## Flying and Judging F3A



SCHIEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE P-25

PRELIMINARY SCHEDULE P-25 (2024-2025)




## Explanations:



Aircraft upright

Aircraft inverted

Aircraft in Knife-Edge View from Top

Aircraft in Knife-Edge View from Below


6 half roll
$\measuredangle$ roll pos. spin

reference points

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


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Safety line

Safe line

P-25.01 Triangle from Top with two quarter rolls, roll, two quarter rolls


From inverted, in the center pull through a one eighth loop into a forty-five degree downline, perform consecutively two quarter rolls, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, perform consecutively two quarter rolls, pull through a one eighth loop, exit inverted.


P-25.01 Triangle from Top with two quarter rolls, roll, two quarter rolls


P-25.02 Half Square Loop with roll


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

## P-25.02 Half Square Loop with roll

Roll on middle of the line.

All radii are equal.


P-25.03 Square Loop on corner with half roll, half roll, half roll, half roll


From upright, in the center pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a fortyfive degree upline, perform a half roll, pull through a quarter loop into a forty-five degree downline, perform a half roll, push through a quarter loop into a forty-five degree downline, perform a half roll, pull through a one eighth loop, exit upright.
in half roll, half roll



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From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a three quarter loop, exit upright.
$1 / 2$ roll on middle of the line.

All radii are equal.


P-25.05 Roll Combination with three quarter rolls, three quarter rolls in opposite direction


P-25.05 Roll Combination with three quarter rolls, three quarter rolls in opposite direction

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


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


P-25.06 Stall Turn with half roll
 into a vertical upline, perform a stall turn into a vertical downline, perform a half roll, push through a quarter loop, exit inverted.

Two wing spans or more
$1 / 2$ roll on middle of the line.

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All radii are equal.


P-25.07 Double Immelman with roll, quarter roll, quarter roll, half roll


From inverted, perform a roll, push through a half loop, perform a quarter roll into knife-edge flight, perform a quarter roll (back to upright flight), push through a half loop, perform a half roll, exit upright.

P-25.07 Double Immelman with roll, quarter roll, quarter roll, half roll


## P-25.08 Humpty Bump with two consecutive half rolls in opposite direction, half roll



From upright, pull through a quarter loop into a vertical upline, perform consecutively two half rolls in opposite direction, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.


## P-25.08 Humpty Bump with two consecutive half rolls in opposite direction, half roll

$1 / 2$ rolls on middle of the line.

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

All radii are equal.

P-25.09 Loop with two half rolls integrated
$1 / 2$ roll integrated


From upright, pull through a loop while integrating a half roll in the second ninety degrees and another half roll in opposite direction in the third ninety, exit upright.

P-25.09 Loop with two half rolls integrated


P-25.10 Half Square Loop on Corner with half roll, half roll


From upright, pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a one eighth loop, exit inverted.
$1 / 2$ rolls on middle of the line.

All radii are equal.


## P-25.11 Half Cloverleaf with half roll, half roll, half roll



From inverted, pull through a quarter loop into a vertical downline, perform a half roll, push through a three quarter loop into a horizontal line, perform a half roll, pull through a three quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.


## P－25．12 Reverse Figure ET with half roll，two quarter rolls



From upright，push through a one eighth loop into a forty－five degree downline， perform a half roll，pull through five eighths loop into a vertical upline，perform consecutively two quarter rolls，pull through a quarter loop，exit inverted．



## P-25.13 Inverted Spin two turns, half roll



From inverted, perform an inverted spin with two turns, perform a vertical downline, perform a half roll, pull through a quarter loop, exit upright.


P-25.13 Inverted Spin two turns, half roll


P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.


From upright, pull through a quarter loop into a vertical upline, perform consecutively two quarter rolls, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.

P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.
$1 / 4$ rolls centered on middle of the line.

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

All radii are equal.


P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.

Option


Option: From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, pull through a quarter loop into a horiontal line, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.

Option
$1 / 4$ rolls on middle of the line.

All radii are equal.


P-25.15 Figure $Z$ with snap roll



From upright, pull through a three eighths loop into a forty-five degree upline, perform a snap roll, push through a three eighths loop, exit upright.

$P$-25.15 Figure $Z$ with snap roll

Snap roll on middle of the line.

All radii are equal.


Snap roll may be positive or negative.

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



From upright, push through a one eighth loop into a forty five degree downline, perform consecutively two $1 / 4$ rolls, push through a three quarter loop into a forty-five degree downline, perform a roll, pull through a one eighth loop, exit upright.



Rolls centered on middle of the lines.

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

All radii are equal.
but not necessarily in the
 center of the manoeuvre.

P-25.17 Figure $S$ with quarter roll, quarter roll


From upright, pull through a half loop while integrating a quarter roll over the top forty-five degrees, perform a half knife-edge loop ending on top level, while integrating a quarter roll over the top forty-five degrees, exit inverted.


P-25.17 Figure $S$ with quarter roll, quarter roll

Part loops must be round.
$1 / 4$ roll
integrated

Radii of the part loops are equal.
$1 / 4$ roll
integrated

The $1 / 4$ rolls must be integrated on circular flightpath of the $45^{\circ}$ segments of the part loops.

## Landing procedure

## ( not judged, not scored )

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

## $\approx$ wind



## Safety line

## 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

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