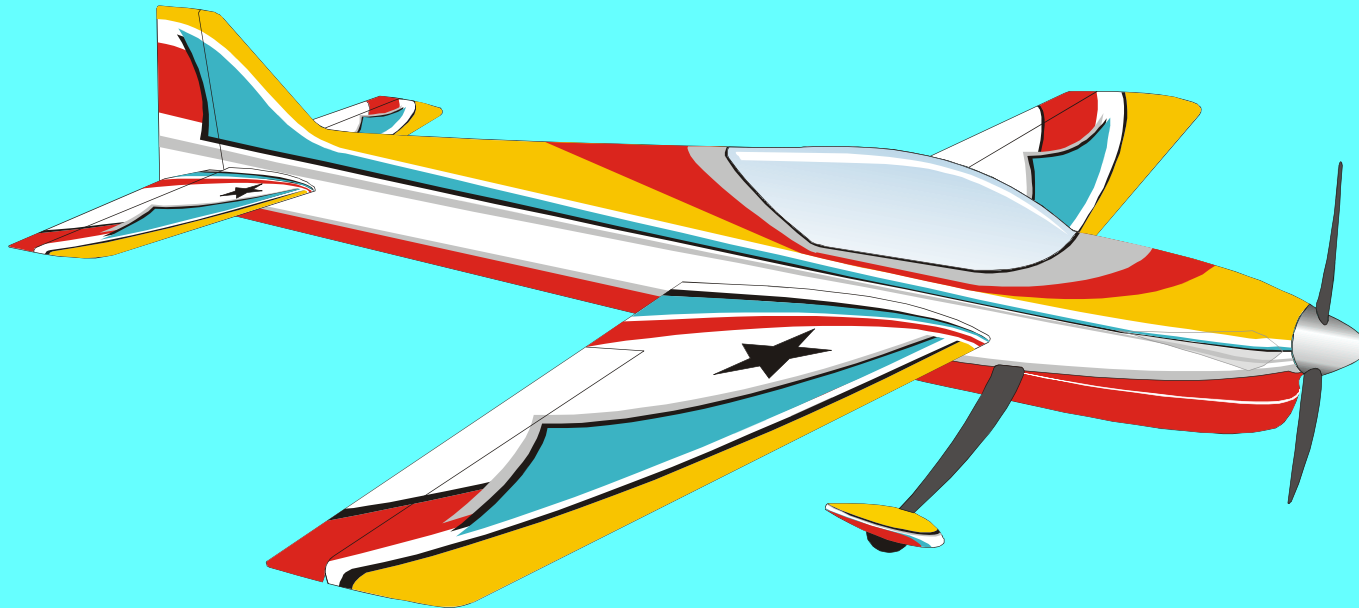
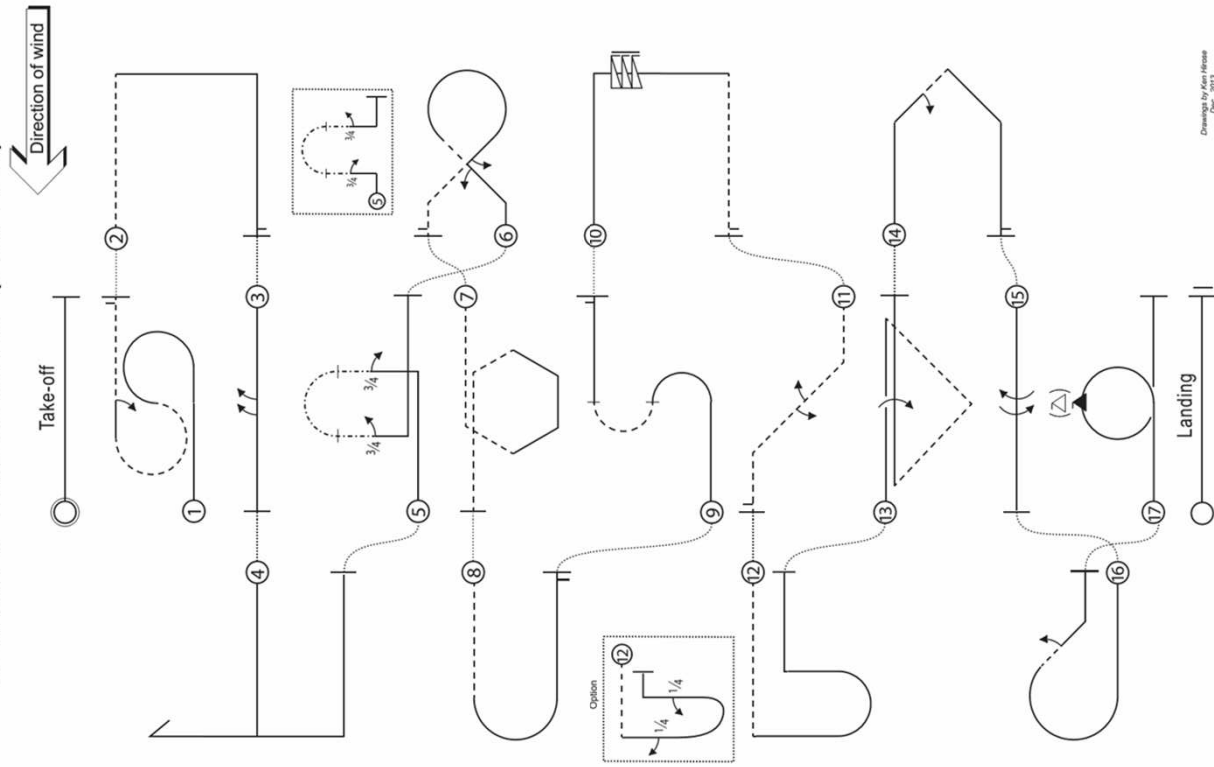


Flying and Judging F3A

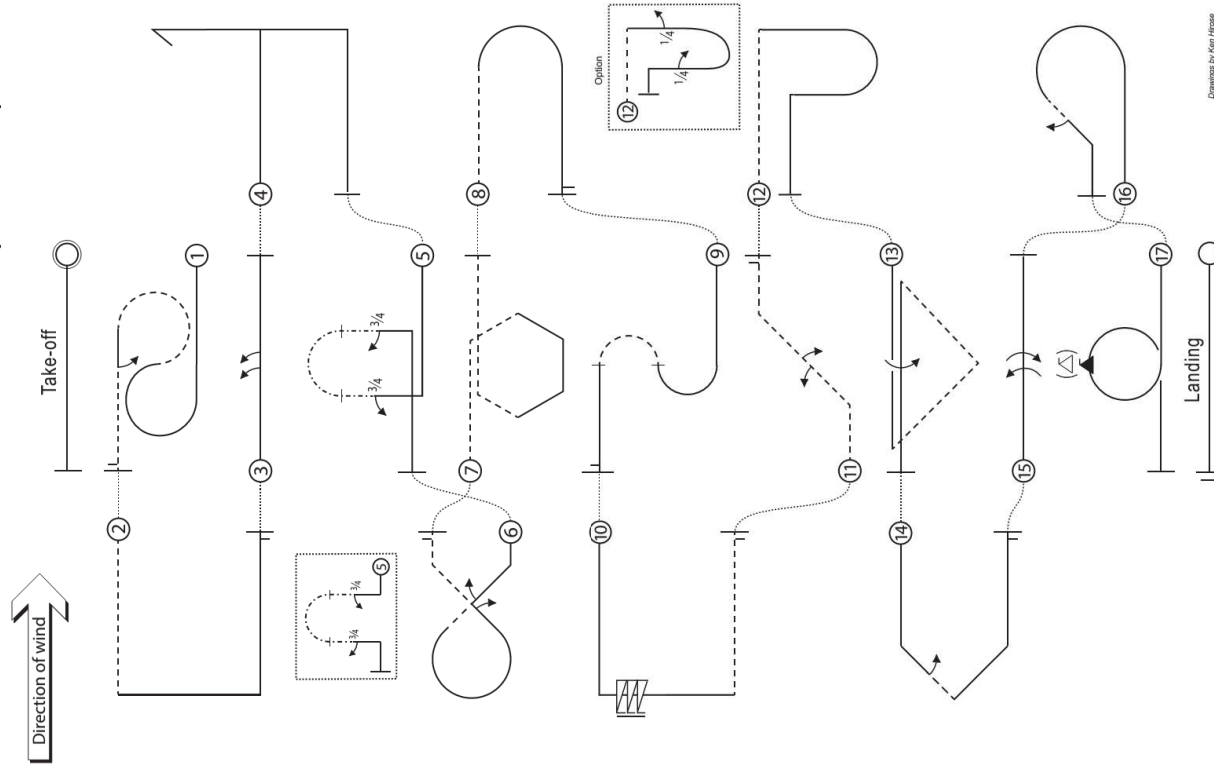


SCHEMATIC MANOEUVRE ILLUSTRATIONS
ADVANCED SCHEDULE A-16

ADVANCED SCHEDULE A-16 (2015-2016)



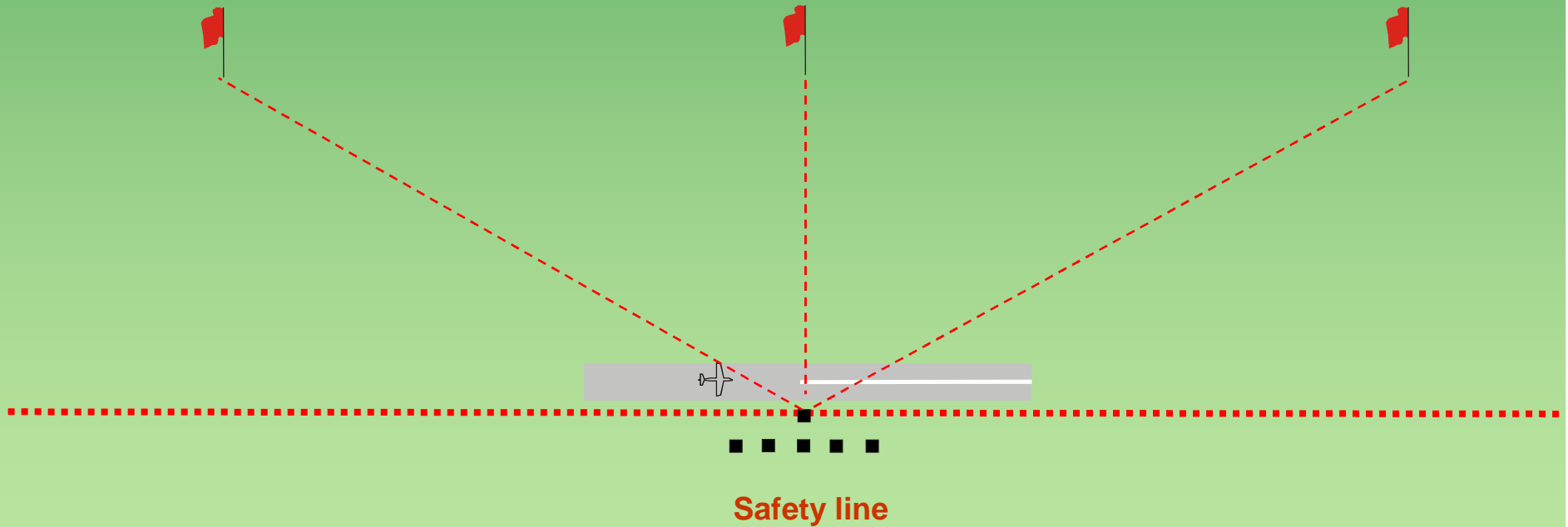
ADVANCED SCHEDULE A-16 (2015-2016)





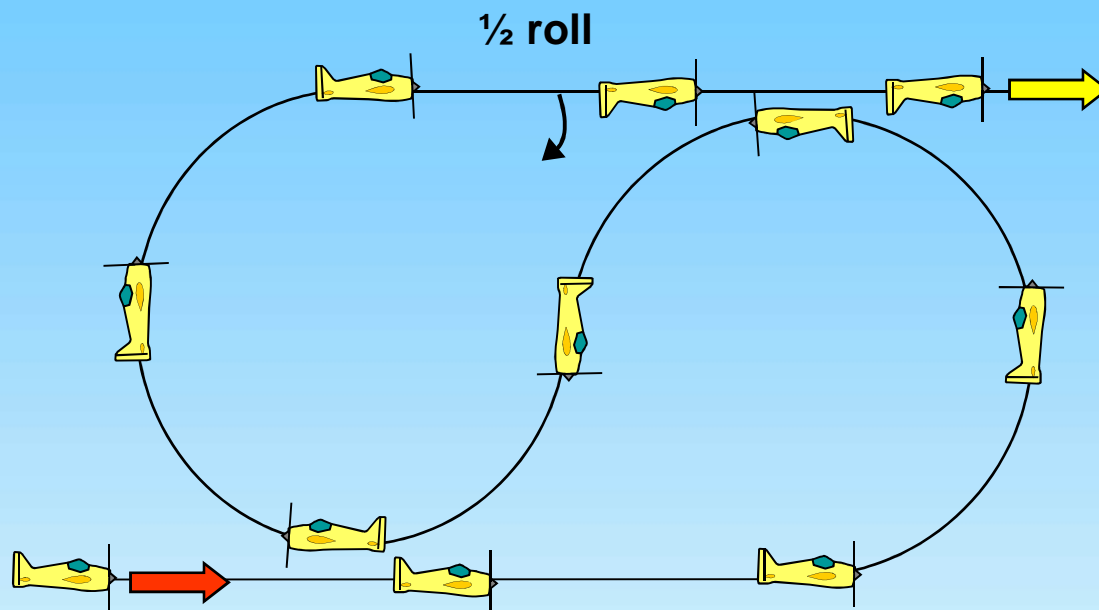
Take-off procedure (not judged, not scored)

← wind





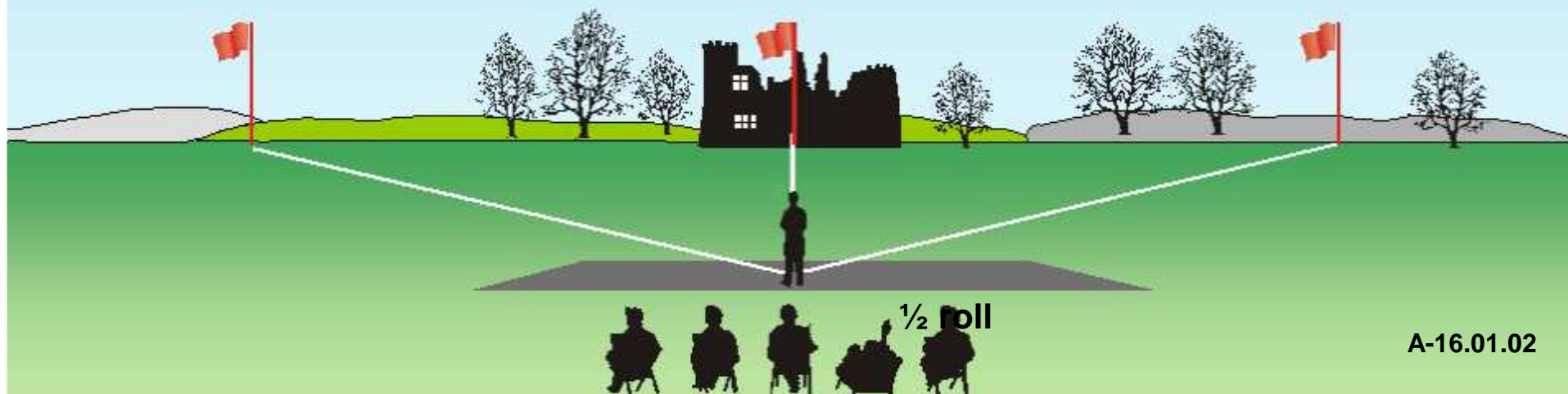
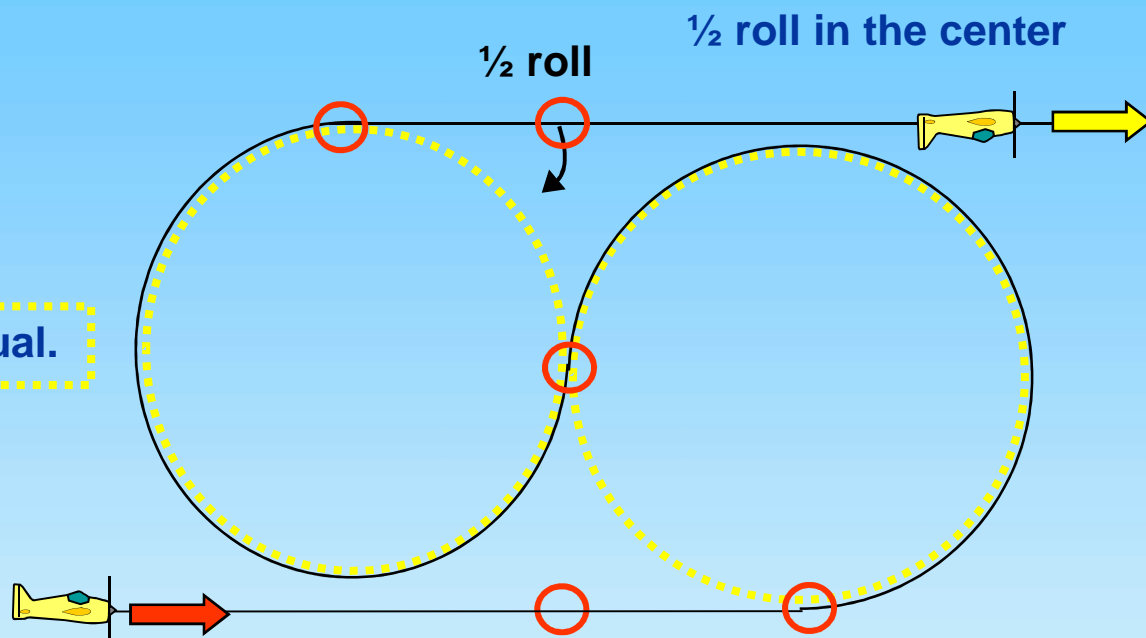
A-16.01 Eye - Catcher with $\frac{1}{2}$ roll





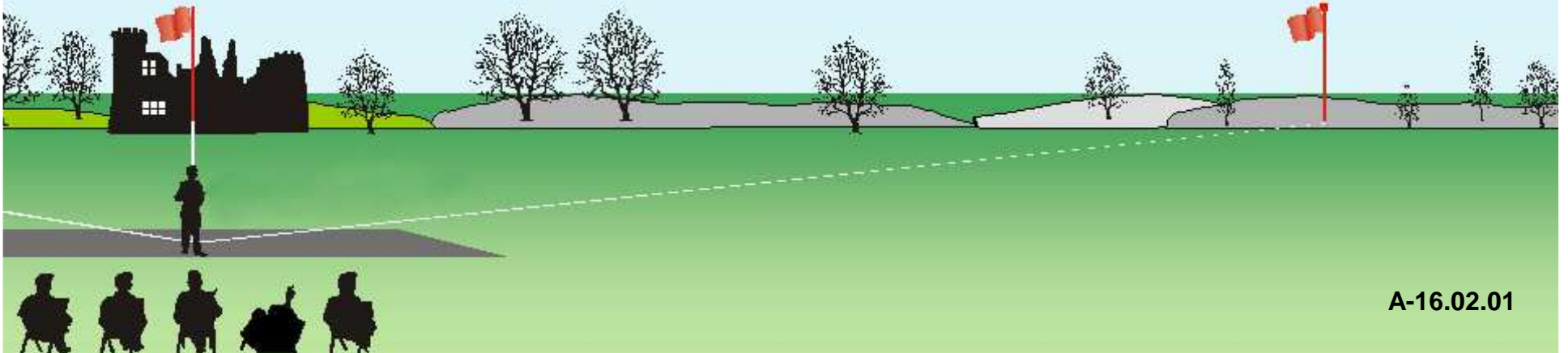
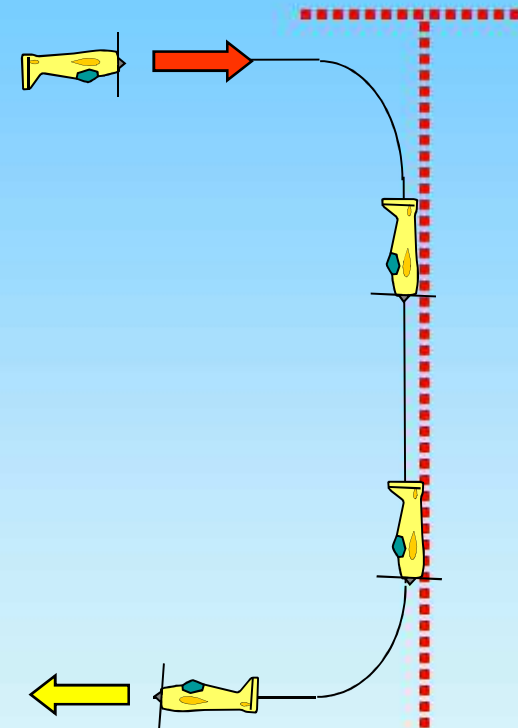
A-16.01 Eye - Catcher with $\frac{1}{2}$ roll

All radii are equal.





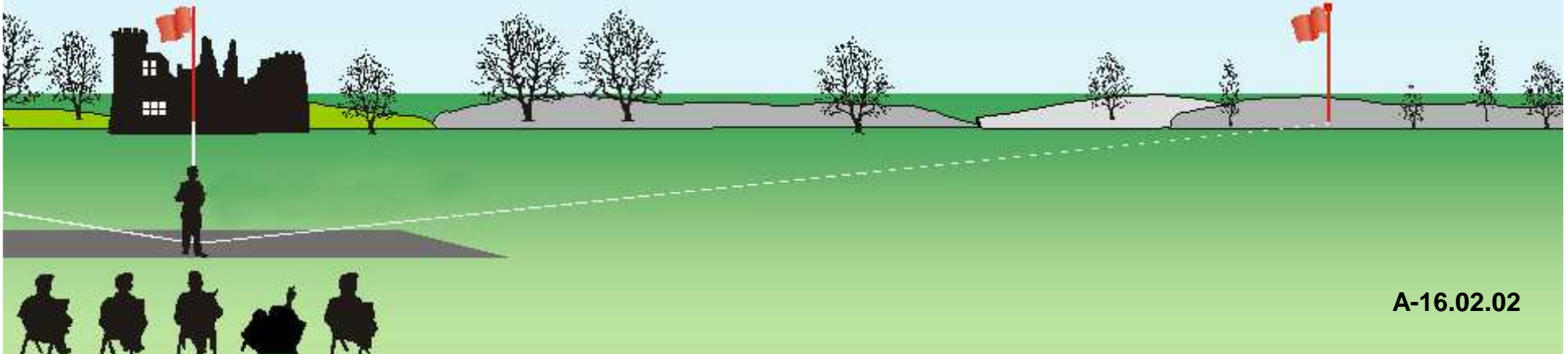
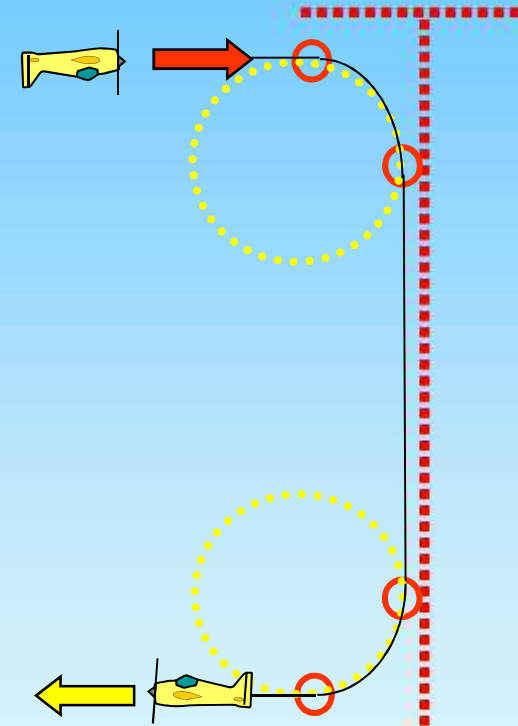
A-16.02 Half Square Loop





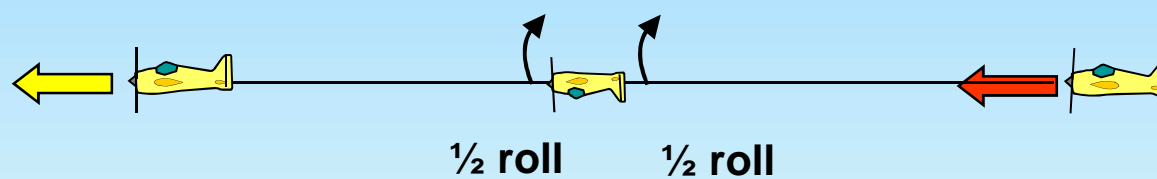
A-16.02 Half Square Loop

All radii are equal.





A-16.03 Roll Combination with two $\frac{1}{2}$ rolls

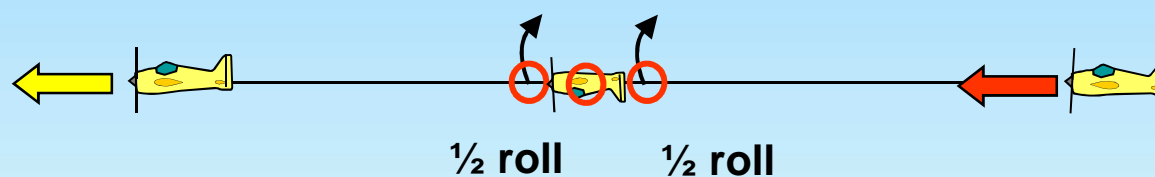




A-16.03 Roll Combination with two $\frac{1}{2}$ rolls

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

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

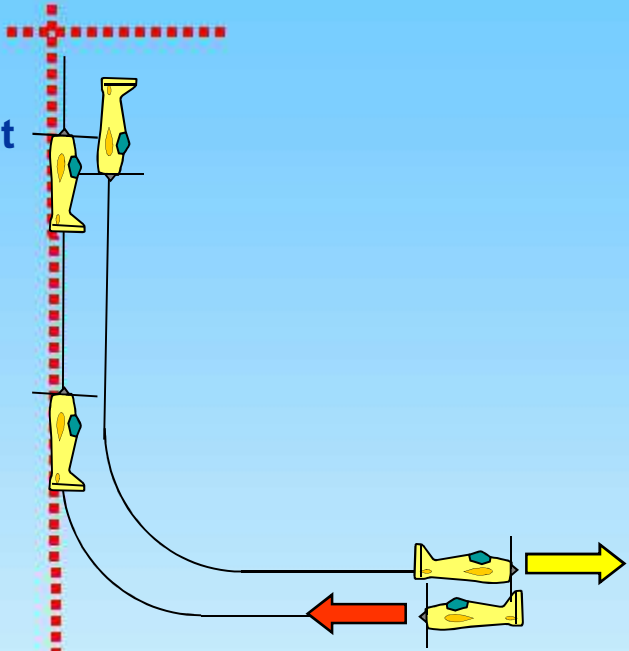


A-16.04 Stall Turn



Pivot on CG

Stop
before pivot



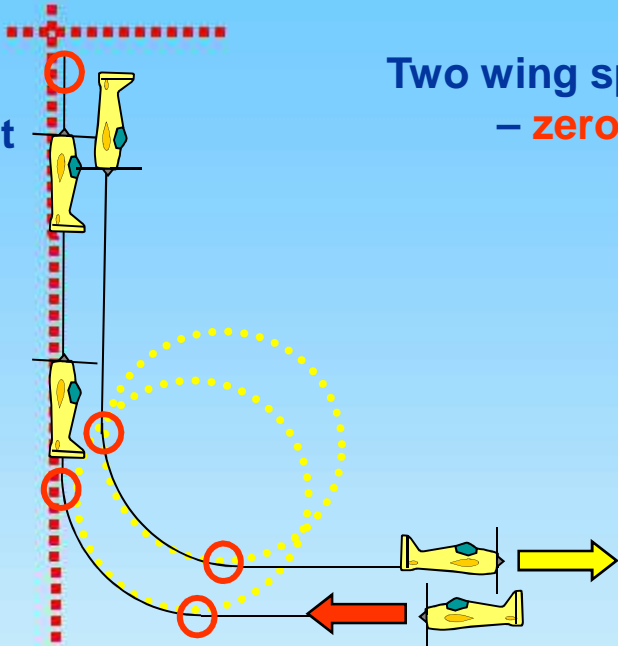
A-16.04 Stall Turn



Pivot on CG

Stop
before pivot

Two wing spans or more
– zero points!

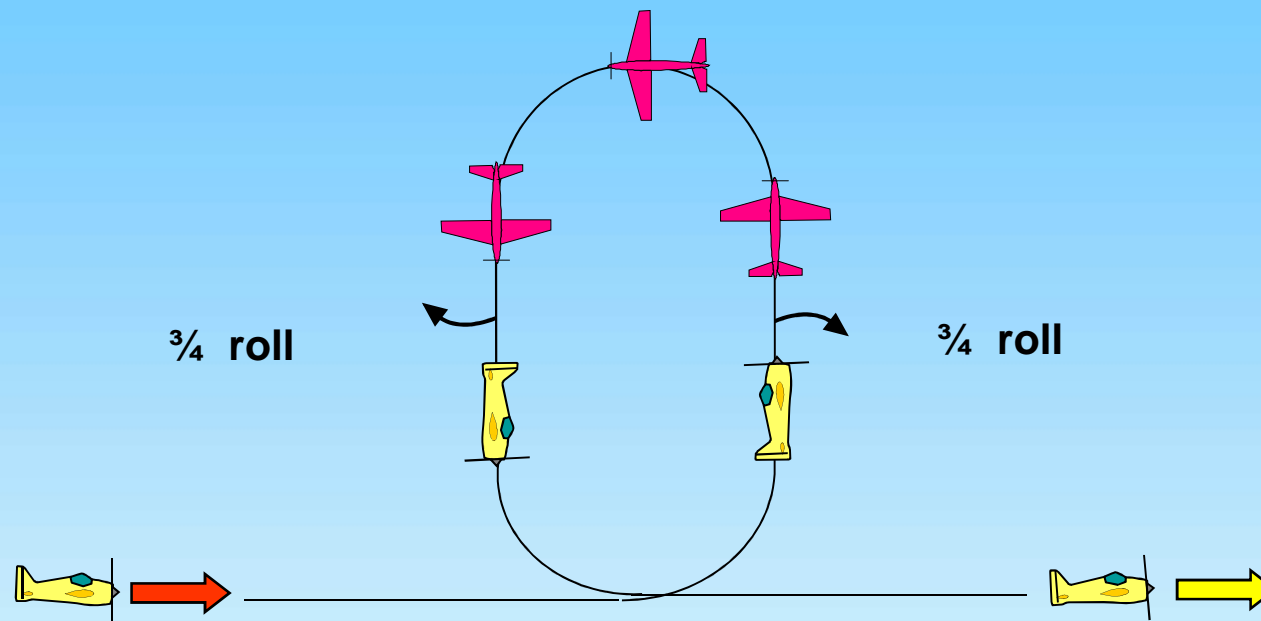


All radii are equal.



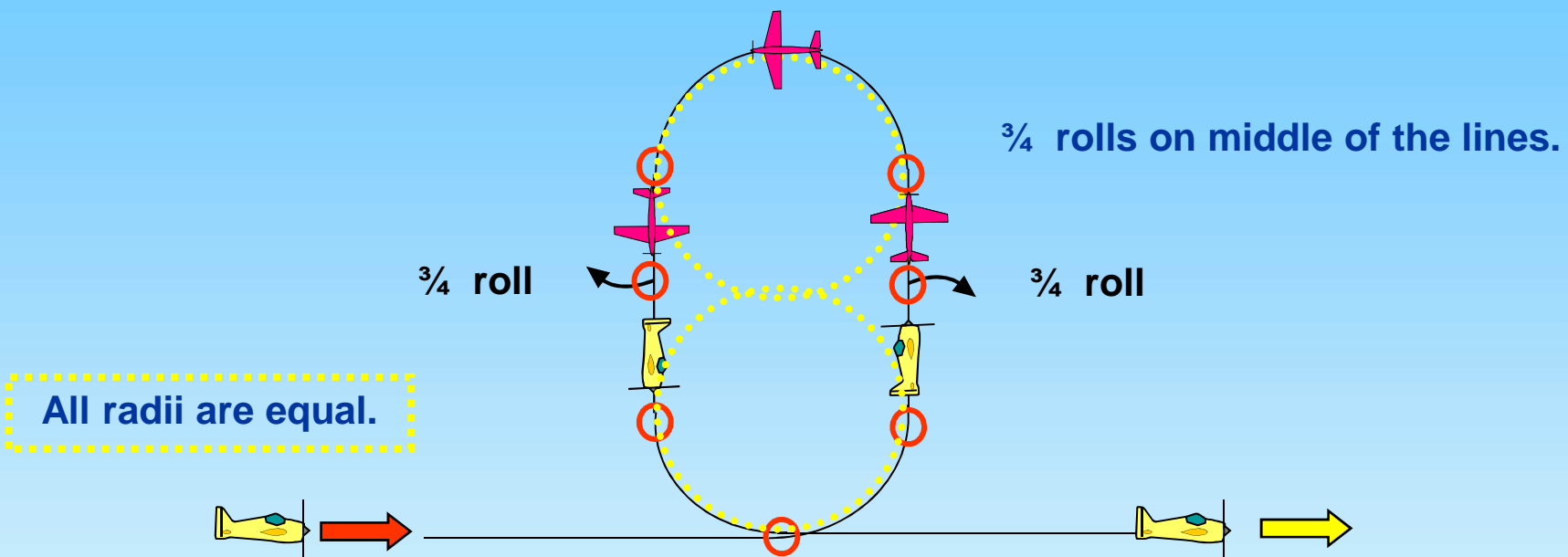


A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll





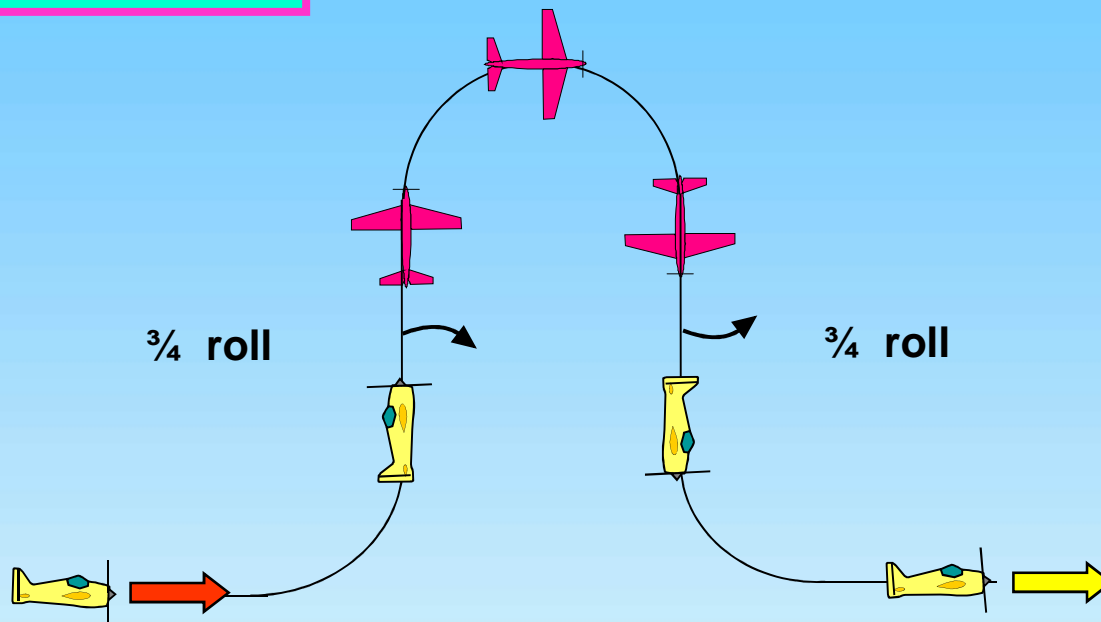
A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll





A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

Option

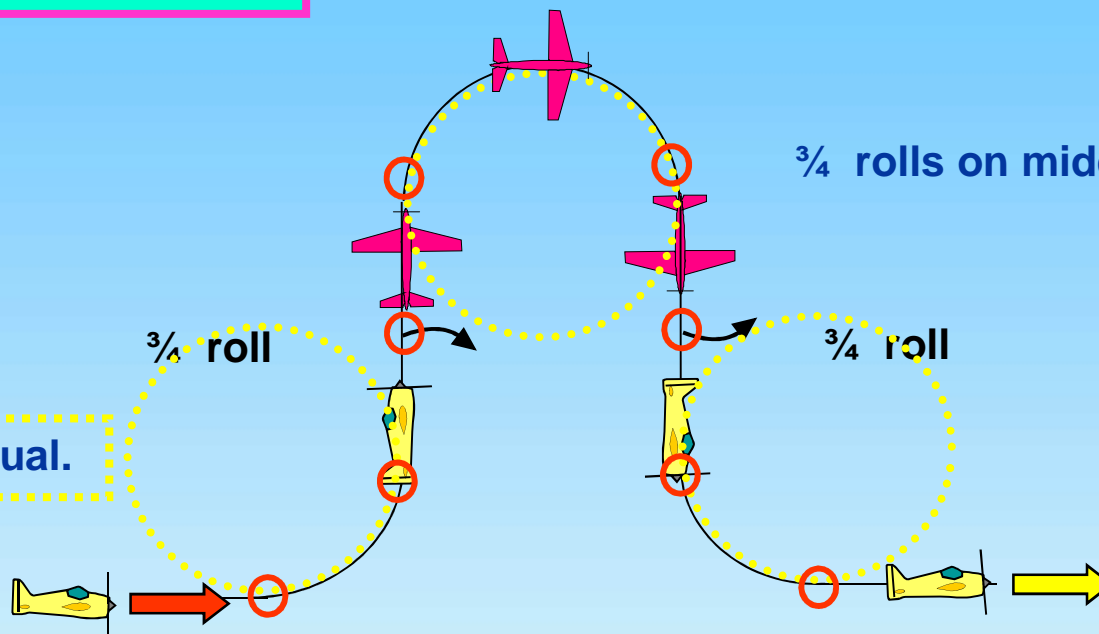




A-16.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll

Option

All radii are equal.

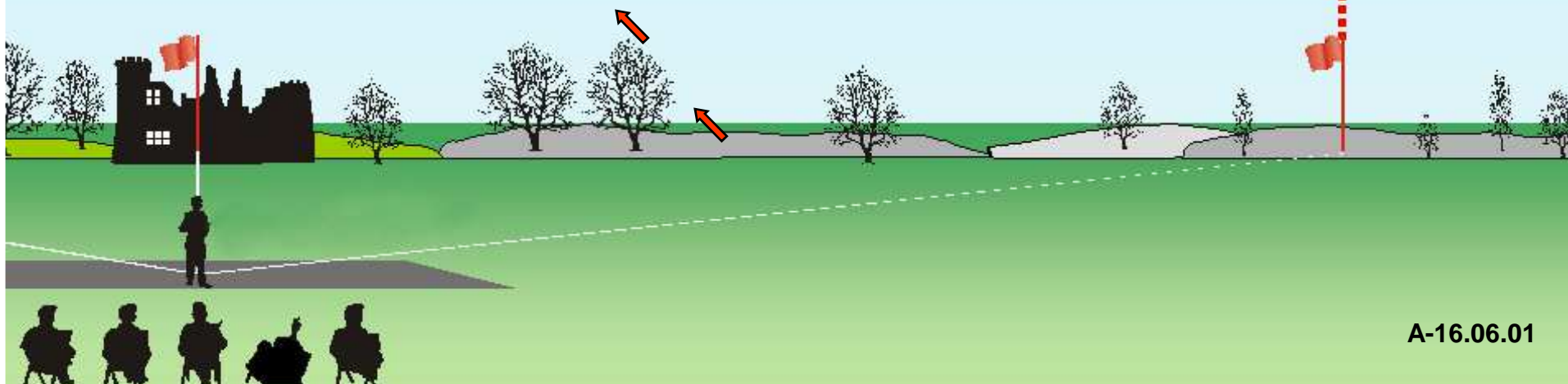
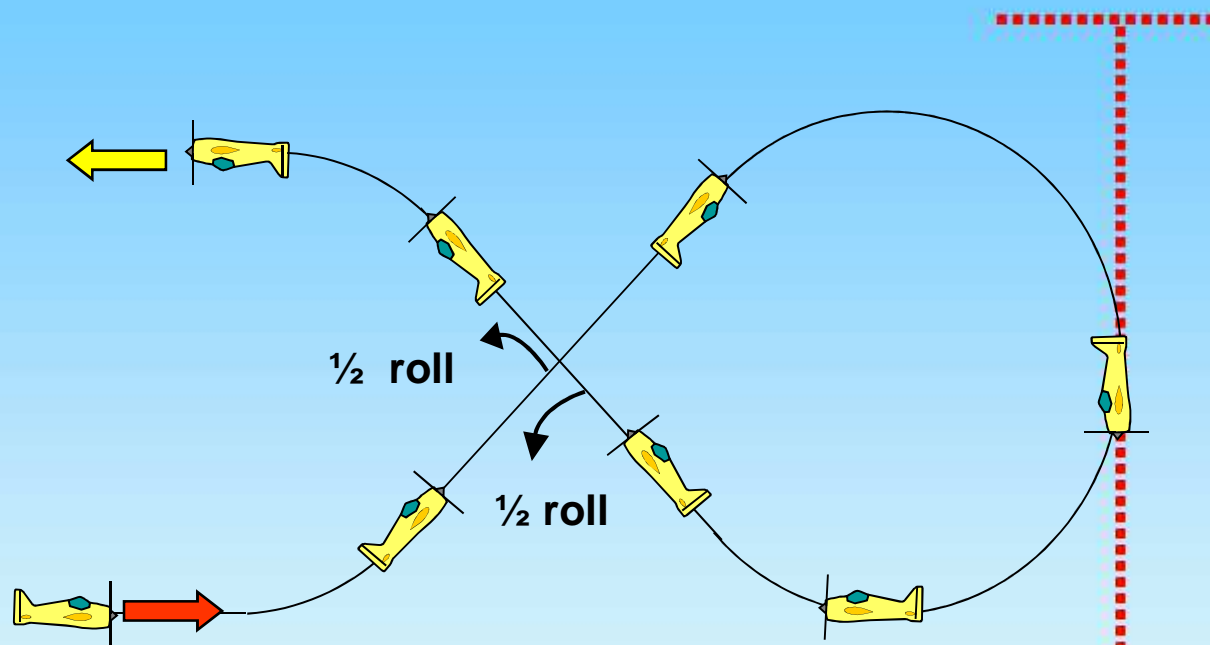


$\frac{3}{4}$ rolls on middle of the lines.



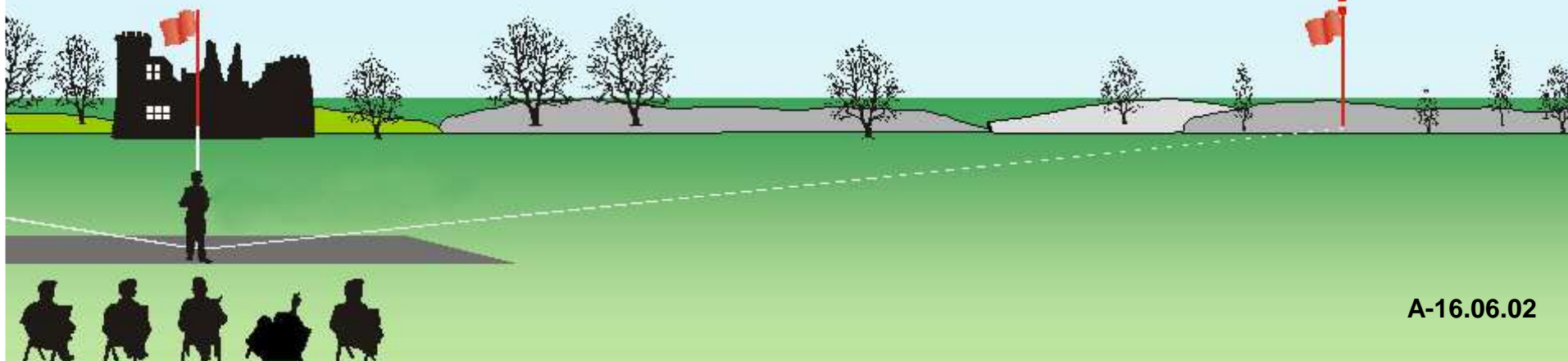
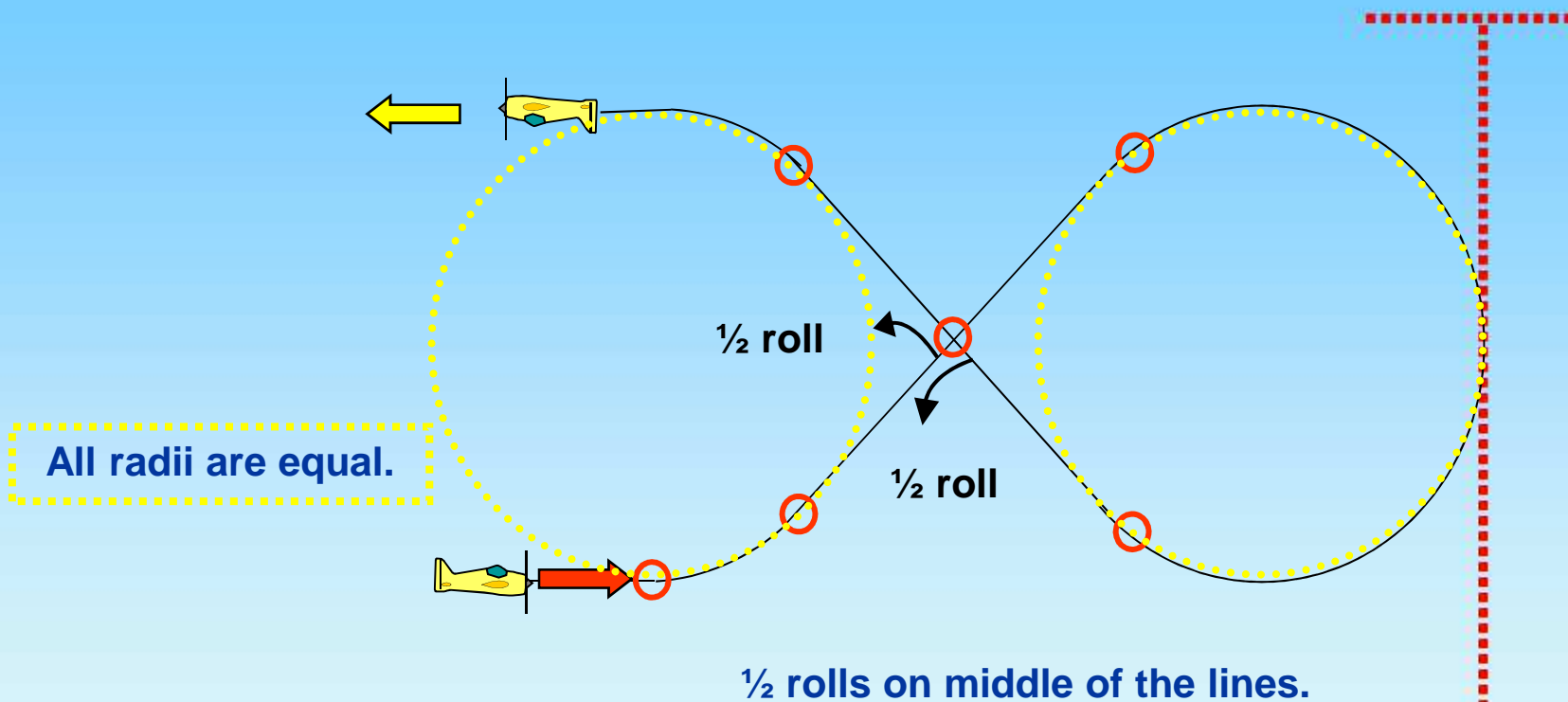


A-16.06 Comet with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll



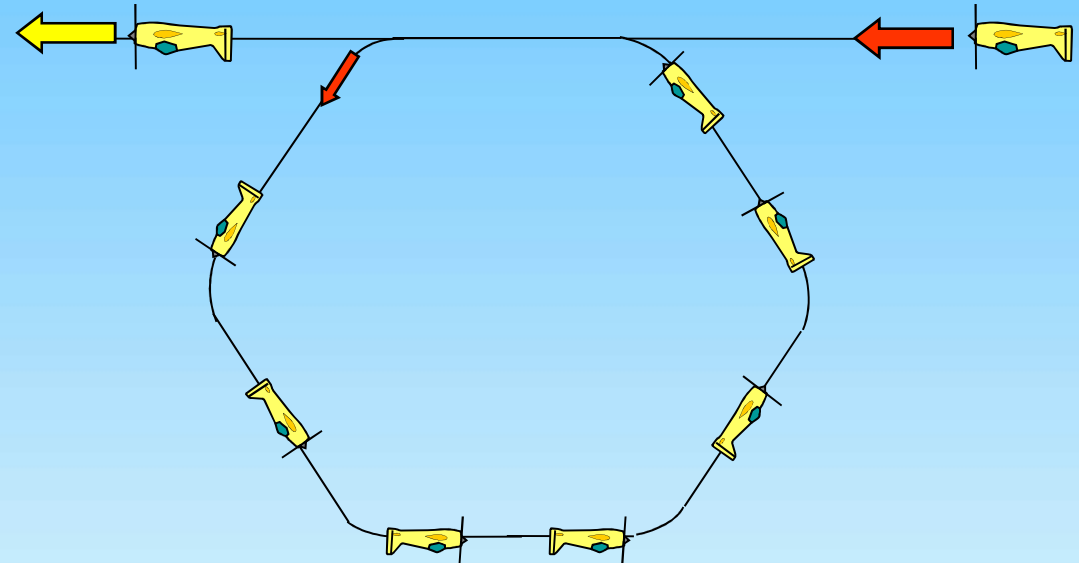


A-16.06 Comet with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll



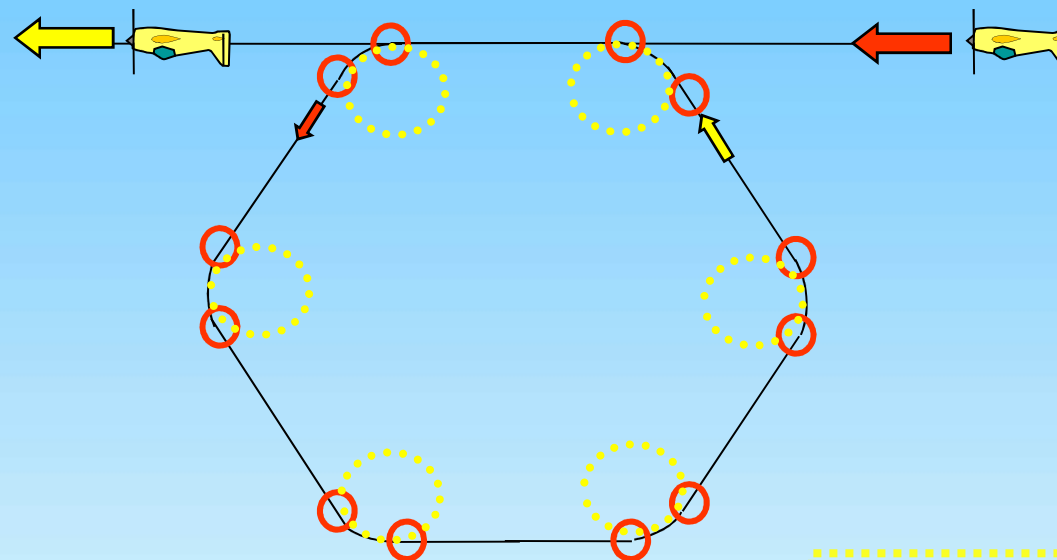


A-16.07 Six-sided Loop





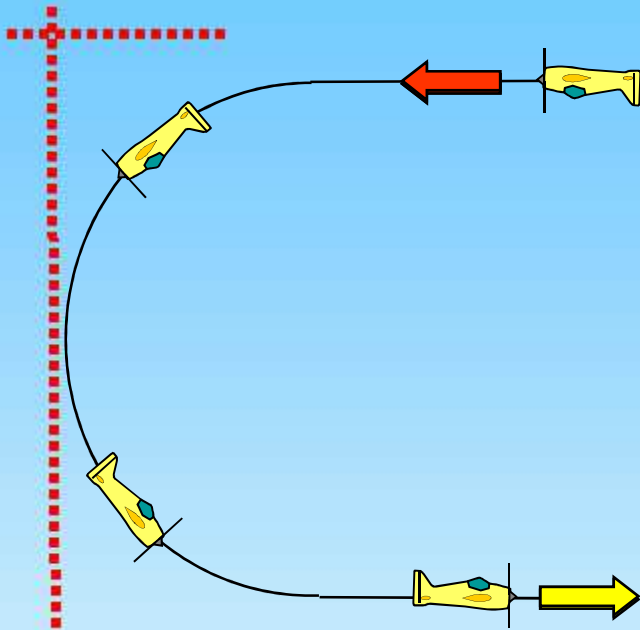
A-16.07 Six-sided Loop



All radii are equal.



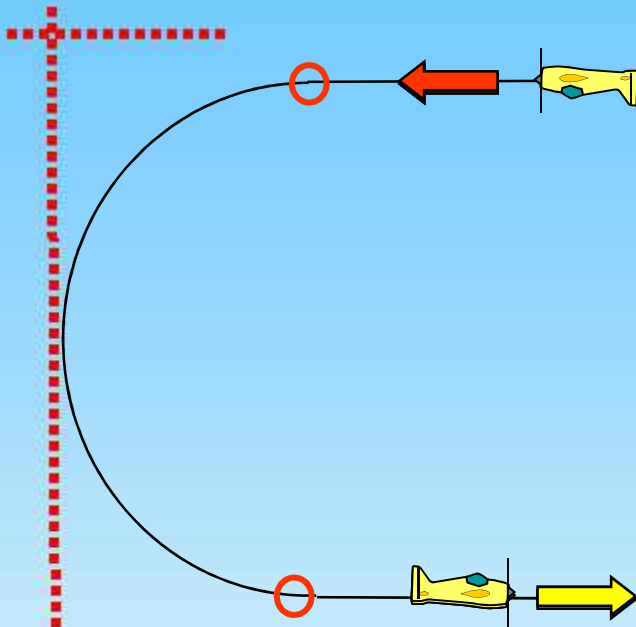
A-16.08 Half Loop



A-16.08.01



A-16.08 Half Loop

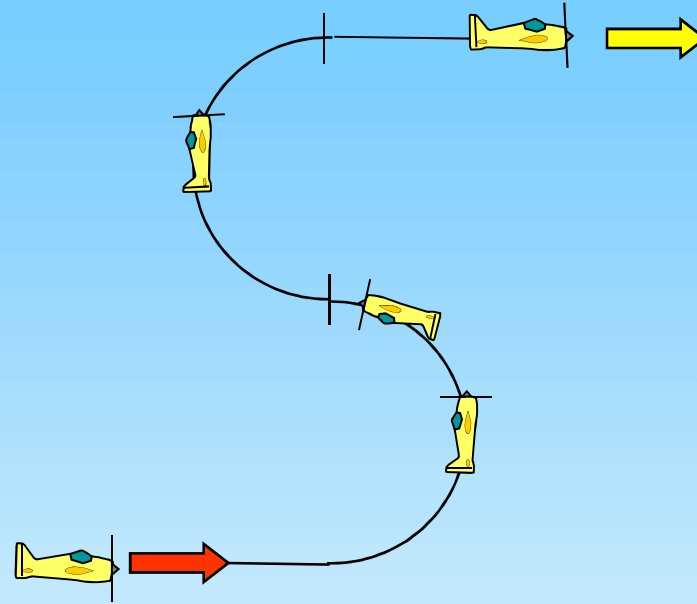


A-16.08.02



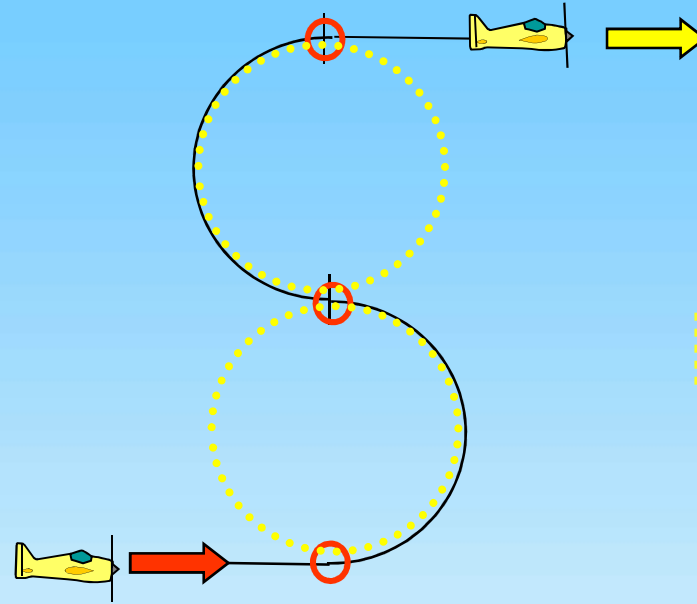


A-16.09 Figure S





A-16.09 Figure S

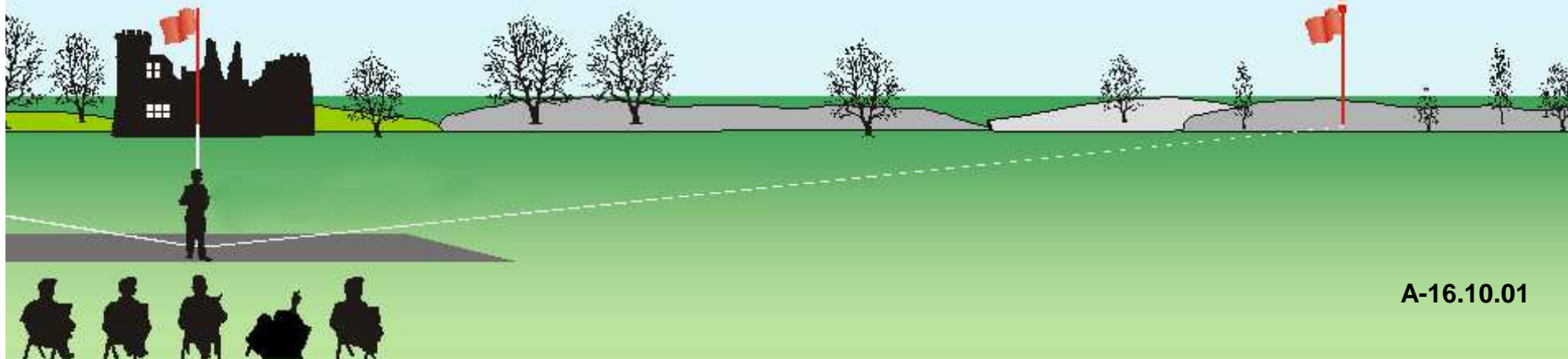
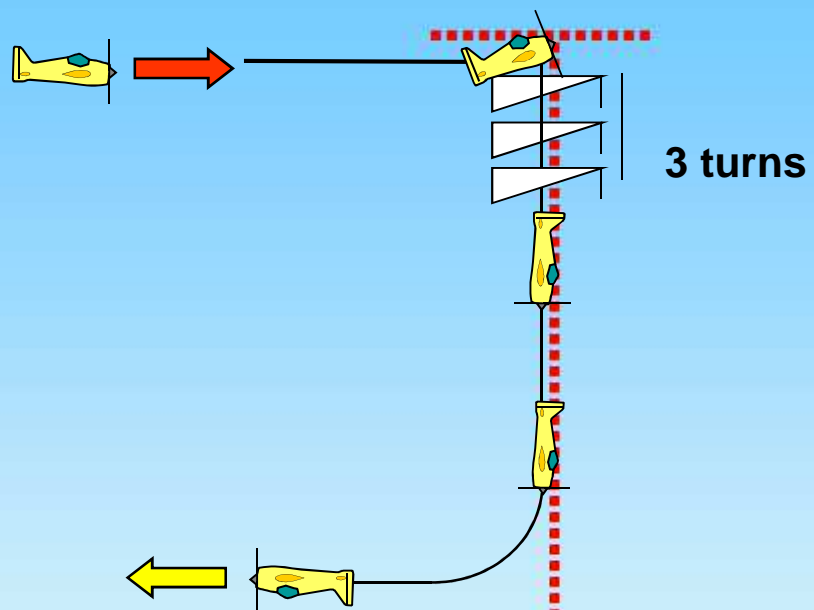


All radii are equal.





A-16.10 Spin with three turns



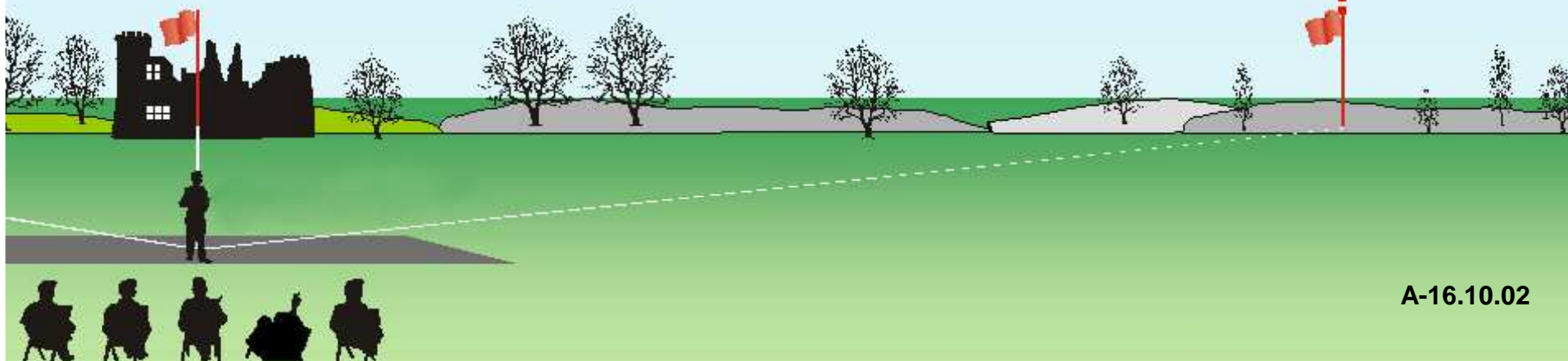
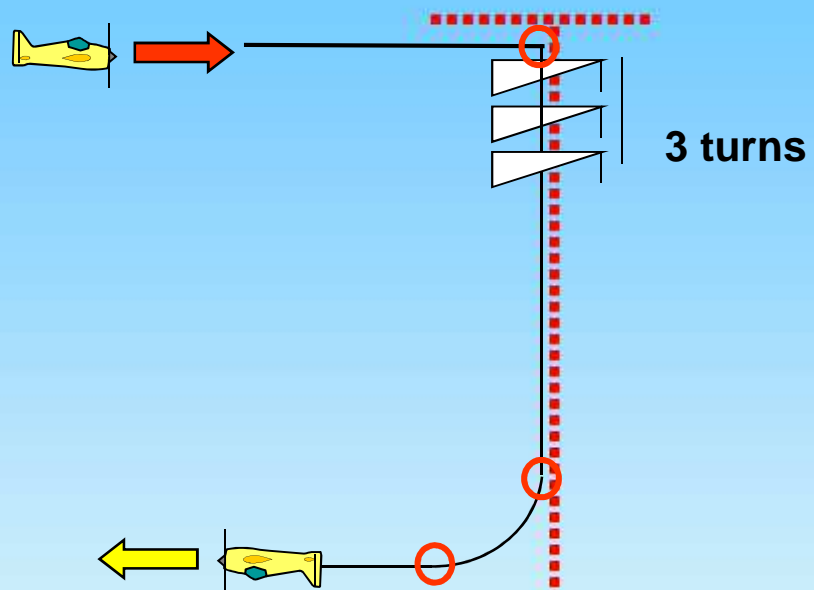


A-16.10 Spin with three turns

Snap entry - **zero points!**

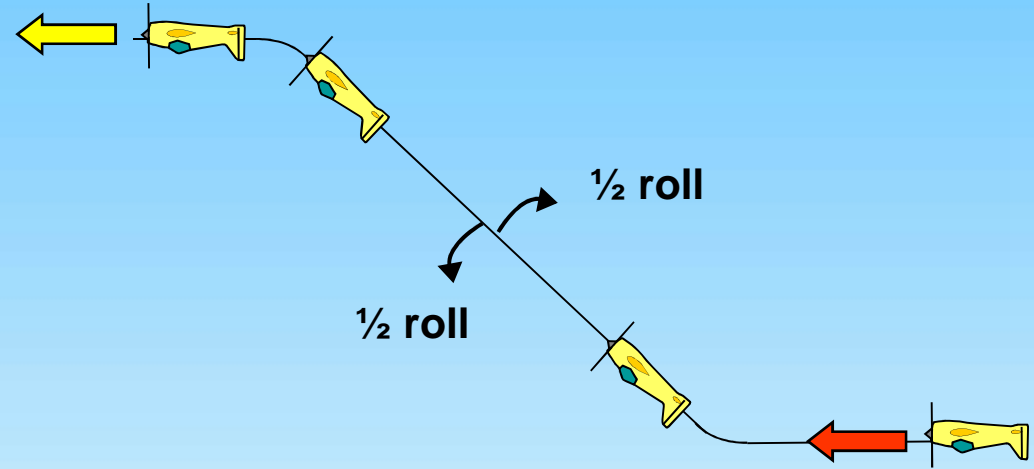
Spiral dive - **0 points!**

Forced entry: **downgrade.**



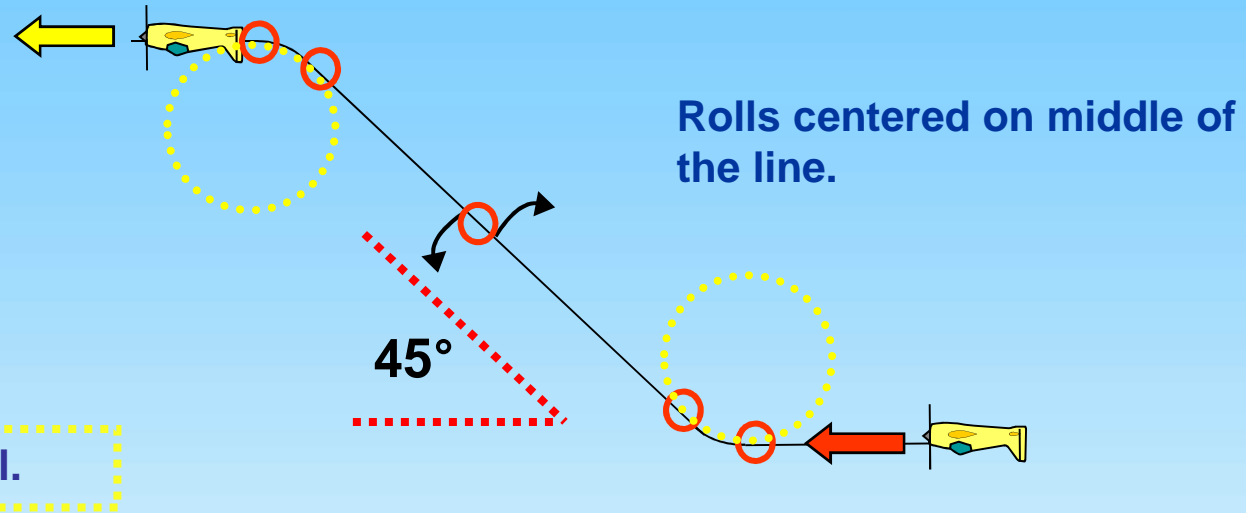


A-16.11 45° Upline with consecutively 1/2 roll, 1/2 roll





A-16.11 45° Upline with consecutively ½ roll, ½ roll

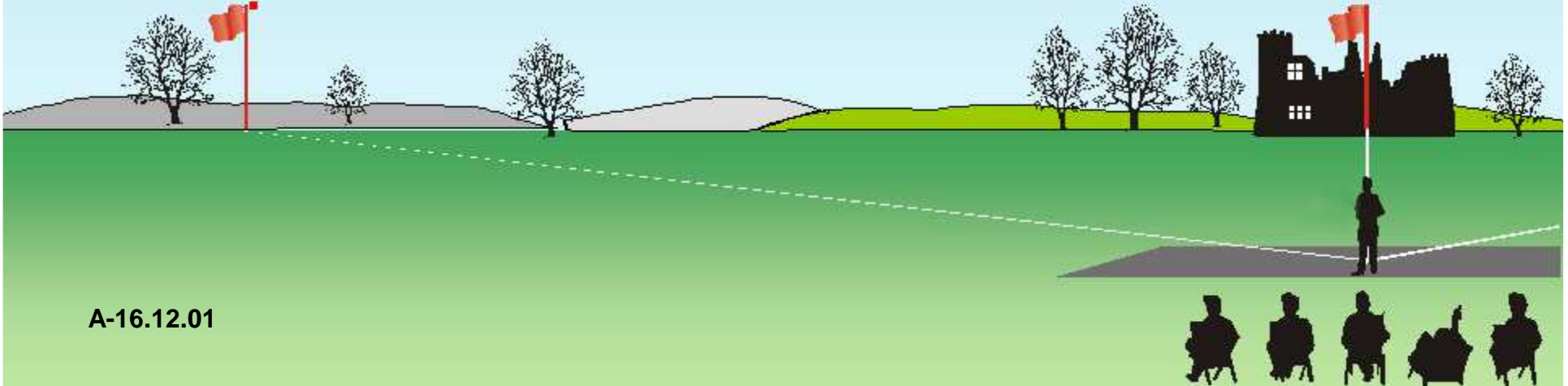
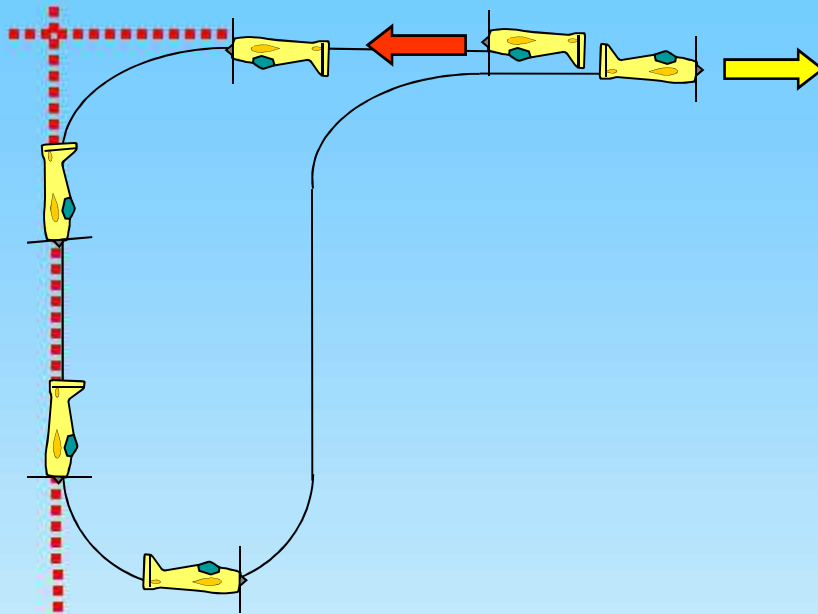


Between rolls in opposite direction there must be no line.





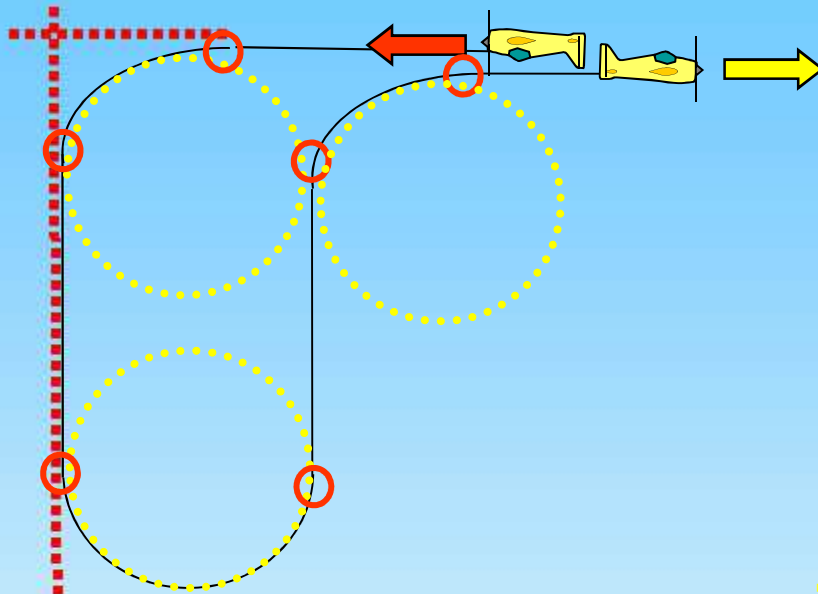
A-16.12 Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll)



A-16.12.01



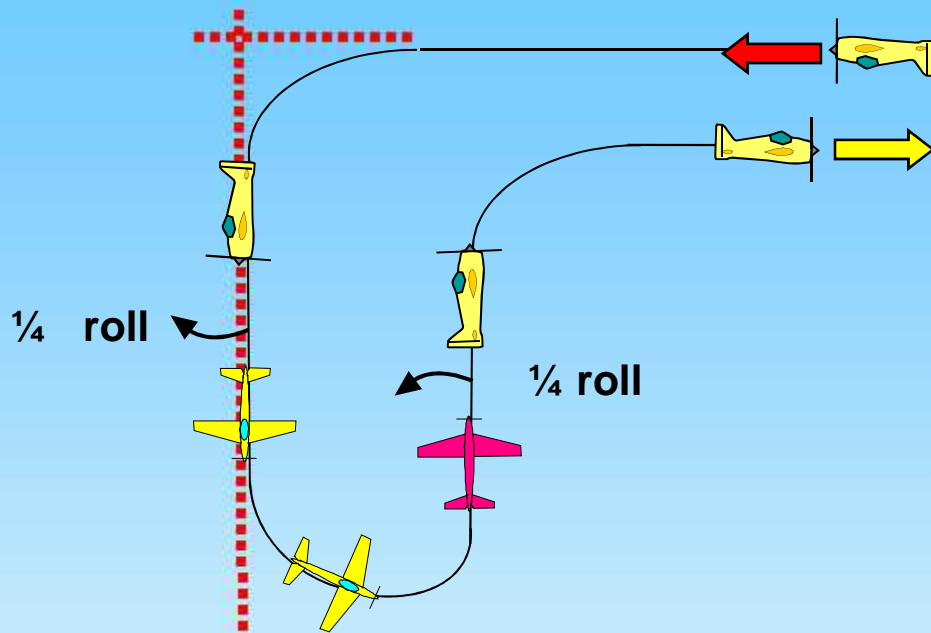
A-16.12 Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)



All radii are equal.



A-16.12 Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)

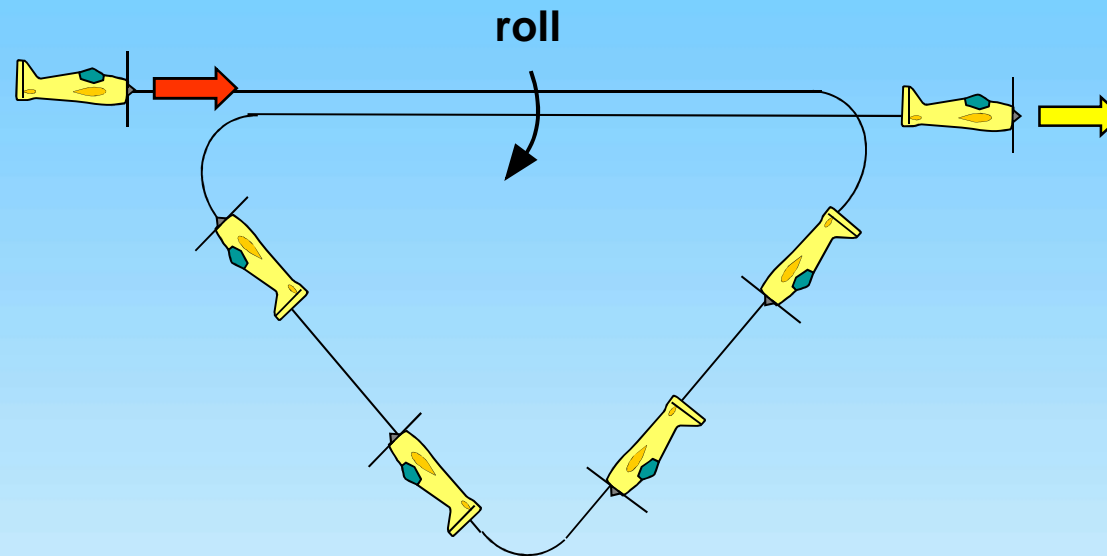


Option





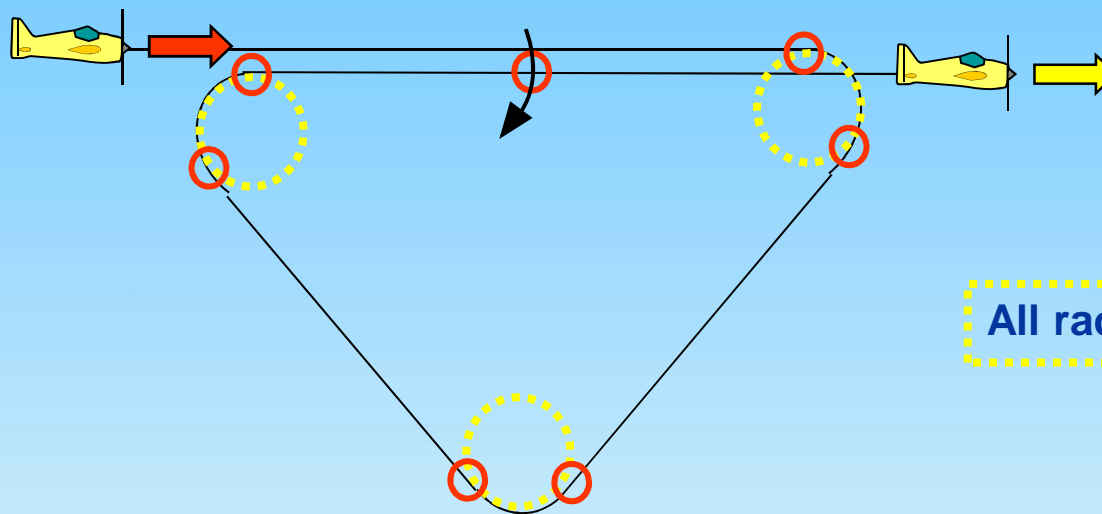
A-16.13 Triangle Loop with roll





A-16.13 Triangle Loop with roll

Roll on middle of the line.

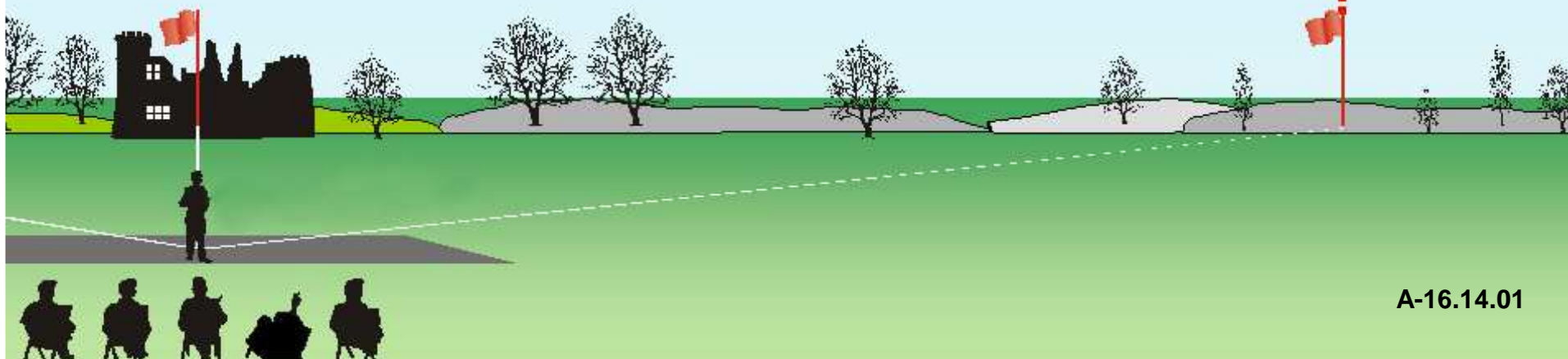
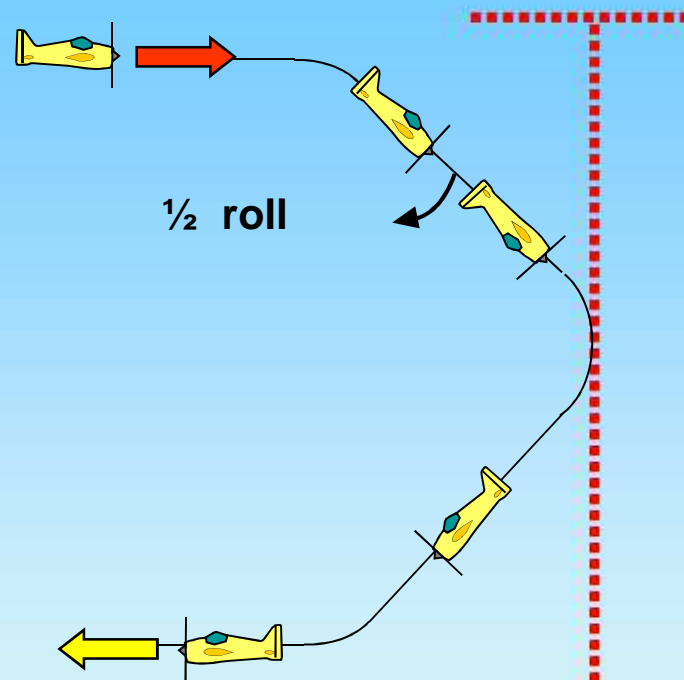


All radii are equal.





A-16.14 Half Square Loop on Corner with $\frac{1}{2}$ roll

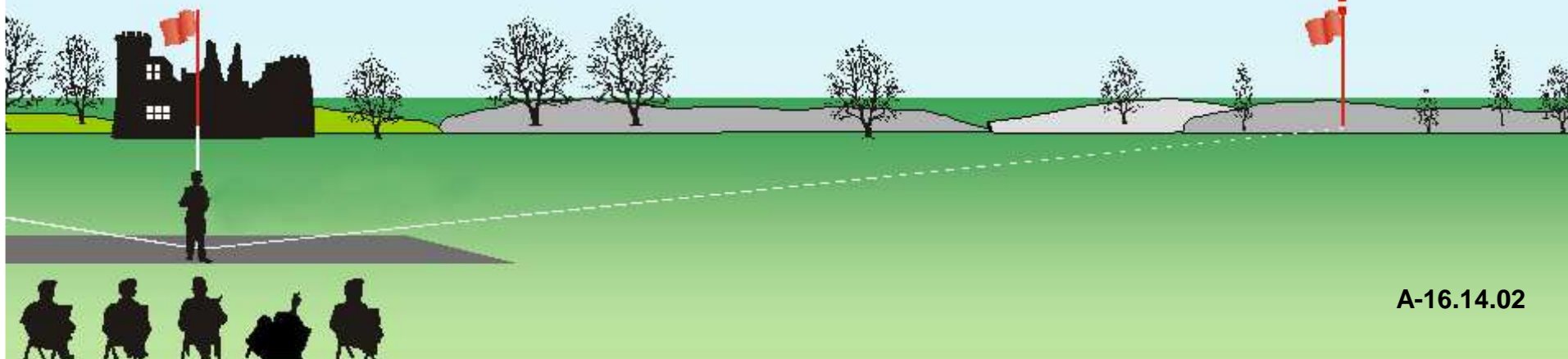
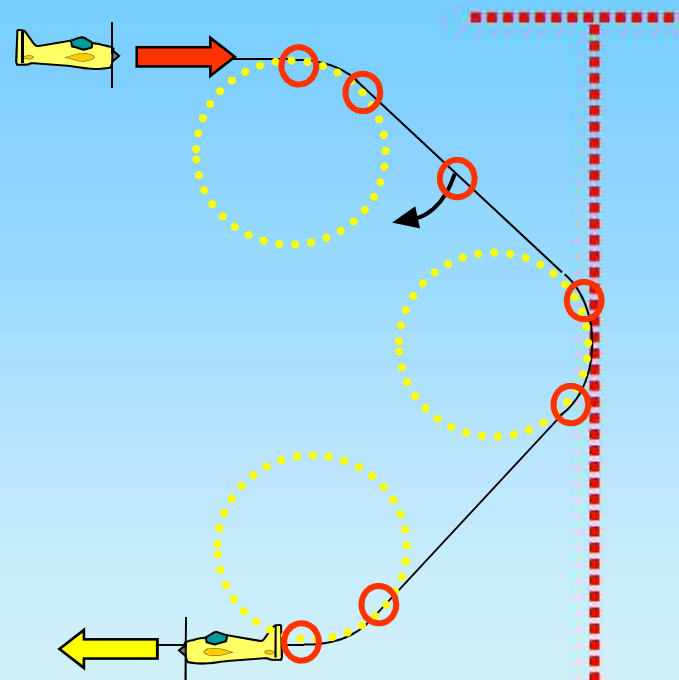




A-16.14 Half Square Loop on Corner with $\frac{1}{2}$ roll

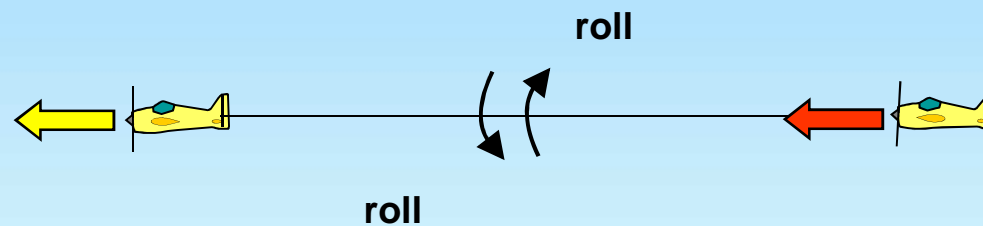
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.





A-16.15 Roll Combination with consecutive two rolls

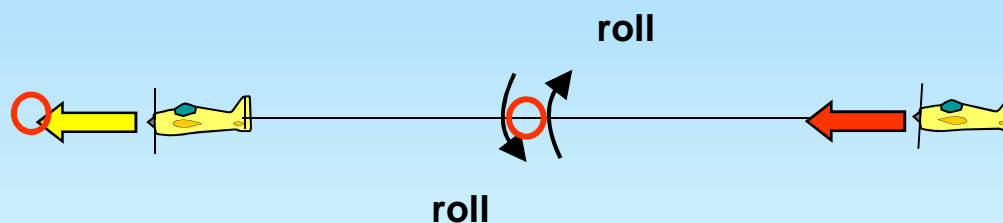




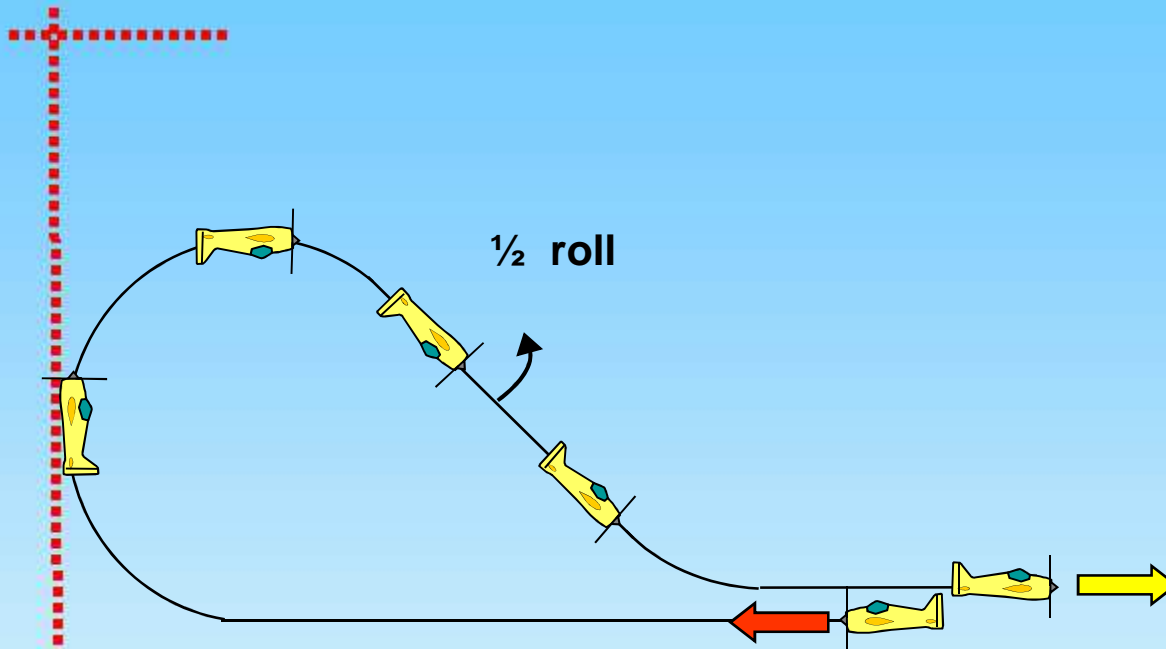
A-16.15 Roll Combination with consecutive two rolls

Rolls centered on middle of the line.

Between rolls in opposite direction there must be no line.



A-16.16 Half Cuban 8 with 1/2 roll



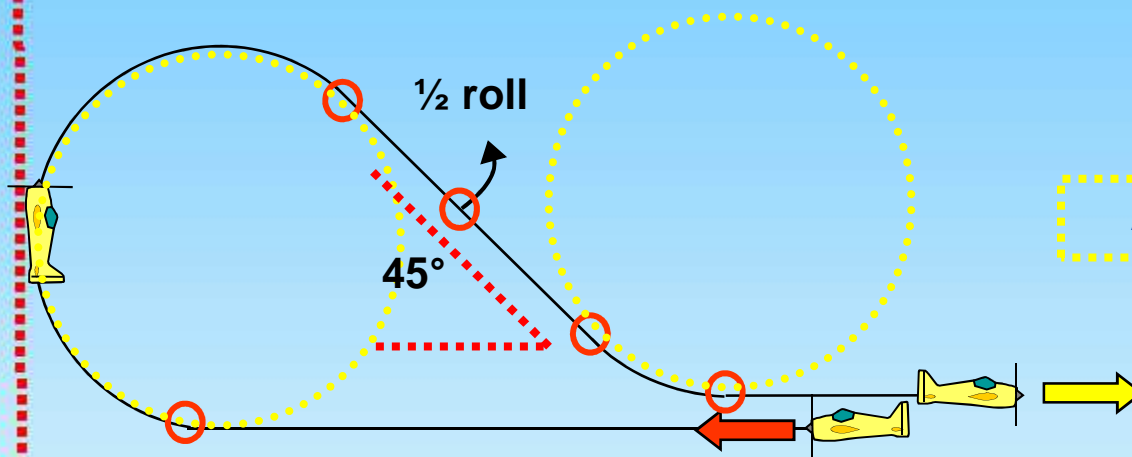
A-16.16.01



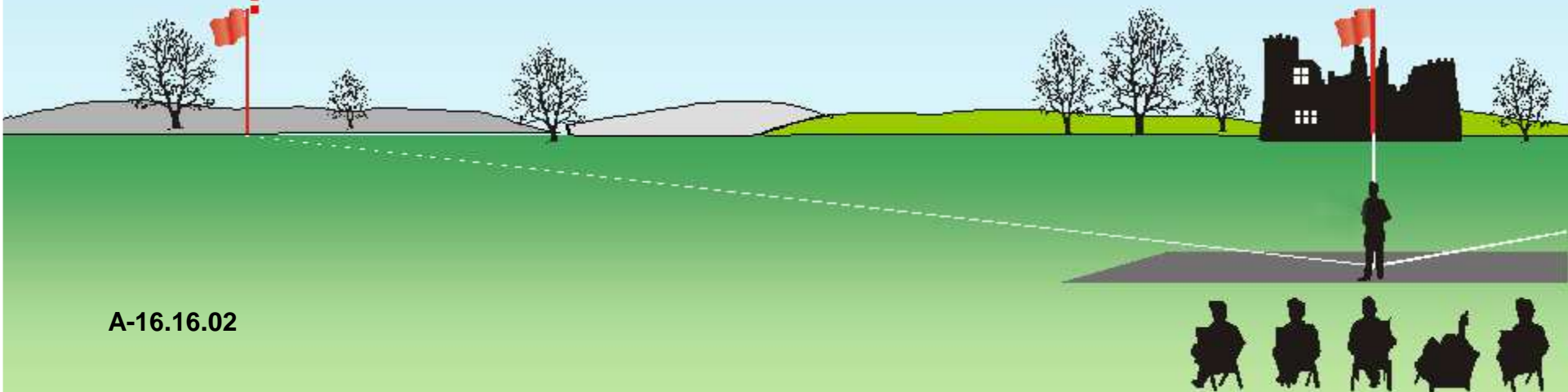
A-16.16 Half Cuban 8 with 1/2 roll



1/2 roll on middle of the line.

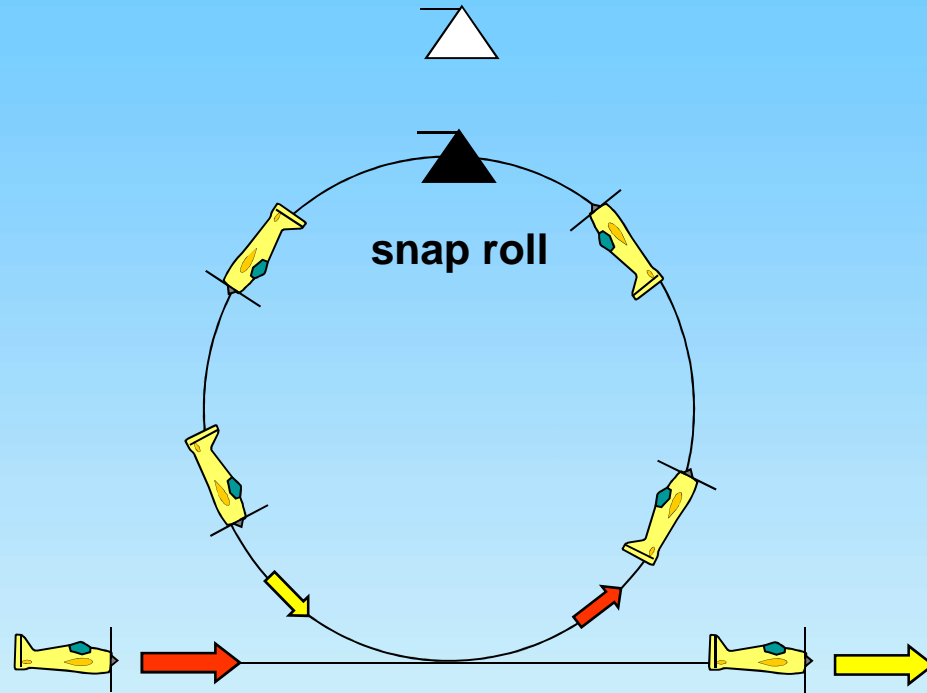


All radii are equal.





A-16.17 Avalanche





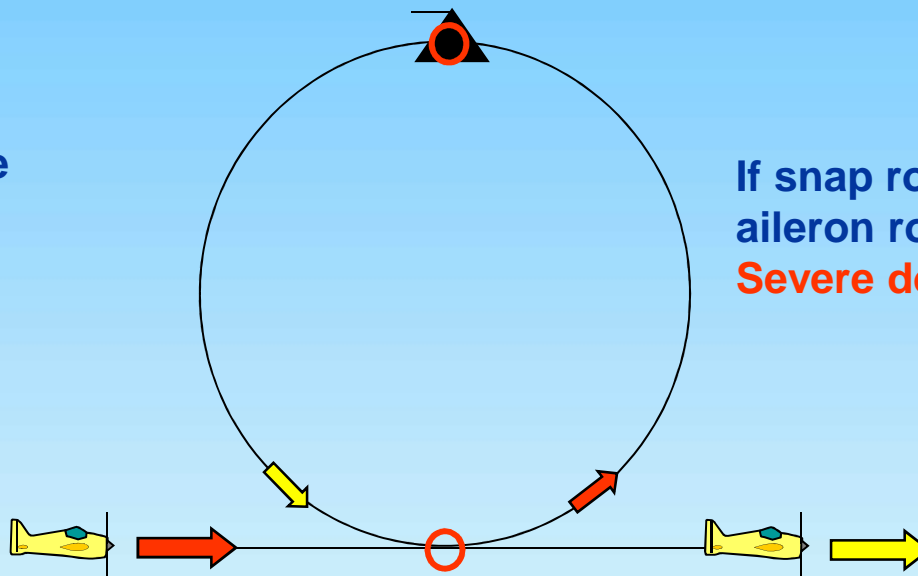
A-16.17 Avalanche



Snap roll may be positive or negative.



Loop must be round.



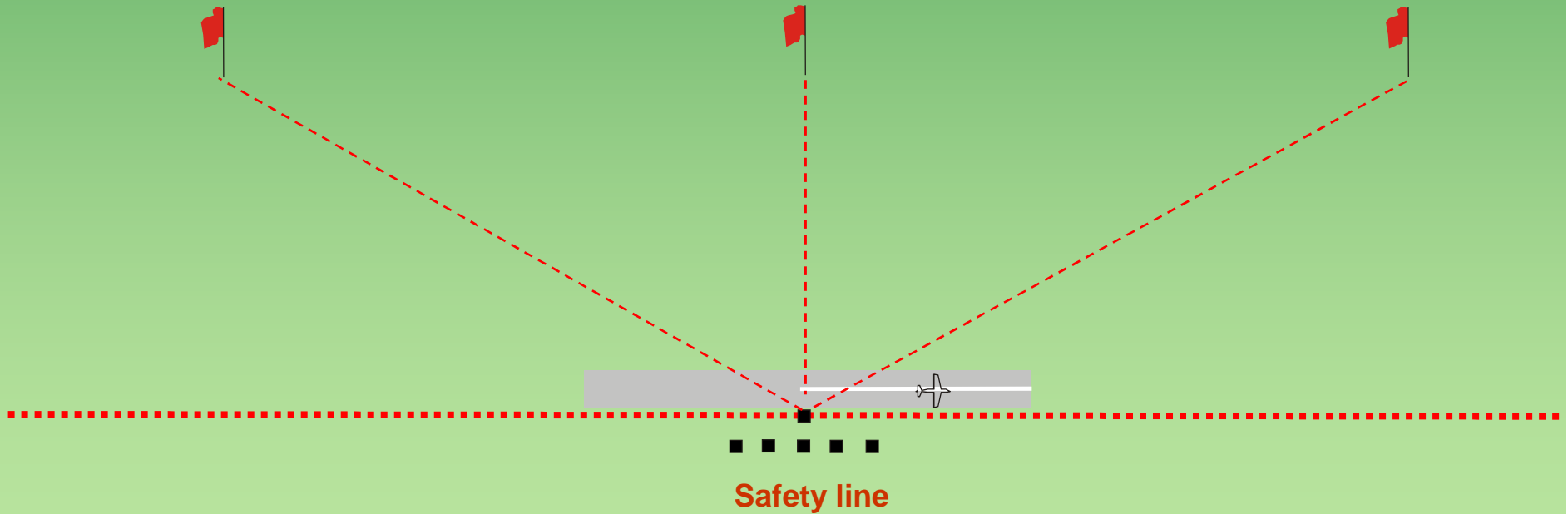
If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.





Landing procedure (not judged, not scored)

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



Forget **WHO** is flying

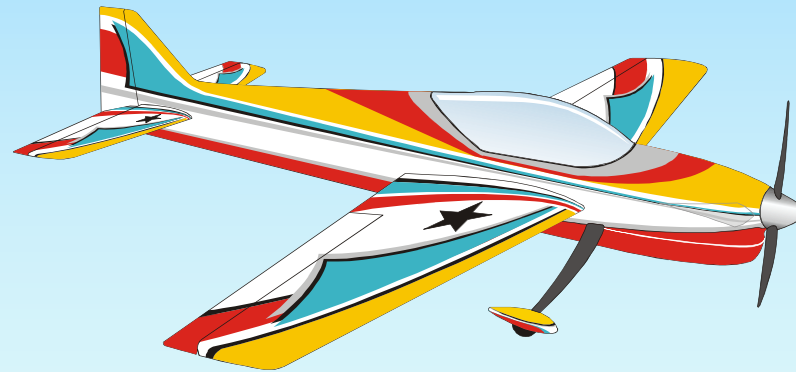
(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying

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

LOOK ONLY AT LINES DESCRIBED IN THE SKY!

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



Thank you!

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