roll on middle of the line.

¾

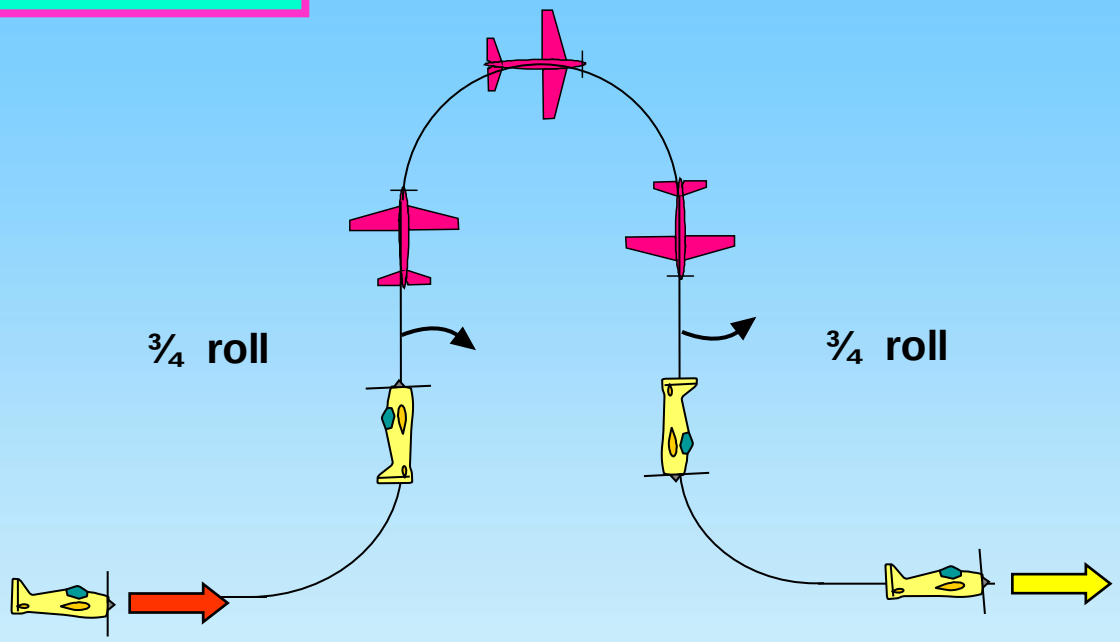
¾

¾ roll on middle of the line.

All radii are equal.

# P-17.05 Humpty-Bump with ¾ roll, ½ knife - edge loop, ¾ roll

or



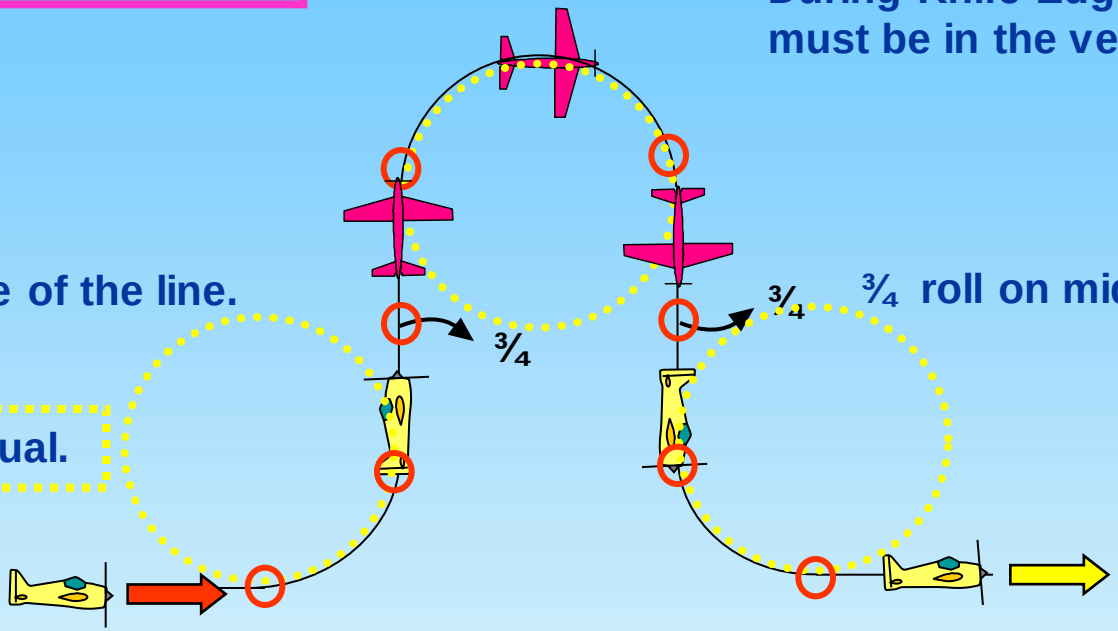

# P-17.05 Humpty-Bump with ¾ roll, ½ knife - edge loop, ¾ roll

**or**

During Knife Edge the wing must be in the vertical plane.

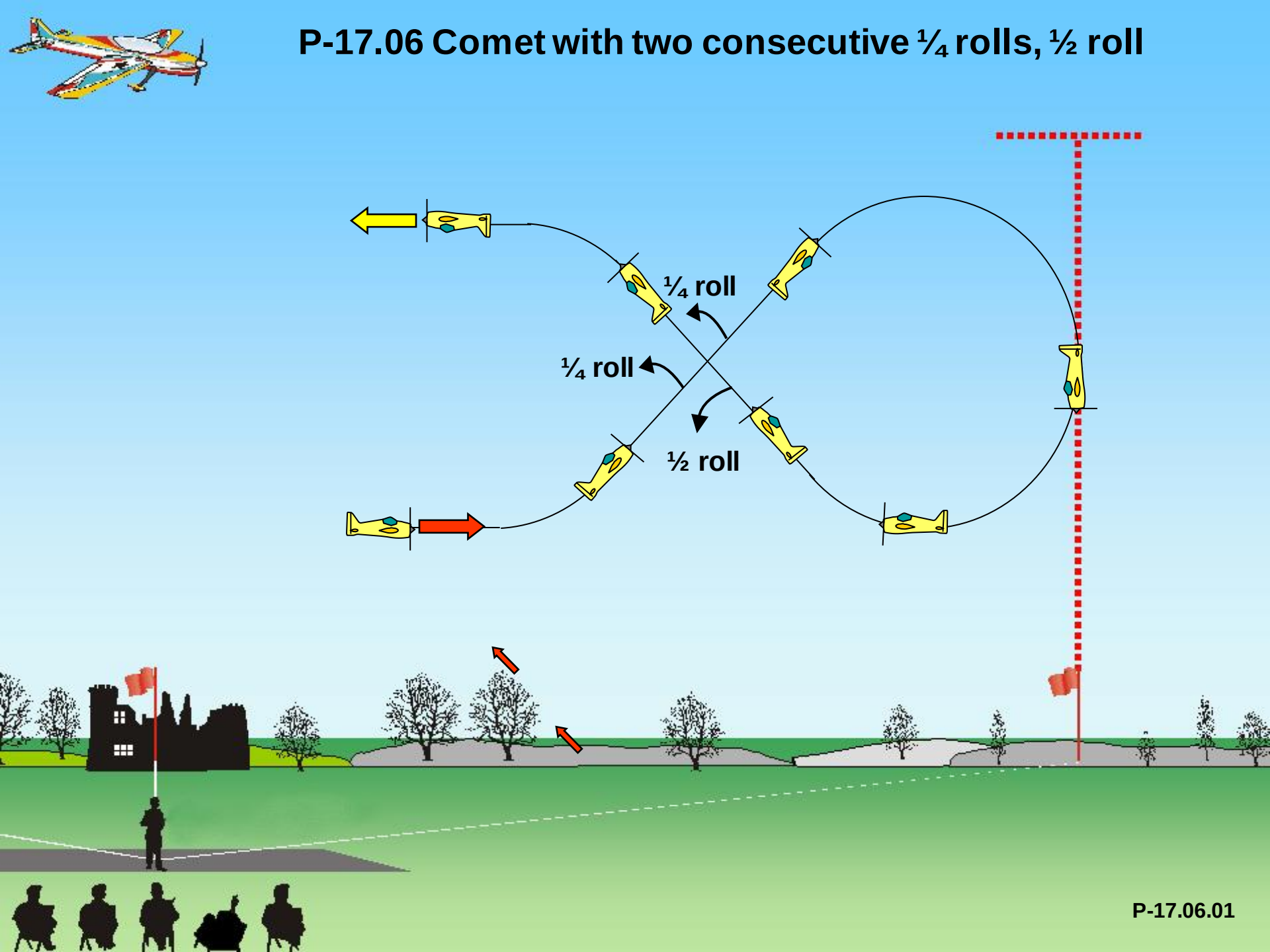
¾ roll on middle of the line.

All radii are equal.



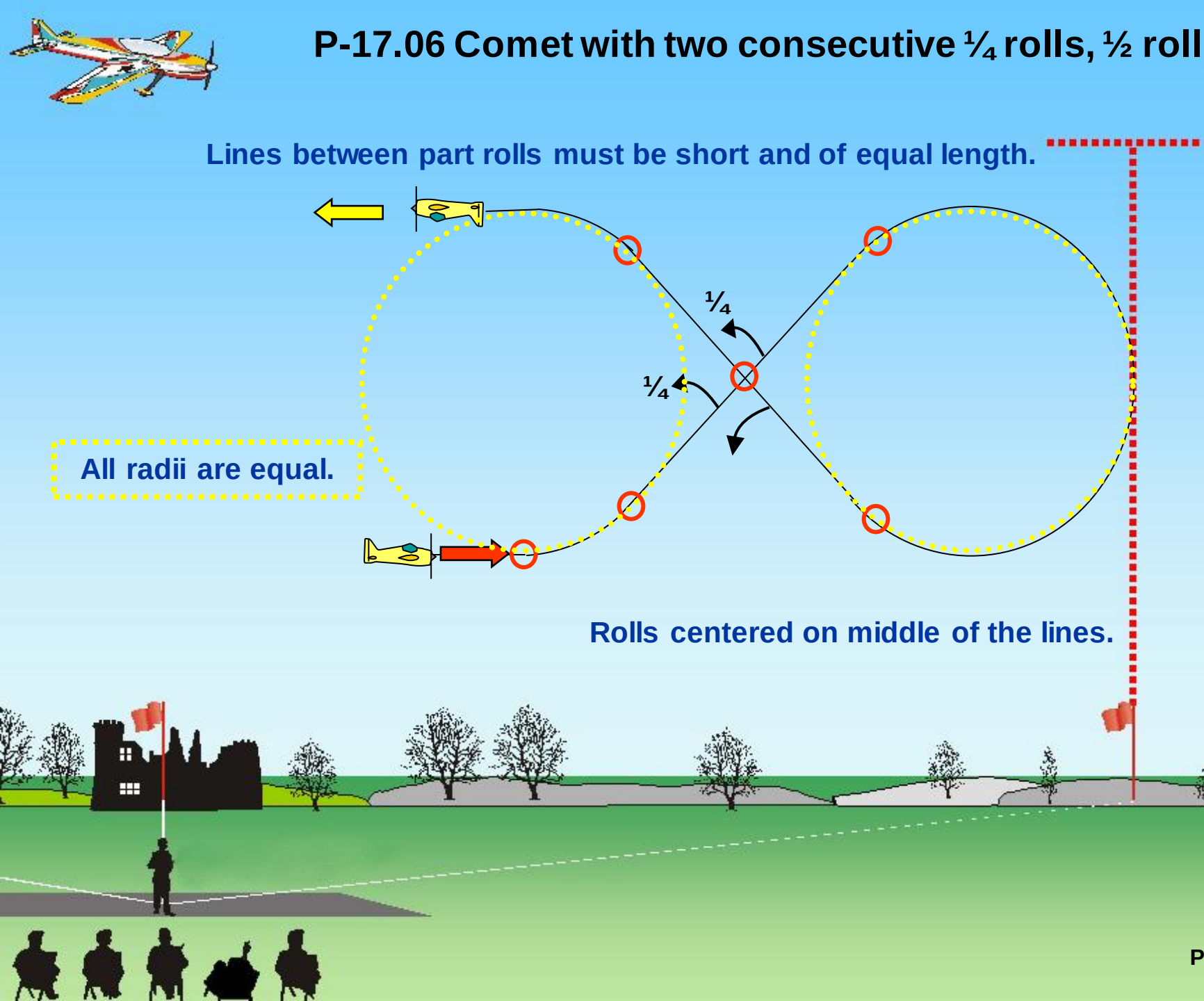

¾ roll on middle of the line.

# P-17.06 Comet with two consecutive ¼ rolls, ½ roll

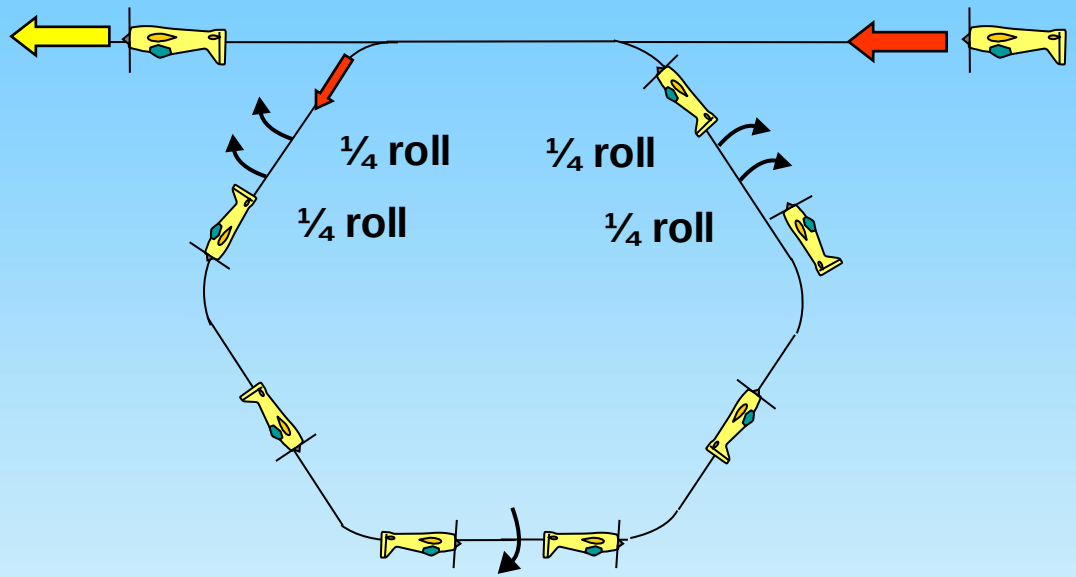



P-17.06.01

# P-17.06 Comet with two consecutive ¼ rolls, ½ roll



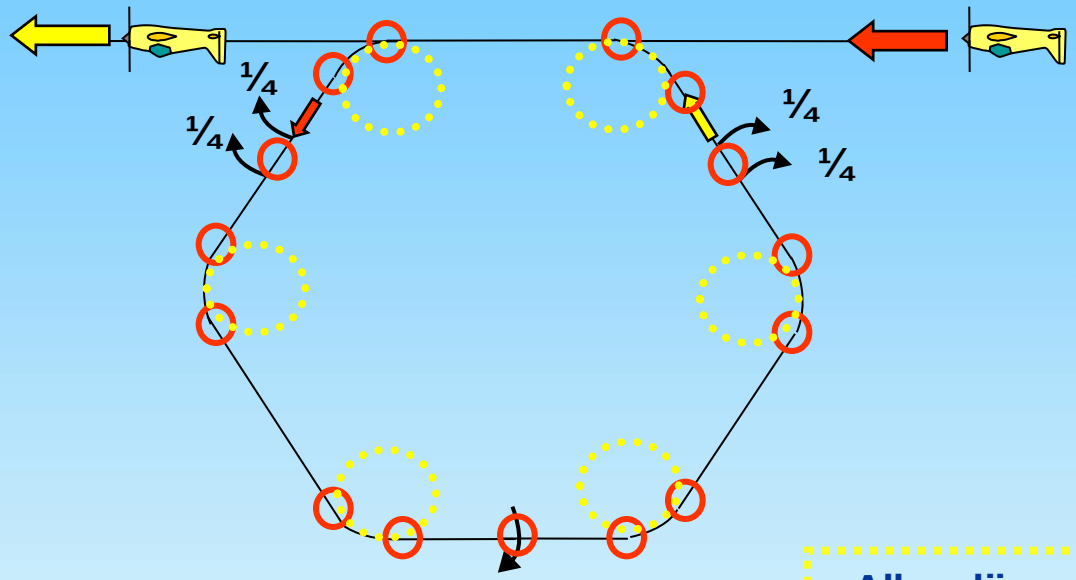
# P-17.07 Six-sided Loop with two consecutive ¼ rolls, roll, two consecutive ¼ rolls




P-17.07.01

# P-17.07 Six-sided Loop with two consecutive ¼ rolls, roll, two consecutive ¼ rolls

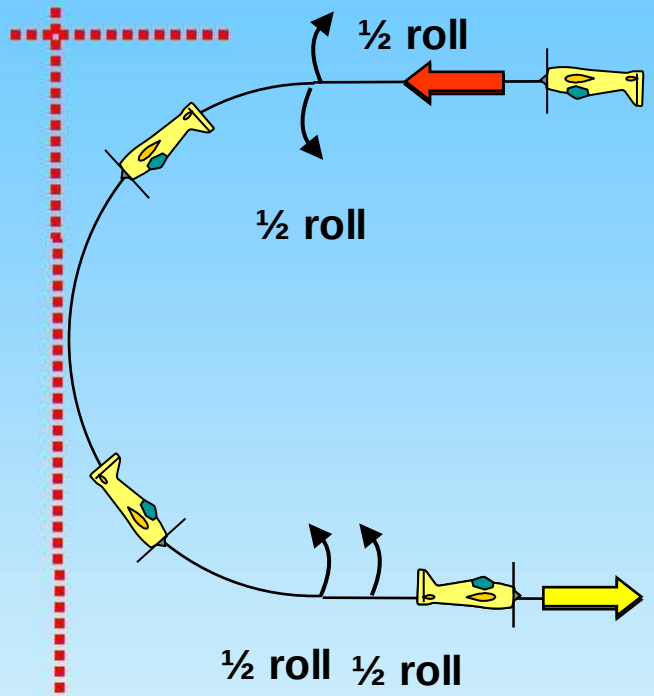
**Lines between part rolls must be short and of equal length.**

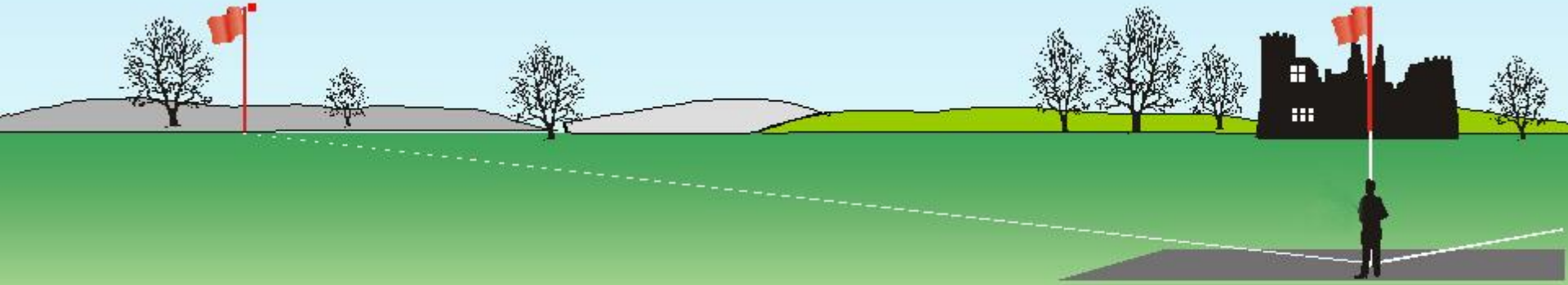



**Rolls centered in middle of the lines.**

**All radii are equal.**

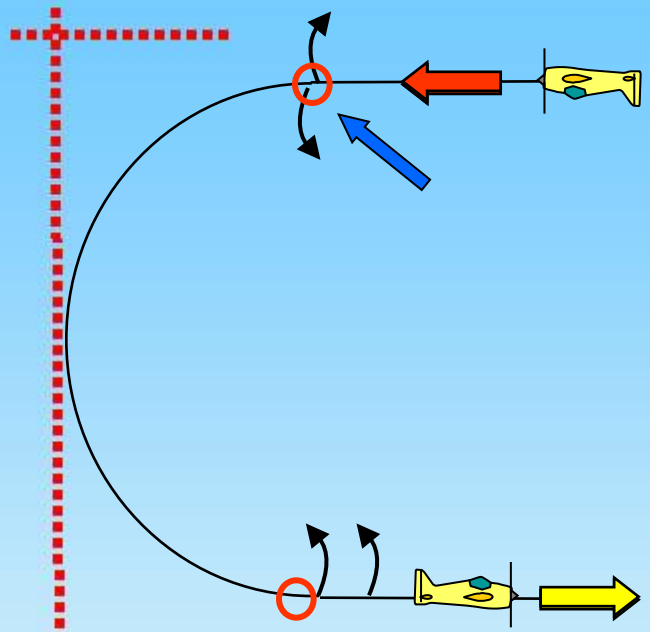
# P-17.08 Split S with two ½ rolls, two ½ rolls



P-17.08.01

# P-17.08 Split S with two ½ rolls, two ½ rolls



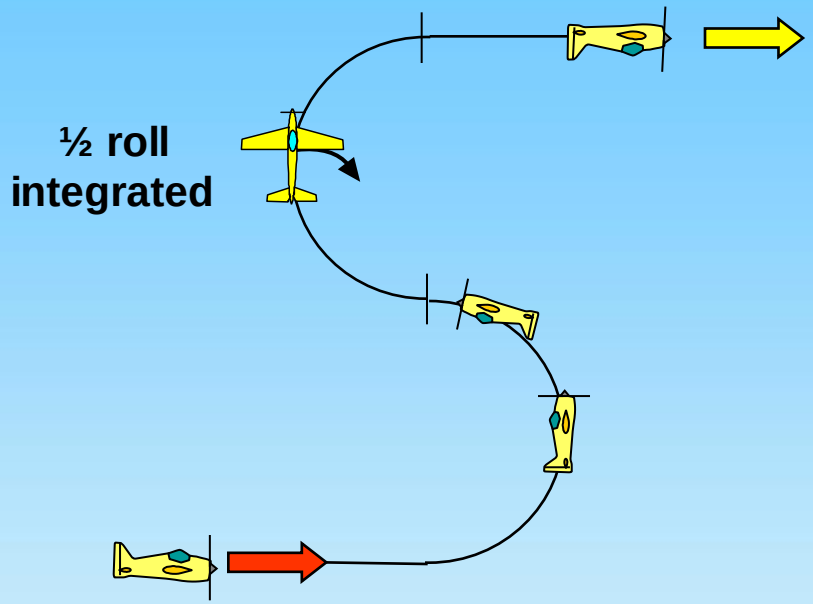
The half loop must follow immediately after the ½ rolls.

Between part rolls in opposite direction there must be no line.

The ½ rolls must follow immediately after the ½ loop.

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

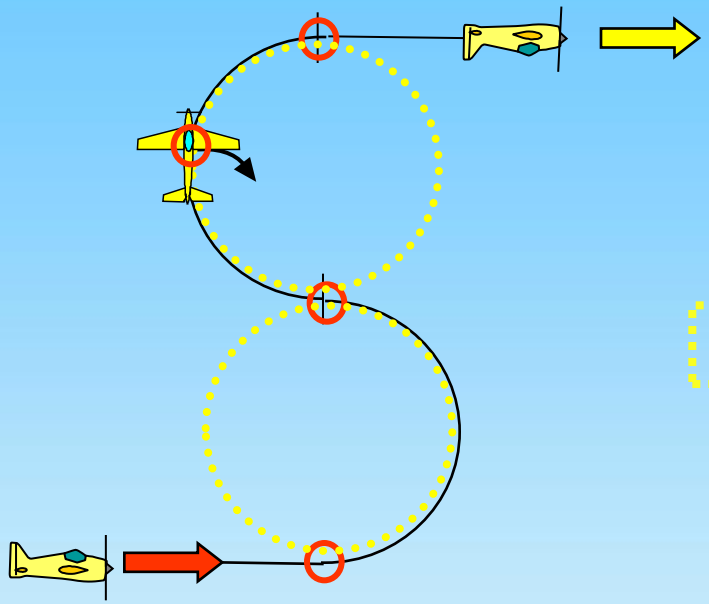
# P-17.09 Figure S with ½ roll integrated




P-17.09.01

# P-17.09 Figure S with ½ roll integrated

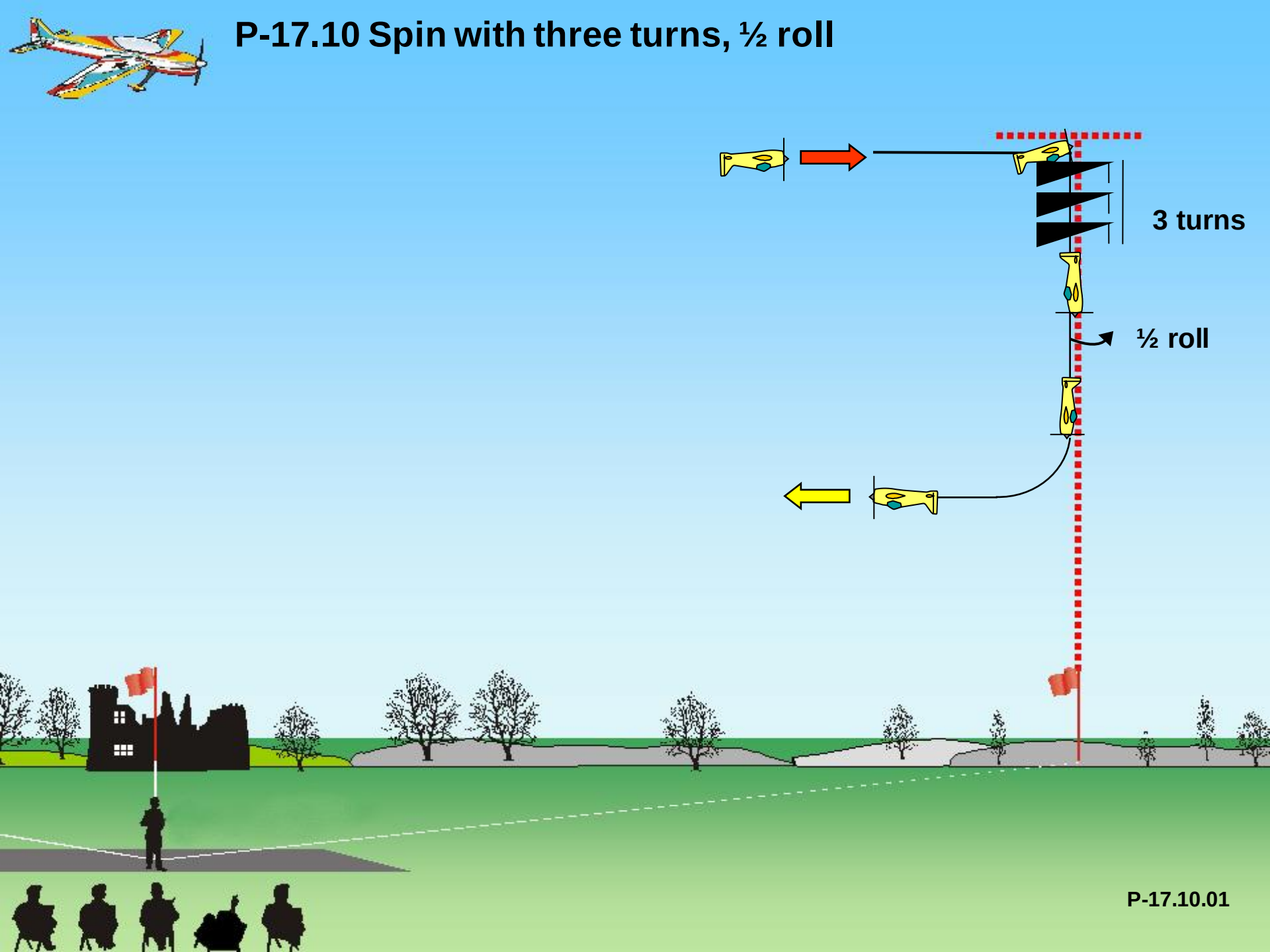
The ½ roll must be integrated on circular flightpath of the ½ loop.



All radii are equal.

P-17.09.02

# P-17.10 Spin with three turns, ½ roll




P-17.10.01

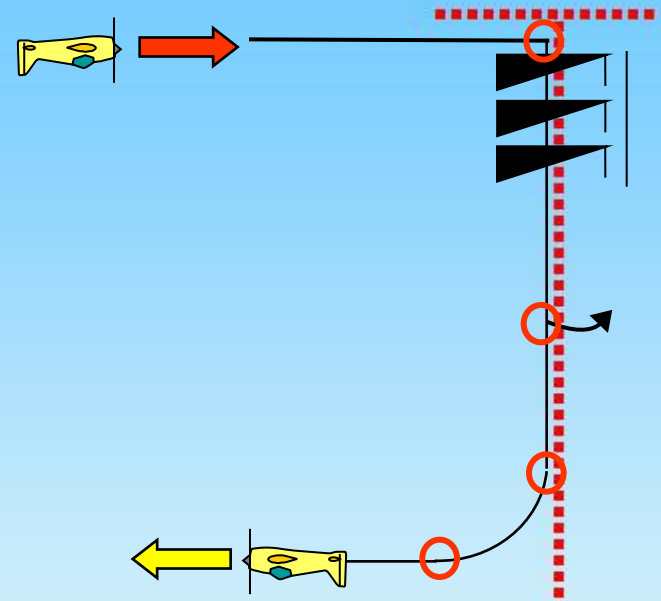
# P-17.10 Spin with three turns, ½ roll

Snap entry - zero points!

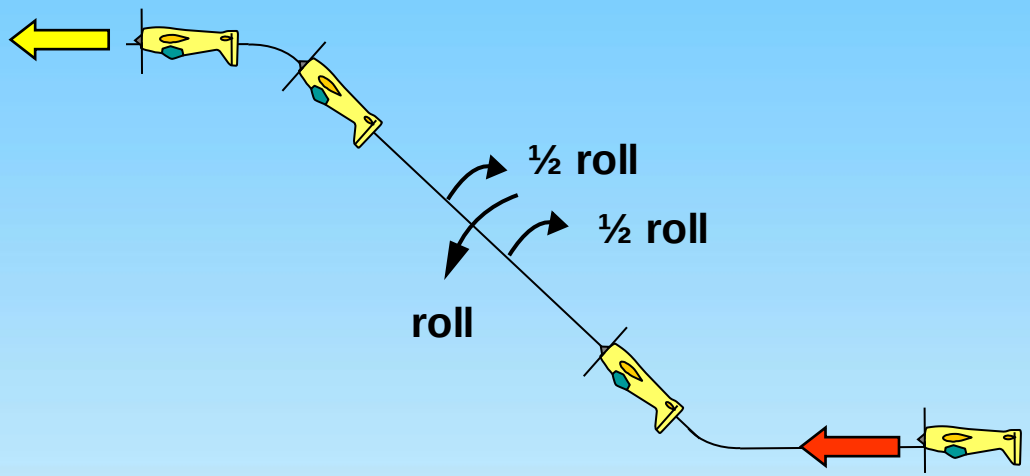
Spiral dive - 0 points!

Forced entry: downgrade.

½ roll on middle of the line.

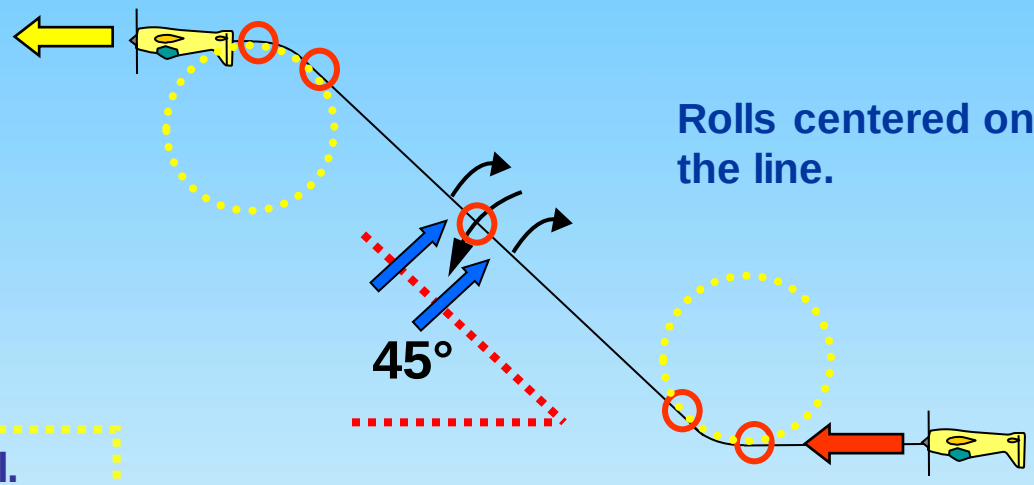


# P-17.11 45° Upline with consecutively ½ roll, roll, ½ roll




P-17.11.01

# P-17.11 45° Upline with consecutively ½ roll, roll, ½ roll

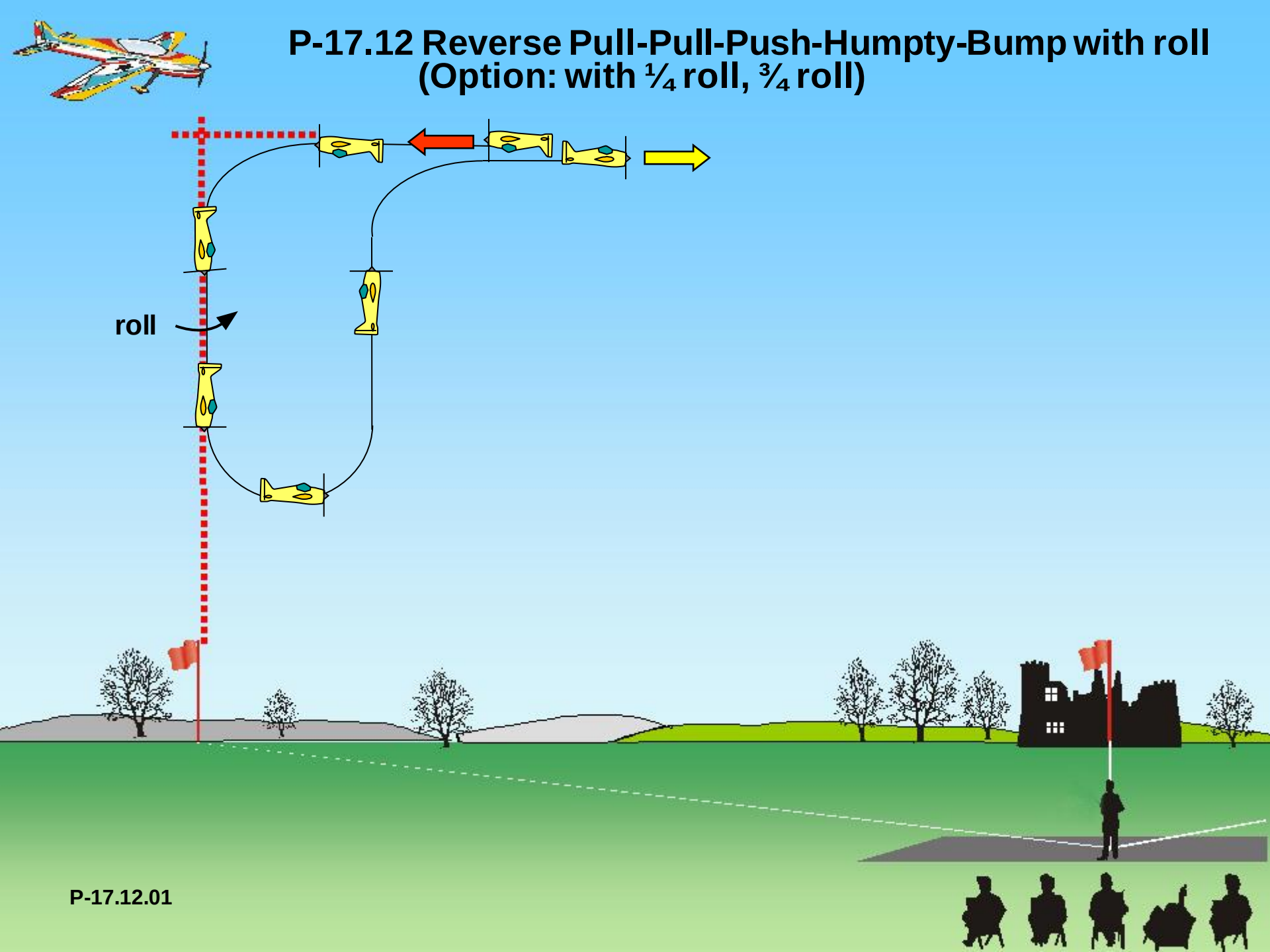



Rolls centered on middle of the line.

All radii are equal.

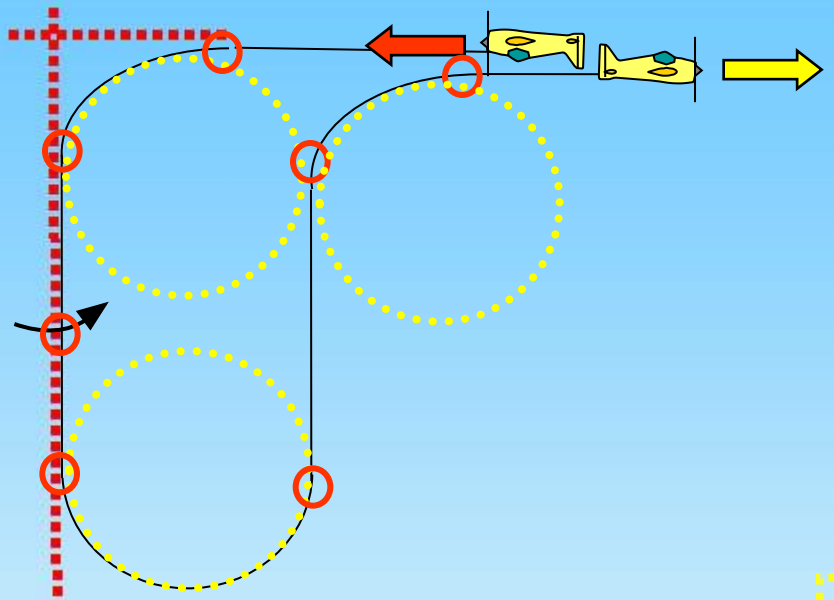
Between rolls in opposite direction there must be no line.

# P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¾ roll)




P-17.12.01

# P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¾ roll)

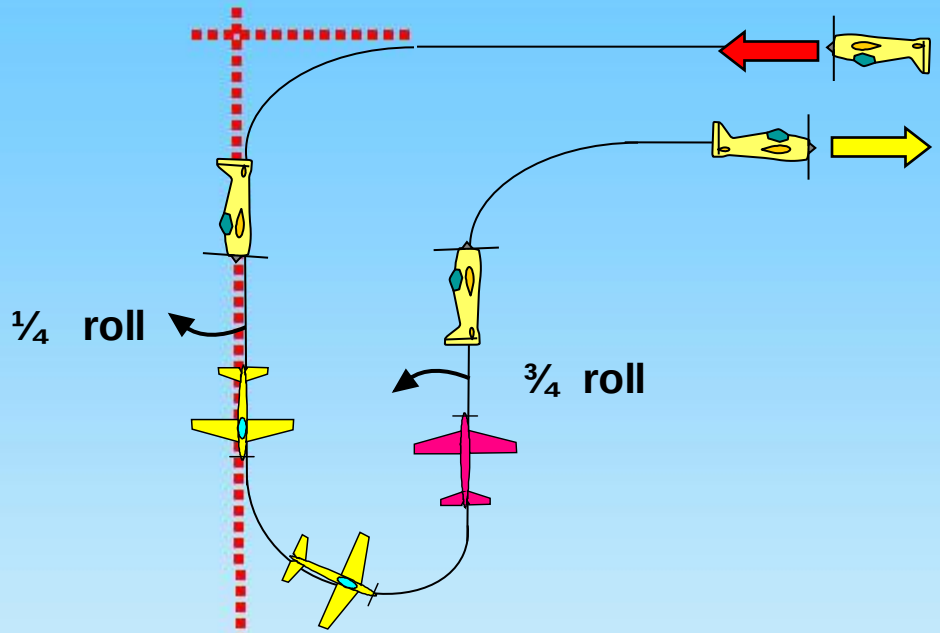


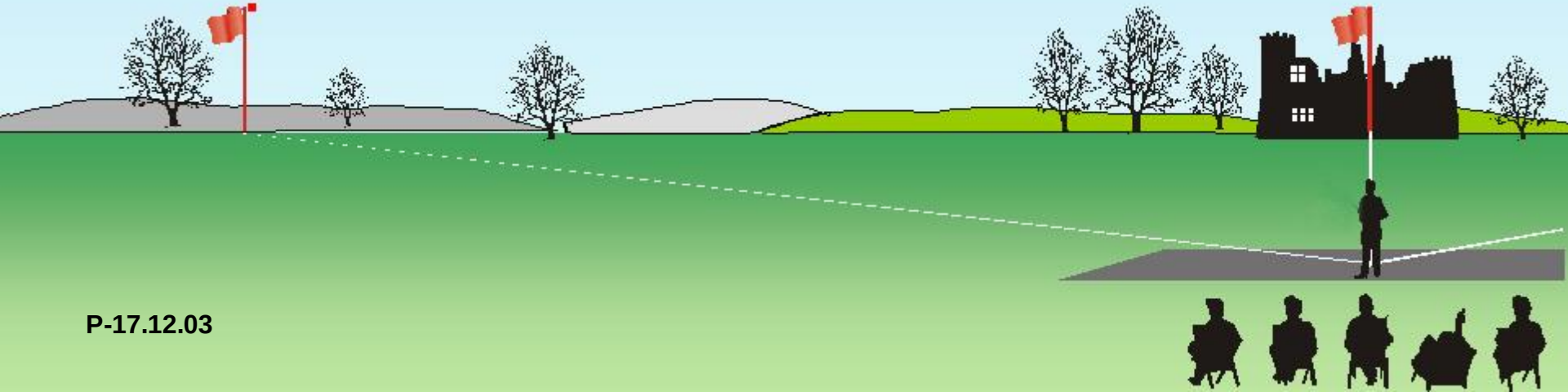
Roll on middle of the line.

All radii are equal.

# P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¾ roll)

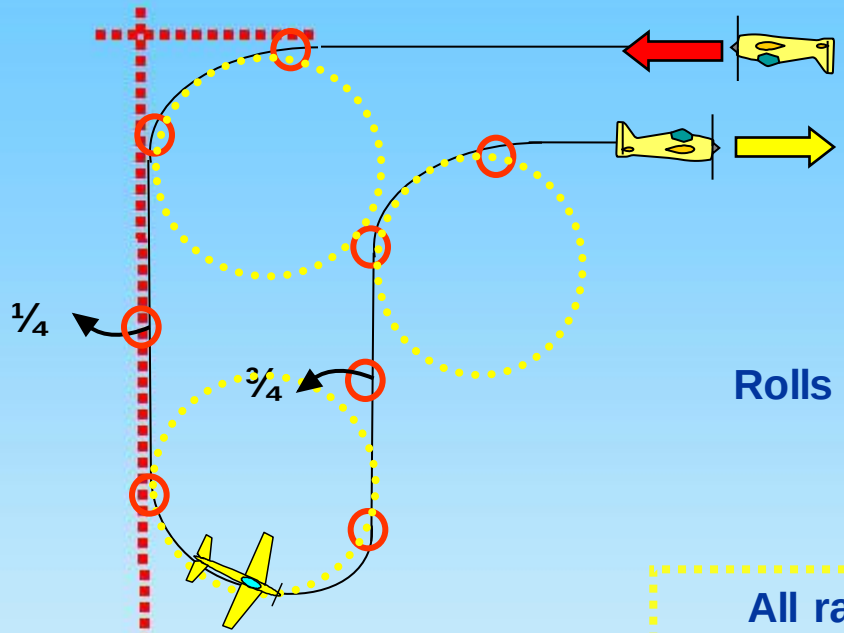
Option



P-17.12.03

# P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with ¼ roll, ¾ roll)

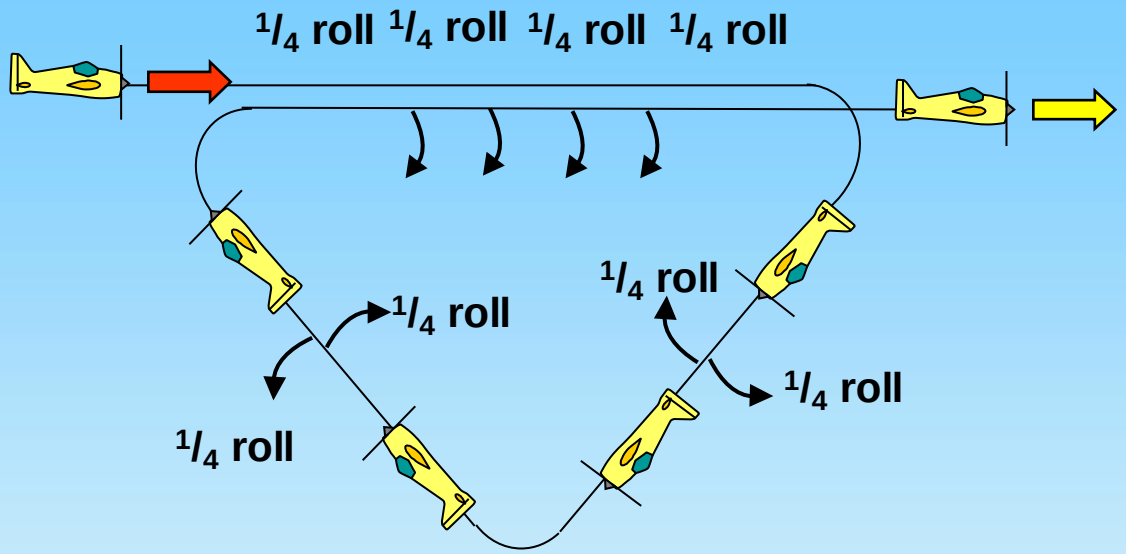



Option

Rolls in middle of the lines.

All radii are equal.

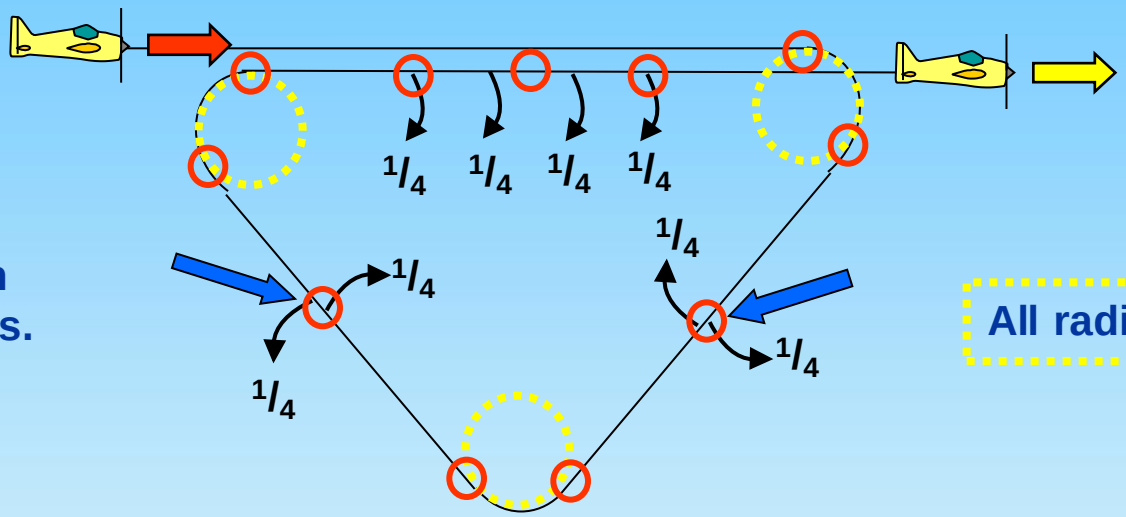
# P-17.13 Triangle Loop with two consecutive ¼ rolls, two consecutive ¼ rolls, four consecutive ¼ rolls




P-17.13.01

# P-17.13 Triangle Loop with two consecutive ¼ rolls, two consecutive ¼ rolls, four consecutive ¼ rolls

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



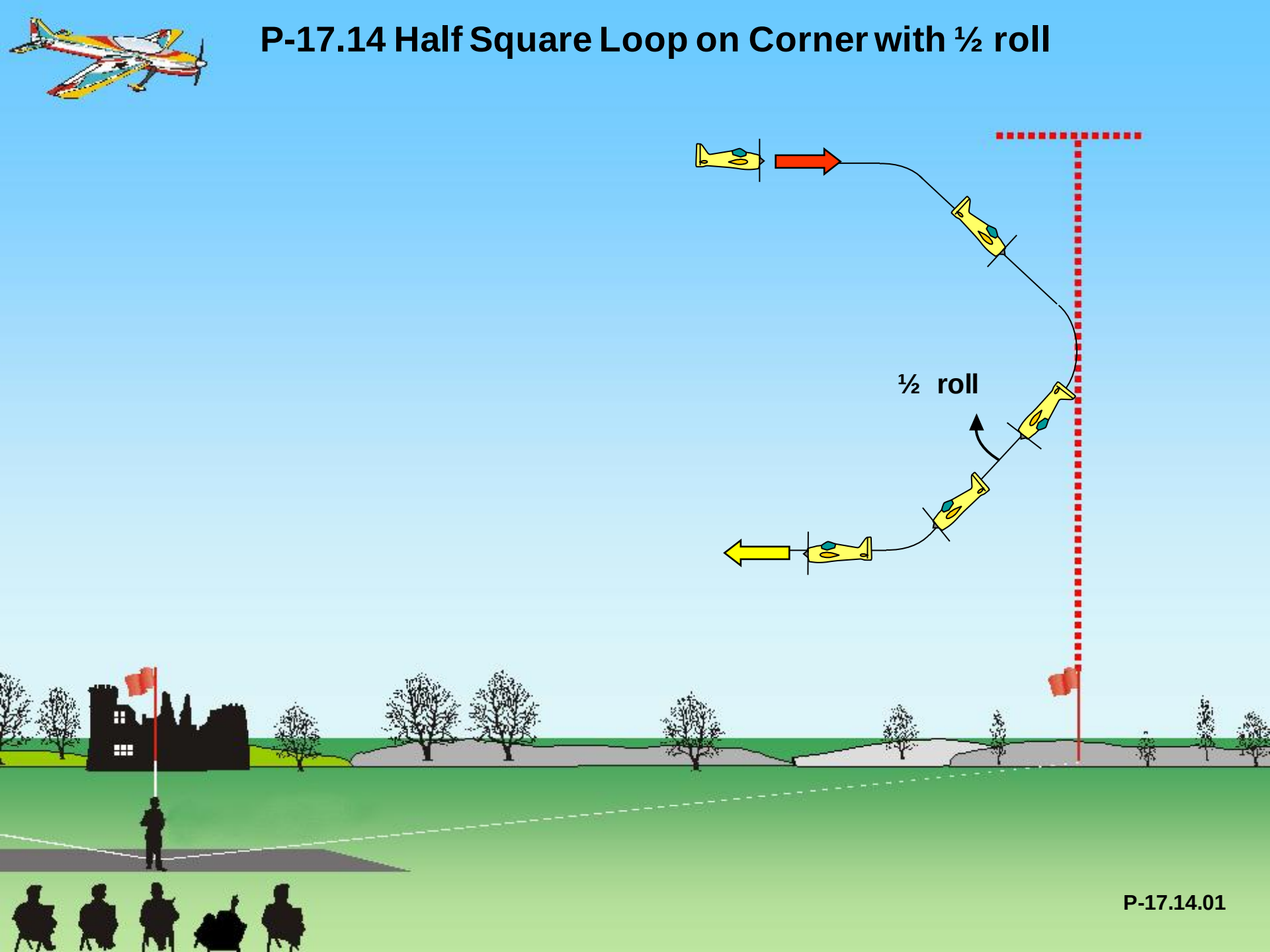

**Rolls centered on middle of the lines.**

**All radii are equal.**

**Between part rolls in opposite direction there must be no line.**

P-17.13.02

# P-17.14 Half Square Loop on Corner with ½ roll

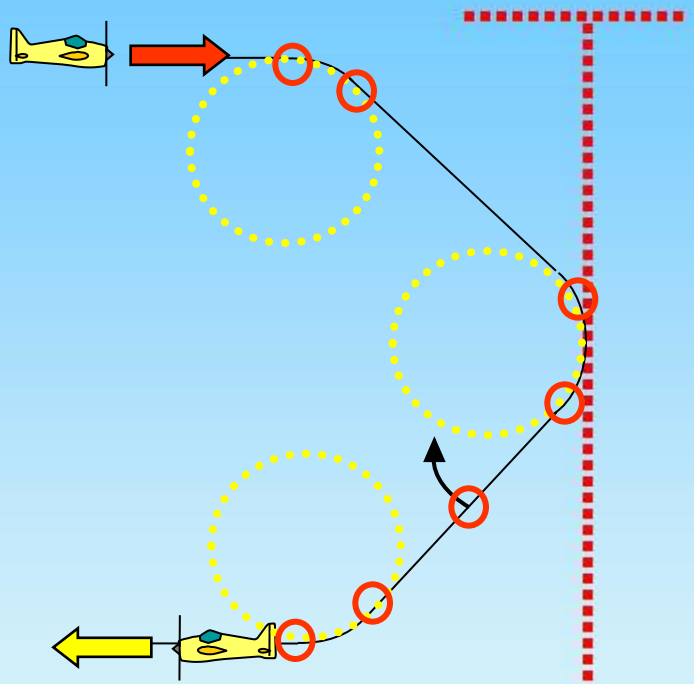



P-17.14.01

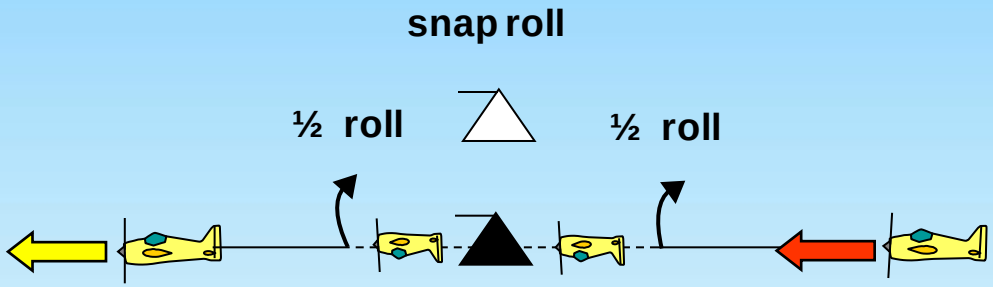
# P-17.14 Half Square Loop on Corner with ½ roll

½ roll on middle of the line.

All radii are equal.



# P-17.15 Roll Combination with consecutive ½ roll, snap roll, ½ roll

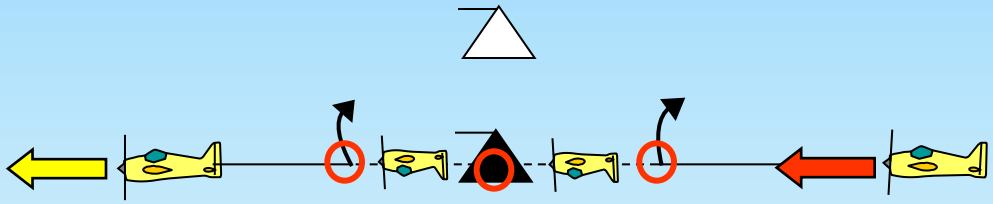



P-17.15.01

# P-17.15 Roll Combination with consecutive ½ roll, snap roll, ½ roll

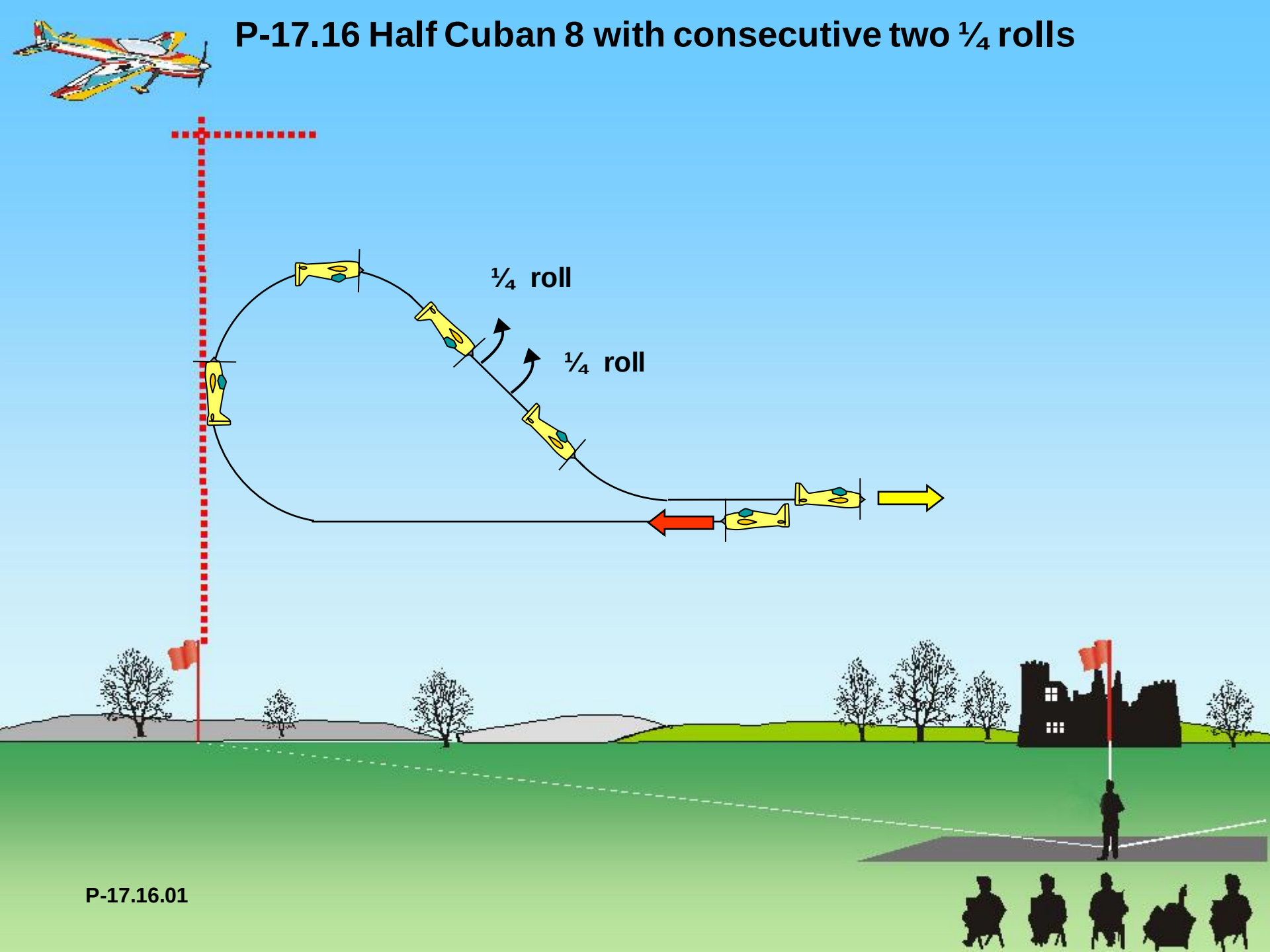
Snap roll may be positive or negative.

If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.



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

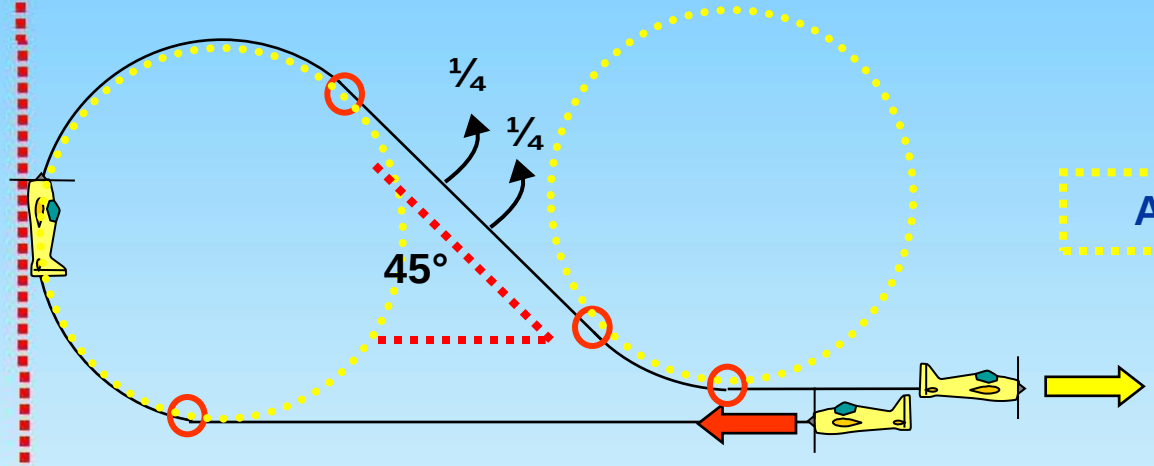
# P-17.16 Half Cuban 8 with consecutive two ¼ rolls




P-17.16.01

# P-17.16 Half Cuban 8 with consecutive two ¼ rolls

¼ rolls centered on middle of the line.

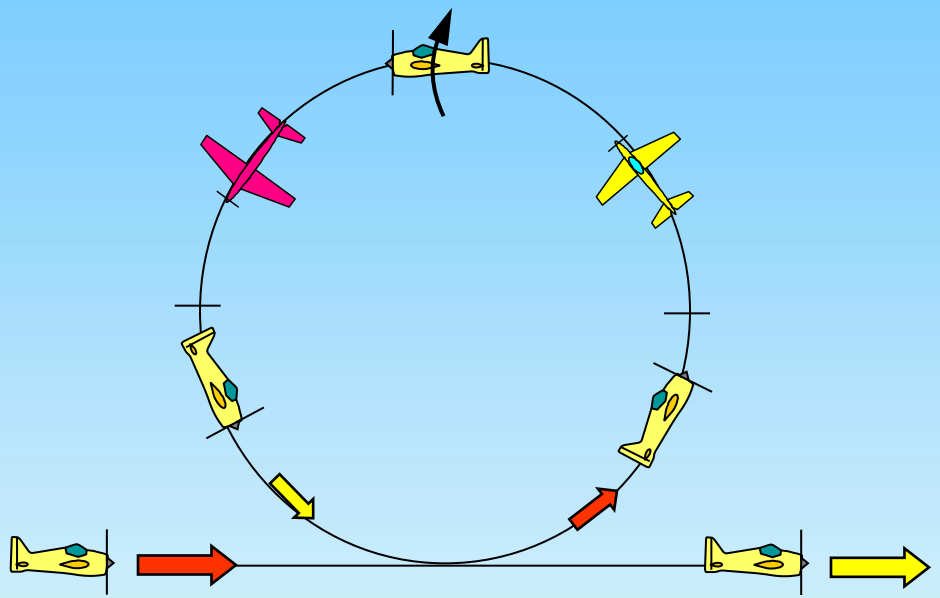



All radii are equal.

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

# P-17.17 Loop with roll integrated

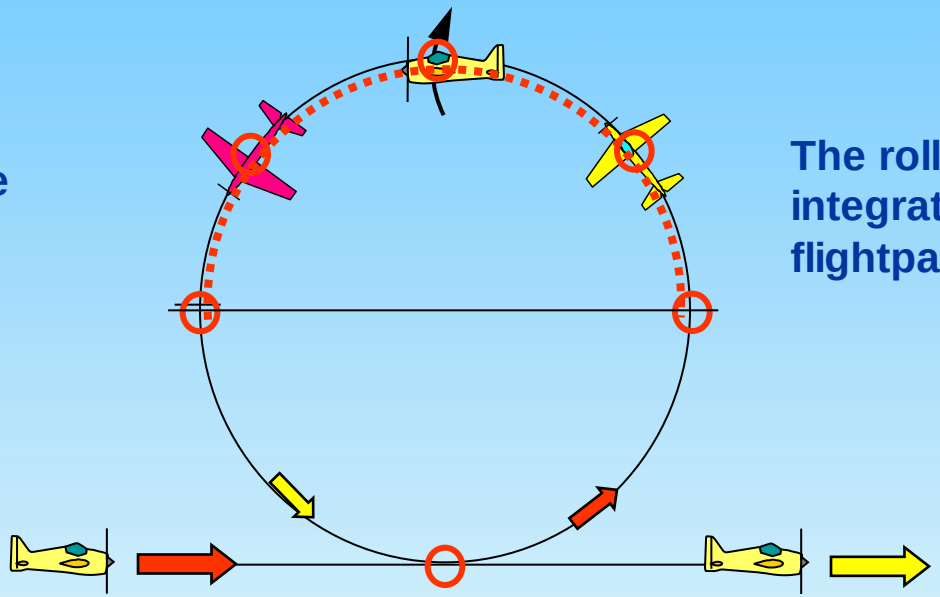
**roll integrated**



P-17.17.01

# P-17.17 Loop with roll integrated

Loop must be round.



The roll must be integrated on circular flightpath of the loop.

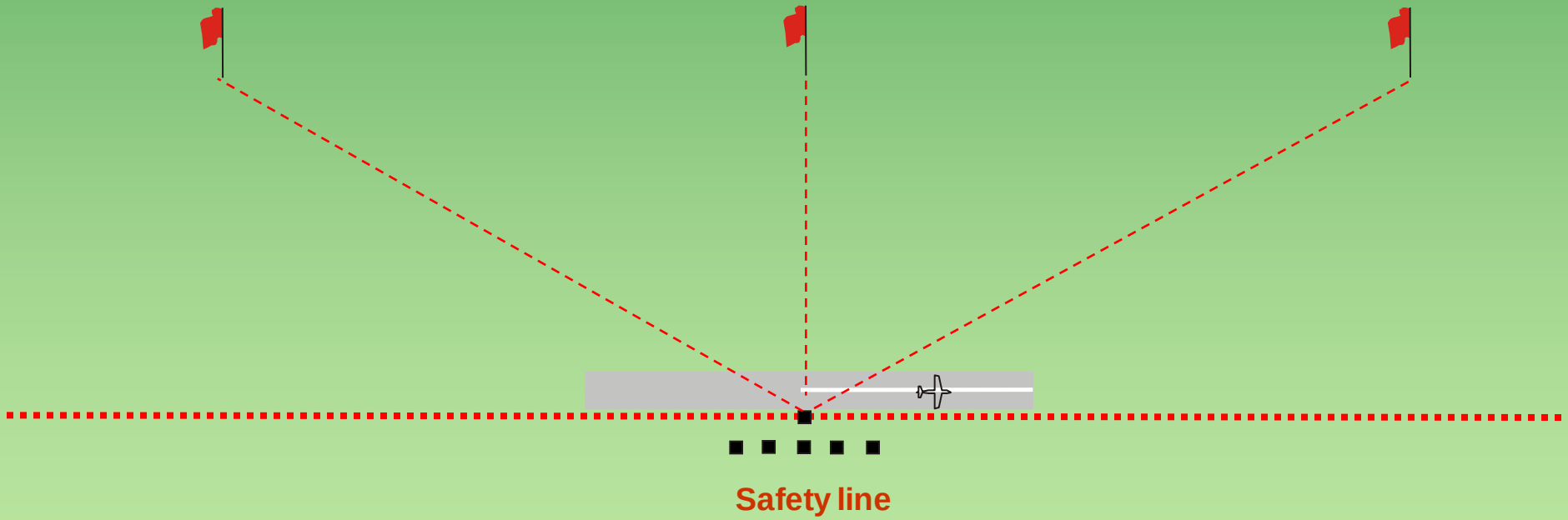
P-17.17.02

# Landing procedure

## ( not judged, not scored )

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

**wind**



**Forget WHO is flying**

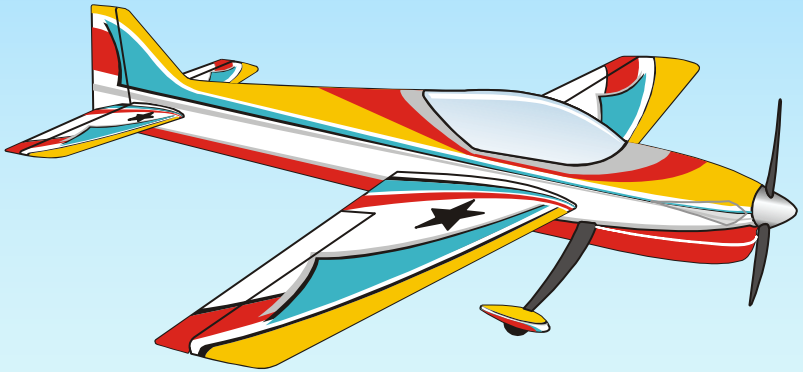
**(friend, rival, countryman, flier from other nation)**

**Forget WHAT is flying**

(2-stroke, 4-stroke, electric, turbine, rubber-power)

**LOOK ONLY AT LINES DESCRIBED IN THE SKY!**

(and the precision, smoothness, positioning, and size)



# Thank you!