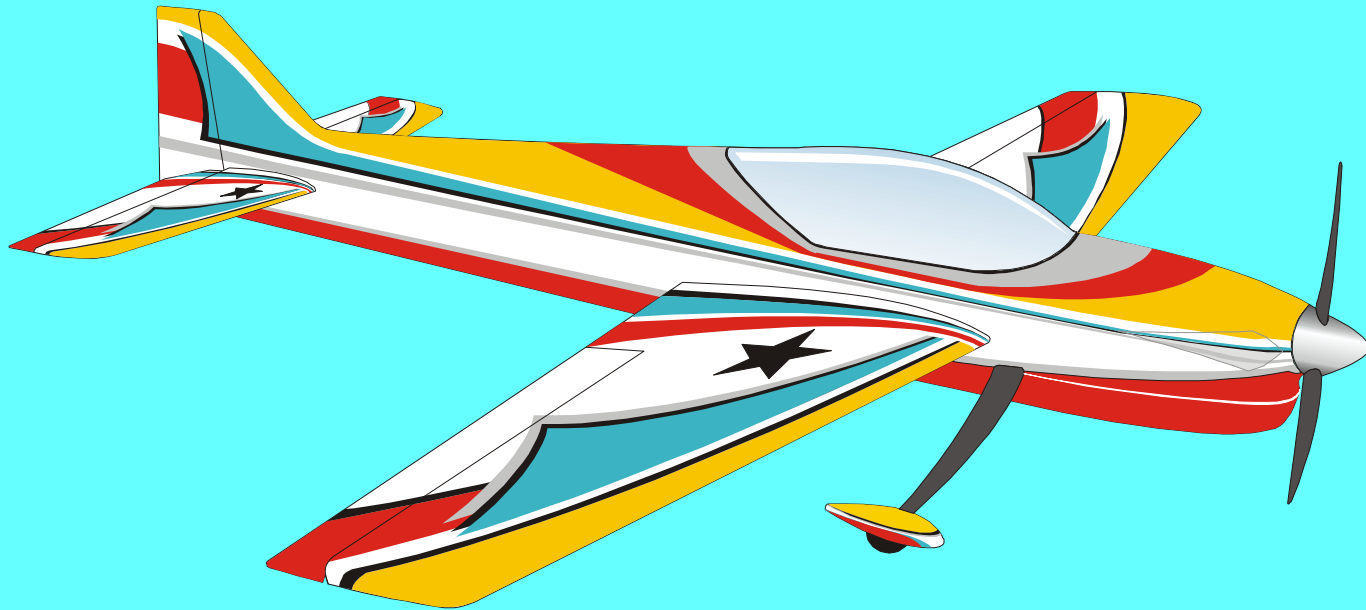


# Flying and Judging F3A

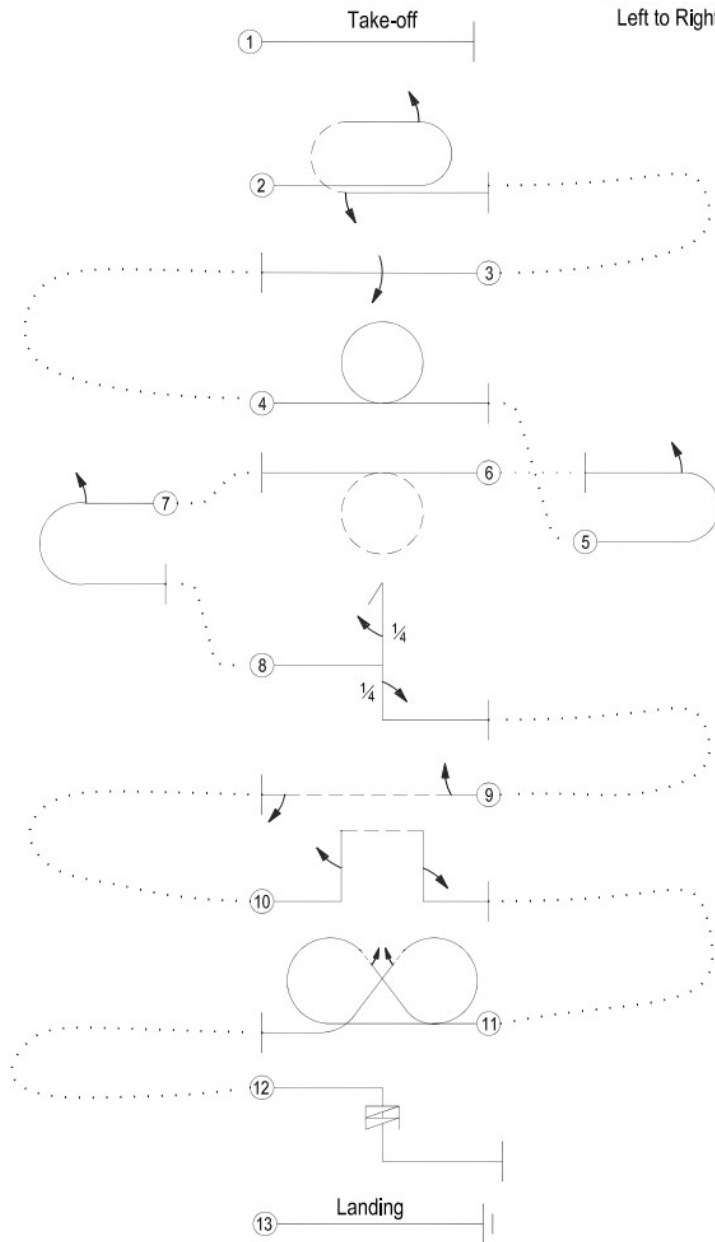
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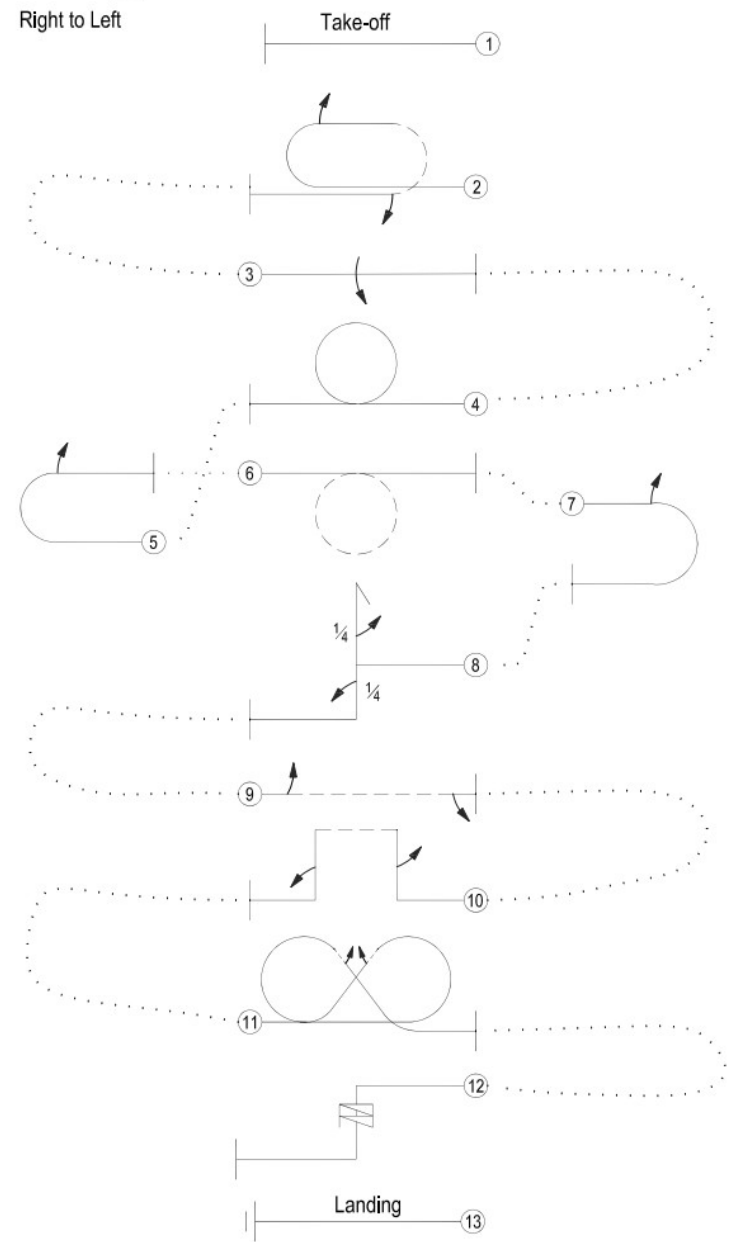
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**SCHEMATIC MANOEUVRE ILLUSTRATIONS**  
**SCHEDULE – SPORTSMAN**

# SPORTSMAN SCHEDULE (2021-2023)

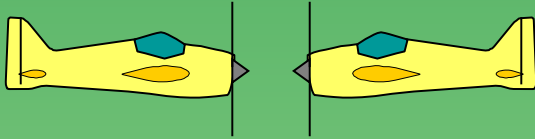


# SPORTSMAN SCHEDULE (2021-2023)

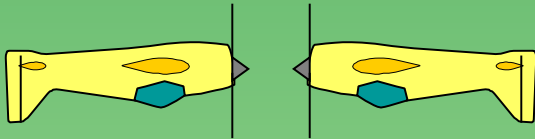




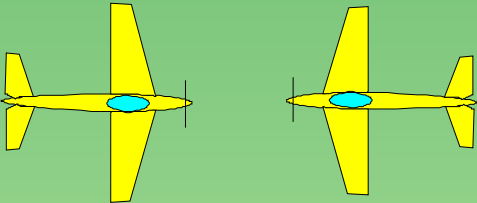
# Explanations:



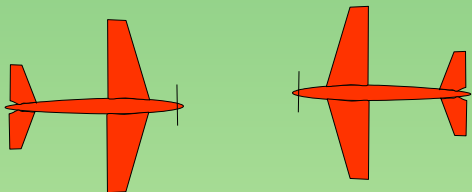
**Aircraft upright**



**Aircraft inverted**



**Aircraft in Knife-Edge  
View from Top**



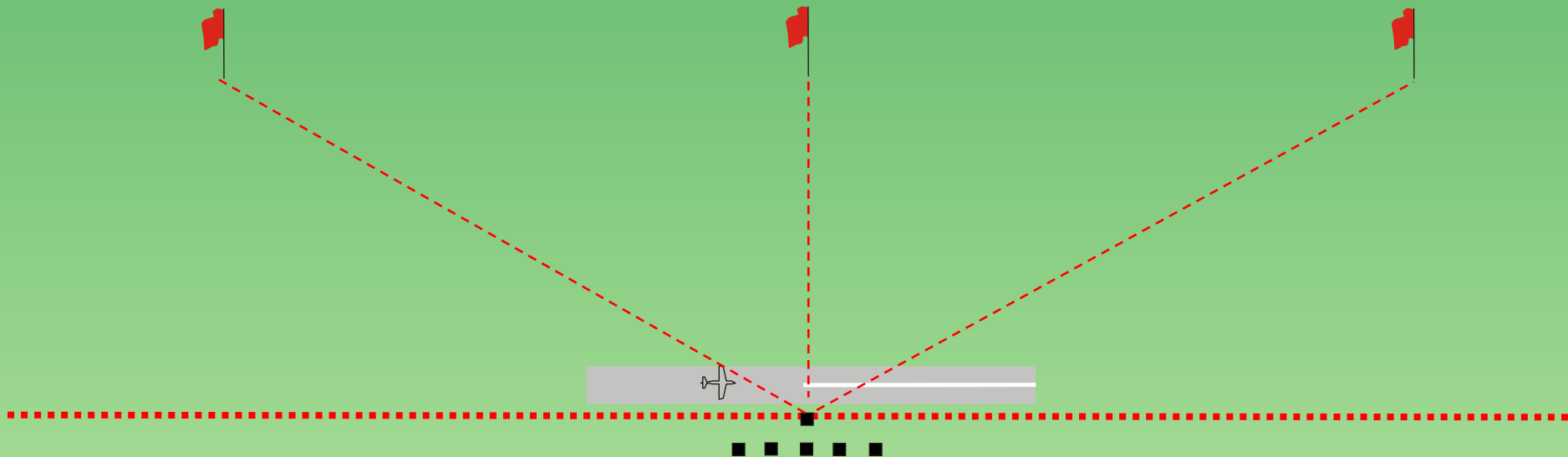
**Aircraft in Knife-Edge  
View from Below**



# Take-off procedure ( not judged, not scored )



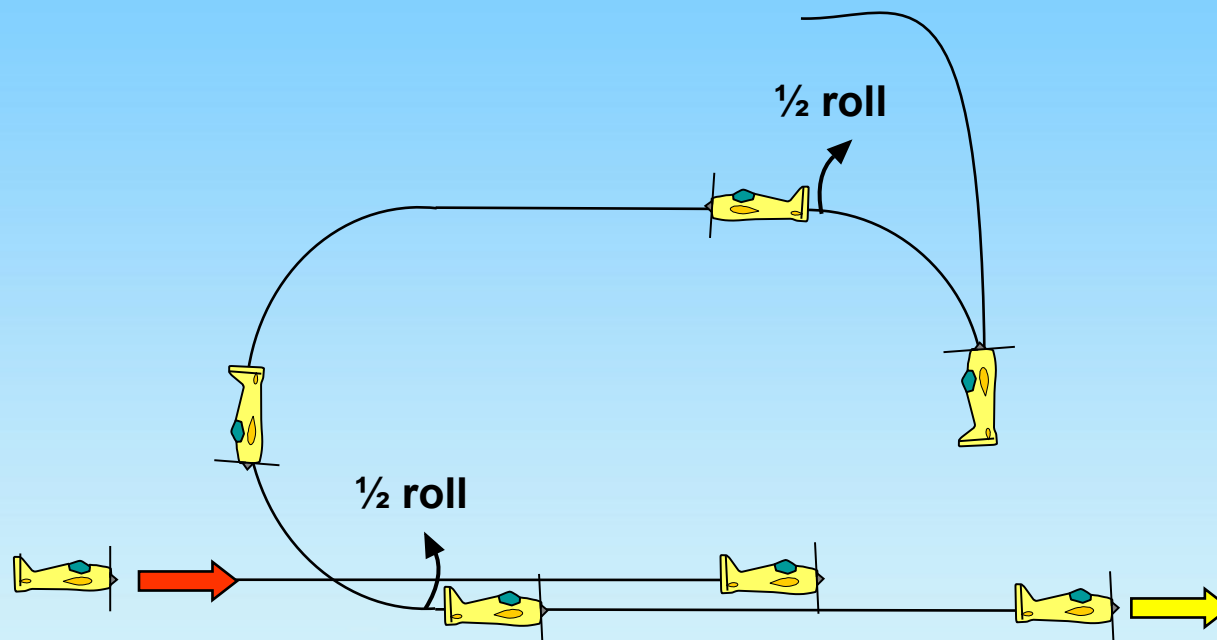
wind



Safety line



# SPORTSMAN.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll



From upright, fly past centre, pull into a  $\frac{1}{2}$  loop, immediately perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{2}$  loop, immediately perform a  $\frac{1}{2}$  roll, exit upright.



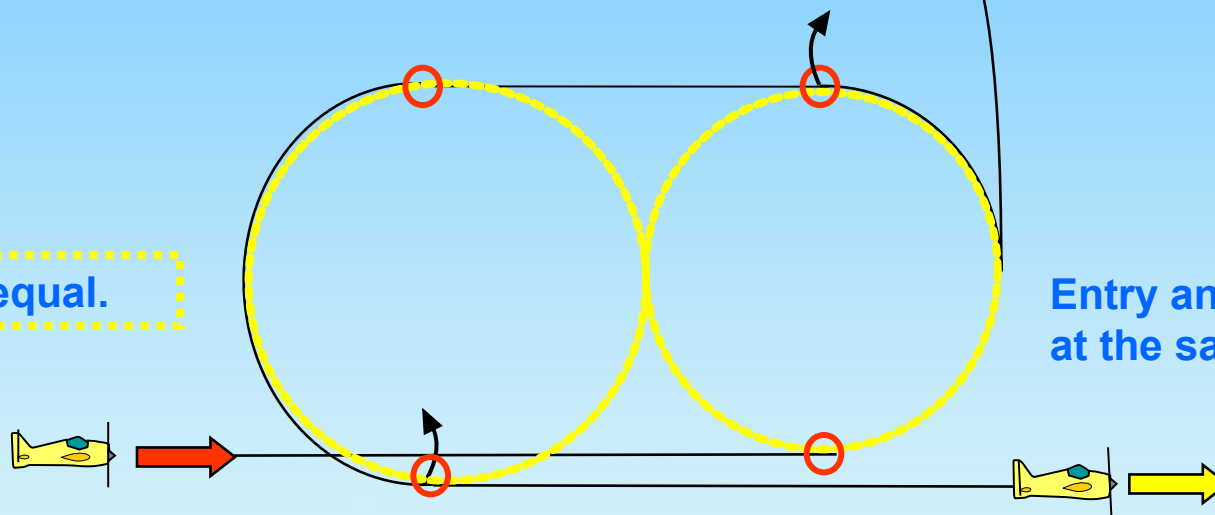
# SPORTSMAN.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

Straight lines between the 2 half loops must be equal to the diameter of the half loops.

There must be no line between the  $\frac{1}{2}$  loops and  $\frac{1}{2}$  rolls.

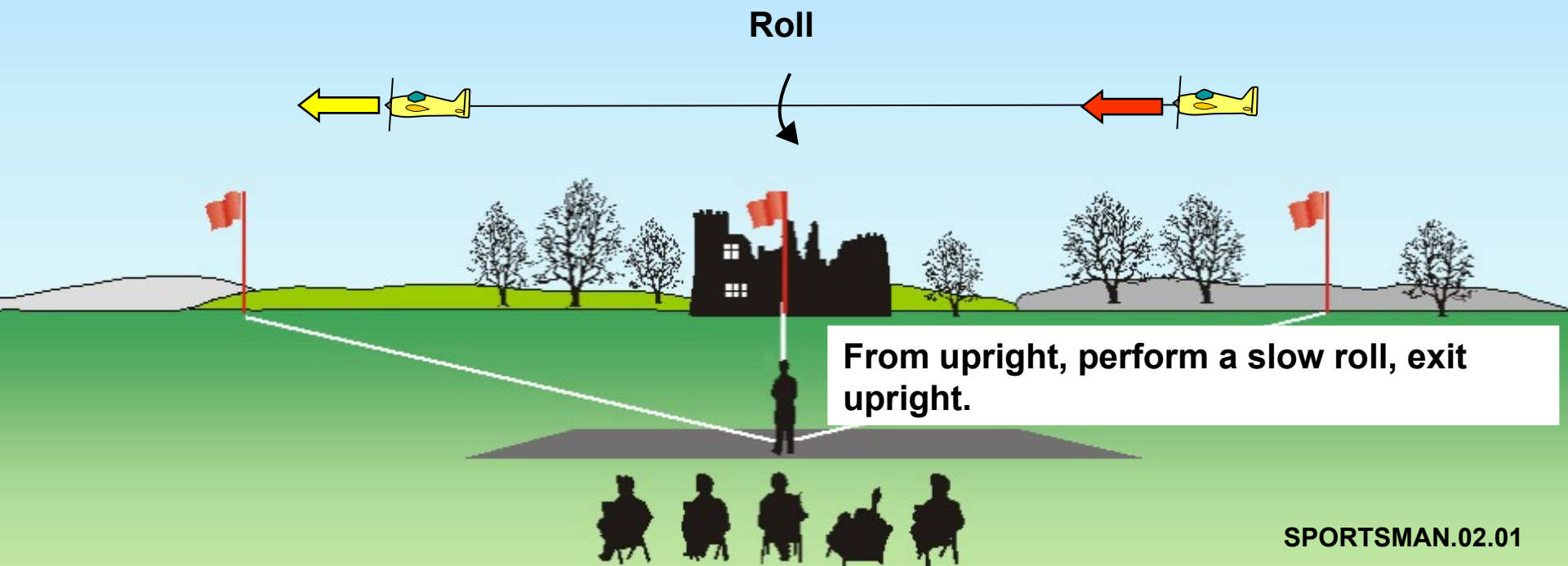
All radii are equal.

Entry and exit must be at the same altitude.





## SPORTSMAN.02 Slow Roll



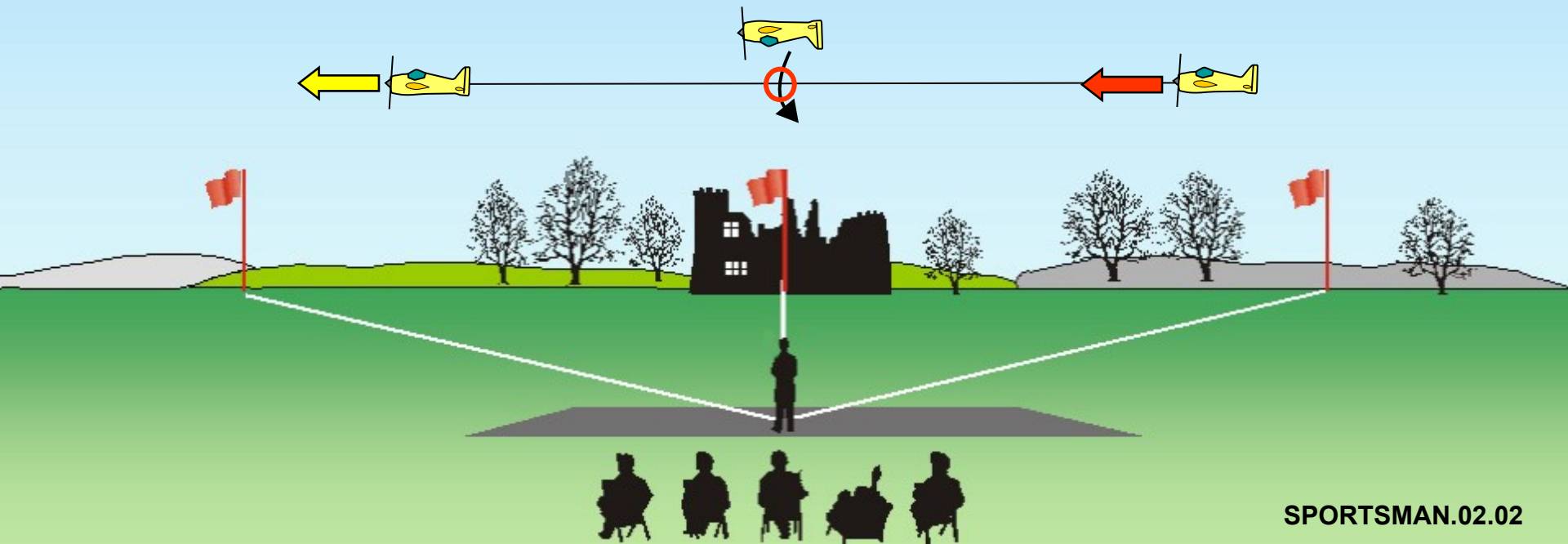


## SPORTSMAN.02 Slow Roll

Roll rate must be constant.

Flight must be straight and level.

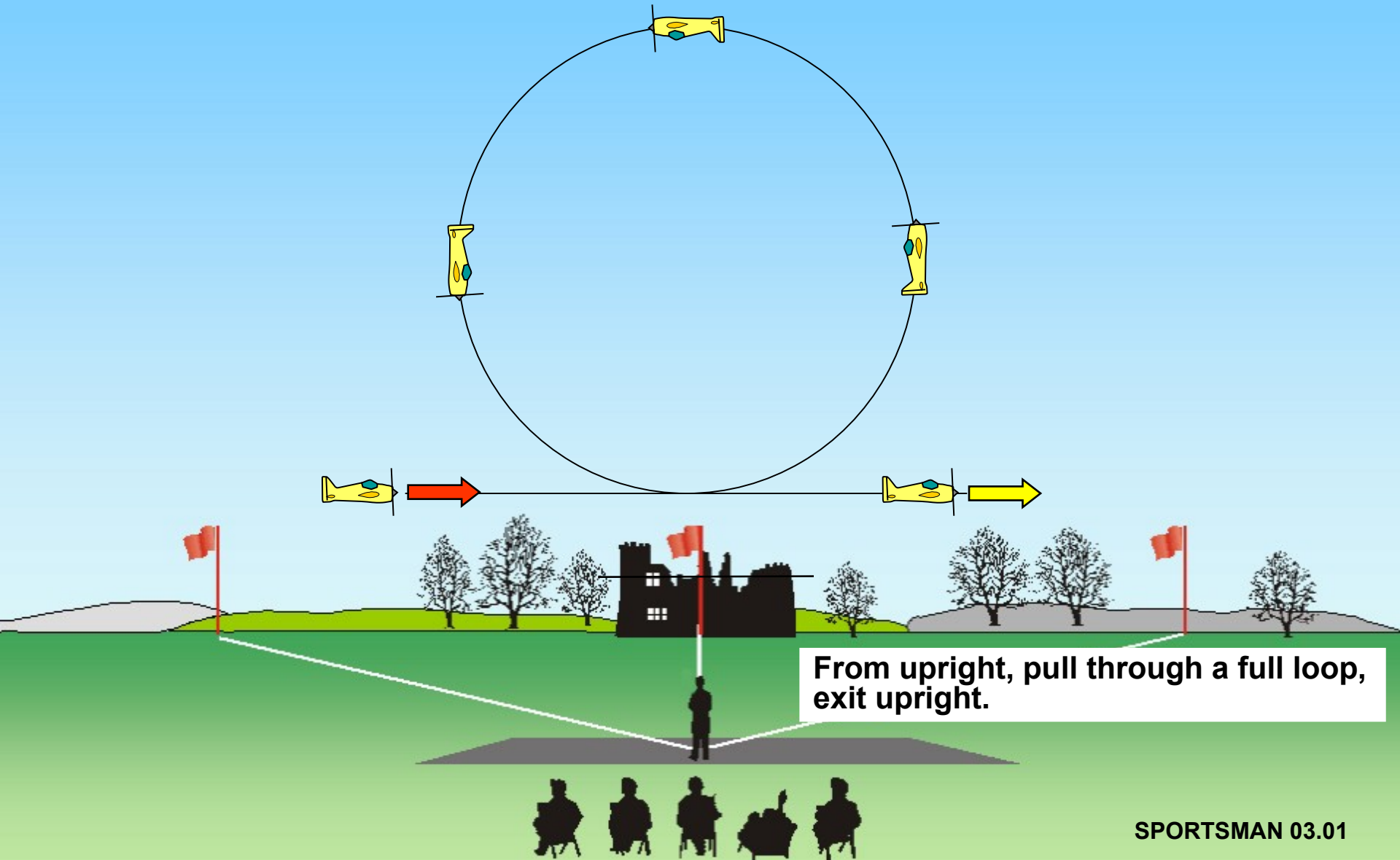
Roll must be centred.







# SPORTSMAN.03 Loop





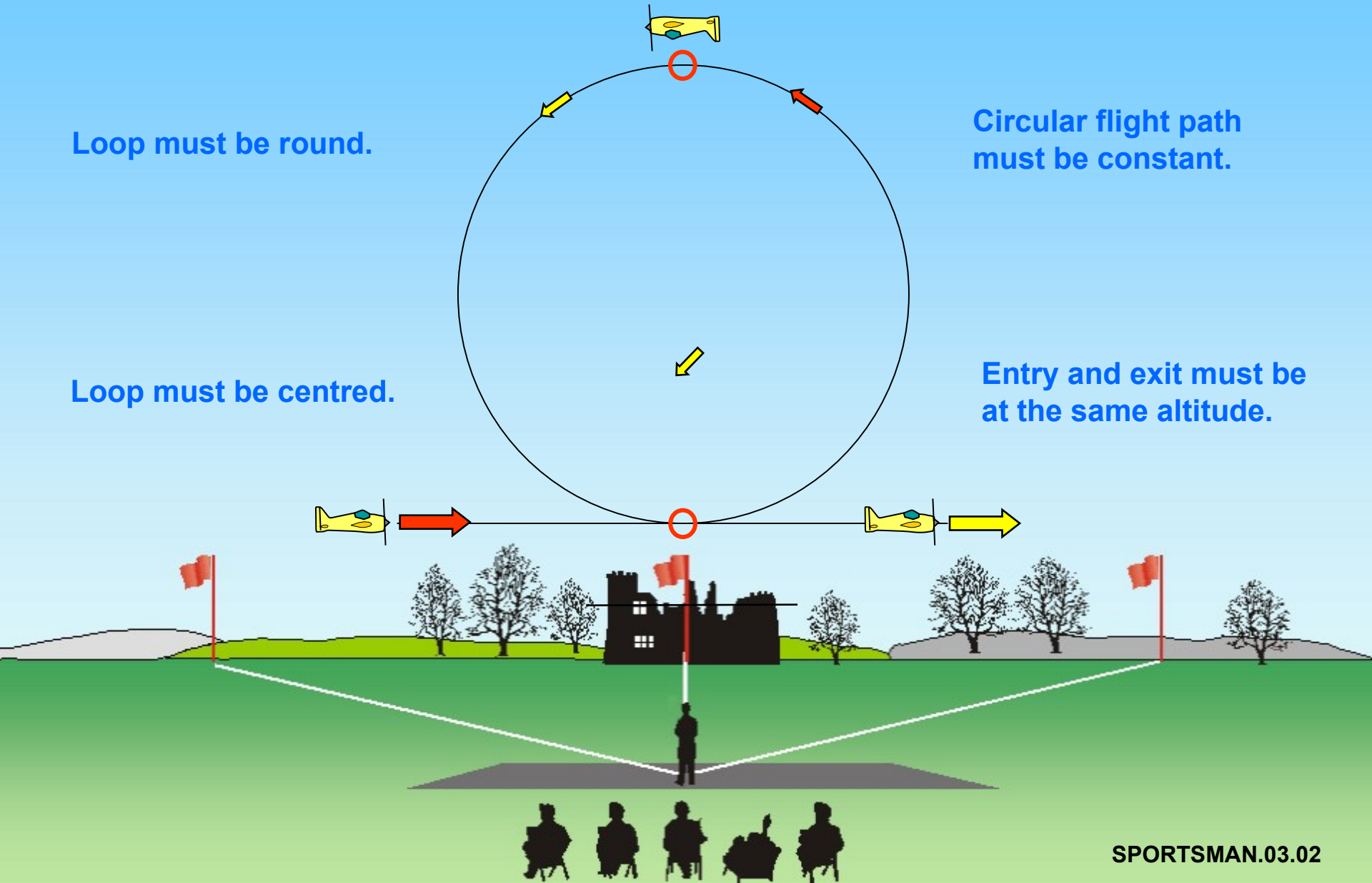
## SPORTSMAN.03 Loop

Loop must be round.

Loop must be centred.

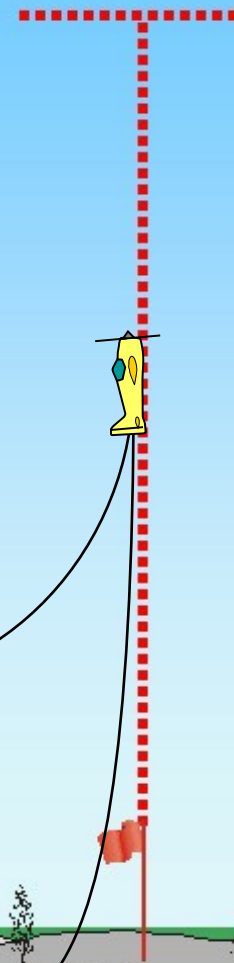
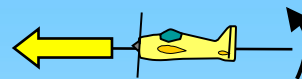
Circular flight path  
must be constant.

Entry and exit must be  
at the same altitude.





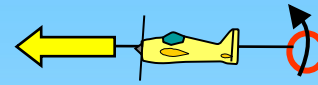
## SPORTSMAN.04 Immelman Turn with half roll



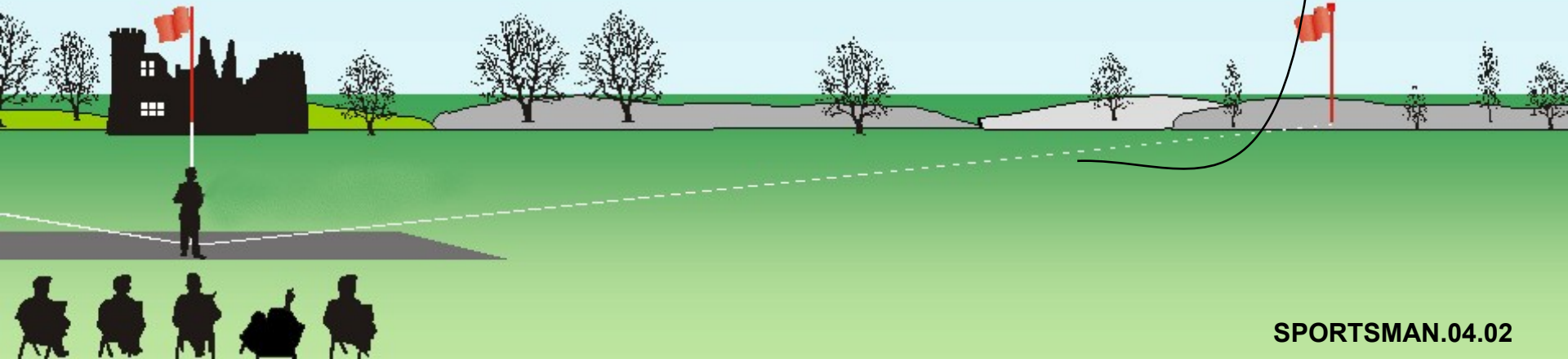
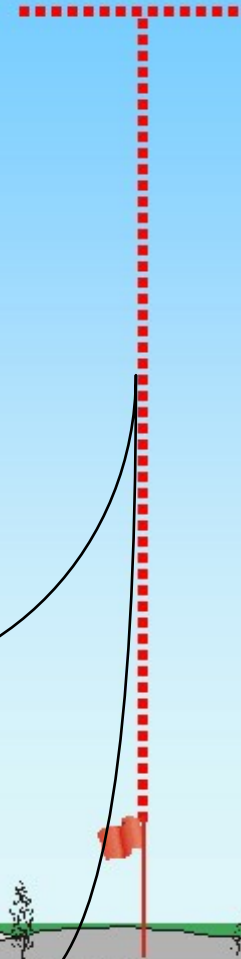
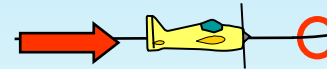
From upright, pull through a half loop, immediately perform a half roll, exit upright.



## SPORTSMAN.04 Immelman Turn with half roll

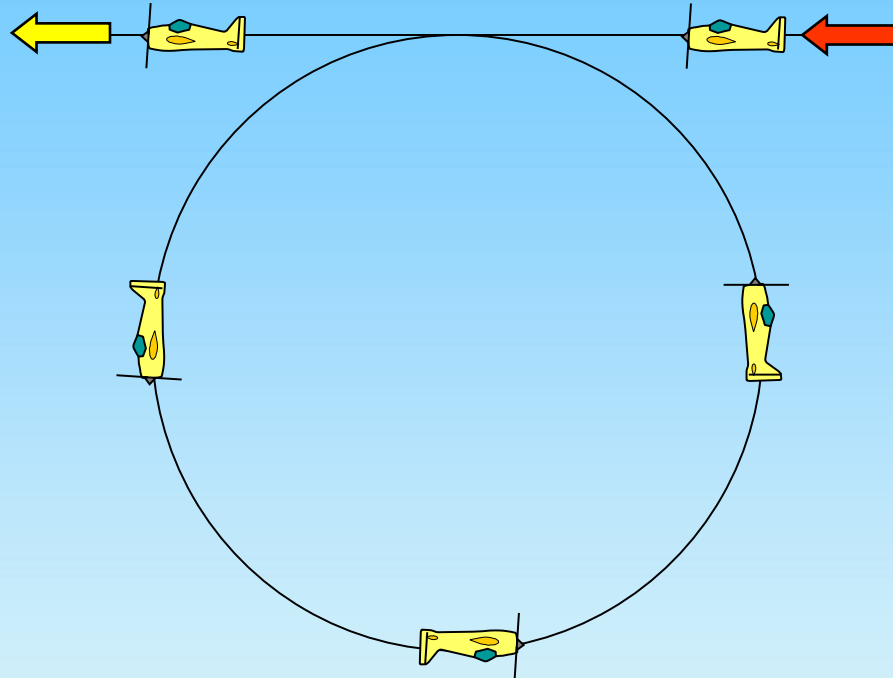


There is no line between the  $\frac{1}{2}$  loop and  $\frac{1}{2}$  roll.





## SPORTSMAN.05 Outside loop

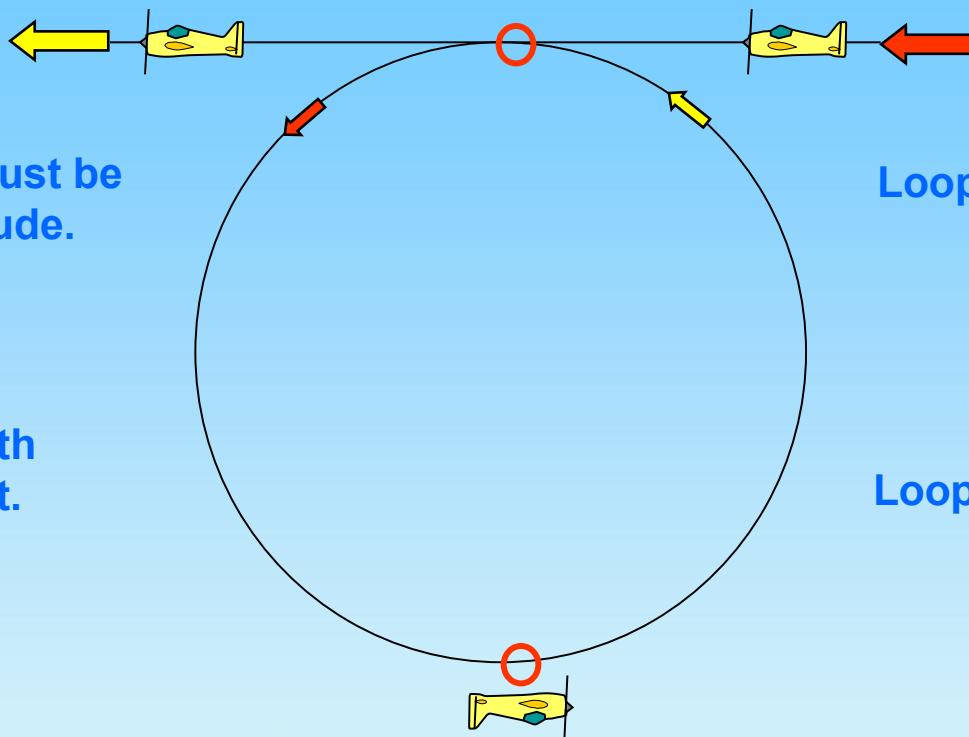


From upright, push through a loop,  
exit upright.





## SPORTSMAN.05 Outside Loop



Entry and exit must be at the same altitude.

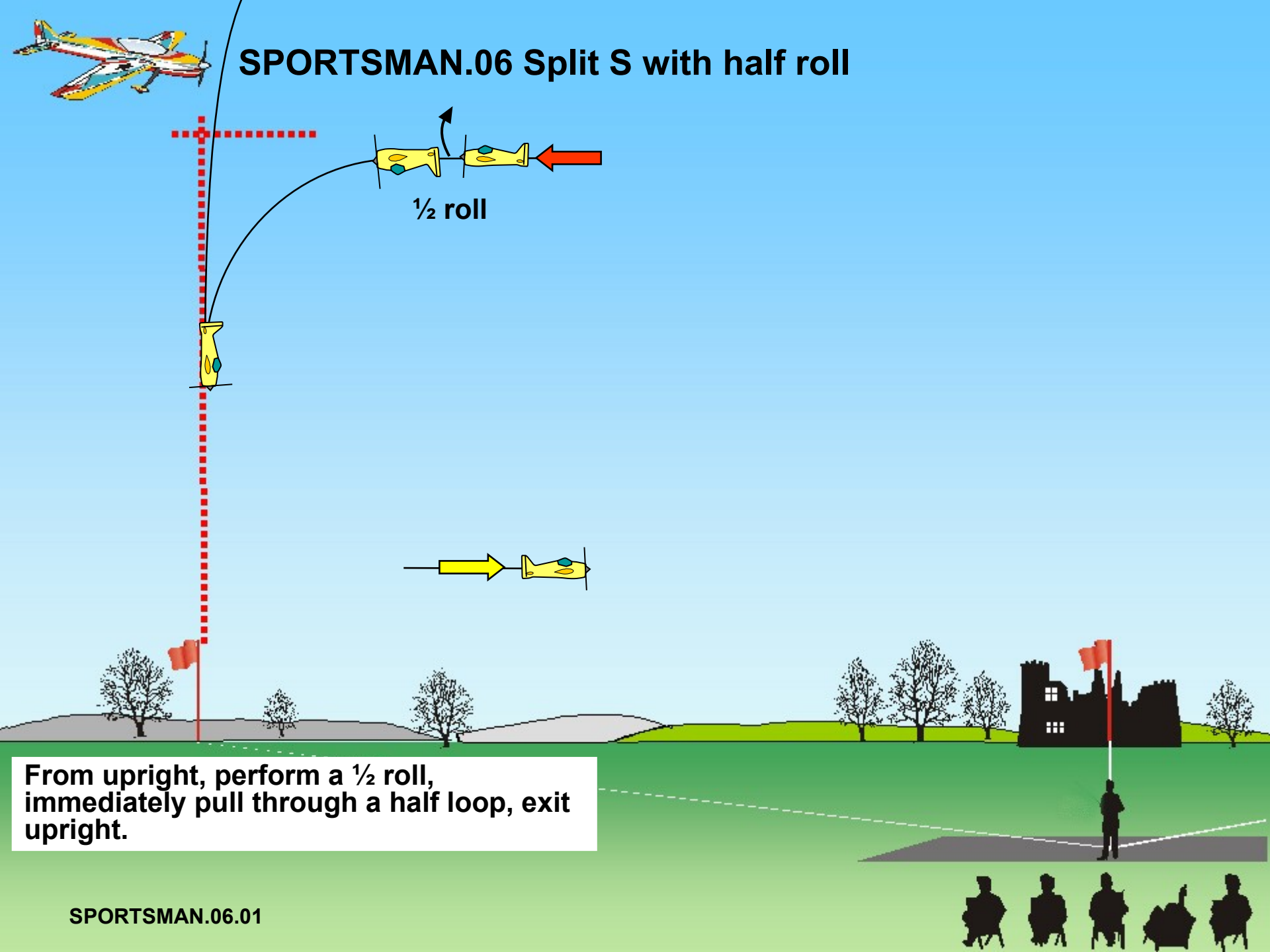
Loop must be round.

Circular flight path must be constant.

Loop must be centred.



## SPORTSMAN.06 Split S with half roll



From upright, perform a  $\frac{1}{2}$  roll, immediately pull through a half loop, exit upright.



## SPORTSMAN.06 Split S with half roll

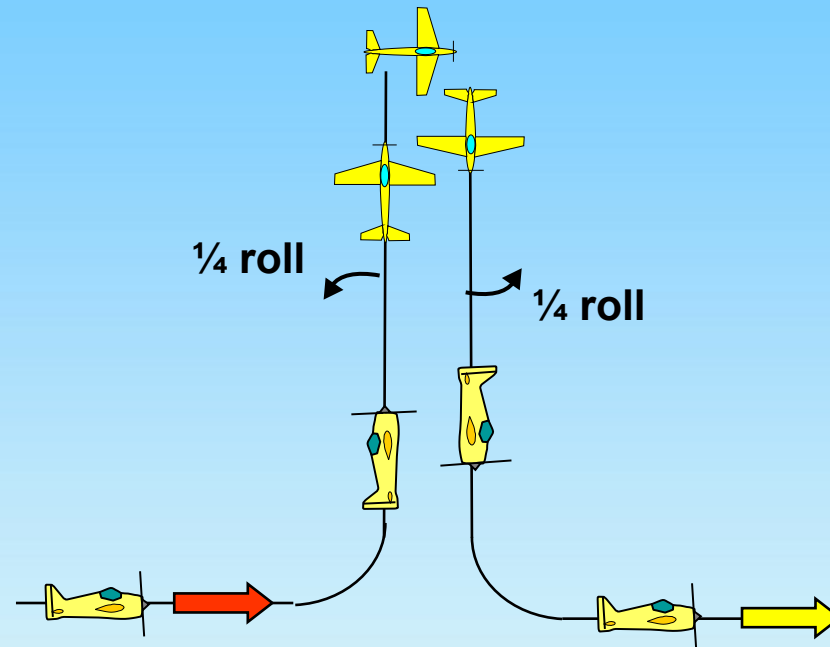
There is no line between the  
 $\frac{1}{2}$  roll and  $\frac{1}{2}$  loop.







## SPORTSMAN.07 Stall Turn



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



# SPORTSMAN.07 Stall Turn

Stop before pivot.

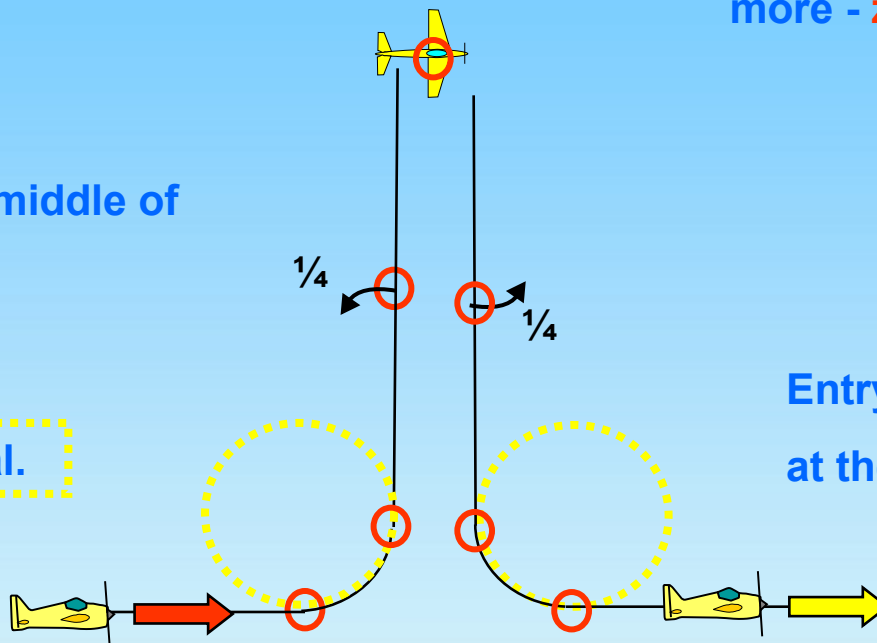
Pivot on CG.

Two wing spans or  
more - **zero points!**

$\frac{1}{4}$  rolls on middle of  
the lines.

All radii are equal.

Entry and exit must be  
at the same altitude.





## SPORTSMAN.08 Inverted Flight

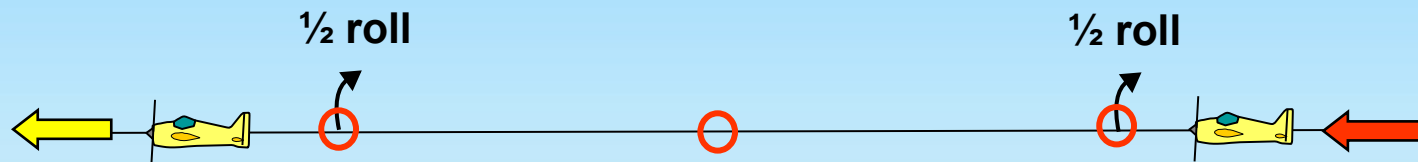




## SPORTSMAN.08 Inverted Flight

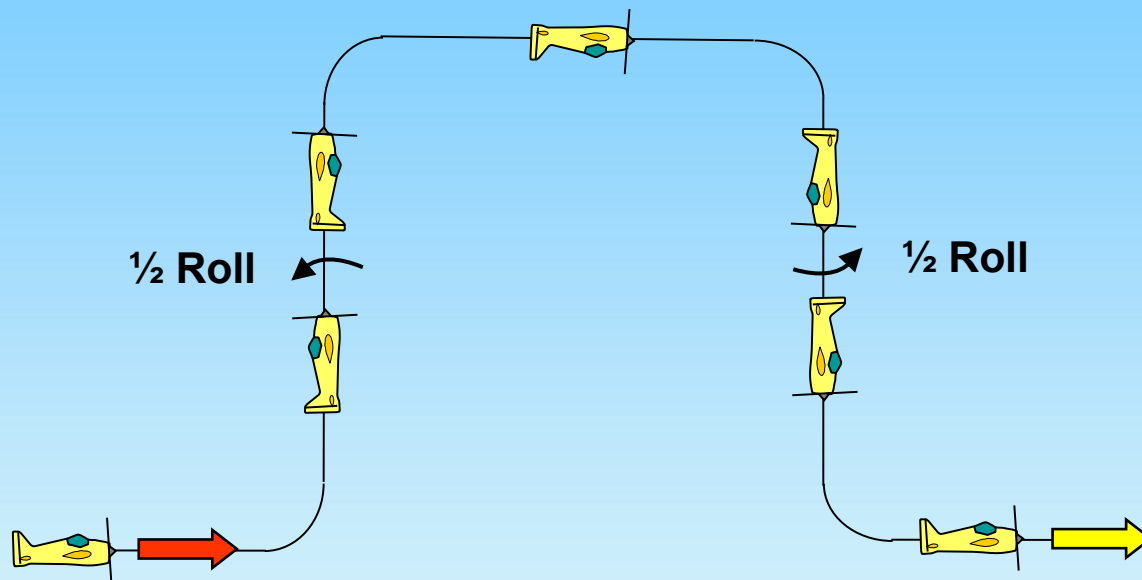
Flight must be straight and level.

Inverted flight must be centred.





## SPORTSMAN.09 Top Hat with half rolls



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



## SPORTSMAN.09 Top Hat with half rolls

Top line must be equal length to the sides – (Square).

$\frac{1}{2}$  rolls on middle of the lines.

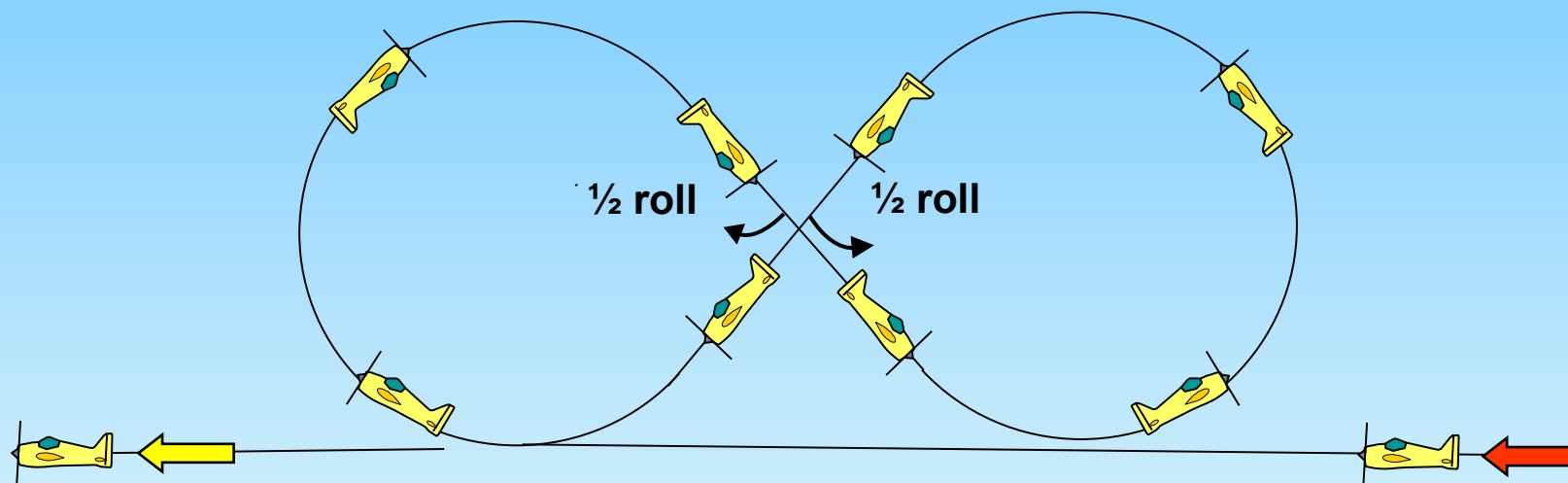
Entry and exit must be at the same altitude.

All radii are equal.





## SPORTSMAN.10 Cuban 8 with half rolls



From upright, fly past centre, pull through a  $\frac{5}{8}$  loop into a  $45^\circ$  downline, perform a half roll, pull through a  $\frac{3}{4}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.





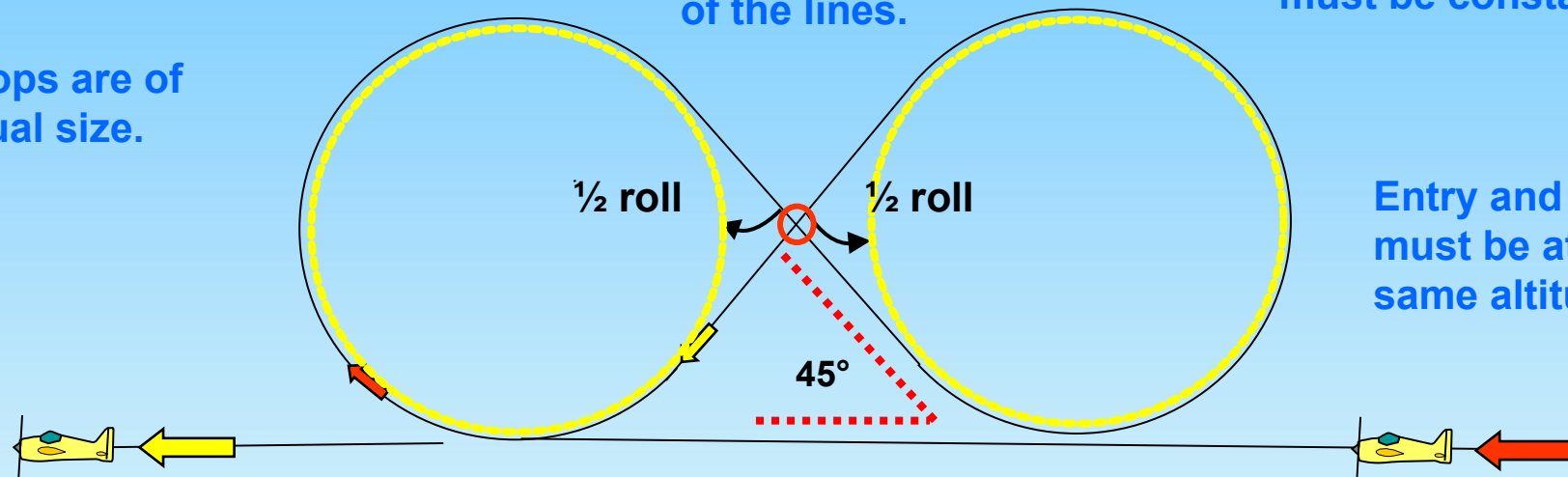
# SPORTSMAN.10 Cuban 8 with half rolls

$\frac{1}{2}$  rolls must intersect.

$\frac{1}{2}$  rolls on middle  
of the lines.

Circular flight path  
must be constant.

Loops are of  
equal size.



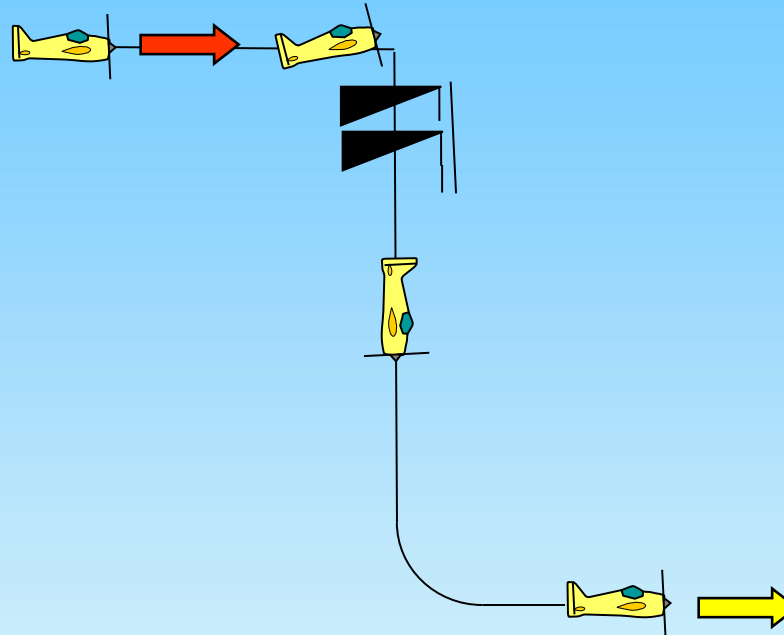
Entry and exit  
must be at the  
same altitude.







## SPORTSMAN.11 Spins with two turns

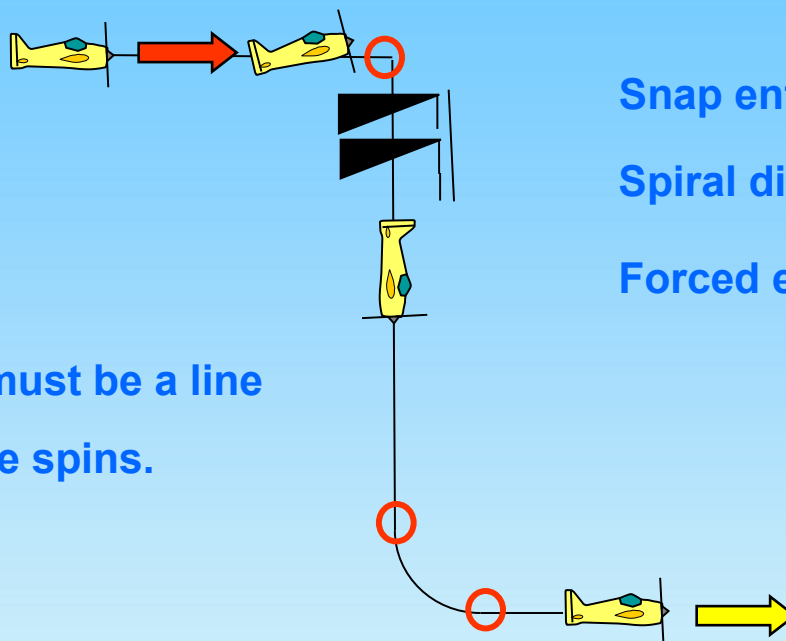


From upright, perform spins with two turns to a vertical downline, pull through a quarter loop, exit upright.





## SPORTSMAN.11 Spins with two turns



Snap entry - 0 points!

Spiral dive - 0 points!

Forced entry: Downgrade.

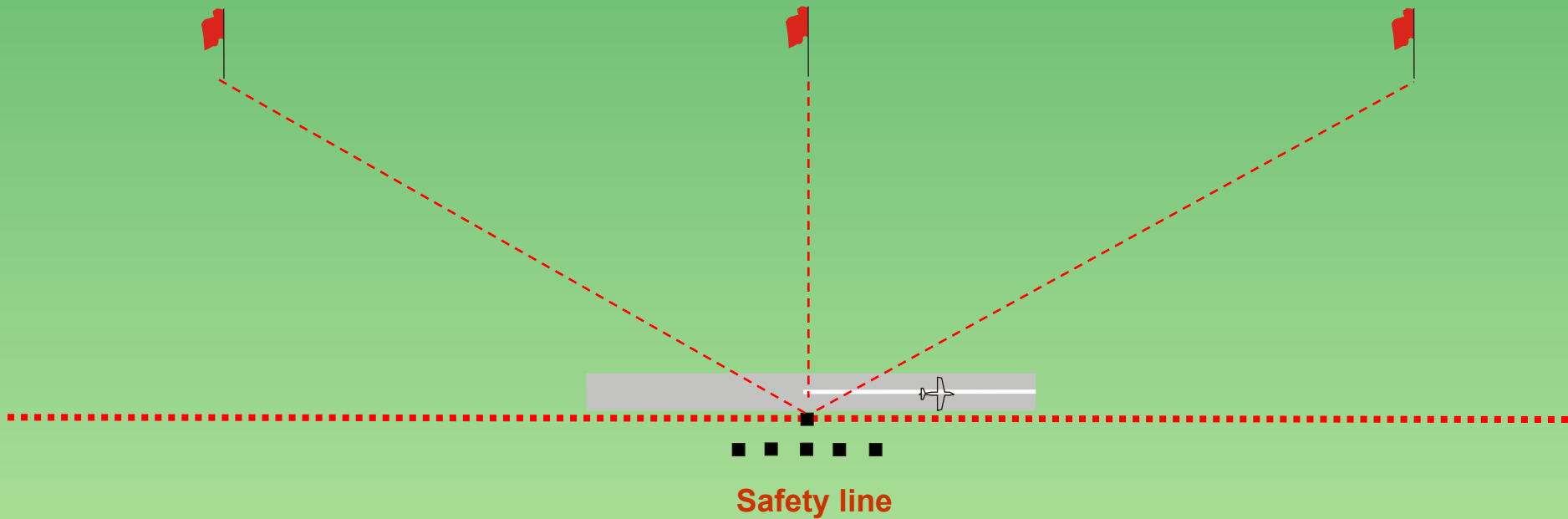
There must be a line  
after the spins.





# Landing procedure ( not judged, not scored )

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

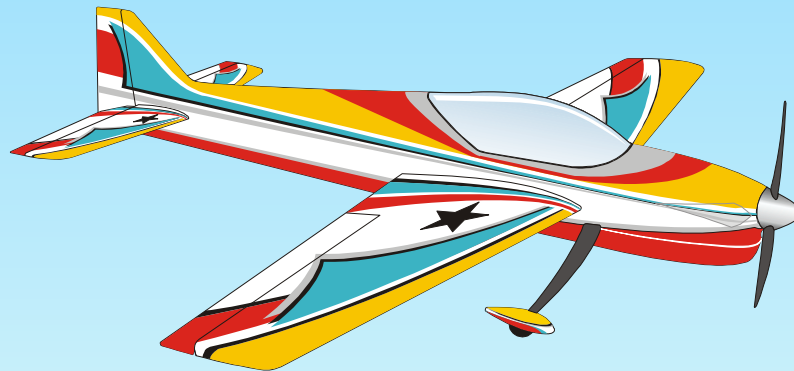


**Forget WHO is flying**  
(friend, rival, countryman, flier from other nation)

**Forget WHAT is flying**  
(2-stroke, 4-stroke, electric)

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

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



**Thank you!**

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