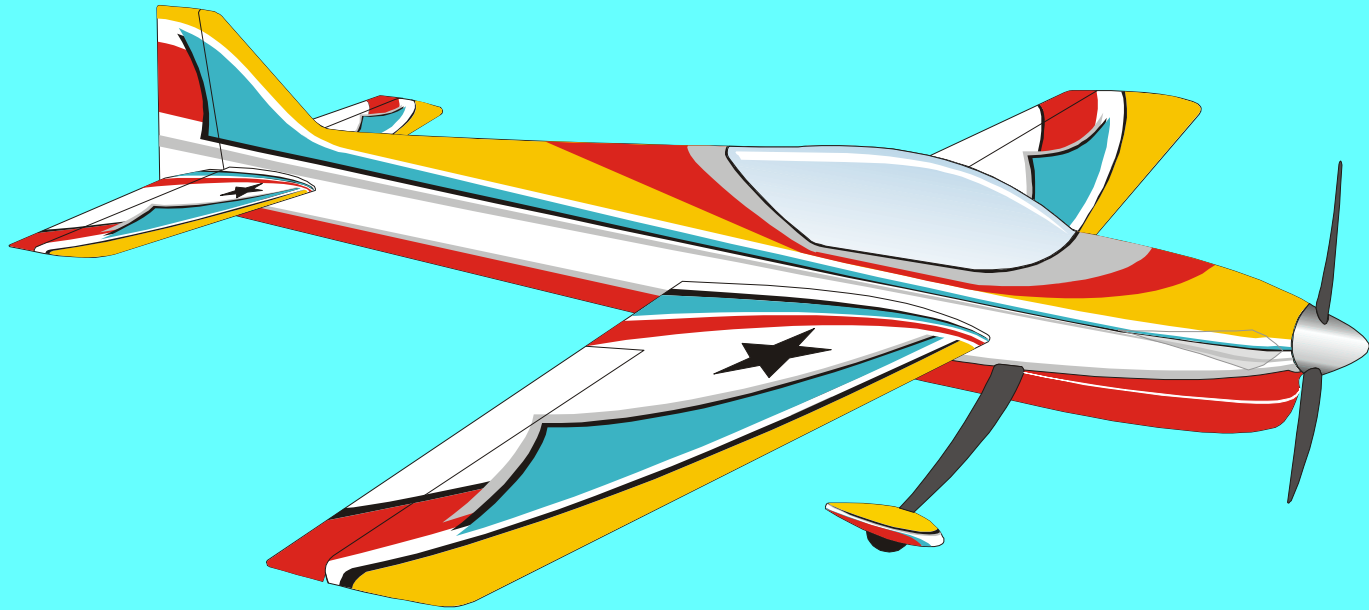
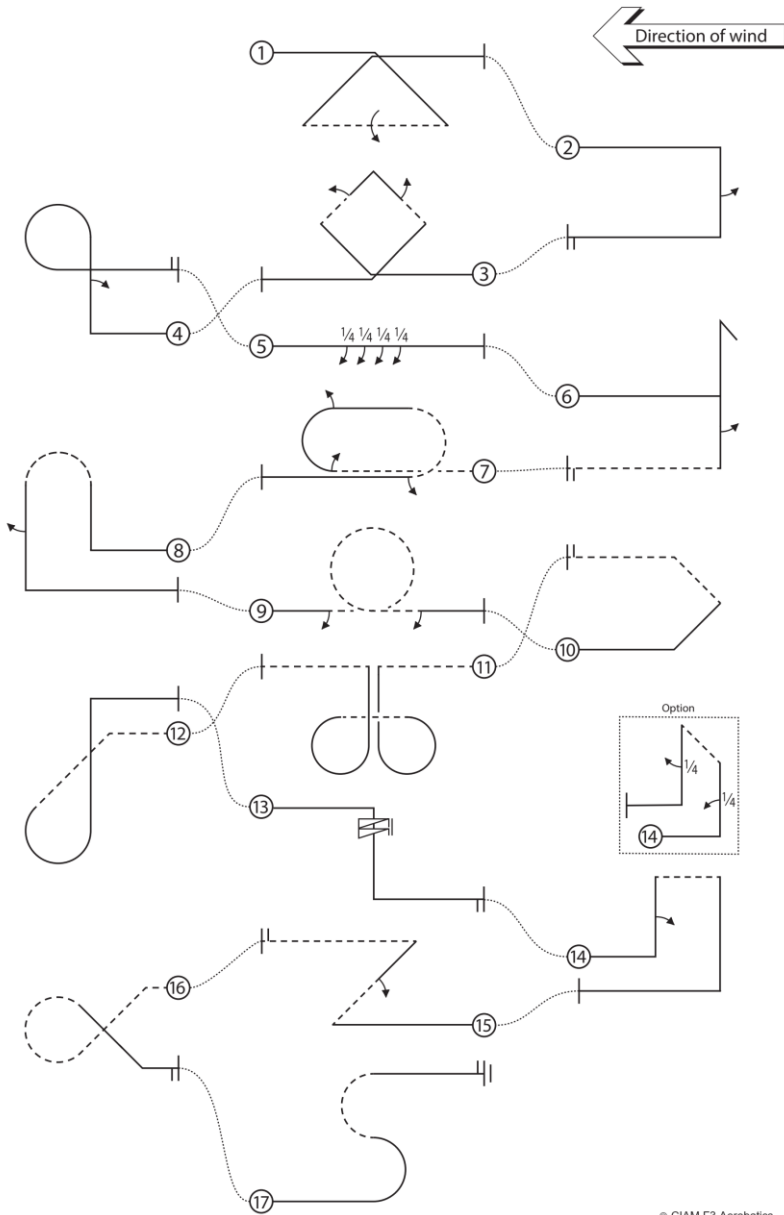


Flying and Judging F3A

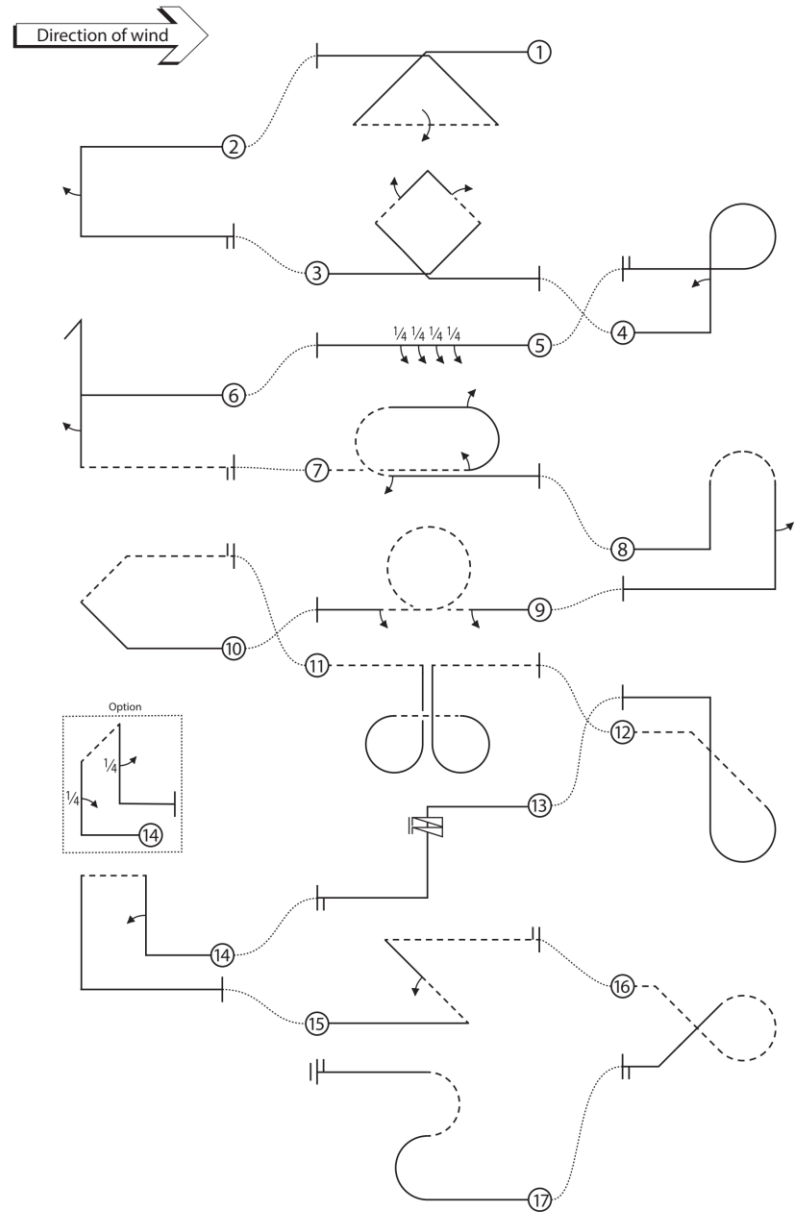


SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE A-25

ADVANCED SCHEDULE A-25 (2024-2025)

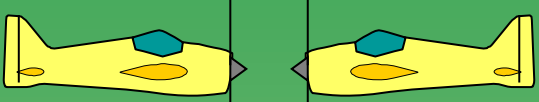


ADVANCED SCHEDULE A-25 (2024-2025)

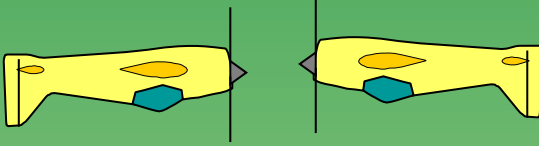




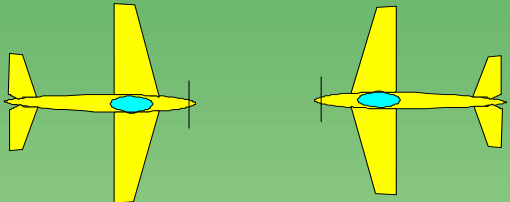
Explanations:



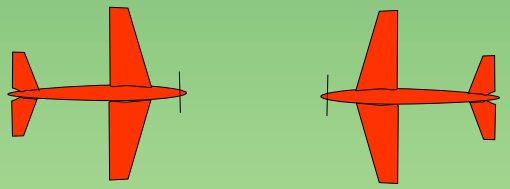
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge View from Top



Aircraft in Knife-Edge View from Below



part roll



half roll



roll



pos. spin



neg. spin



pos.



neg.

snap rolls

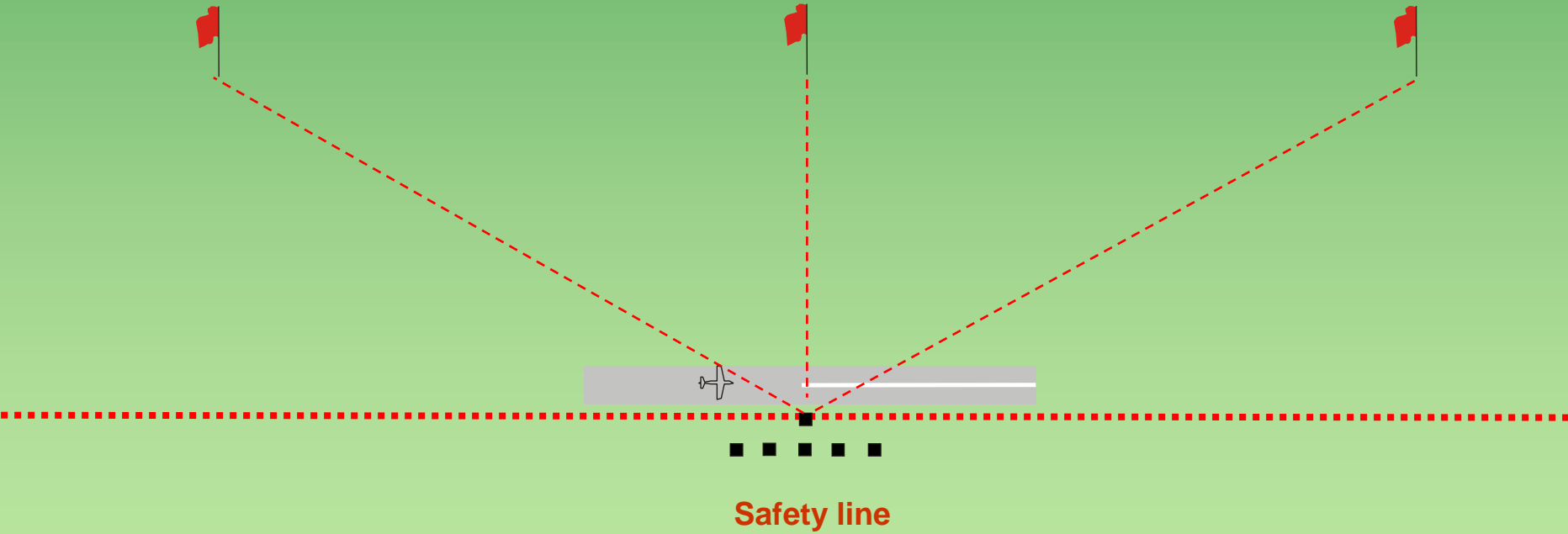


reference points



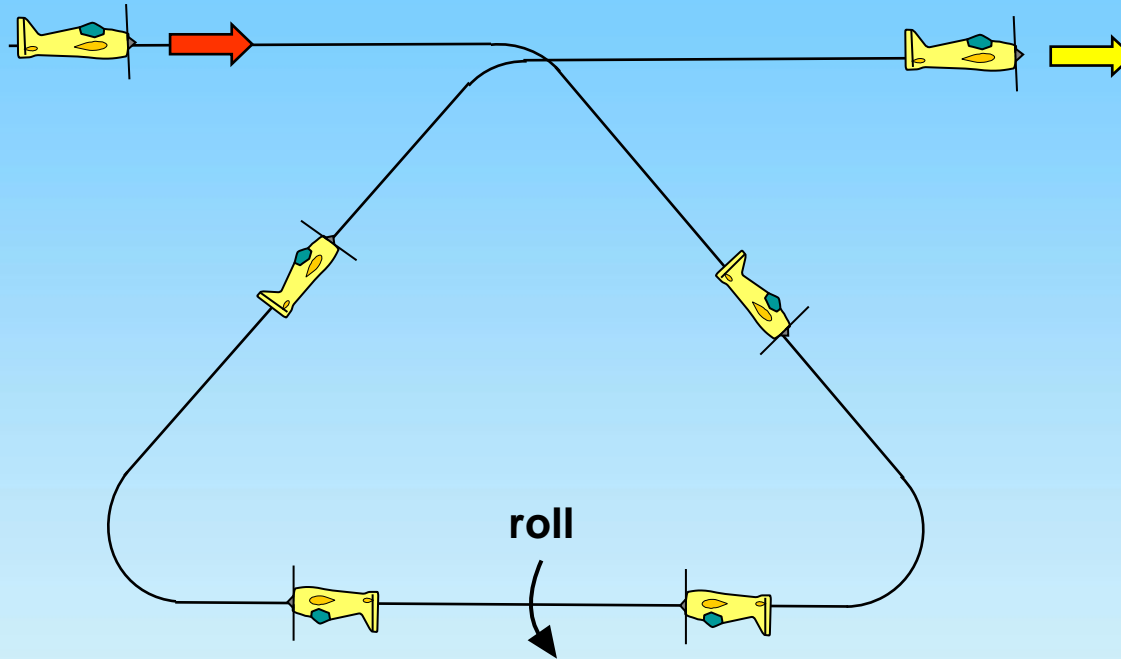
Take-off procedure (not judged, not scored)

 wind





A-25.01 Triangle from Top with roll

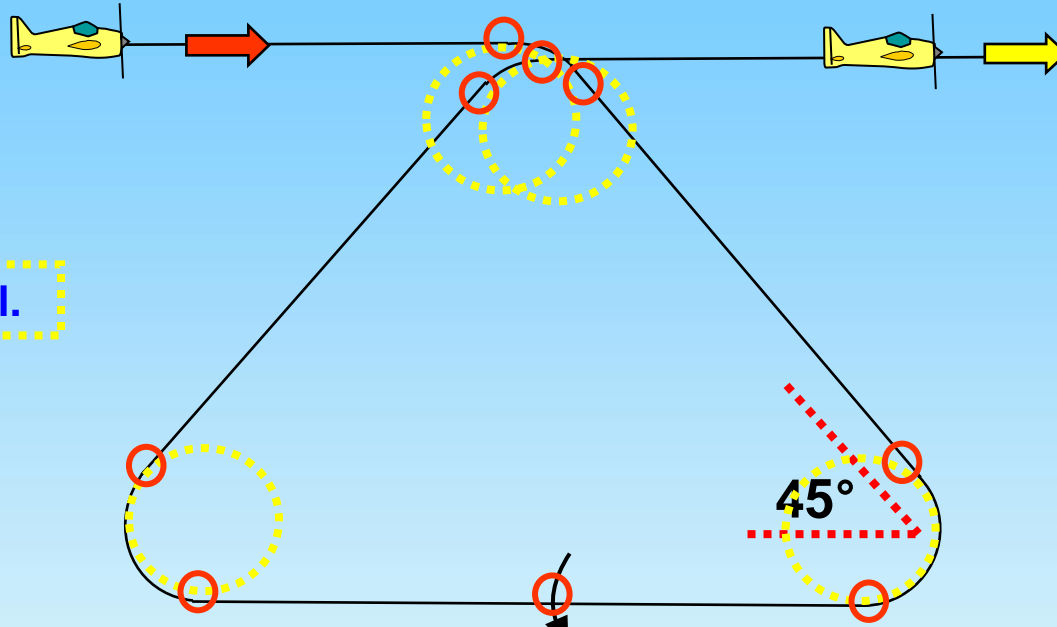


From upright, in the center push through a one eighth loop into a forty-five degree downline, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, push through a one eighth loop, exit upright.





A-25.01 Triangle from Top with roll



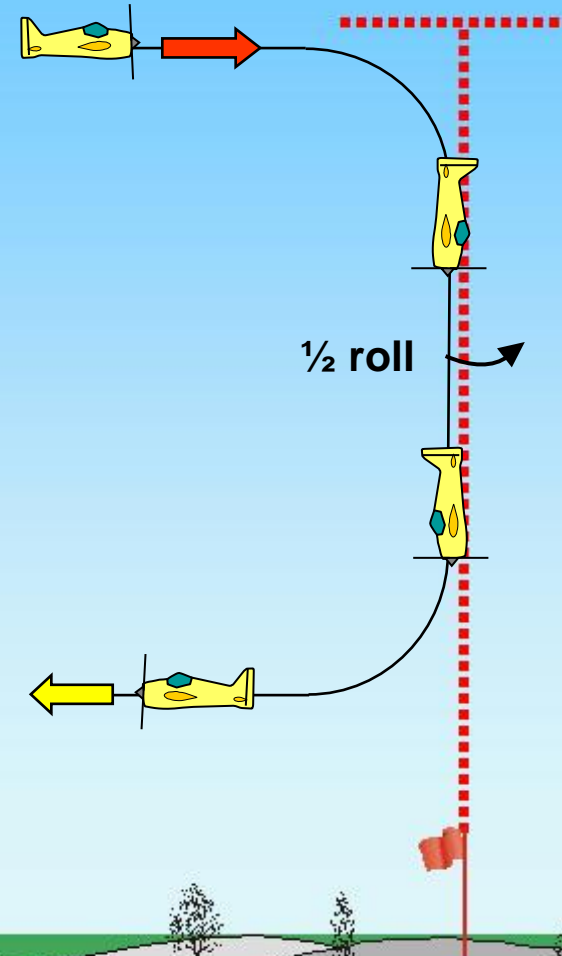
All radii are equal.

Roll in the center.





A-25.02 Half Square Loop with half roll



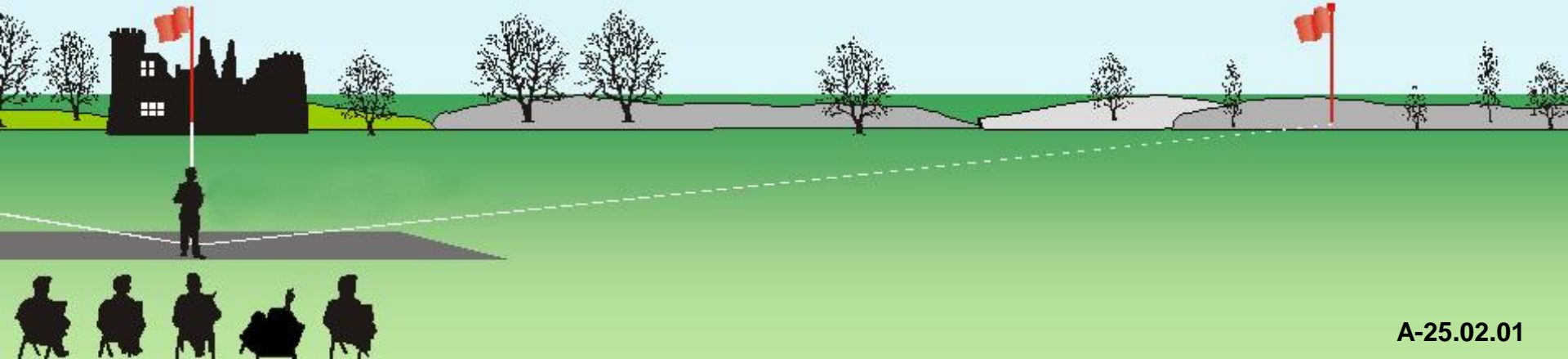
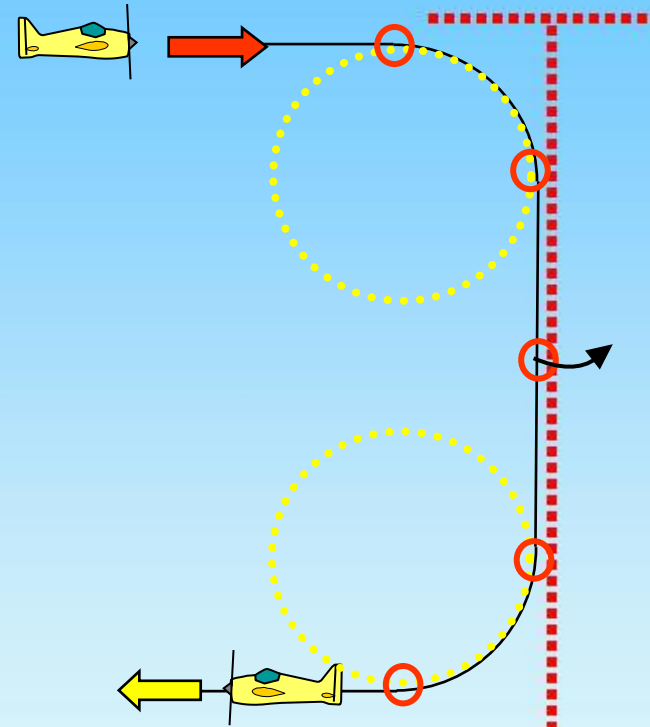
From upright, push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.



A-25.02 Half Square Loop with half roll

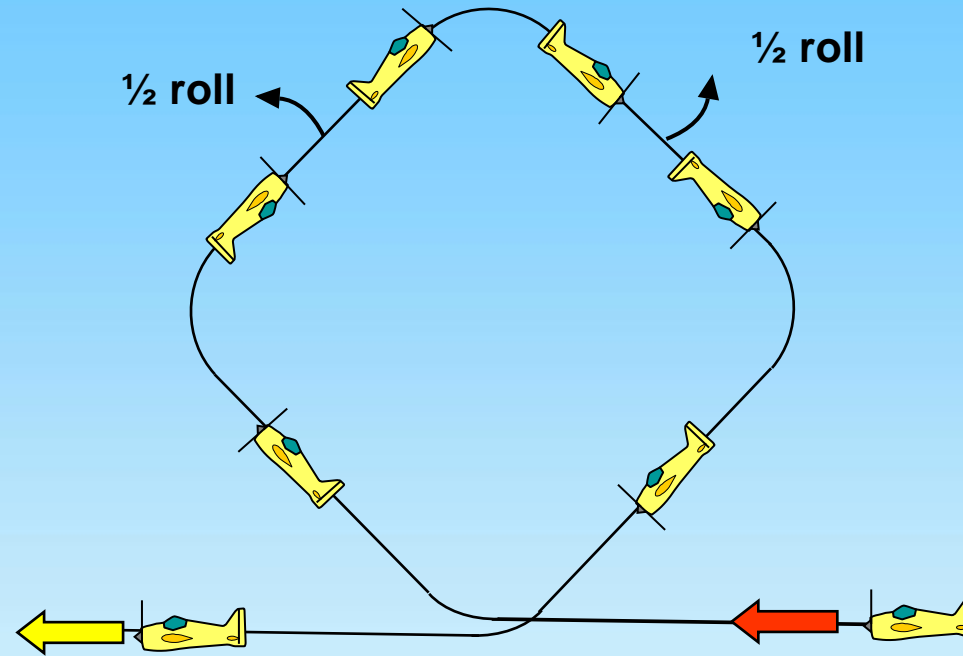
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.





A-25.02 Square Loop on corner with half roll, half roll

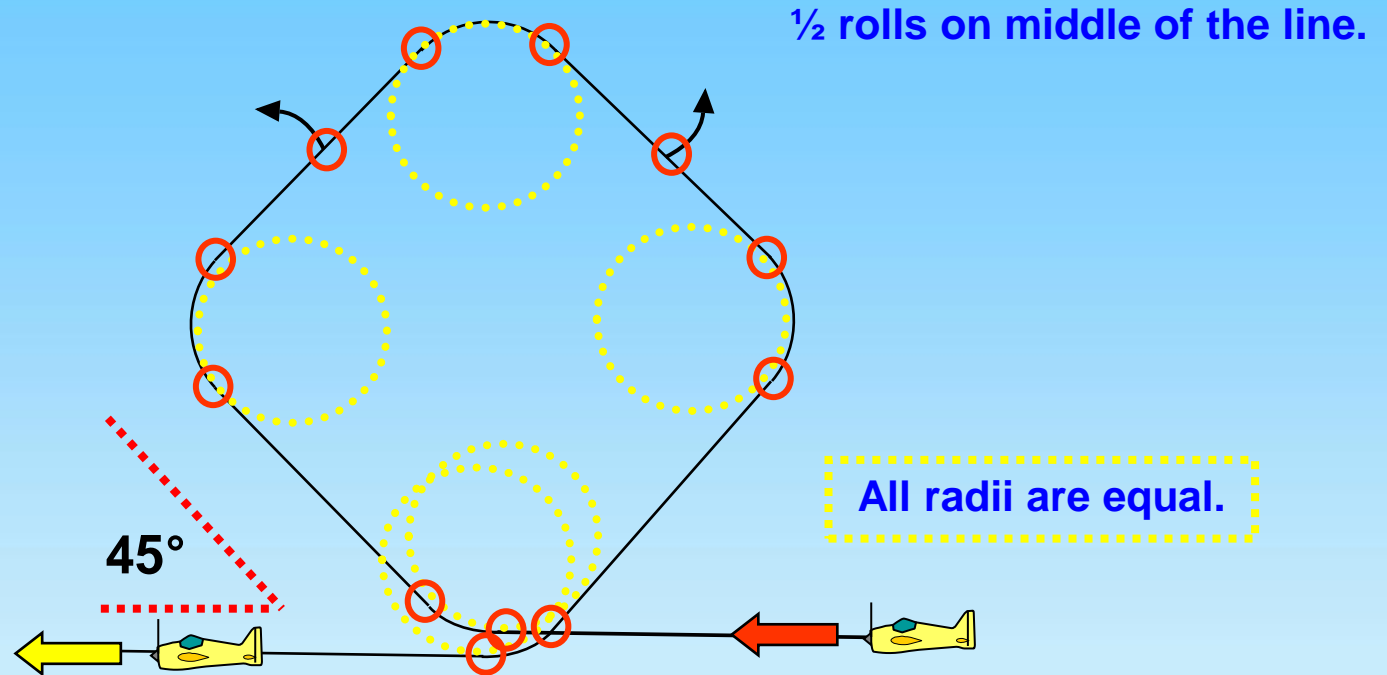


From upright, in the center pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree downline, perform a half roll, pull through a quarter loop into a forty-five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



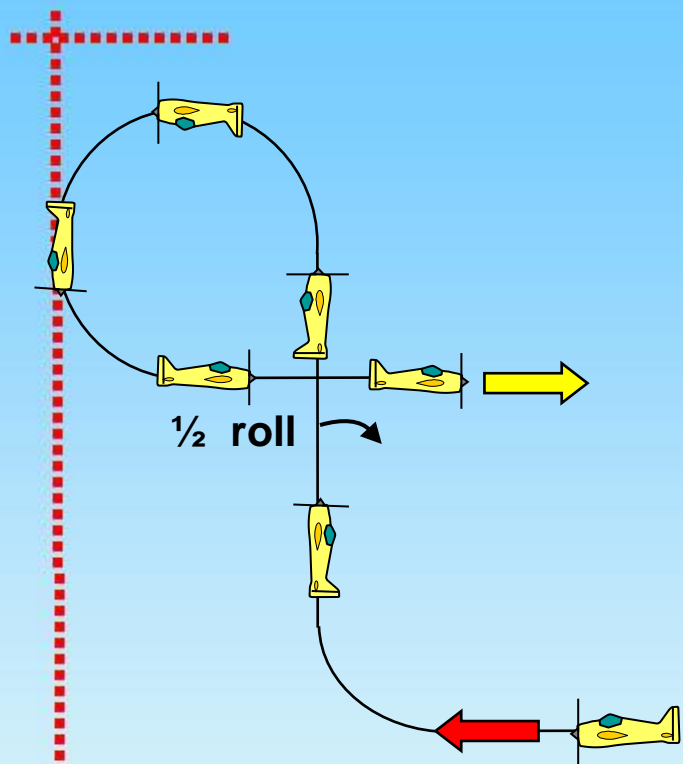


A-25.02 Square Loop on corner with half roll, half roll





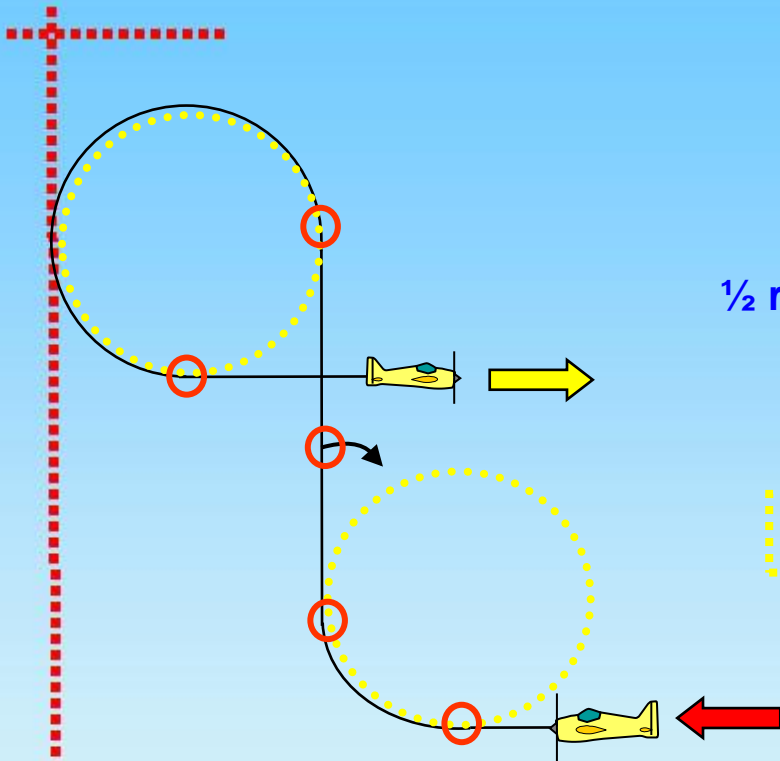
P25.04 Figure Nine with half roll



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

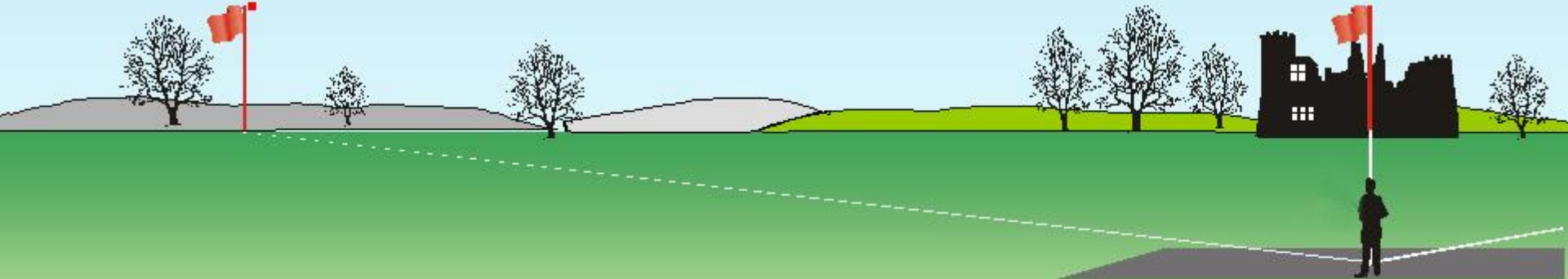


P25.04 Figure Nine with half roll



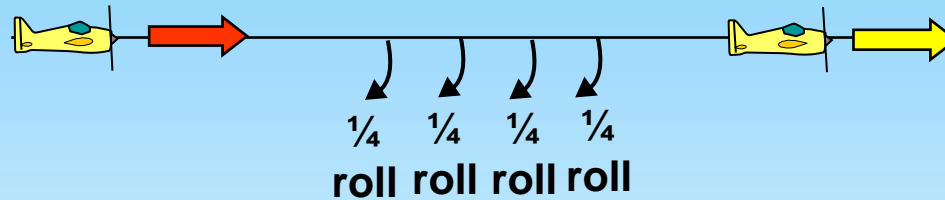
½ roll on middle of the line.

All radii are equal.





A-25.05 Four consecutive Quarter Rolls



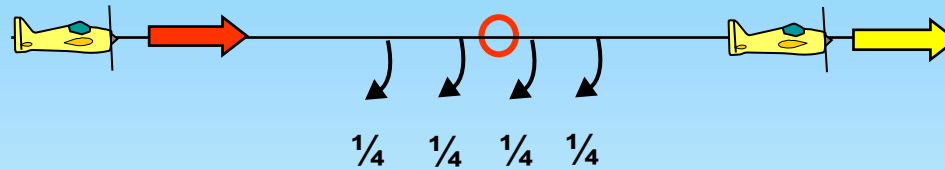
From upright, perform consecutively four quarter rolls, exit upright.





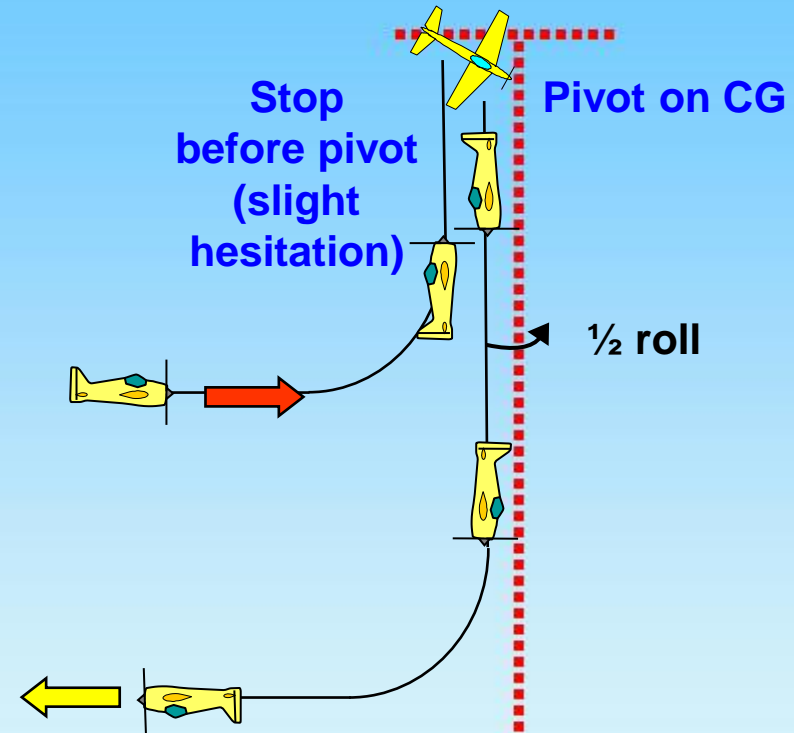
A-25.05 Four consecutive Quarter Rolls

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





A-25.06 Stall Turn with half roll



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

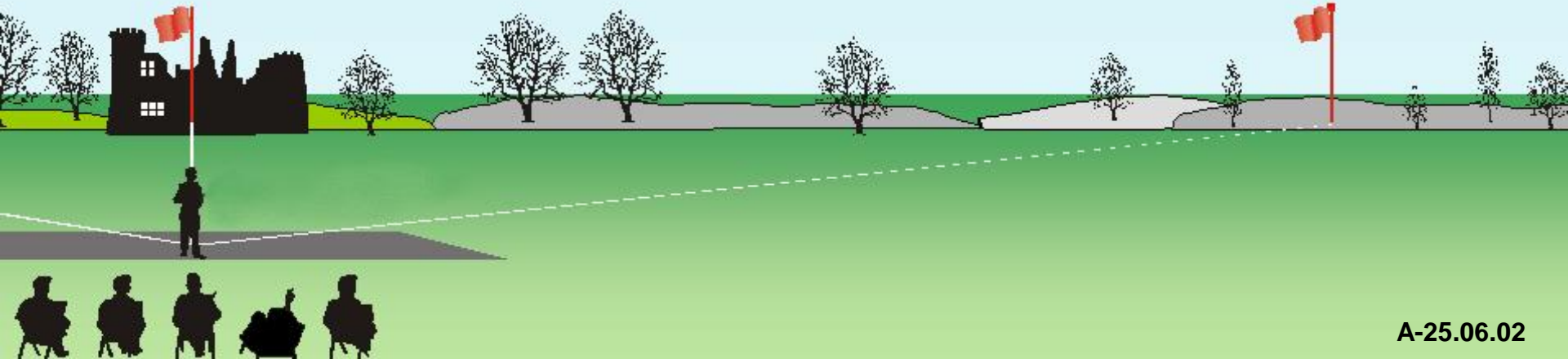
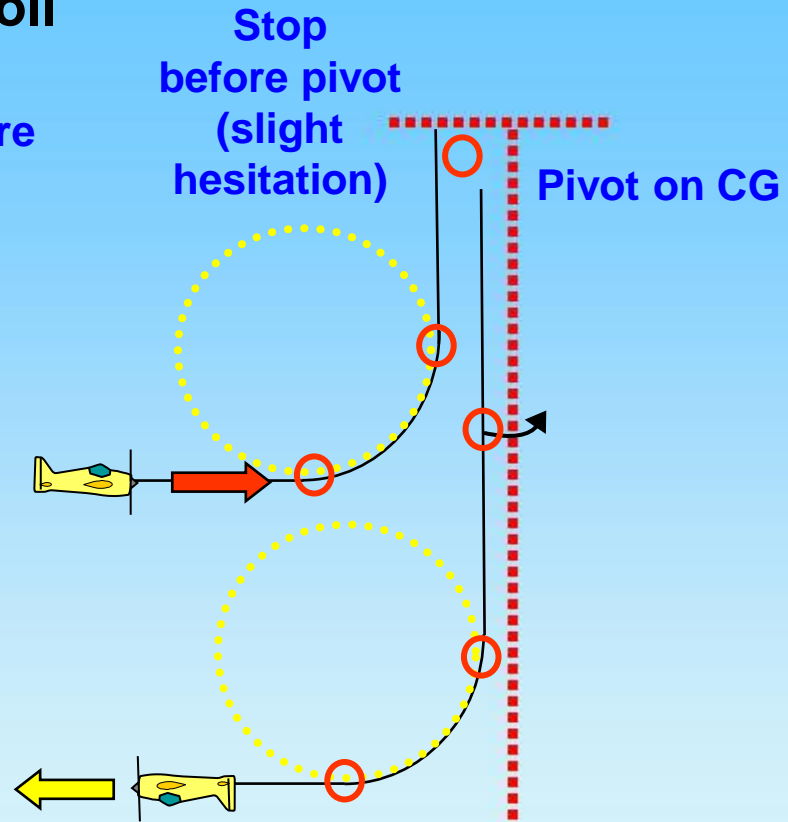


A-25.06 Stall Turn with half roll

Two wing spans or more
– zero points!

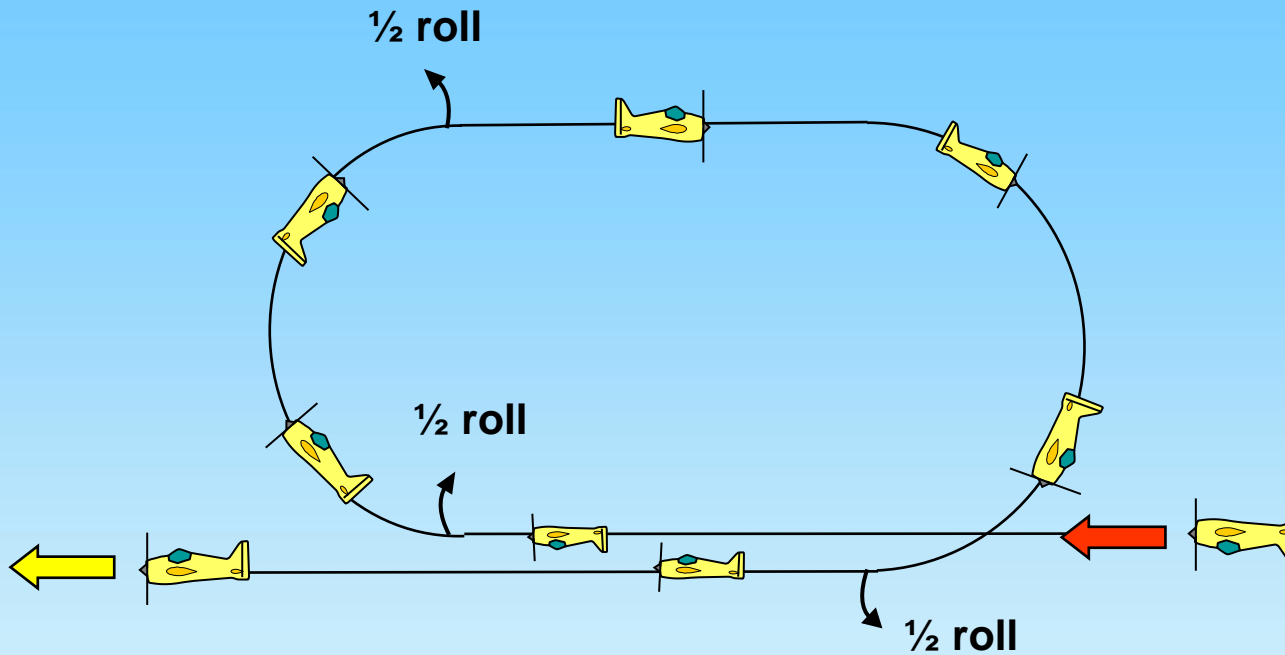
½ roll on middle of the line.

All radii are equal.





A-25.07 Double Immelman with half roll, half roll, half roll



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

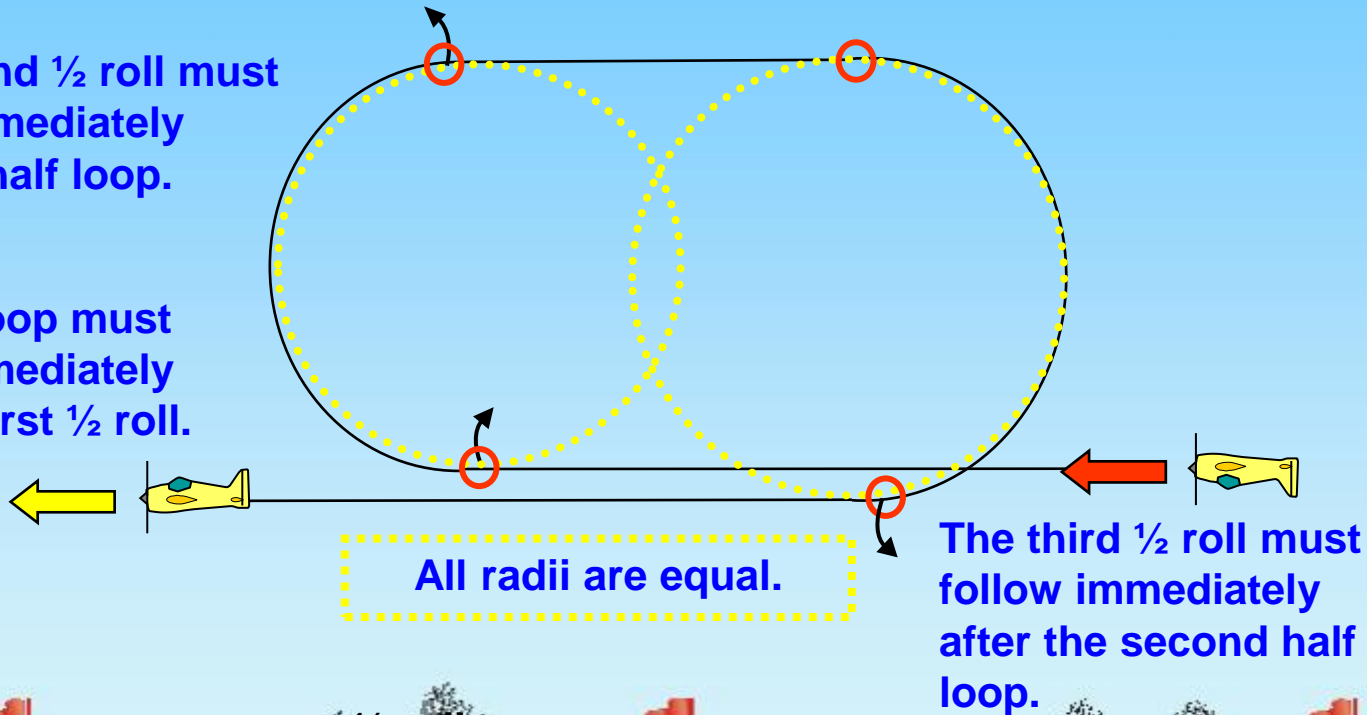


A-25.07 Double Immelman with half roll, half roll, half roll



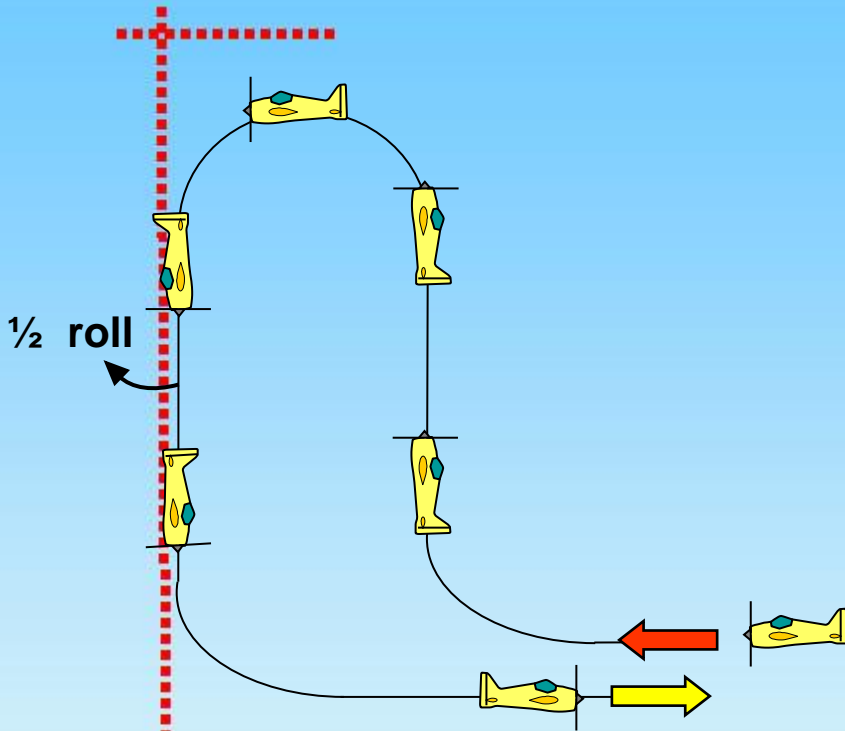
The second $\frac{1}{2}$ roll must follow immediately after the half loop.

The half loop must follow immediately after the first $\frac{1}{2}$ roll.





A-25.08 Humpty Bump with half roll

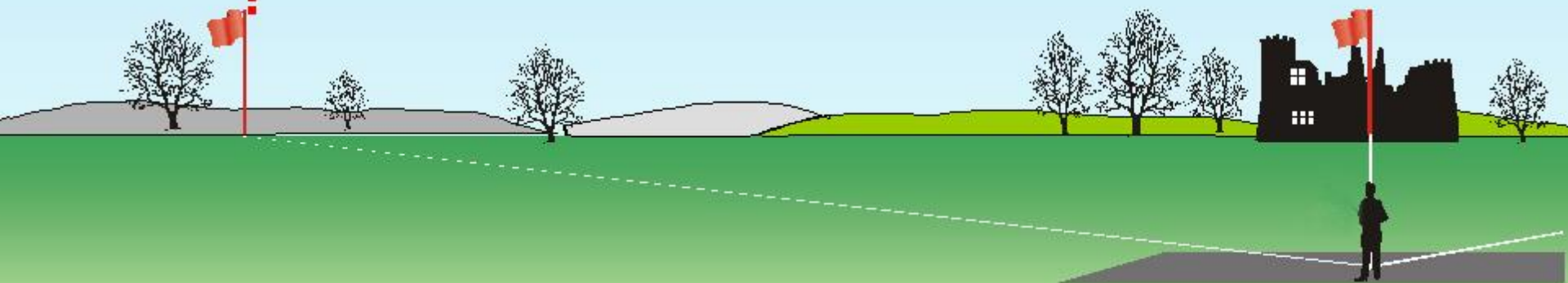
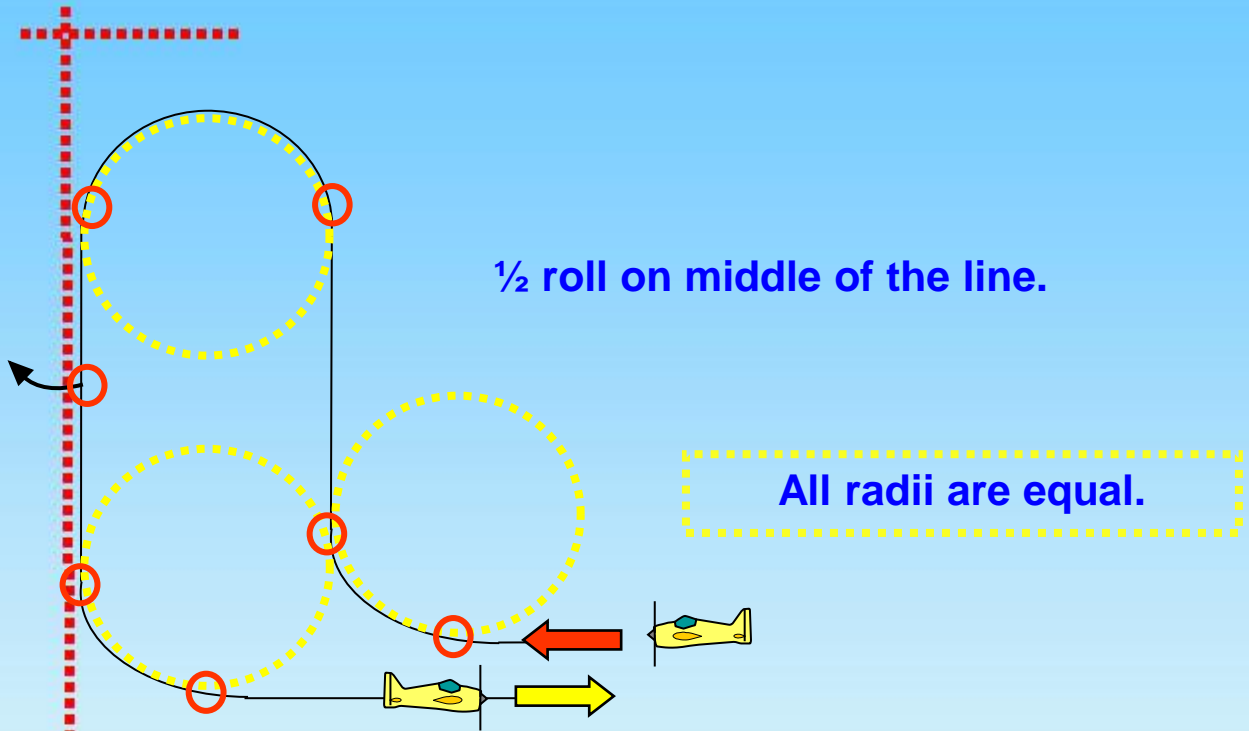


From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

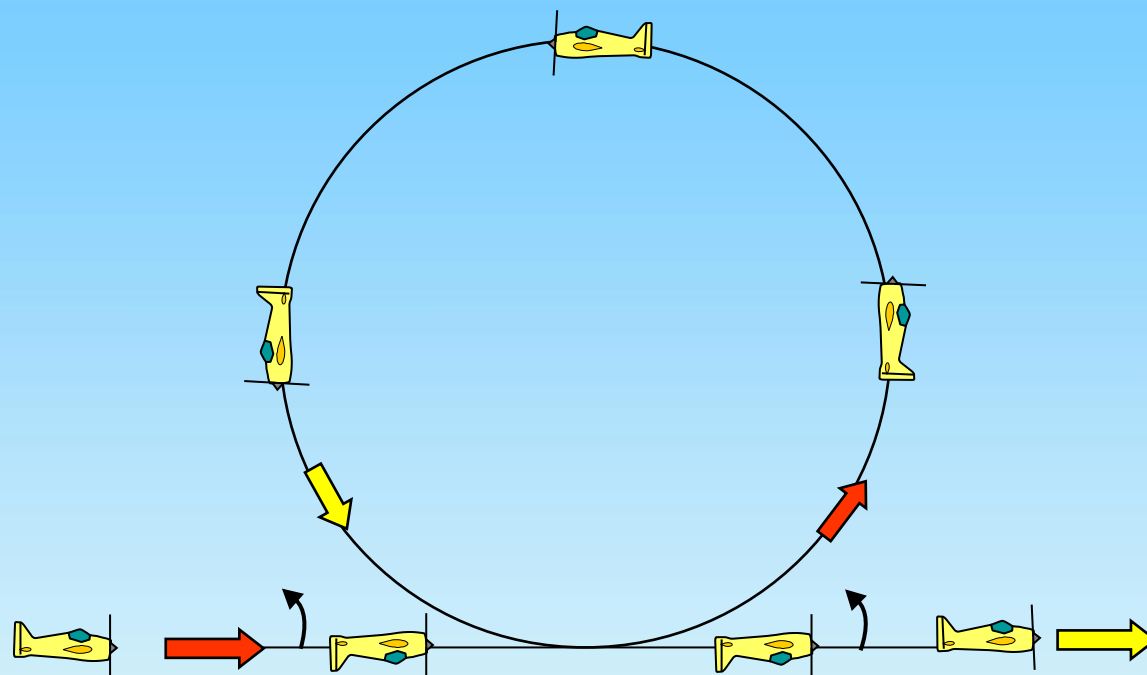




A-25.08 Humpty Bump with half roll



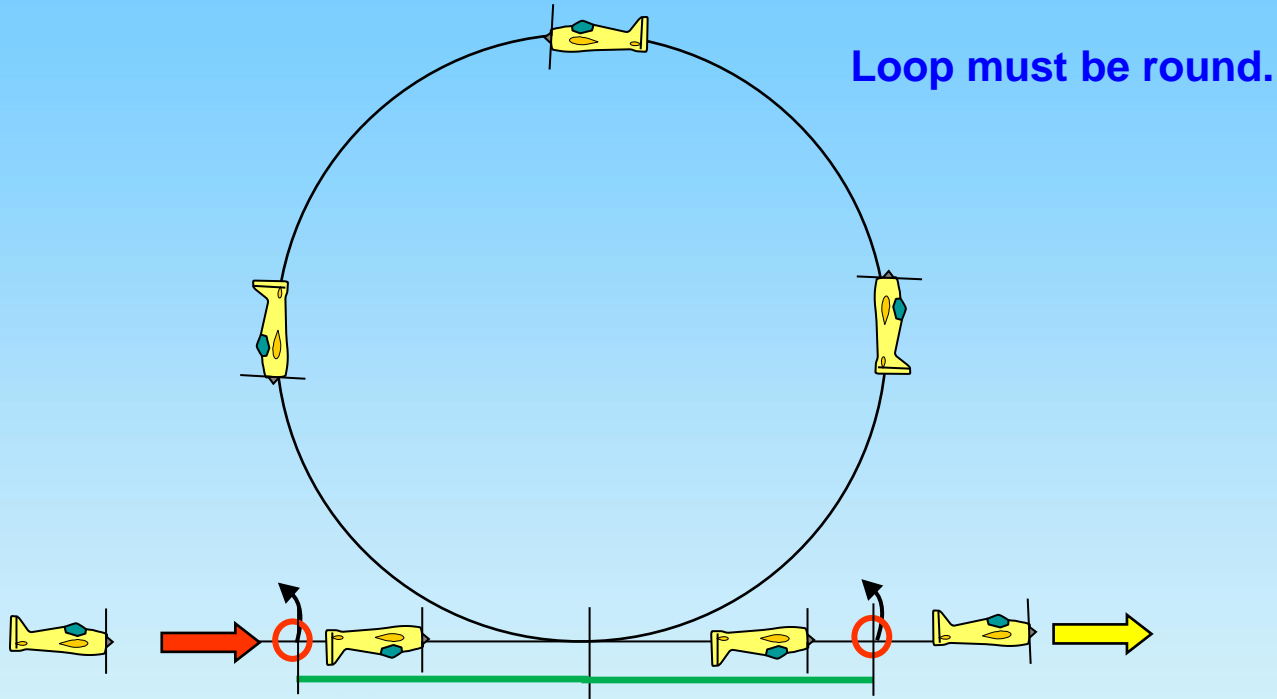
A-25.09 Half Roll, Loop, Half Roll



From upright, before center perform a half roll, push through a loop, perform a half roll, exit upright.



A-25.09 Half Roll, Loop, Half Roll

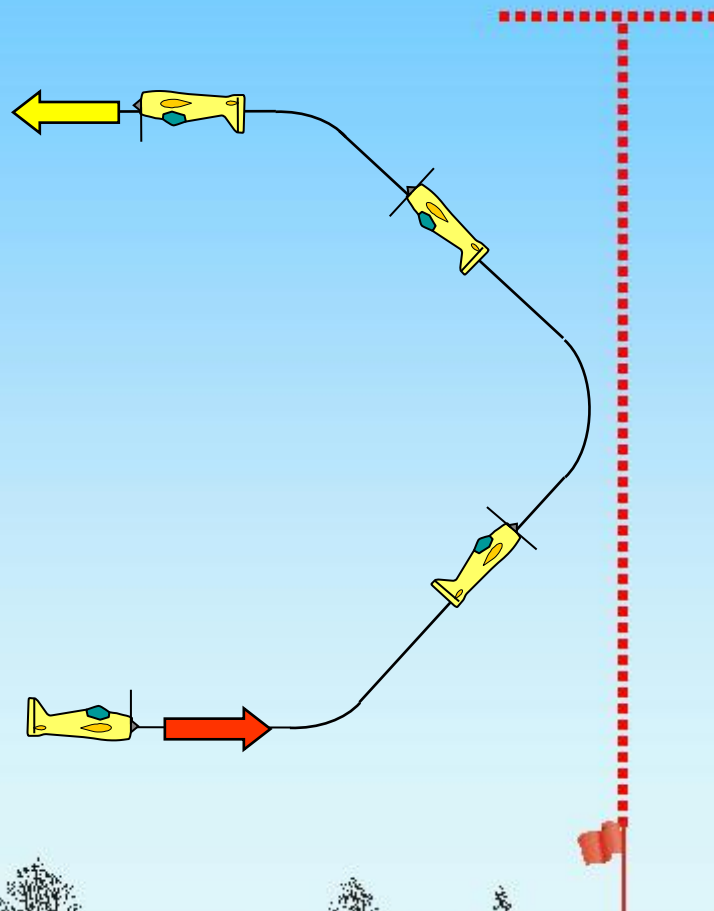


Loop must be round.





A-25.10 Half Square Loop on Corner

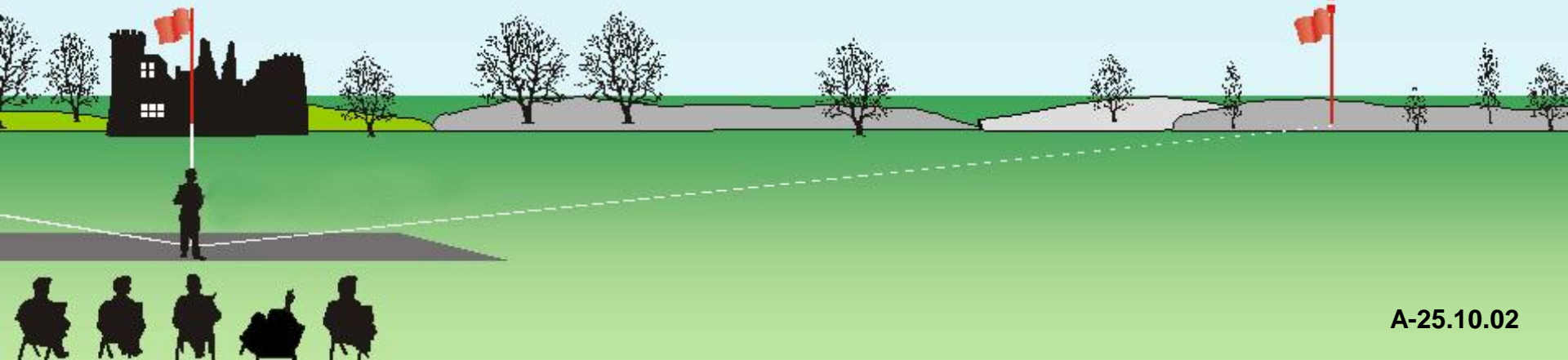
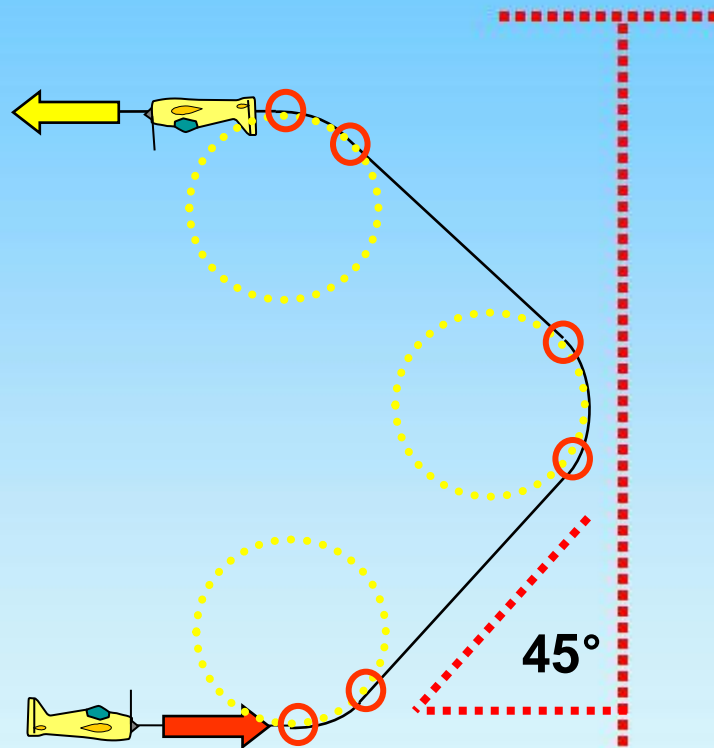


From upright, pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a one eighth loop, exit inverted.



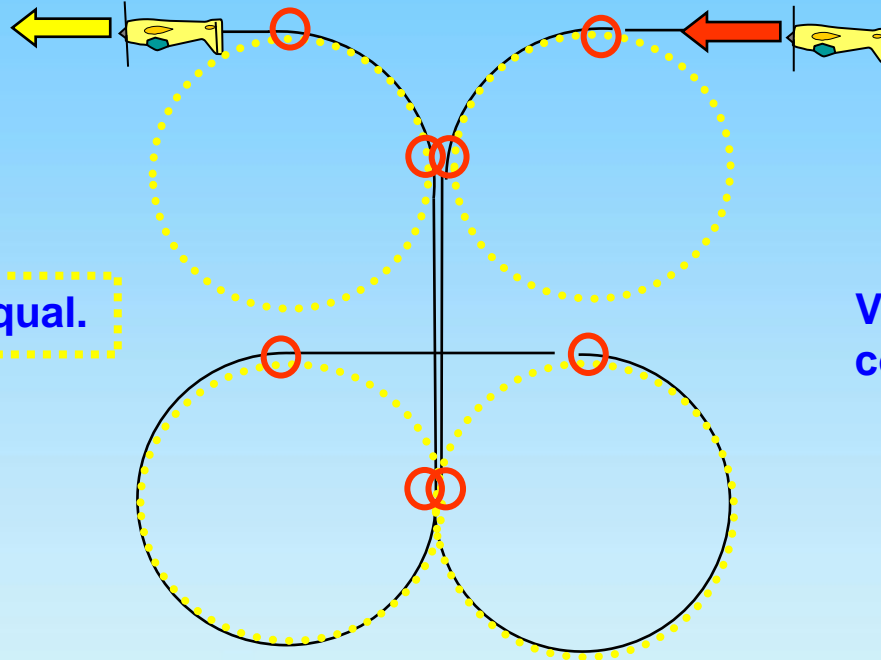
A-25.10 Half Square Loop on Corner

All radii are equal.





A-25.11 Half Cloverleaf

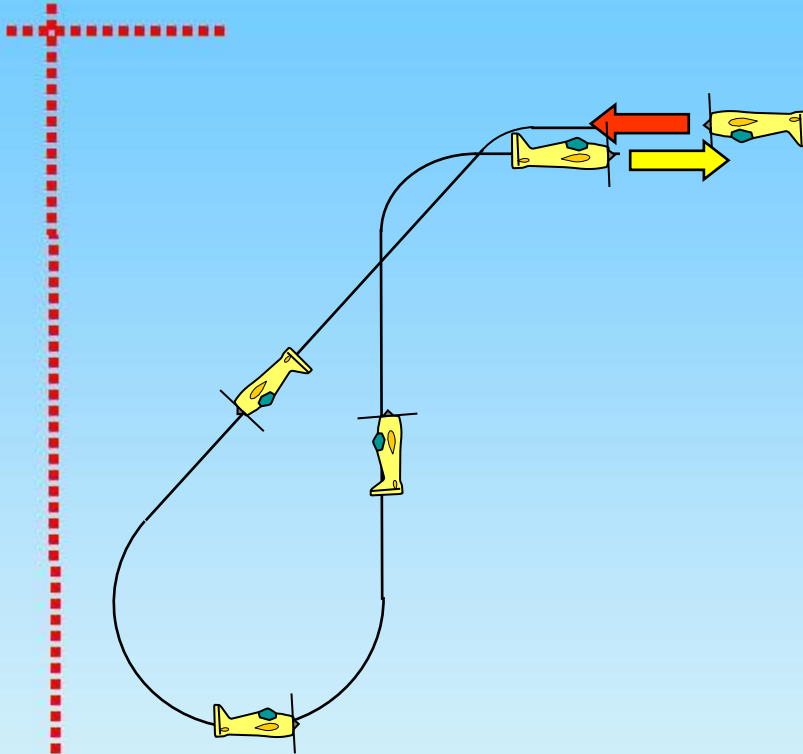


All radii are equal.

Vertical lines must be congruent.



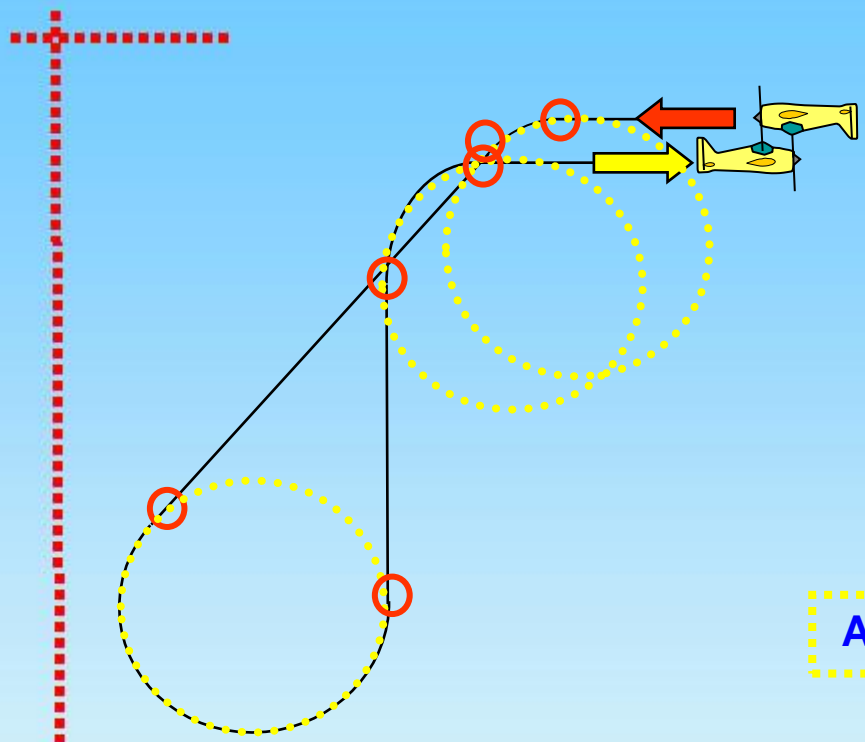
A-25.12 Reverse Figure ET



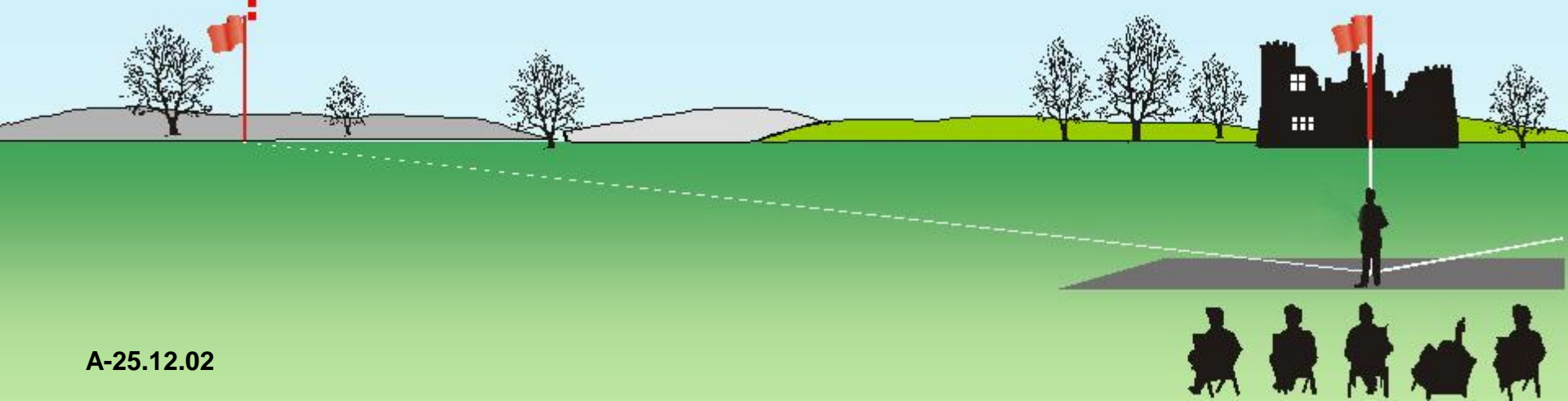
From inverted, pull through a one eighth loop into a forty-five degree downline, pull through five eighths loop into a vertical upline, push through a quarter loop, exit upright.



A-25.12 Reverse Figure ET

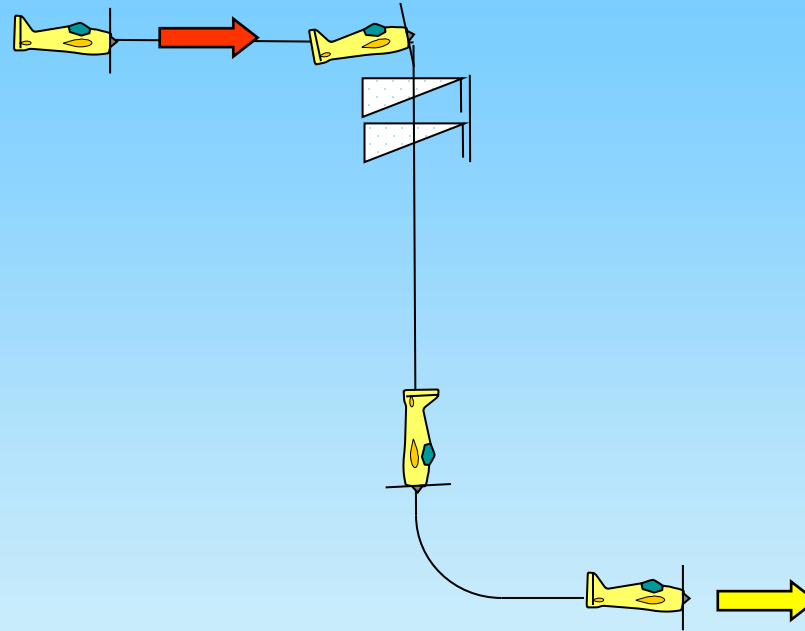


All radii are equal.





A-25.13 Spin two turns

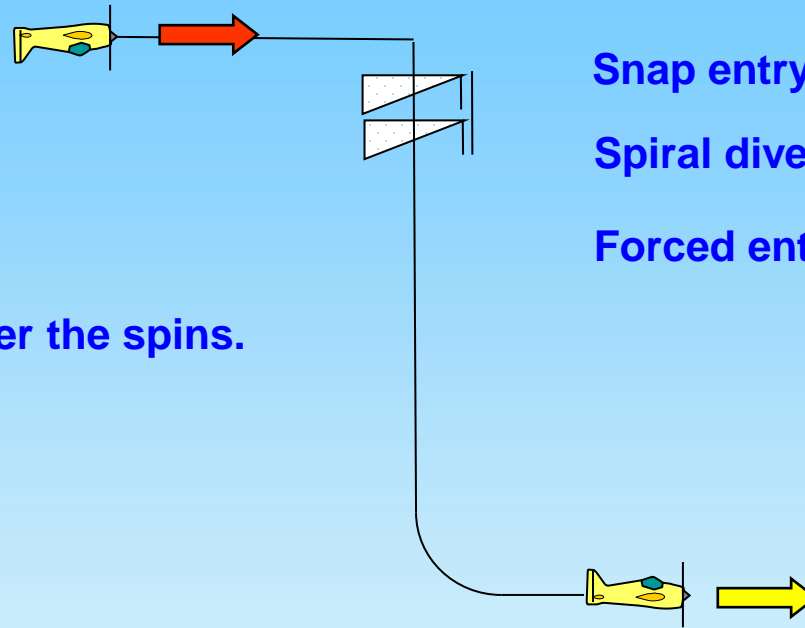


From upright, perform a spin with two turns, perform a vertical downline, pull through a quarter loop, exit upright.





A-25.13 Spin two turns



Snap entry - 0 points!

Spiral dive - 0 points!

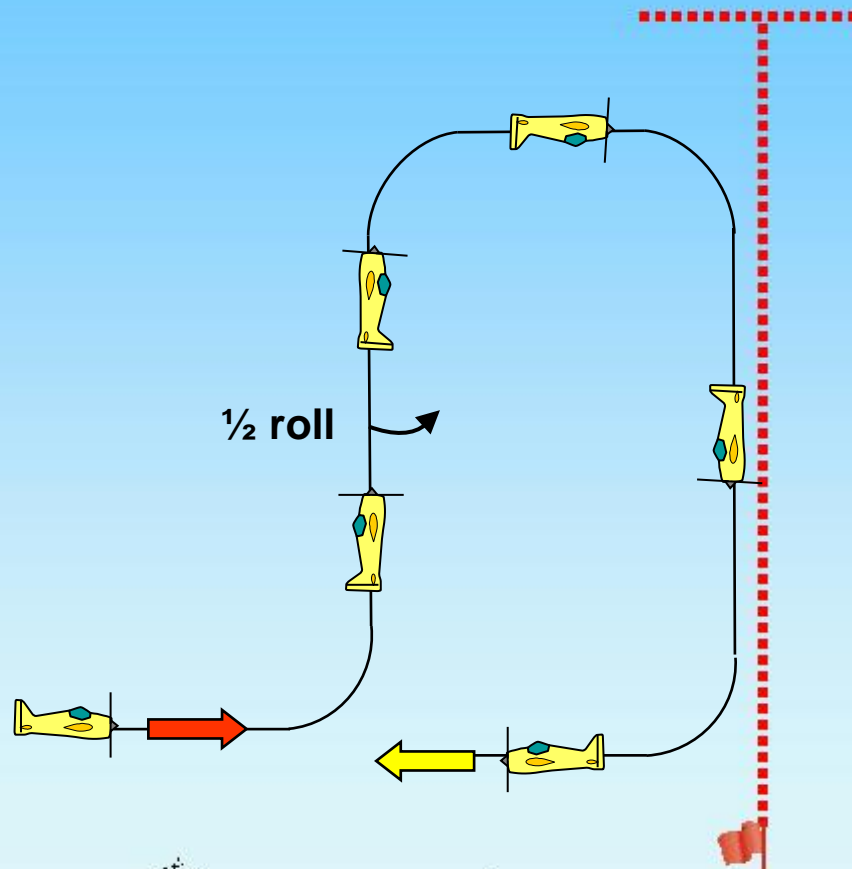
Forced entry: downgrade.

Line after the spins.





A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.



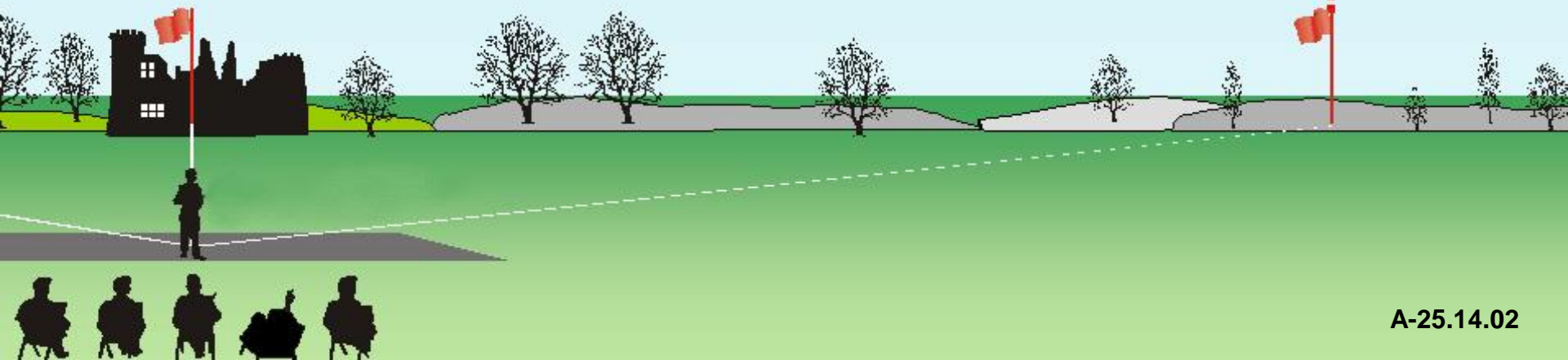
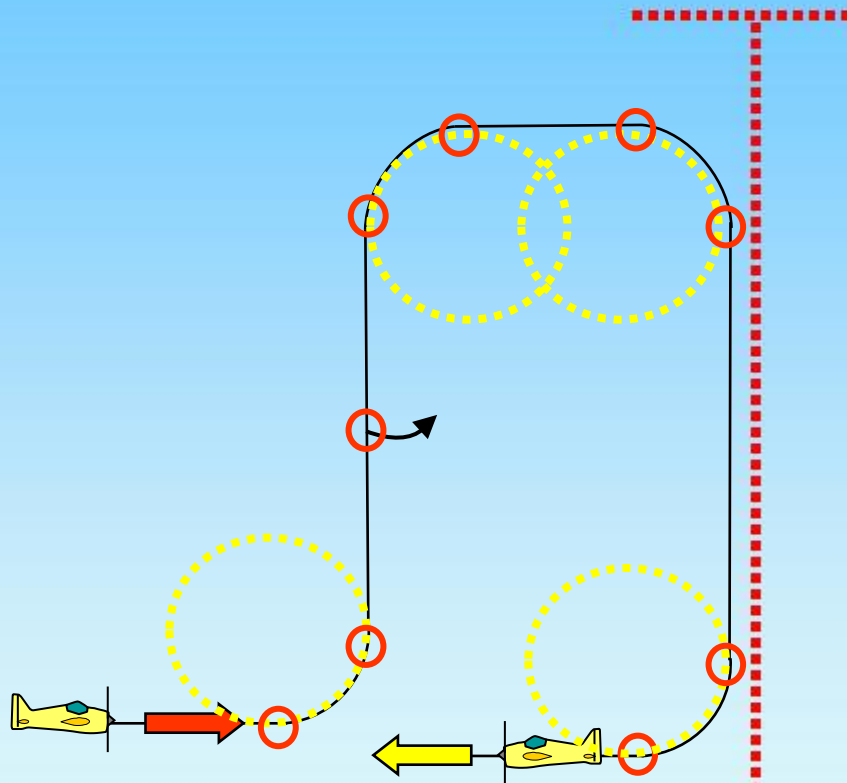
From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.



A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

$\frac{1}{2}$ roll on middle of the line.

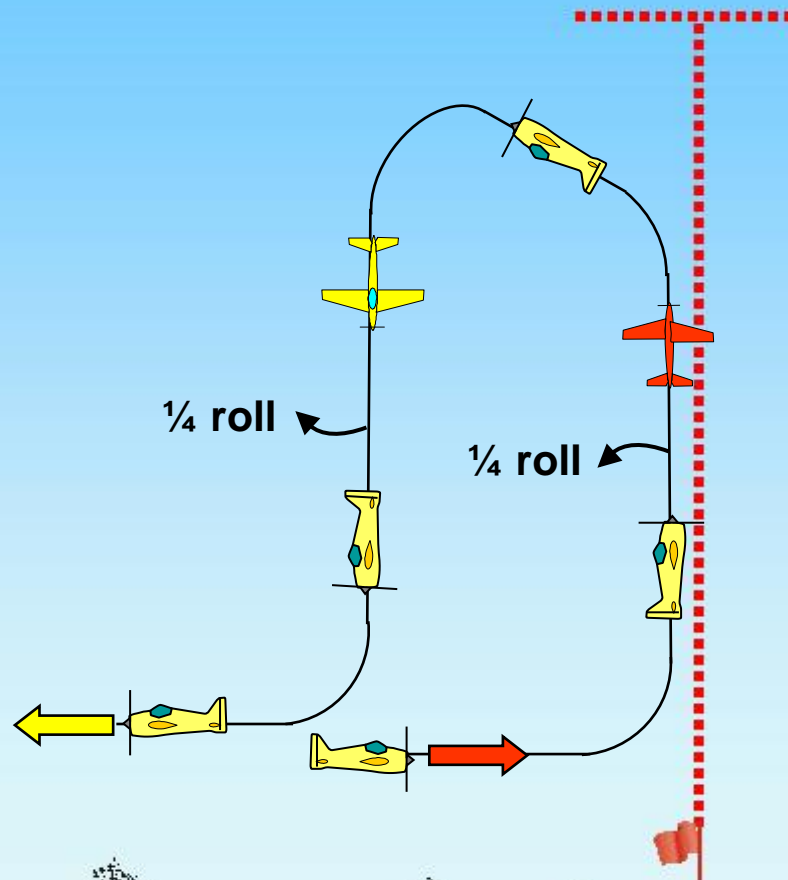
All radii are equal.





A-25.14 Top hat with half roll. 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 horizontal line, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

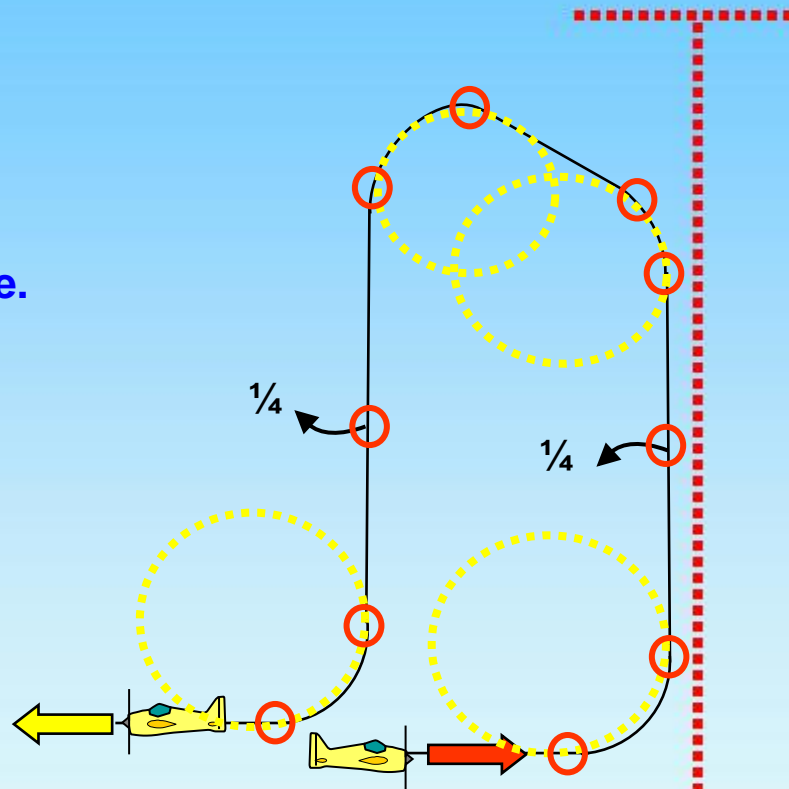


A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

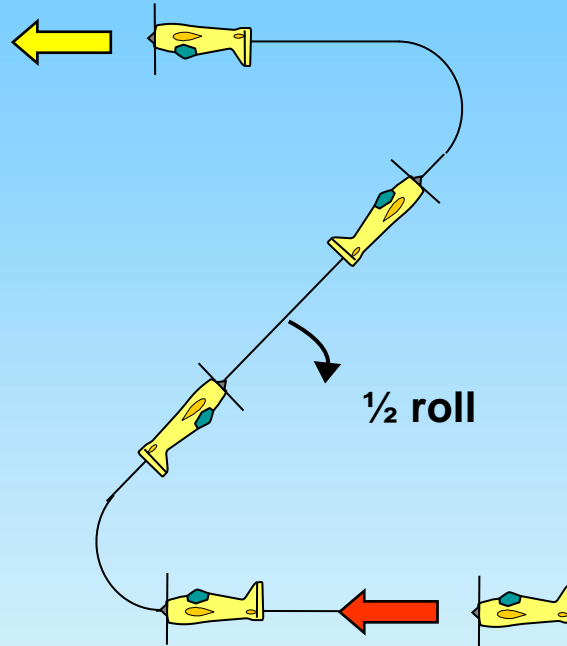
Option

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

All radii are equal.



A-25.15 Figure Z with Half roll



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

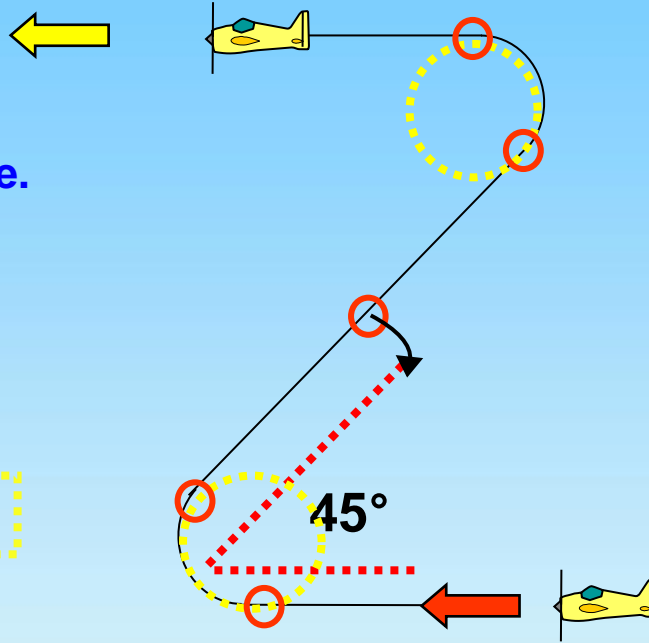


A-25.15 Figure Z with Half roll



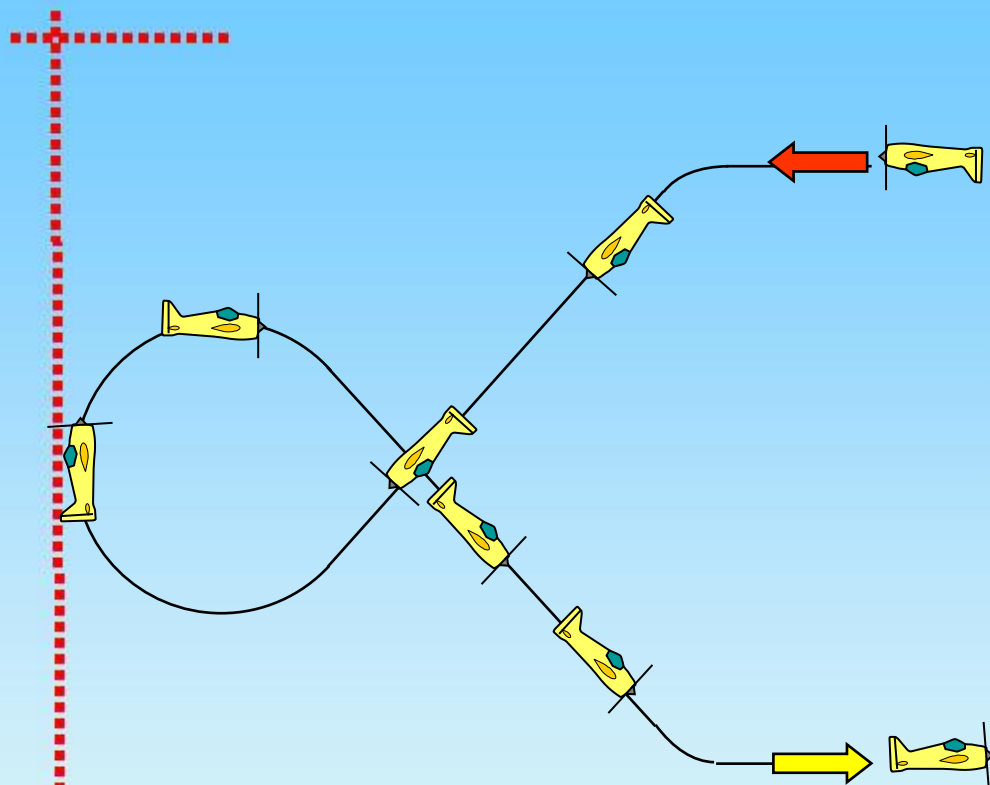
1/2 roll on middle of the line.

All radii are equal.





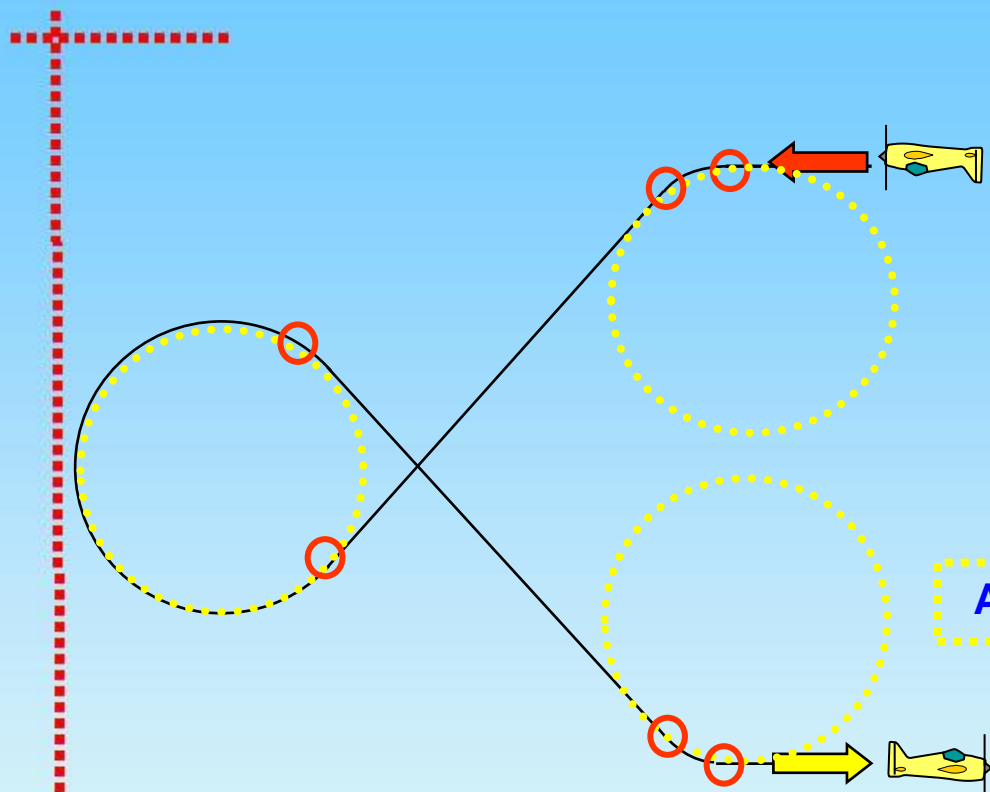
A-25.16 Comet



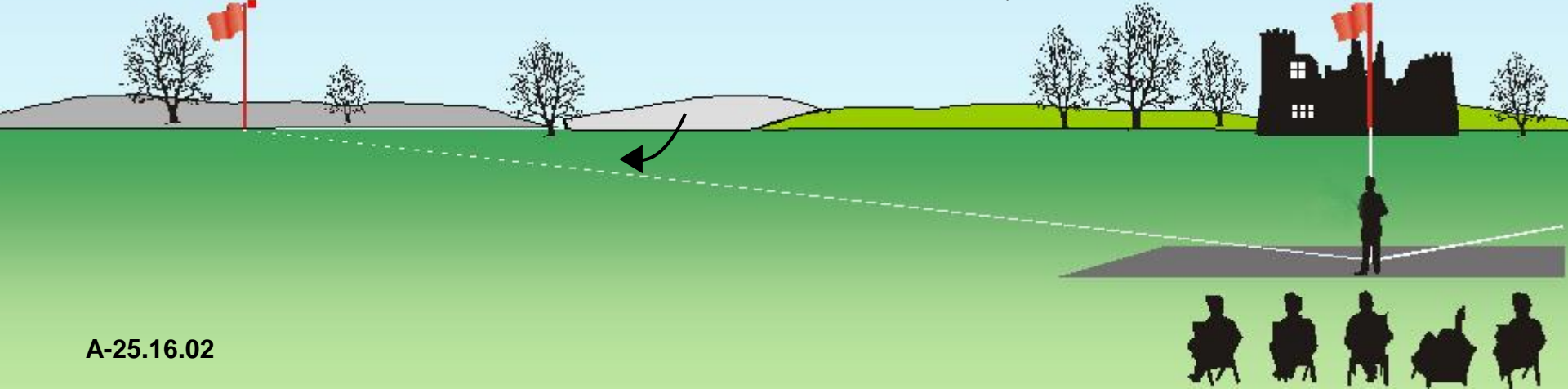
From inverted, pull through a one eighth loop into a forty five degree downline, push through a three quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.



A-25.16 Comet with two quarter rolls, roll

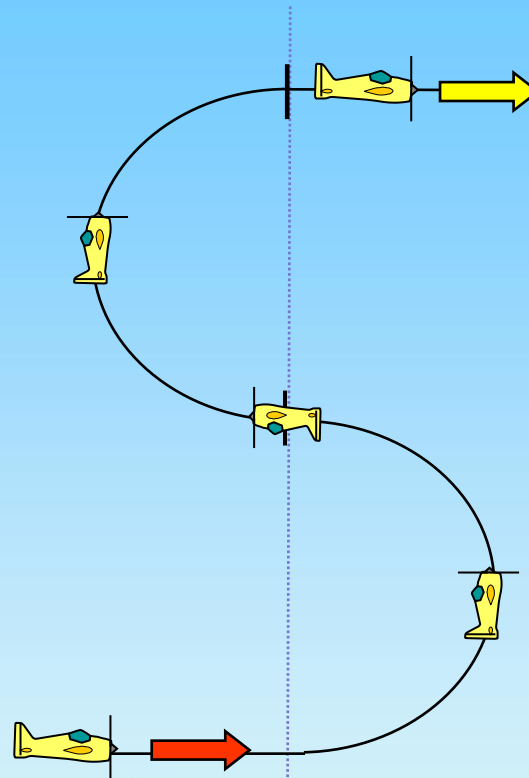


All radii are equal.

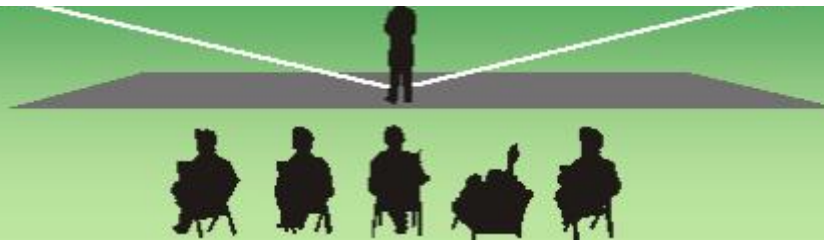




A-25.17 Figure S with quarter roll, quarter roll



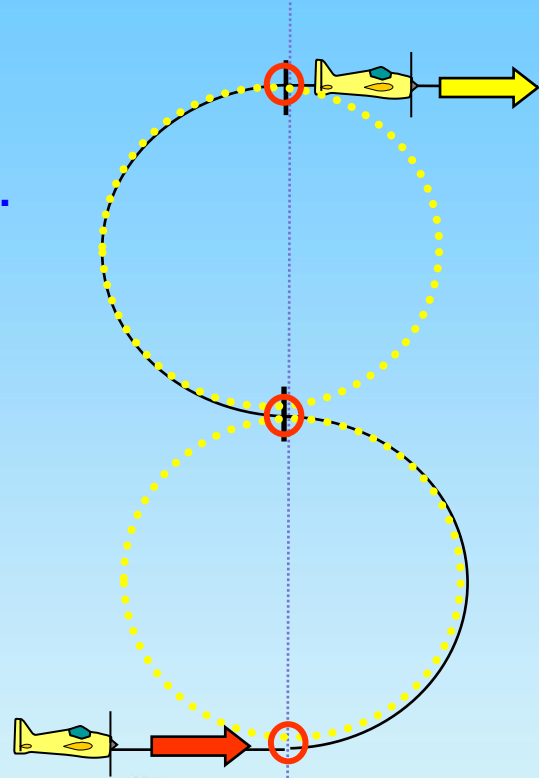
From upright, pull through a half loop, immediately push through a half loop, exit upright.



A-25.17 Figure S with quarter roll, quarter roll



Part loops must be round.



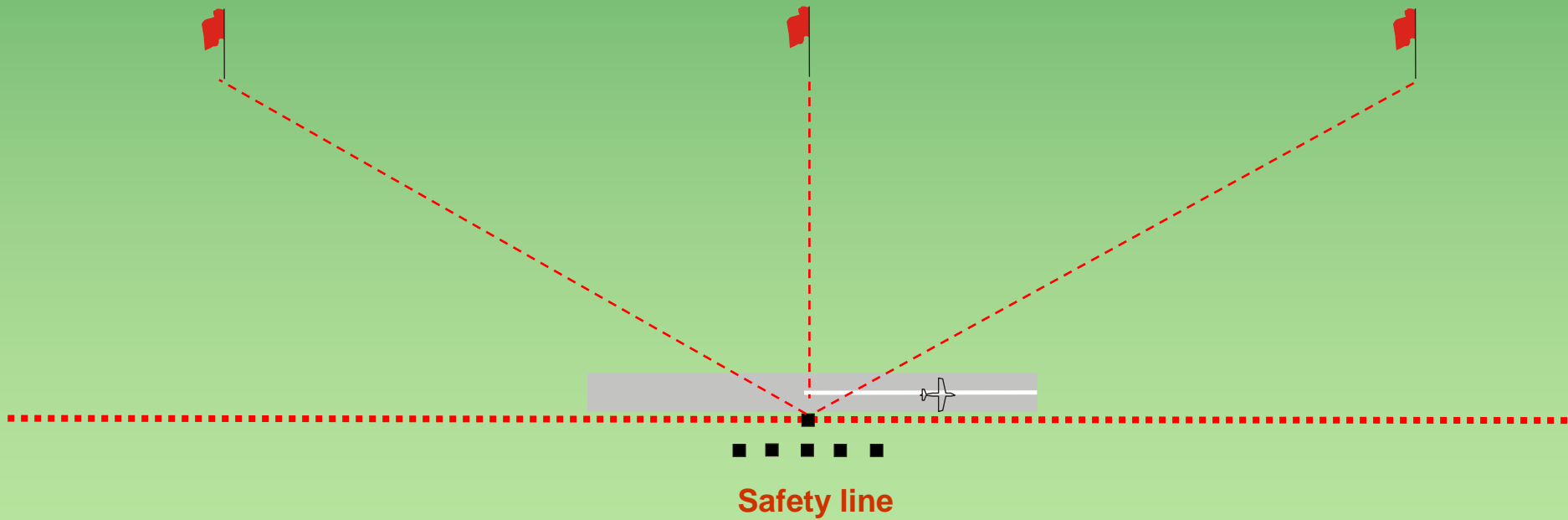
Radii of the part loops are equal.





Landing procedure (not judged, not scored)

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

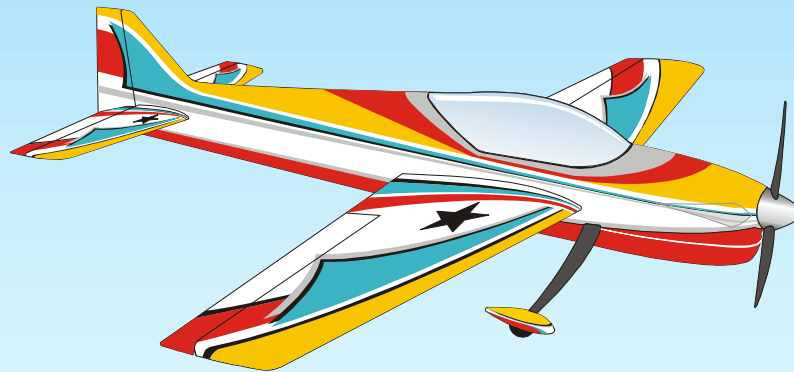


Forget **WHO** is flying
(friend, rival, countryman, flier from other nation)

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

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

Bob Skinner



Thank you!

© Peter Uhlig, February 2023