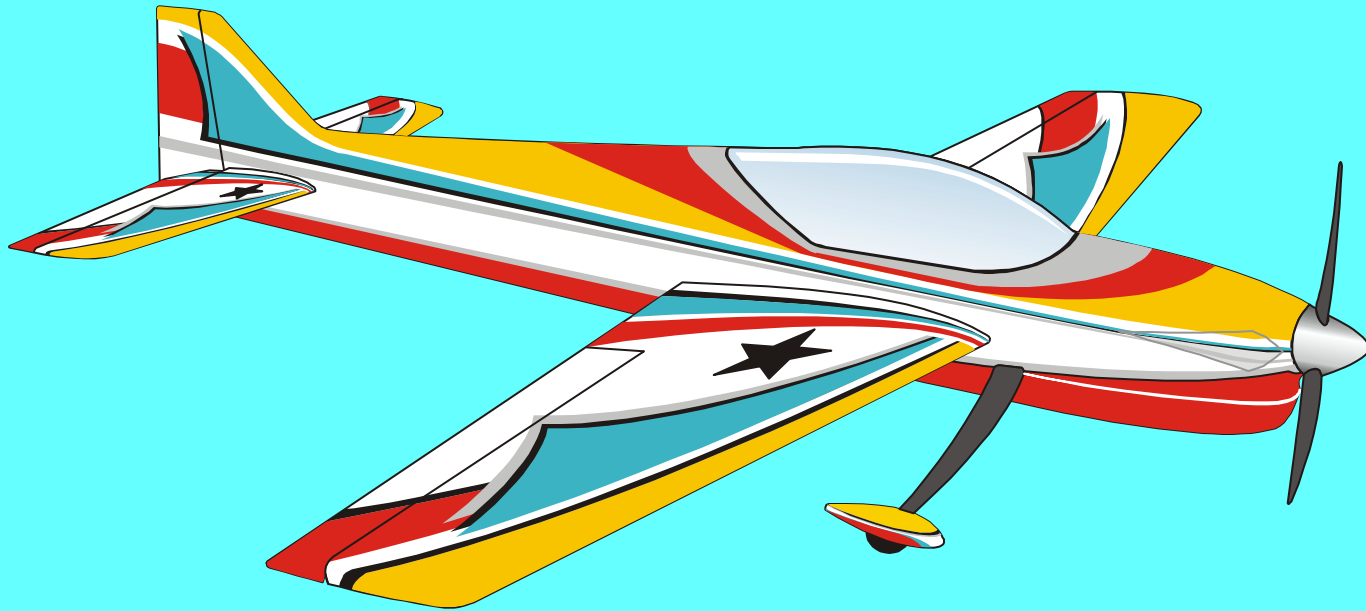
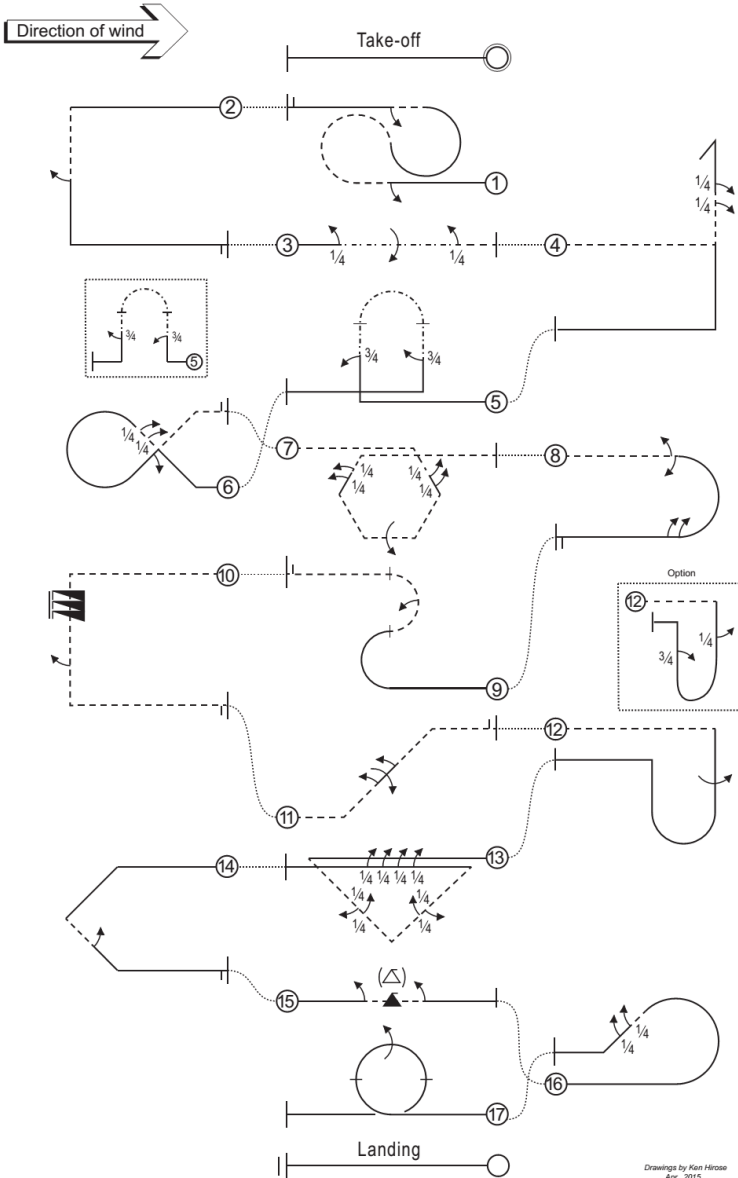


Flying and Judging F3A



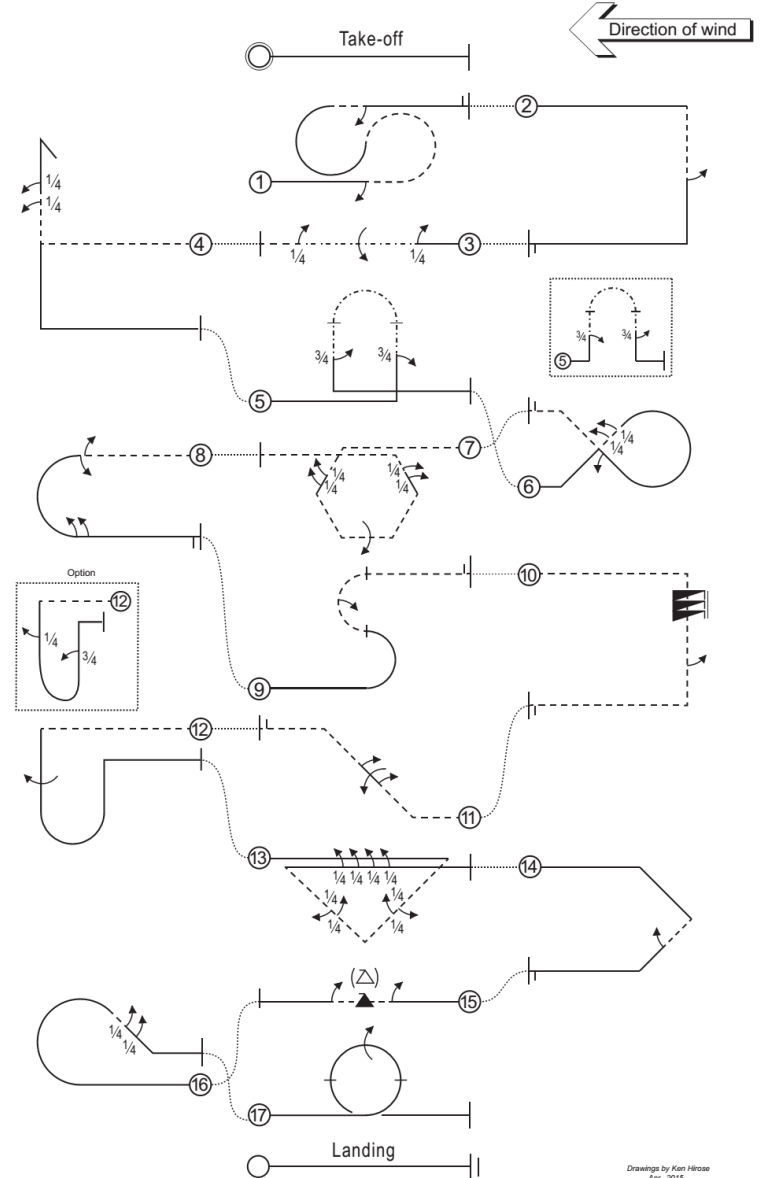
SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE P-17

PRELIMINARY SCHEDULE P-17 (2016-2017)



Drawings by Ken Hirose
Apr. 2015

PRELIMINARY SCHEDULE P-17 (2016-2017)

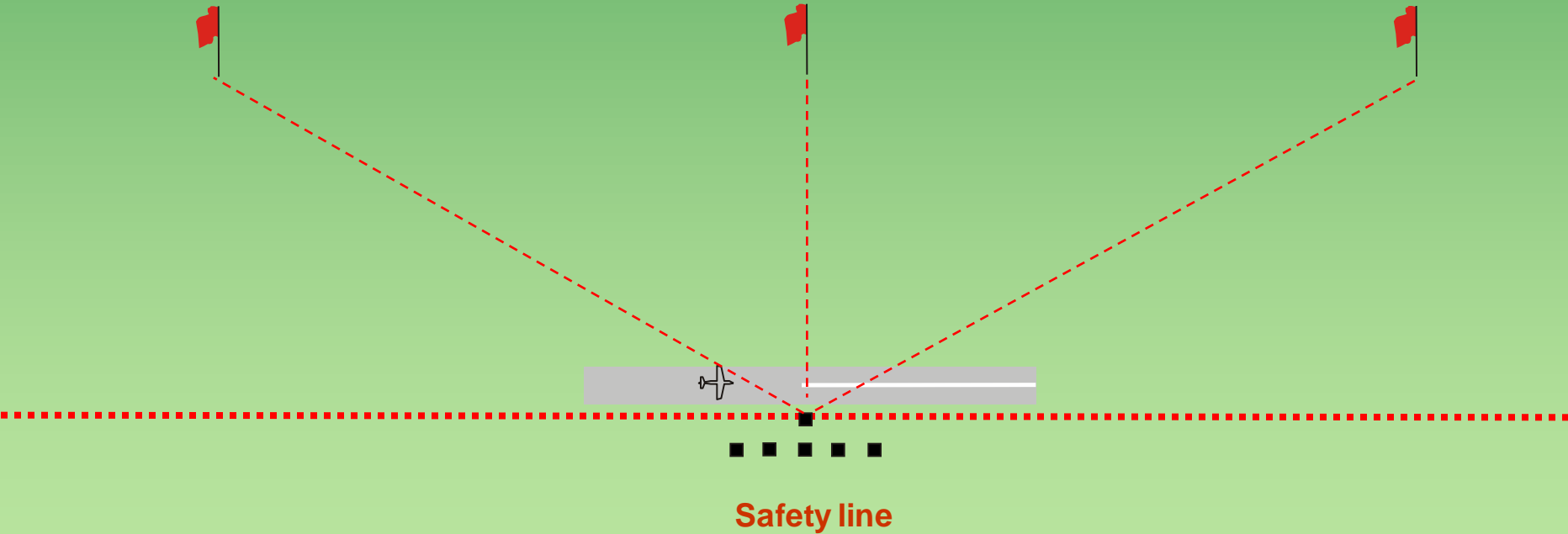


Drawings by Ken Hirose
Apr. 2015



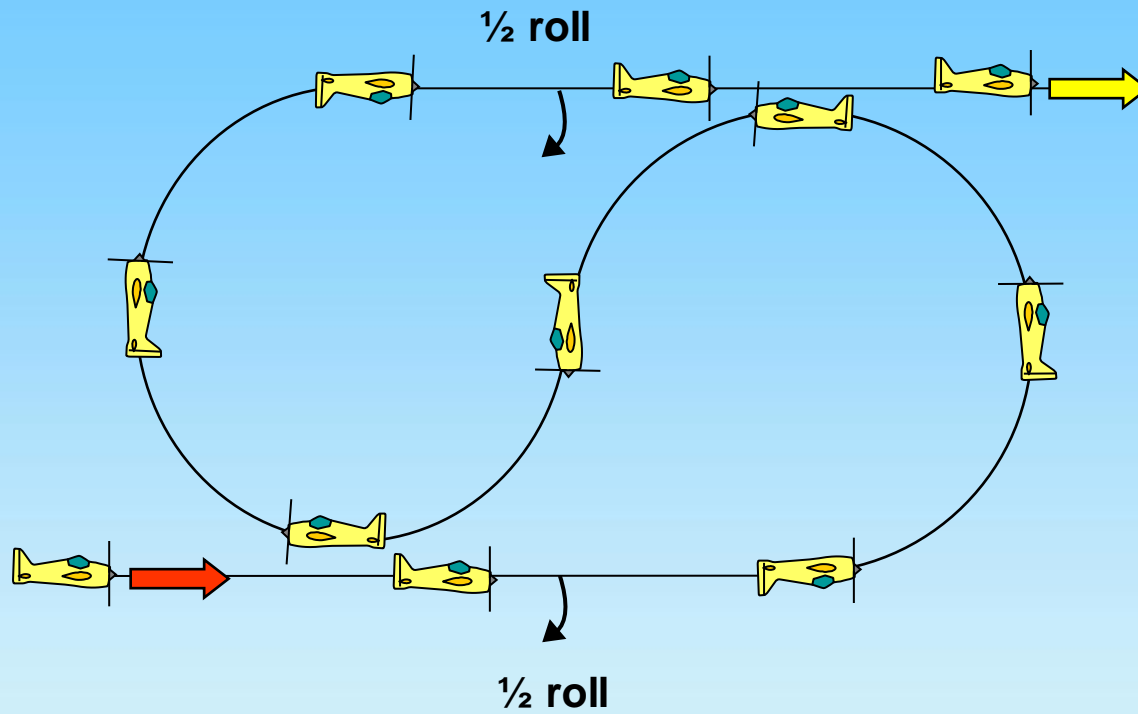
Take-off procedure (not judged, not scored)

 wind





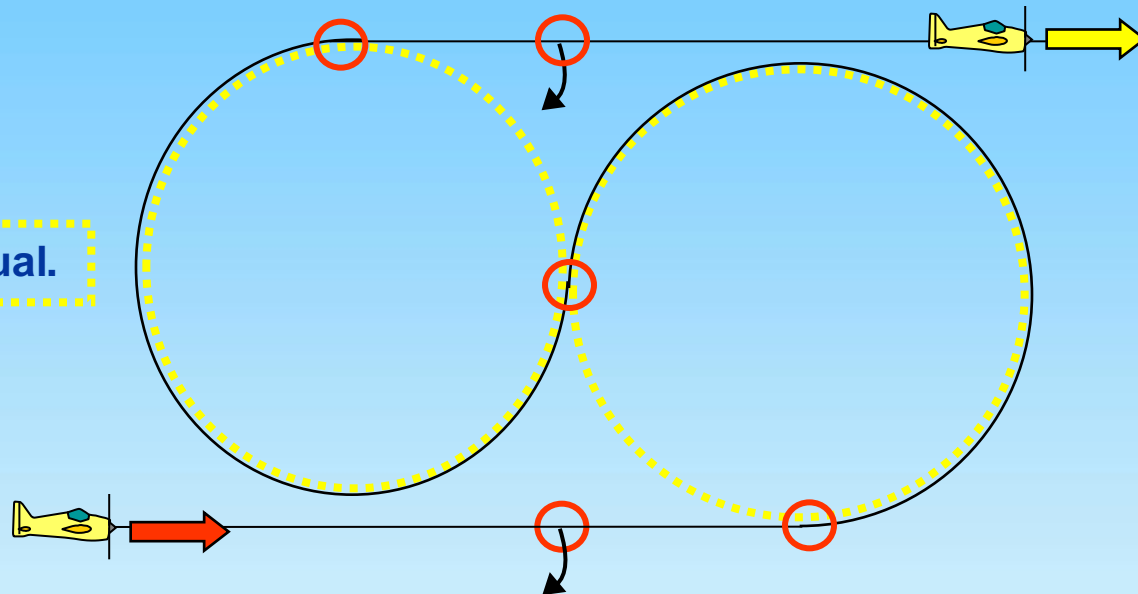
P-17.01 Eye - Catcher with 1/2 roll, 1/2 roll





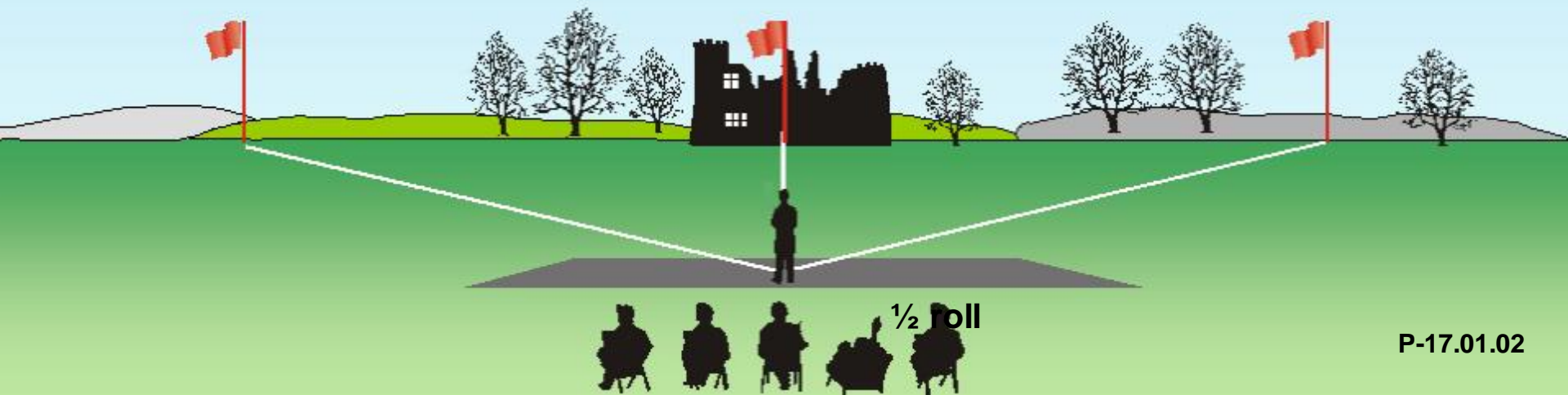
P-17.01 Eye - Catcher with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

$\frac{1}{2}$ rolls in the center



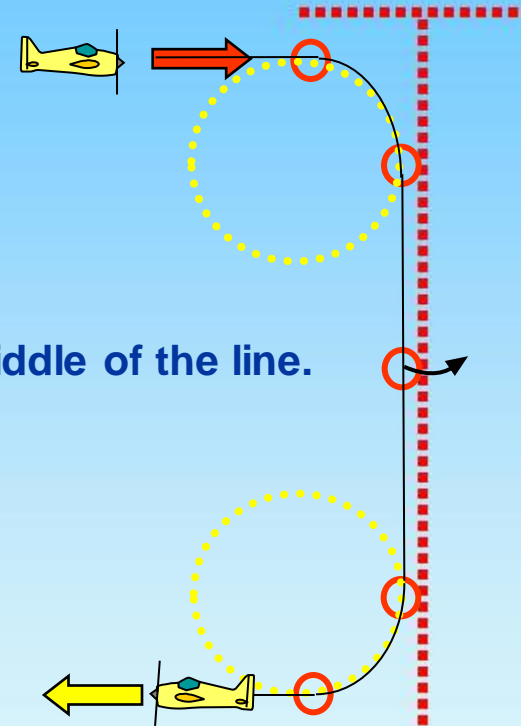
All radii are equal.

$\frac{1}{2}$ rolls in the center



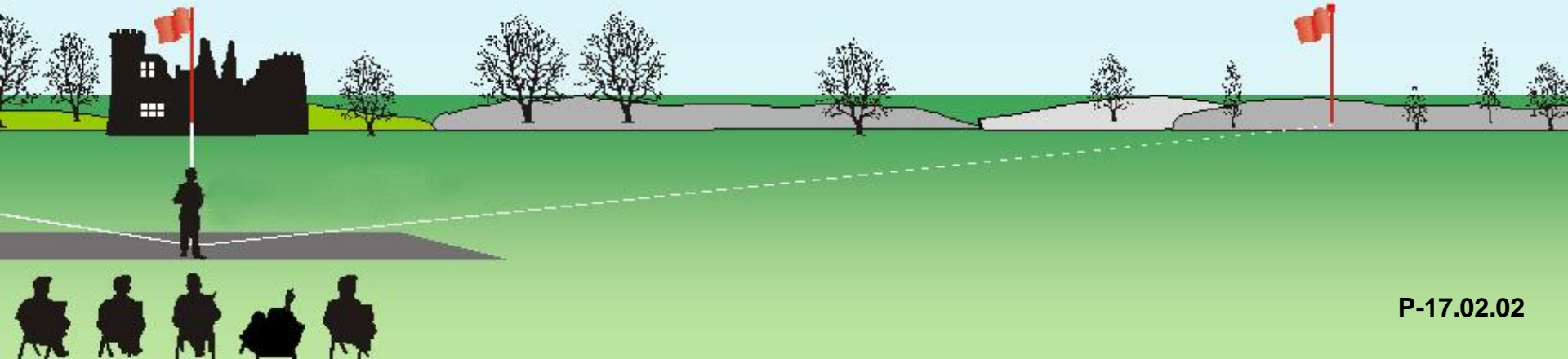


P-17.02 Half Square Loop with $\frac{1}{2}$ roll



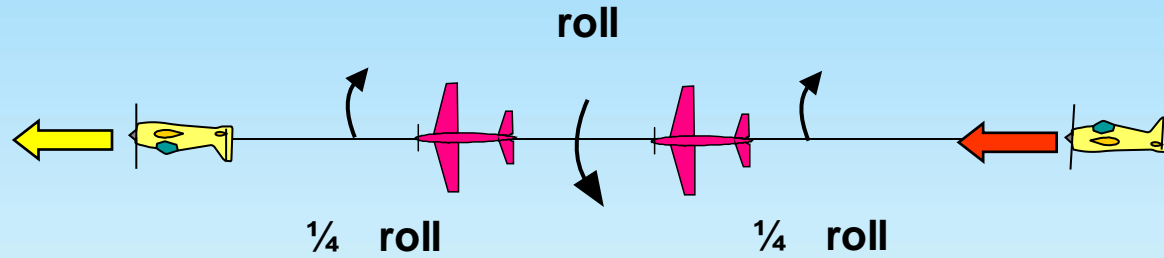
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.





P-17.03 Knife - Edge Combination with $\frac{1}{4}$ roll, roll, $\frac{1}{4}$ roll

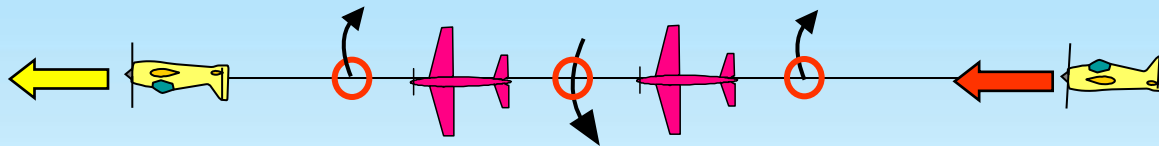




P-17.03 Knife - Edge Combination with $\frac{1}{4}$ roll, roll, $\frac{1}{4}$ roll

Rolls must be in opposite direction.

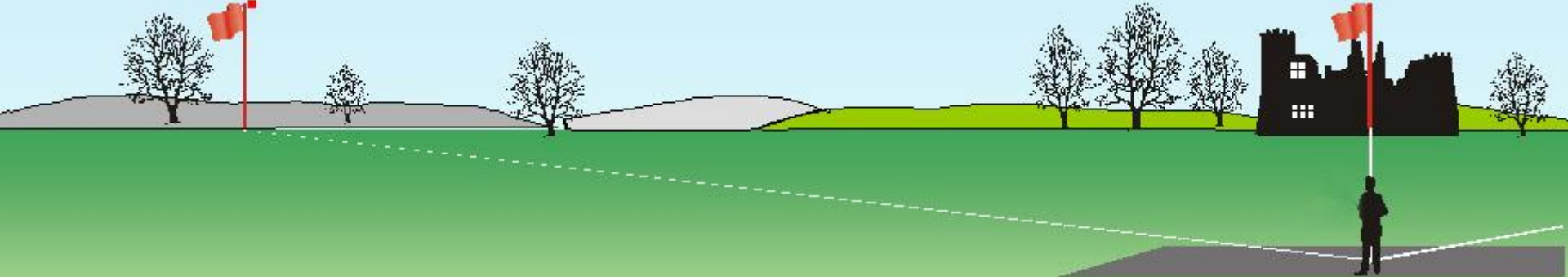
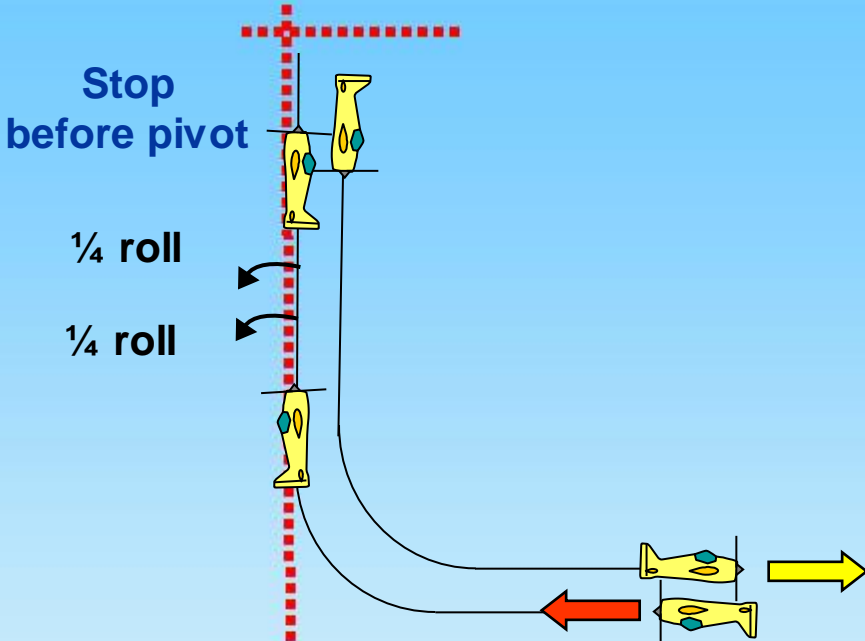
During the knife edge the wing must be in the vertical plane.



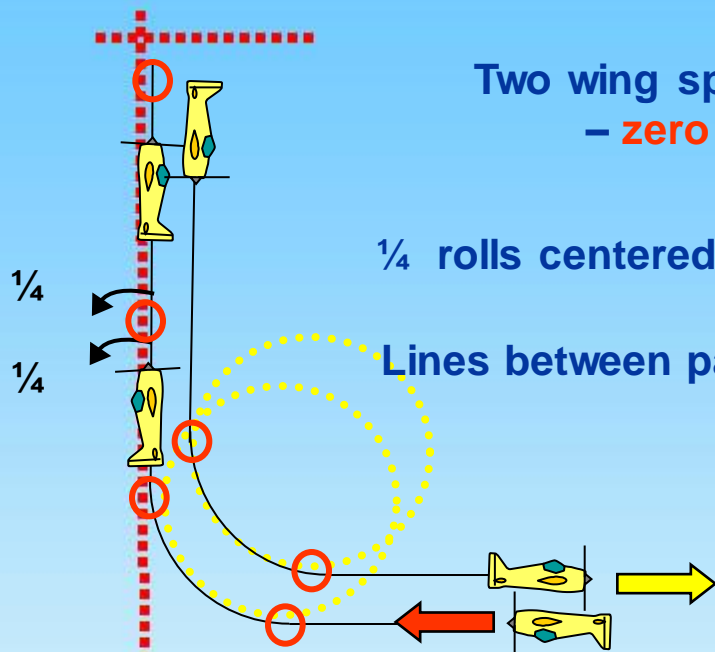
P-17.04 Stall Turn with two consecutive 1/4 rolls



Pivot on CG



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



Two wing spans or more
– zero points!

1/4 rolls centered on middle of the line.

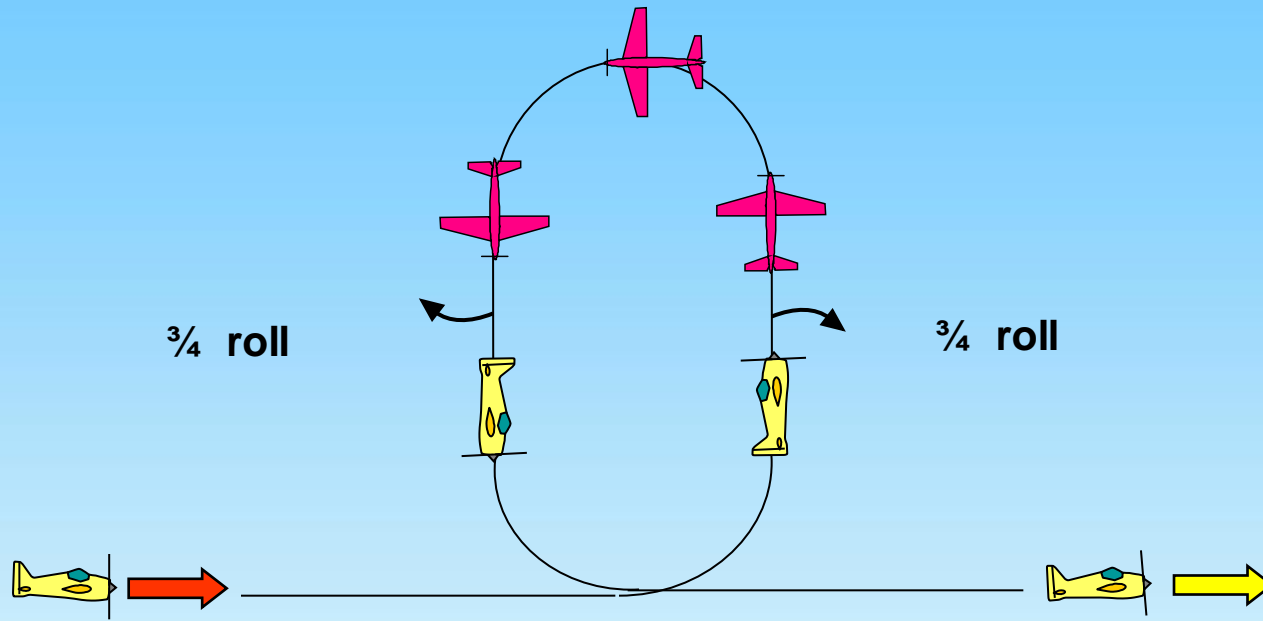
Lines between part rolls must be short and of equal length.

All radii are equal.





P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife - edge loop, $\frac{3}{4}$ roll





P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife - edge loop, $\frac{3}{4}$ roll

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

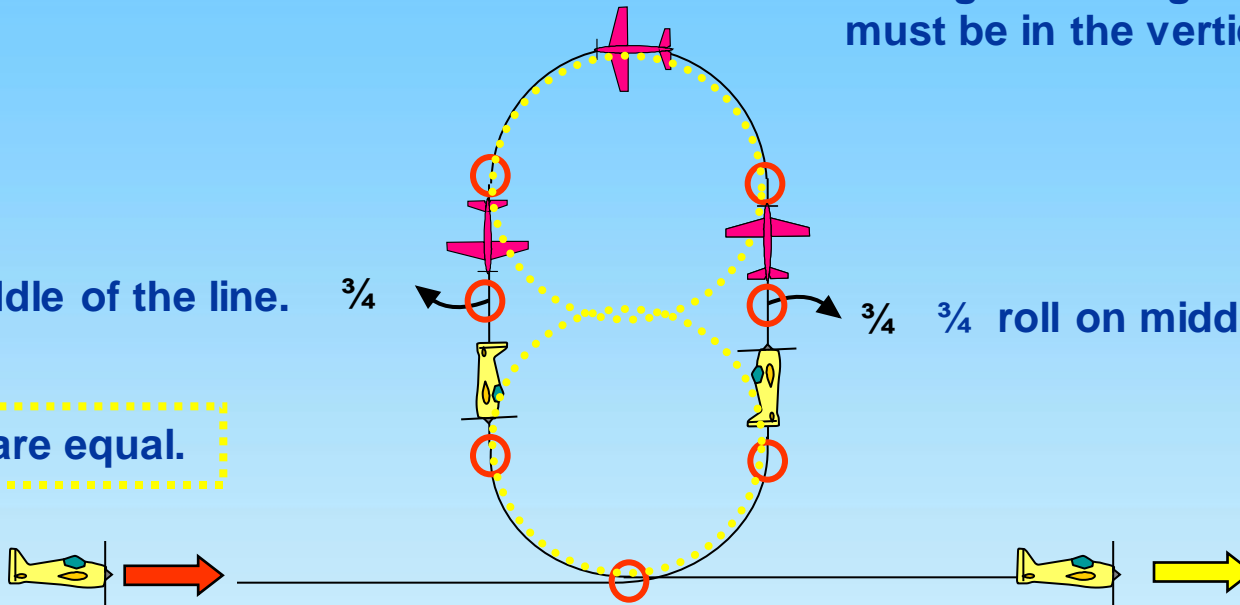
$\frac{3}{4}$ roll on middle of the line.

$\frac{3}{4}$

$\frac{3}{4}$

$\frac{3}{4}$ roll on middle of the line.

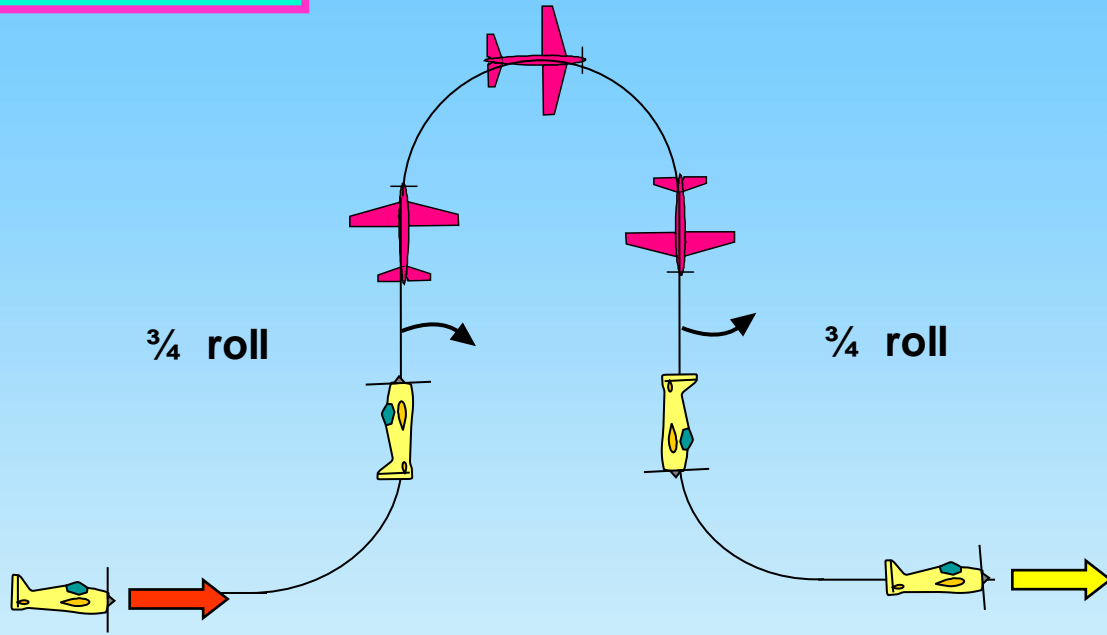
All radii are equal.





P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife - edge loop, $\frac{3}{4}$ roll

or



P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife - edge loop, $\frac{3}{4}$ roll

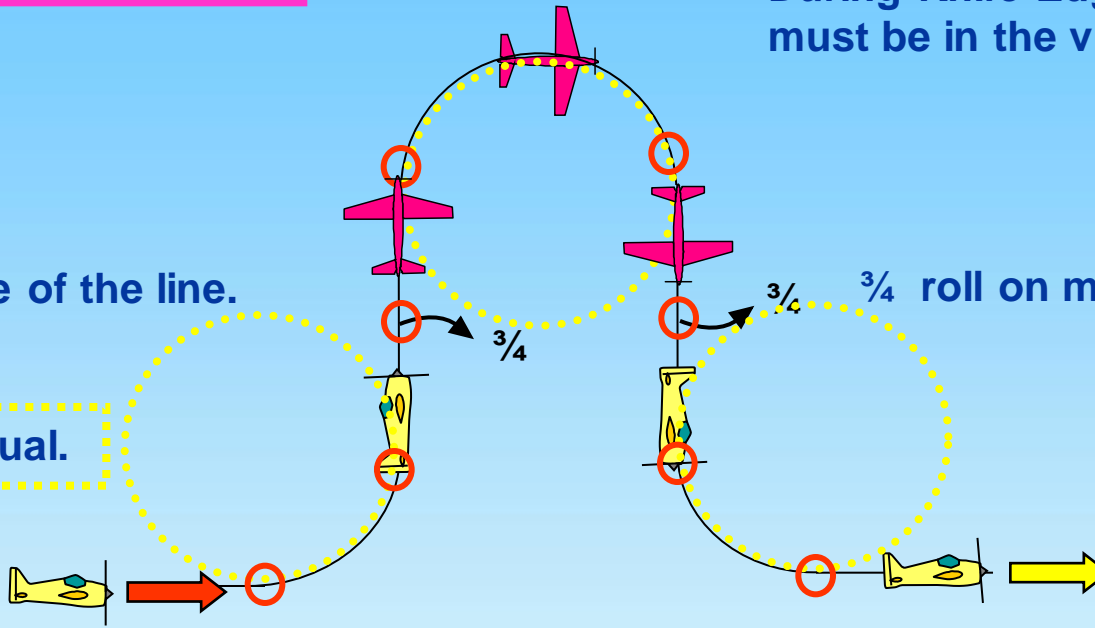
or

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

$\frac{3}{4}$ roll on middle of the line.

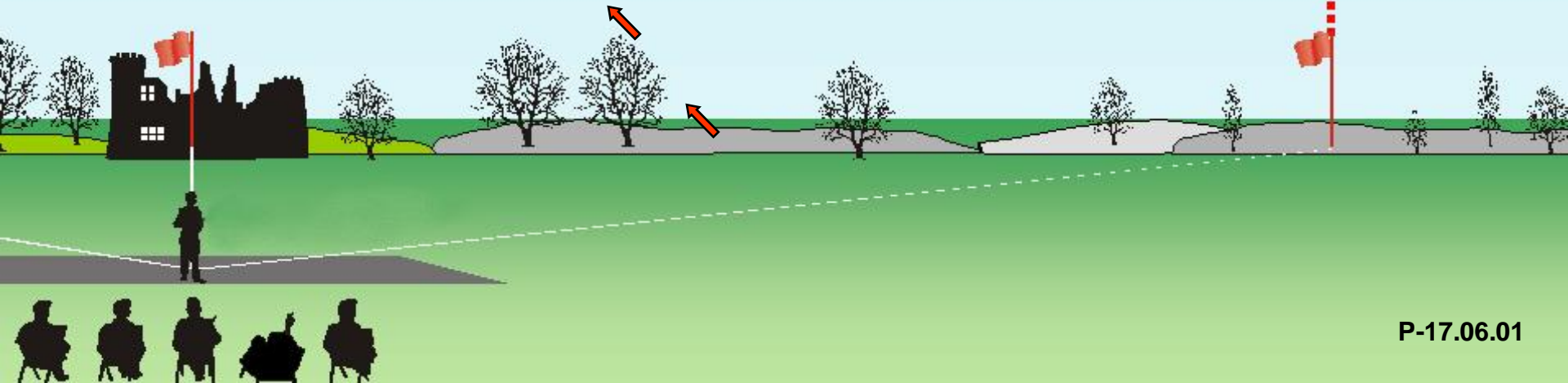
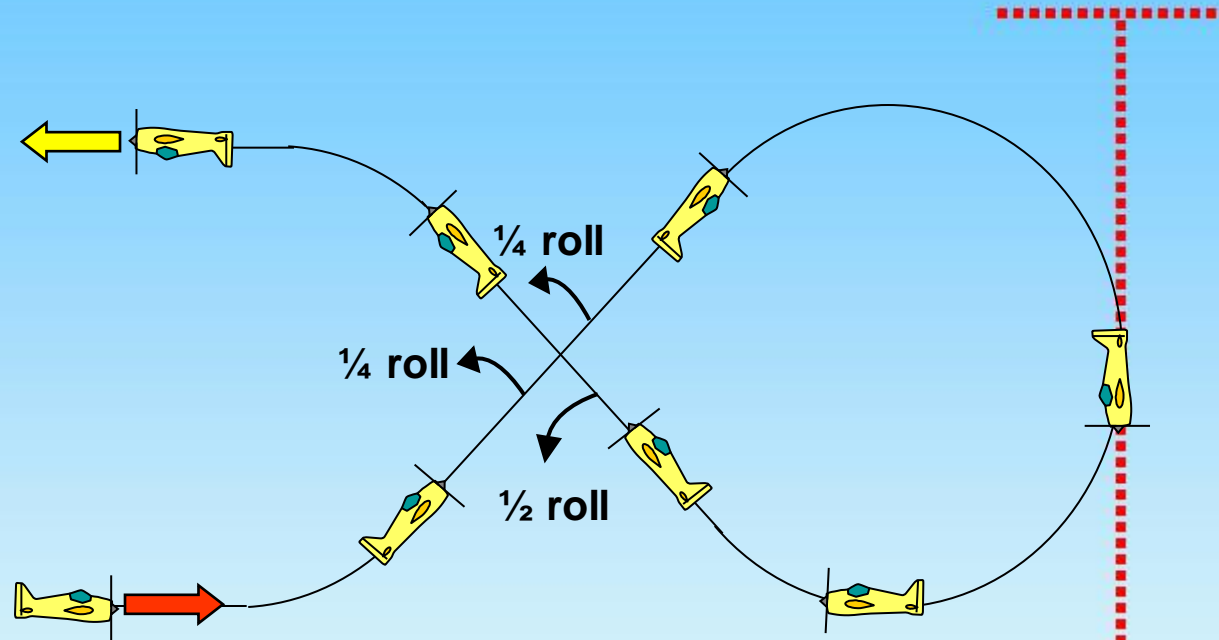
$\frac{3}{4}$ roll on middle of the line.

All radii are equal.





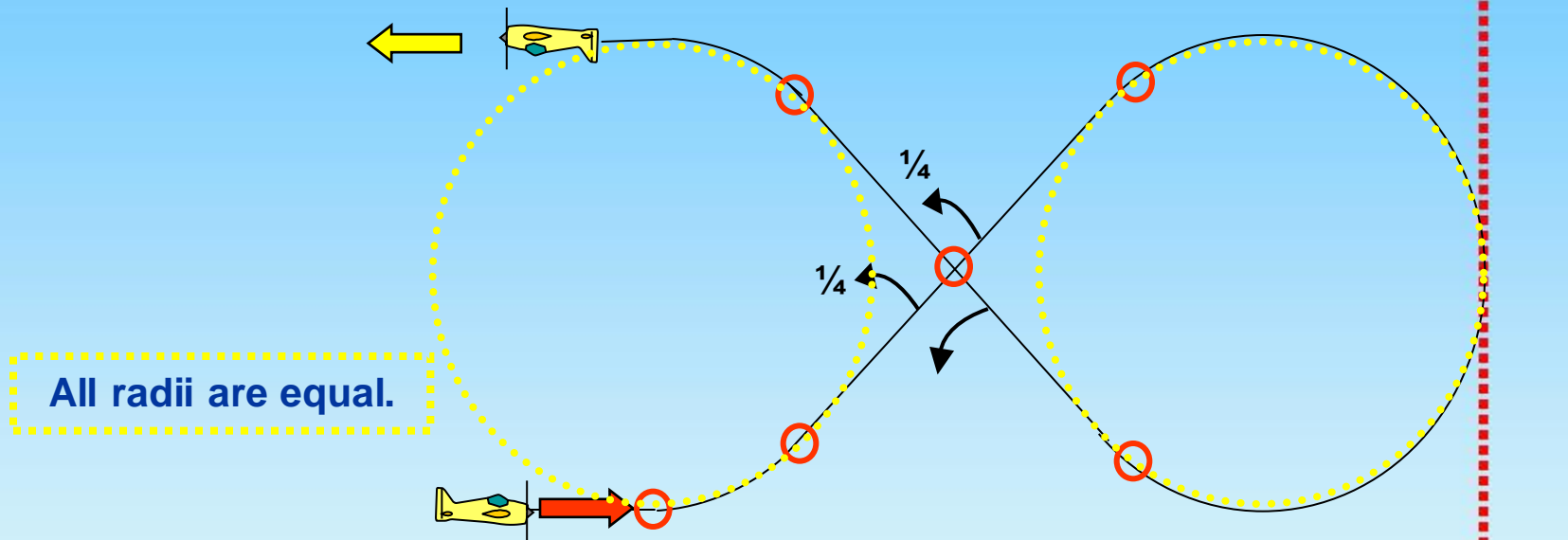
P-17.06 Comet with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll





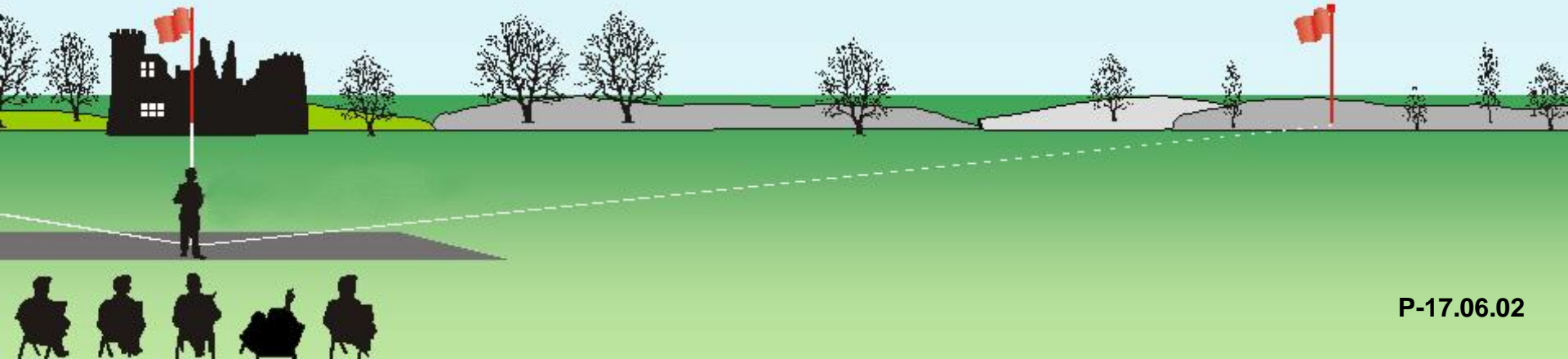
P-17.06 Comet with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll

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



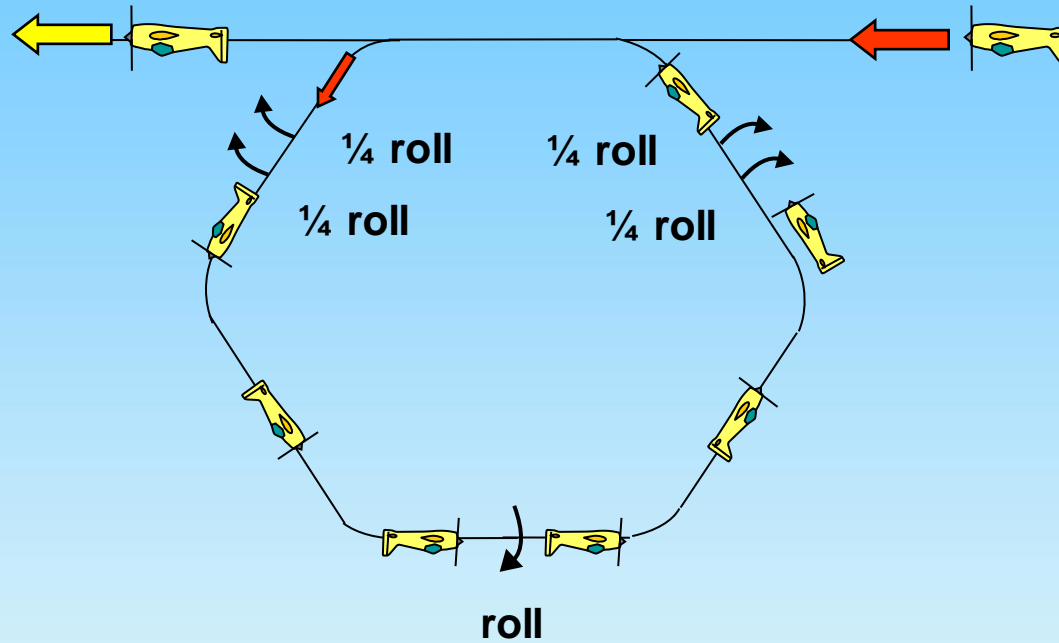
All radii are equal.

Rolls centered on middle of the lines.





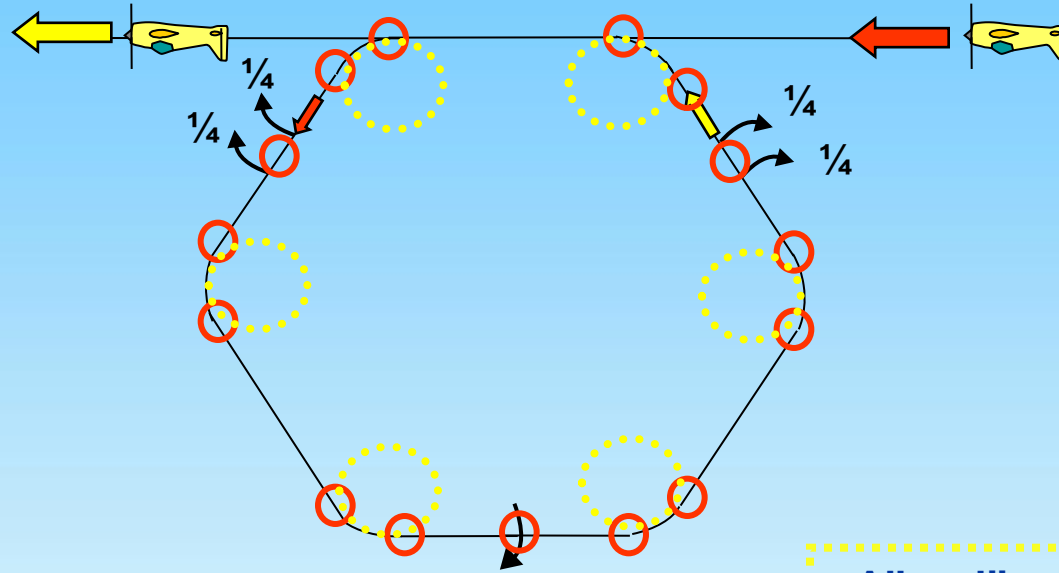
P-17.07 Six-sided Loop with two consecutive $\frac{1}{4}$ rolls, roll, two consecutive $\frac{1}{4}$ rolls





P-17.07 Six-sided Loop with two consecutive $\frac{1}{4}$ rolls, roll, two consecutive $\frac{1}{4}$ rolls

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

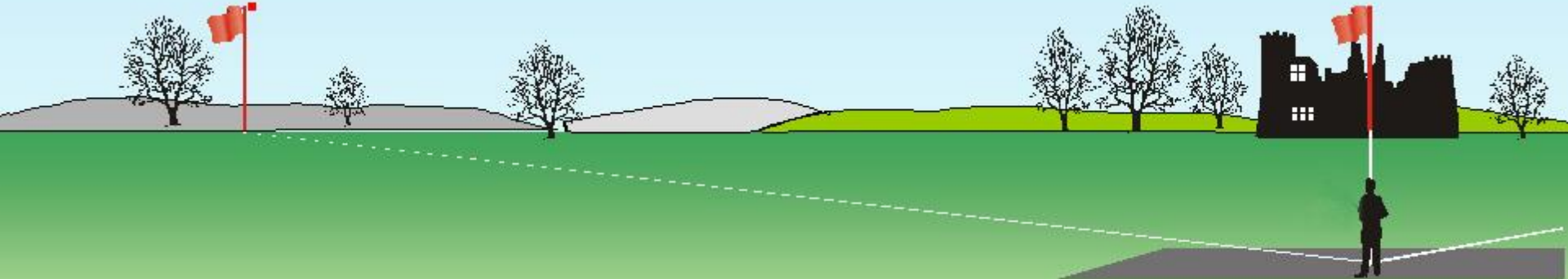
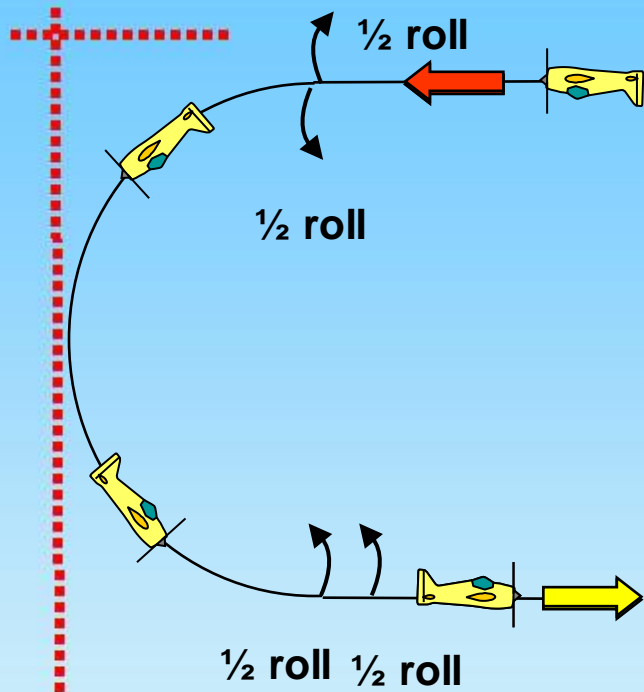


Rolls centered in middle of the lines.

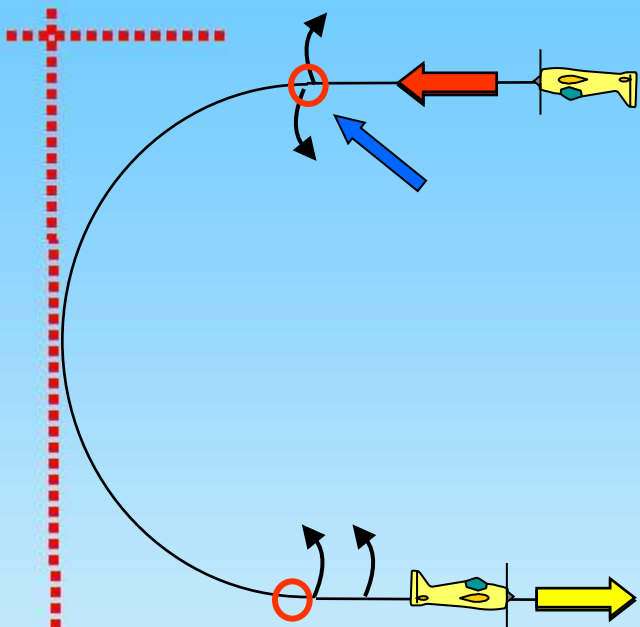
All radii are equal.



P-17.08 Split S with two 1/2 rolls, two 1/2 rolls



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



The half loop must follow immediately after the ½ rolls.

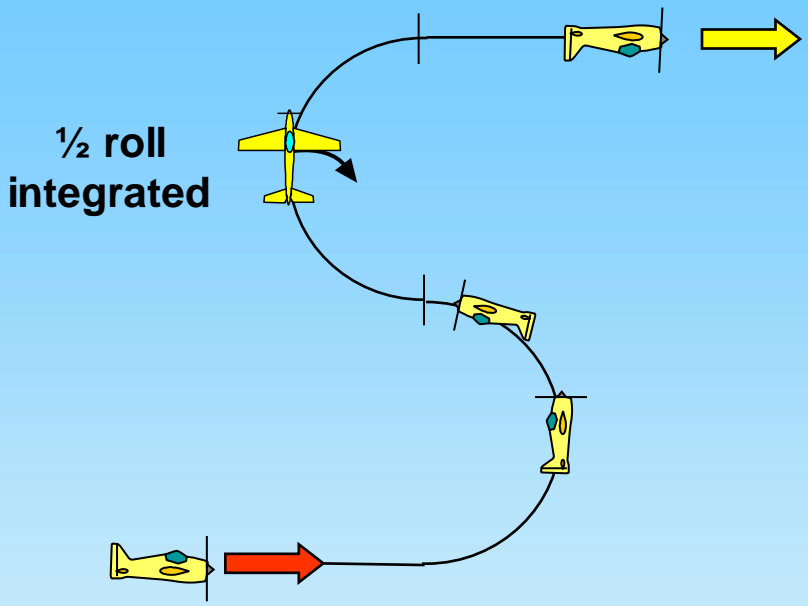
Between part rolls in opposite direction there must be no line.

The ½ rolls must follow immediately after the ½ loop.

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



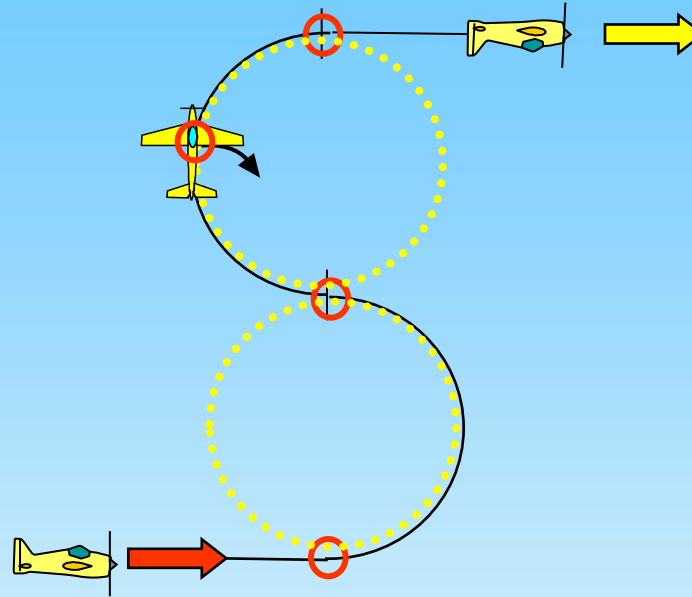
P-17.09 Figure S with 1/2 roll integrated



P-17.09 Figure S with 1/2 roll integrated



The 1/2 roll must be integrated on circular flightpath of the 1/2 loop.

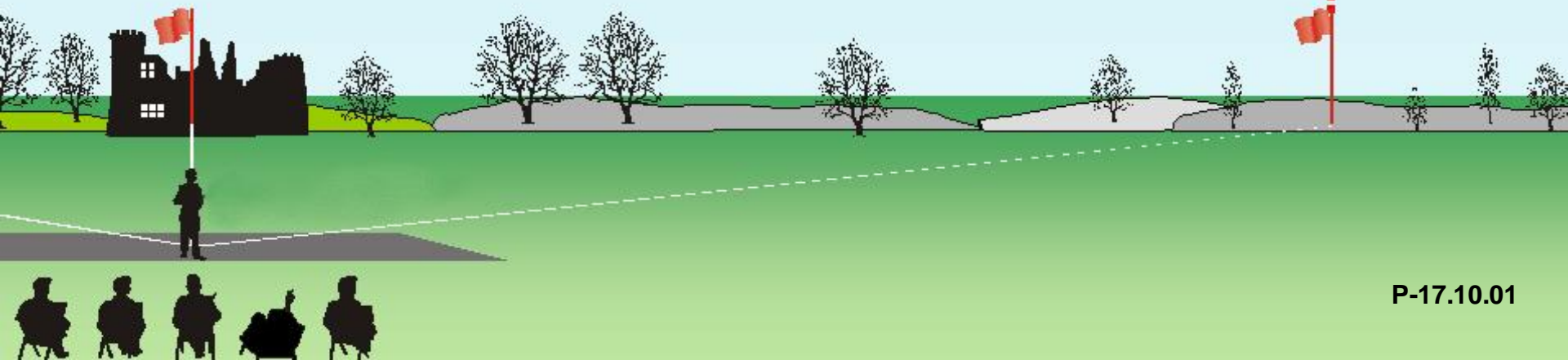
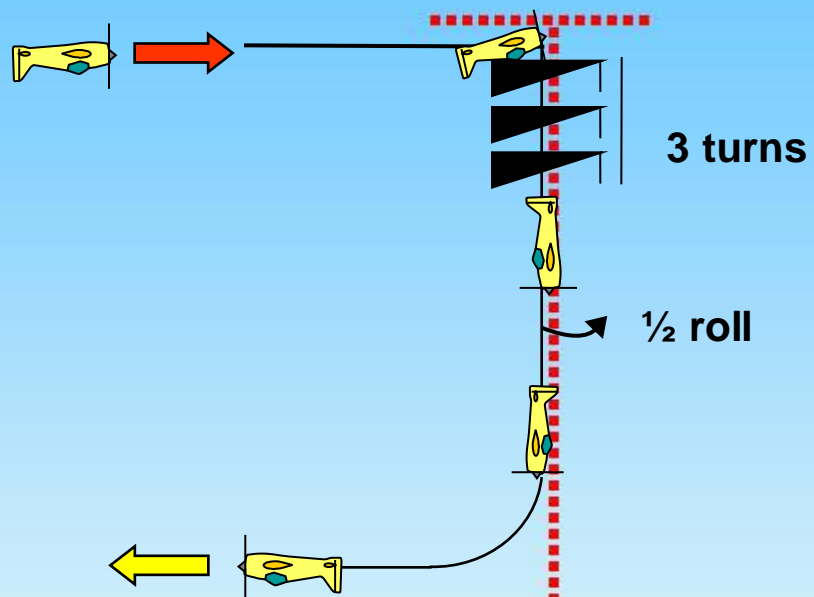


All radii are equal.





P-17.10 Spin with three turns, 1/2 roll





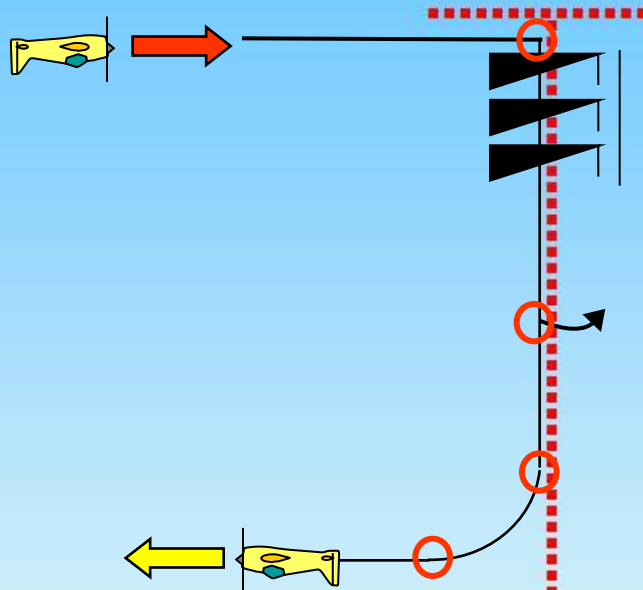
P-17.10 Spin with three turns, 1/2 roll

Snap entry - **zero points!**

Spiral dive - **0 points!**

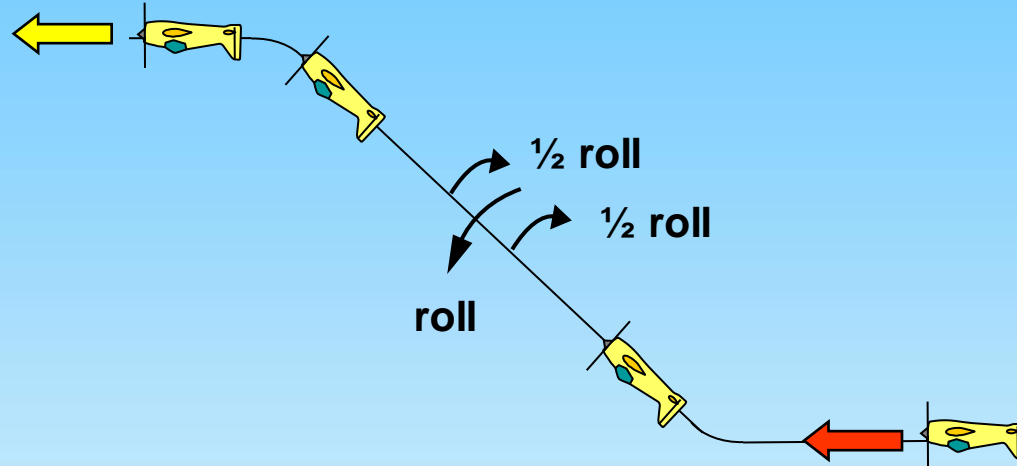
Forced entry: **downgrade.**

1/2 roll on middle of the line.

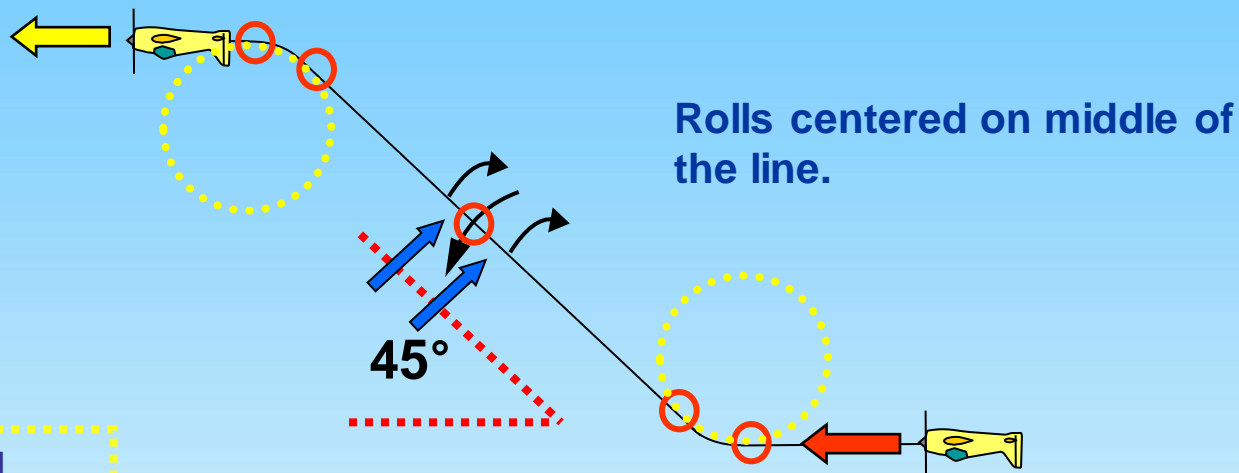




P-17.11 45° Upline with consecutively 1/2 roll, roll, 1/2 roll



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



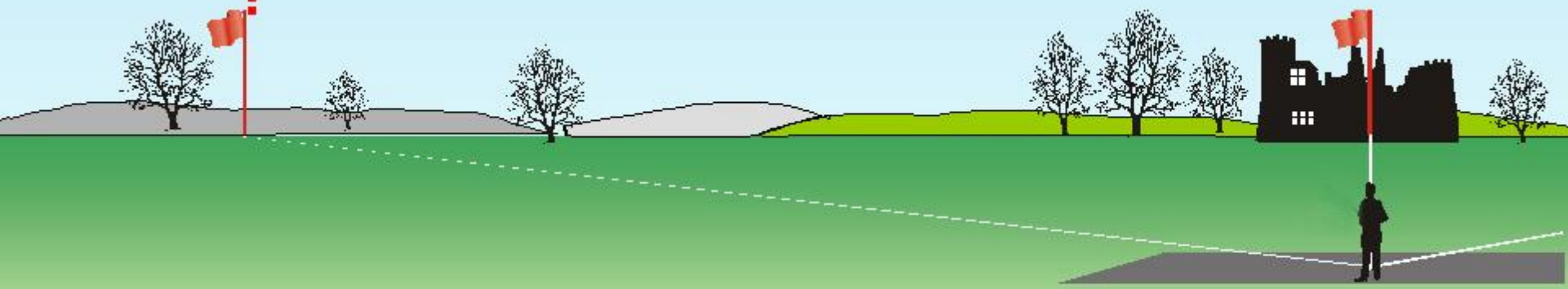
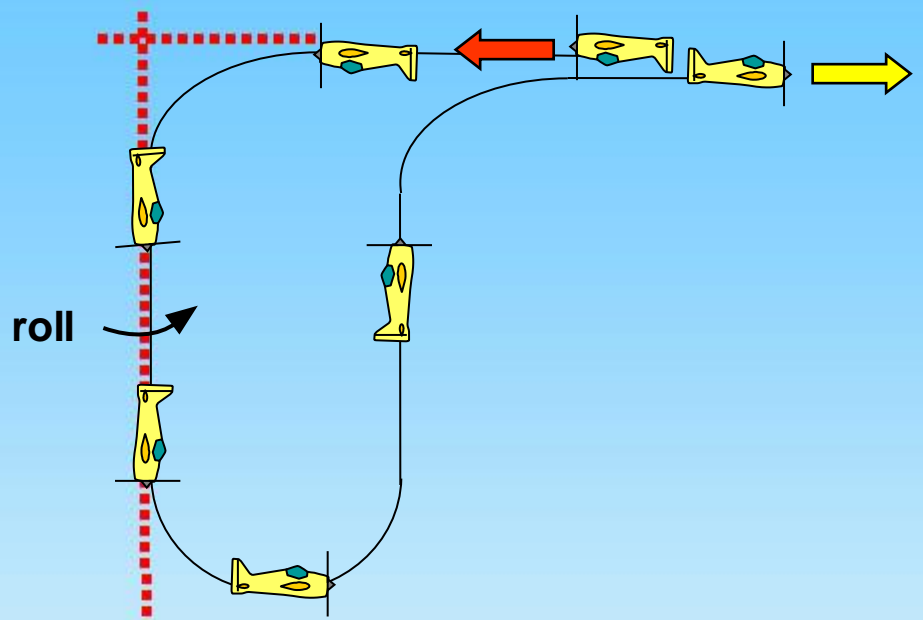
All radii are equal.

Between rolls in opposite direction there must be no line.



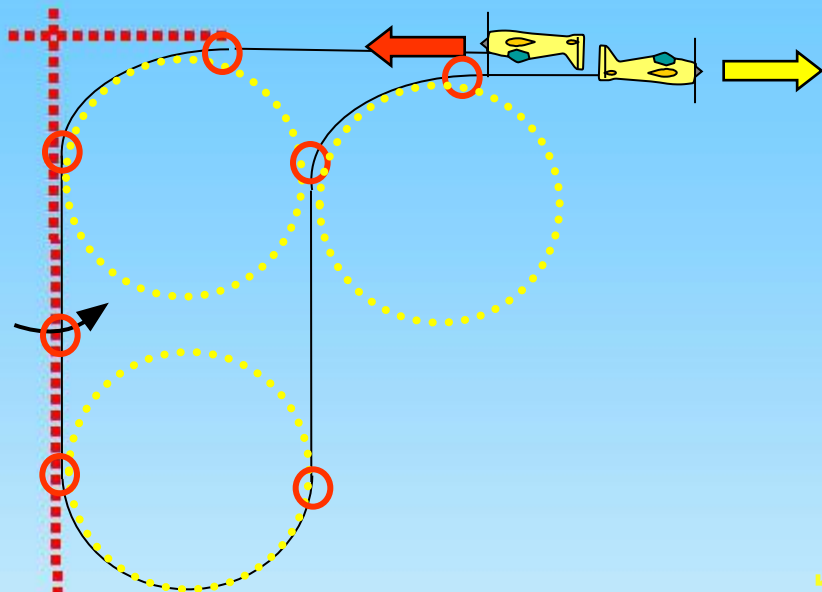


P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)



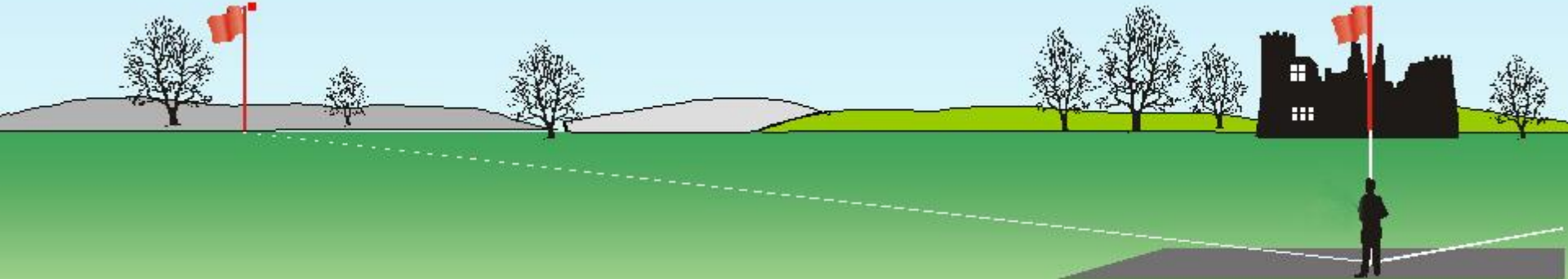


P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)



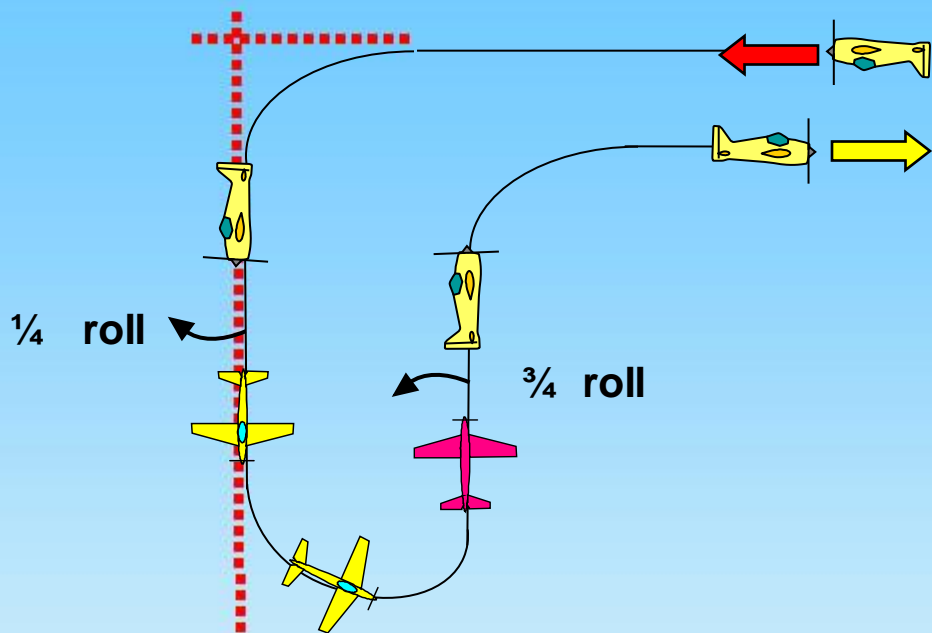
Roll on middle of the line.

All radii are equal.

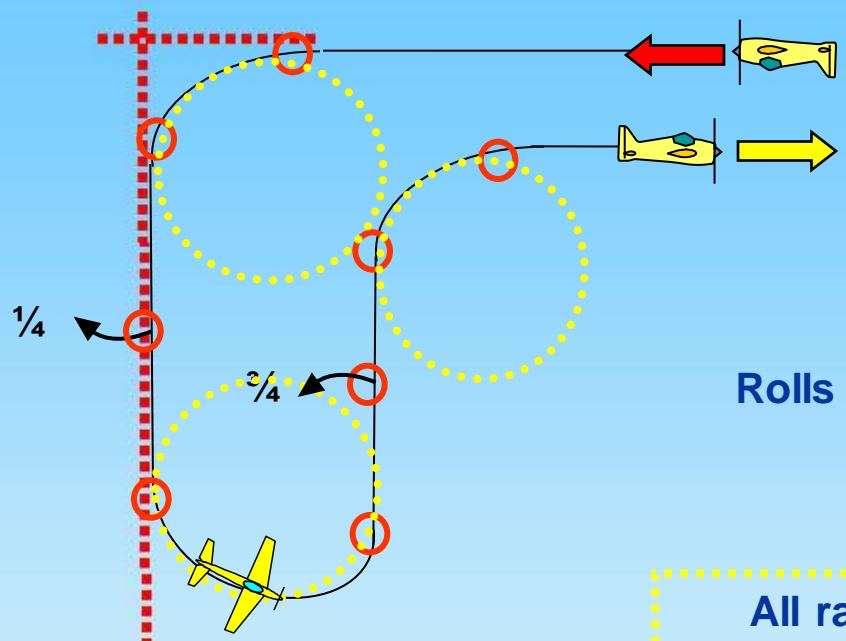


P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)

Option



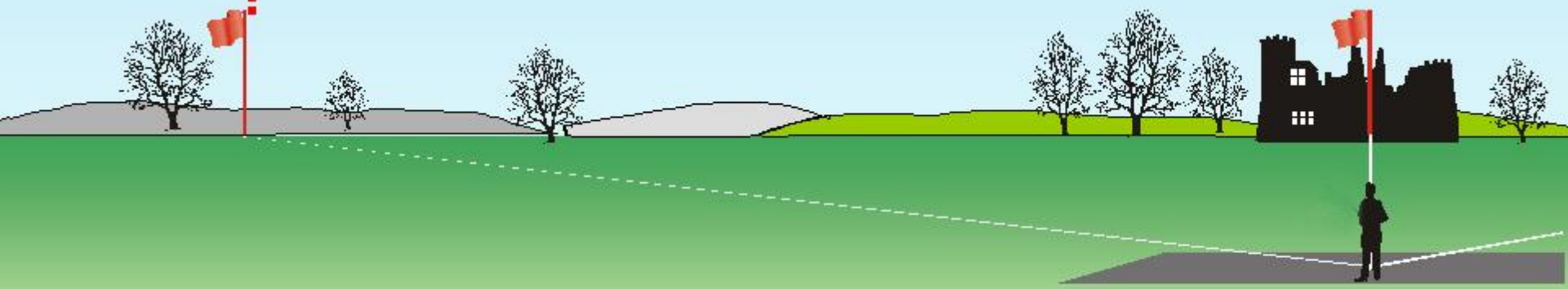
P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll)



Option

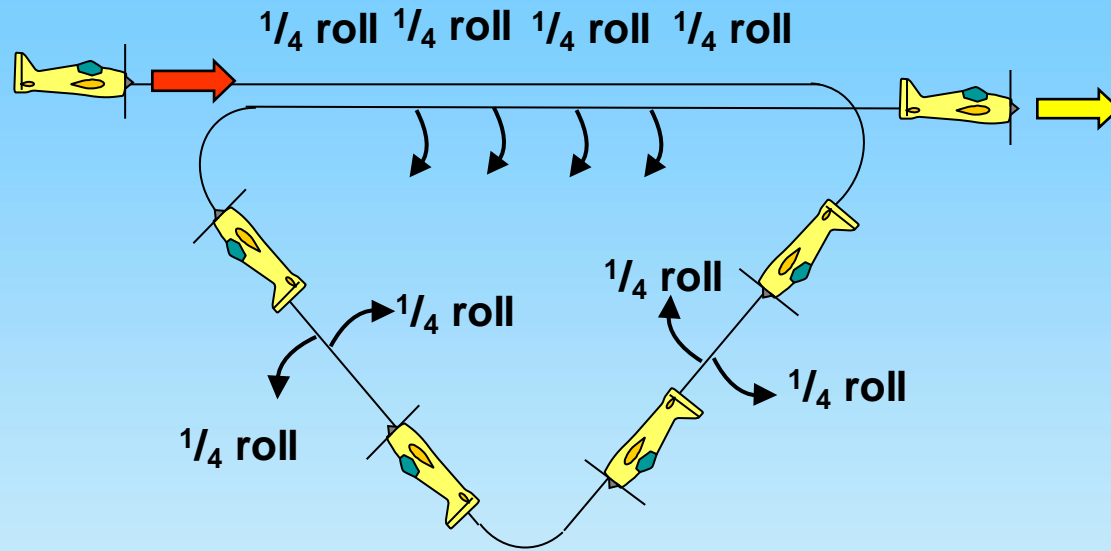
Rolls in middle of the lines.

All radii are equal.





P-17.13 Triangle Loop with two consecutive $\frac{1}{4}$ rolls, two consecutive $\frac{1}{4}$ rolls, four consecutive $\frac{1}{4}$ rolls

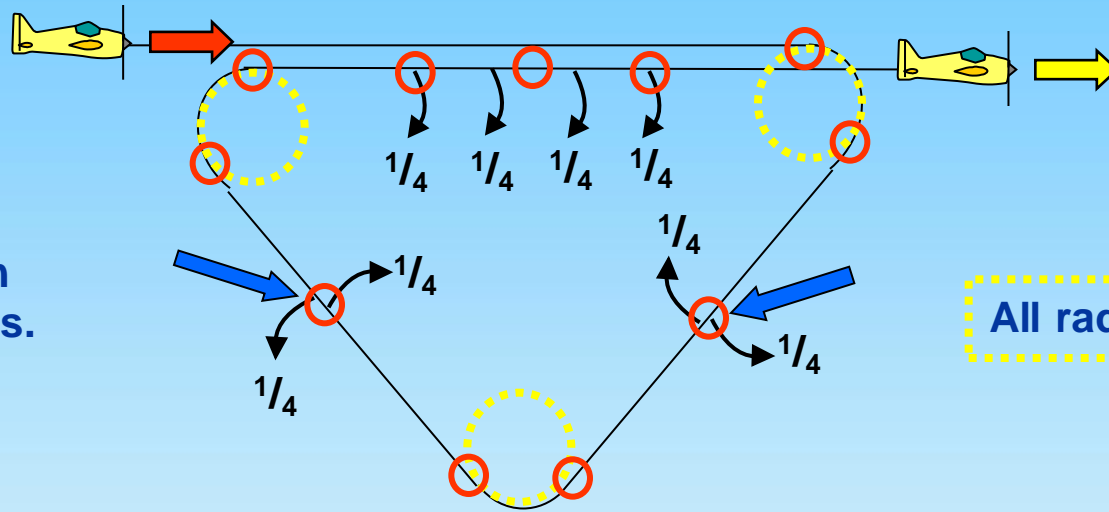




P-17.13 Triangle Loop with two consecutive $\frac{1}{4}$ rolls, two consecutive $\frac{1}{4}$ rolls, four consecutive $\frac{1}{4}$ rolls

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

Rolls centered on middle of the lines.



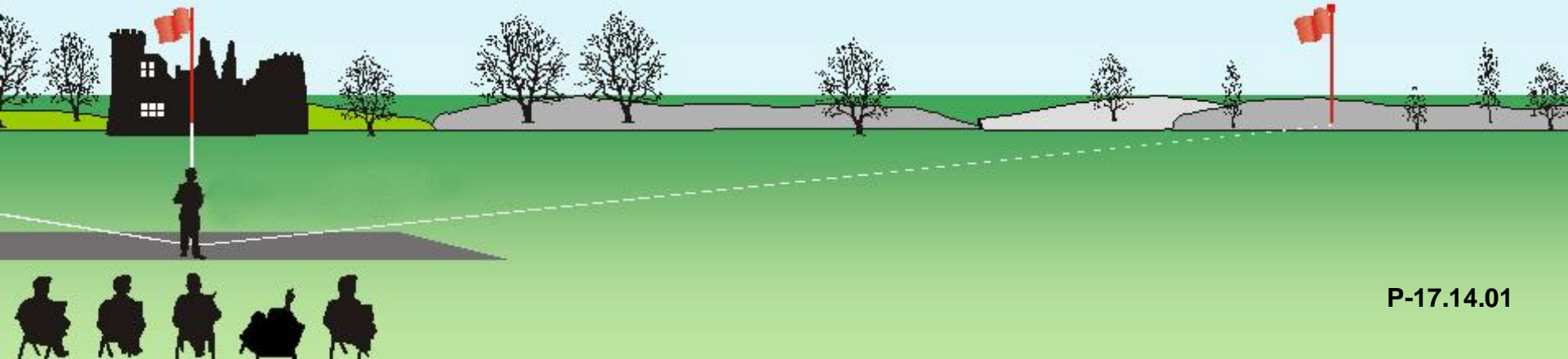
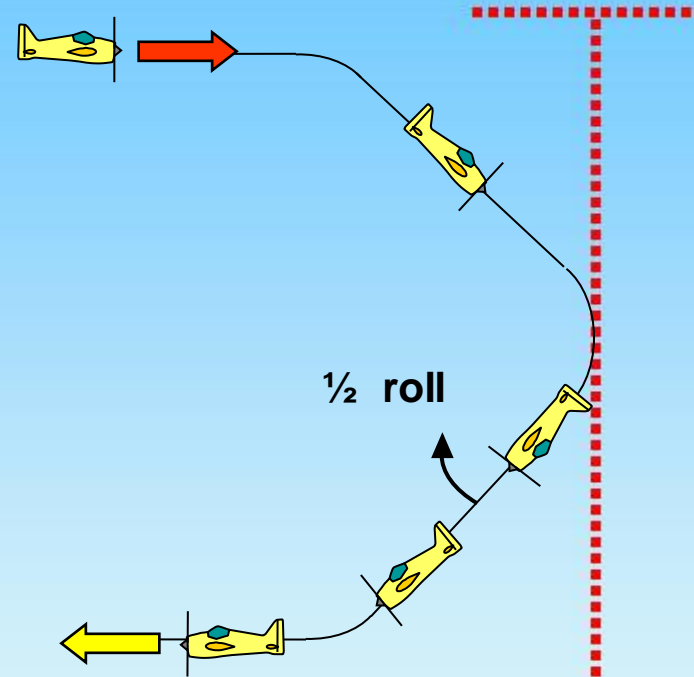
All radii are equal.

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





P-17.14 Half Square Loop on Corner with $\frac{1}{2}$ roll

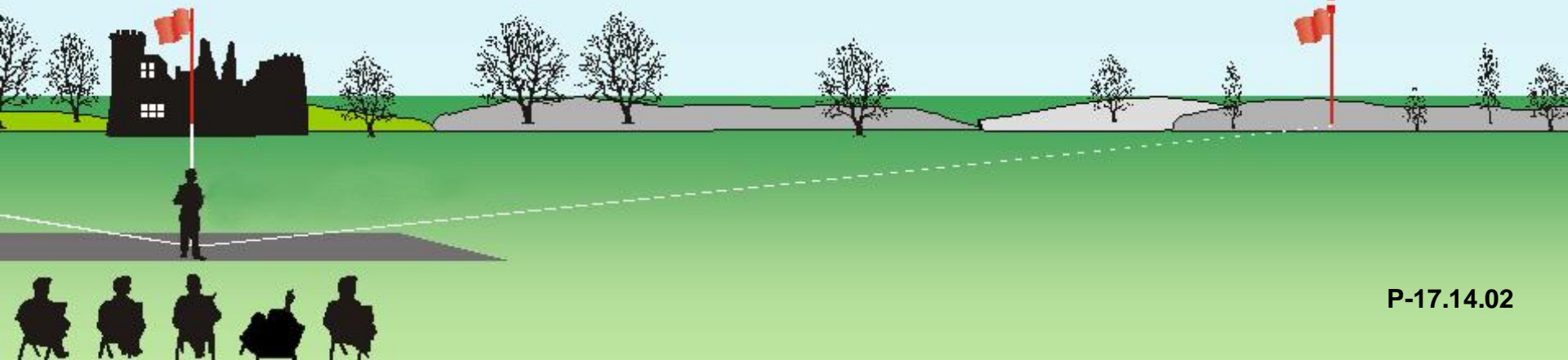
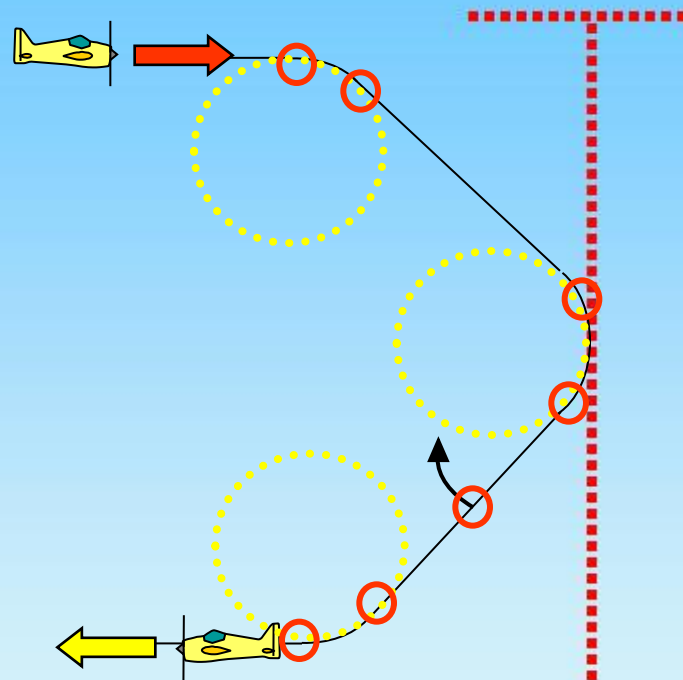




P-17.14 Half Square Loop on Corner with $\frac{1}{2}$ roll

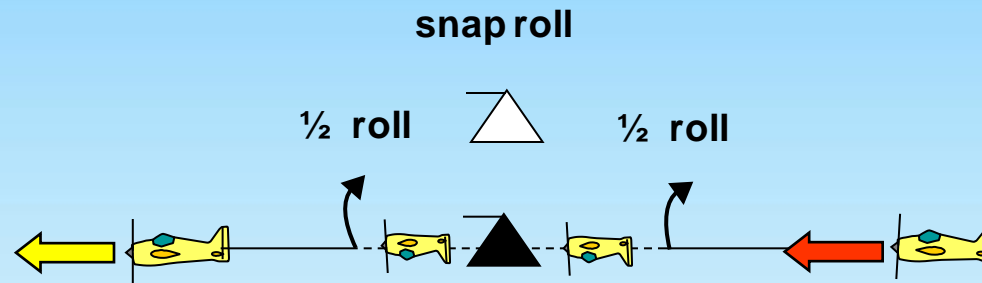
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.





P-17.15 Roll Combination with consecutive $\frac{1}{2}$ roll, snap roll, $\frac{1}{2}$ roll

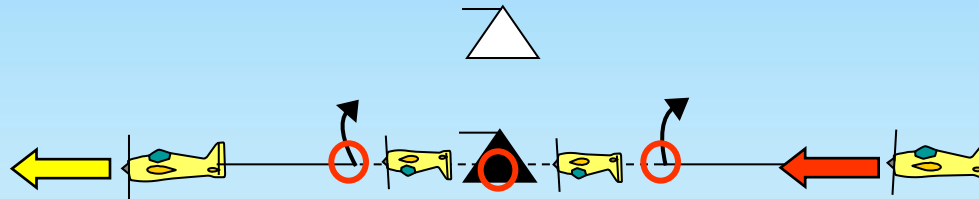




P-17.15 Roll Combination with consecutive $\frac{1}{2}$ roll, snap roll, $\frac{1}{2}$ roll

Snap roll may be positive or negative.

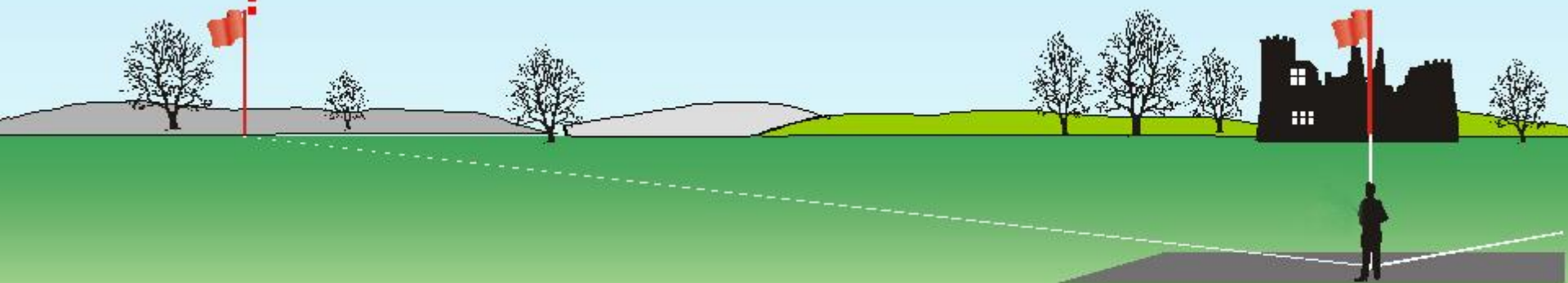
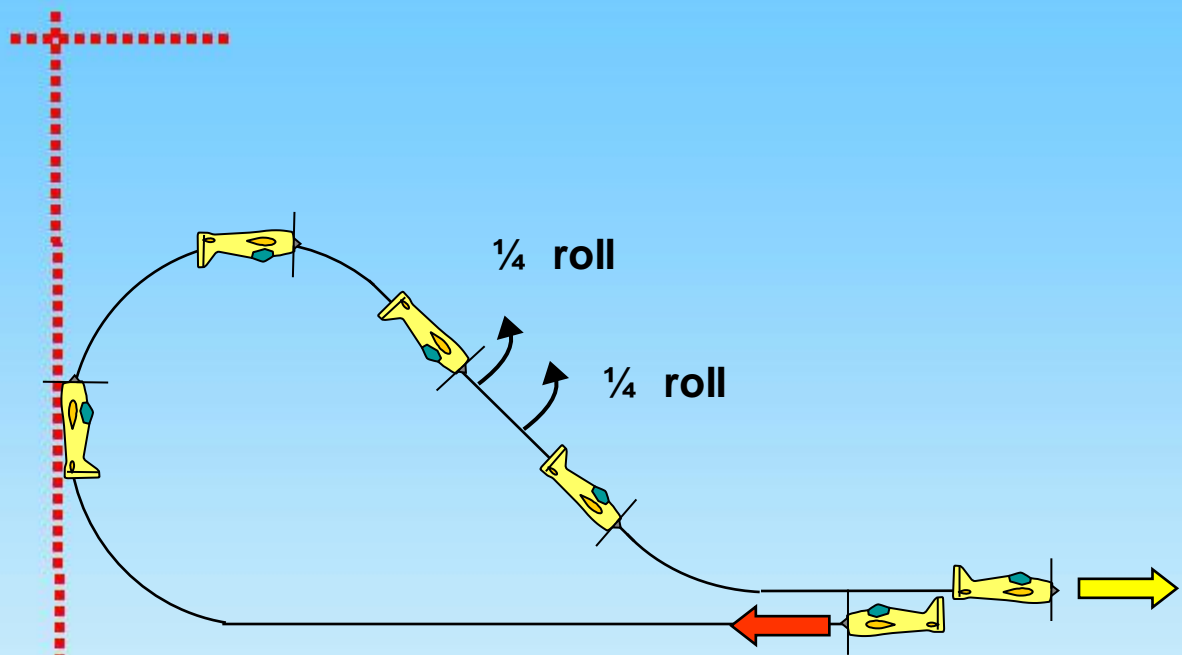
If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.



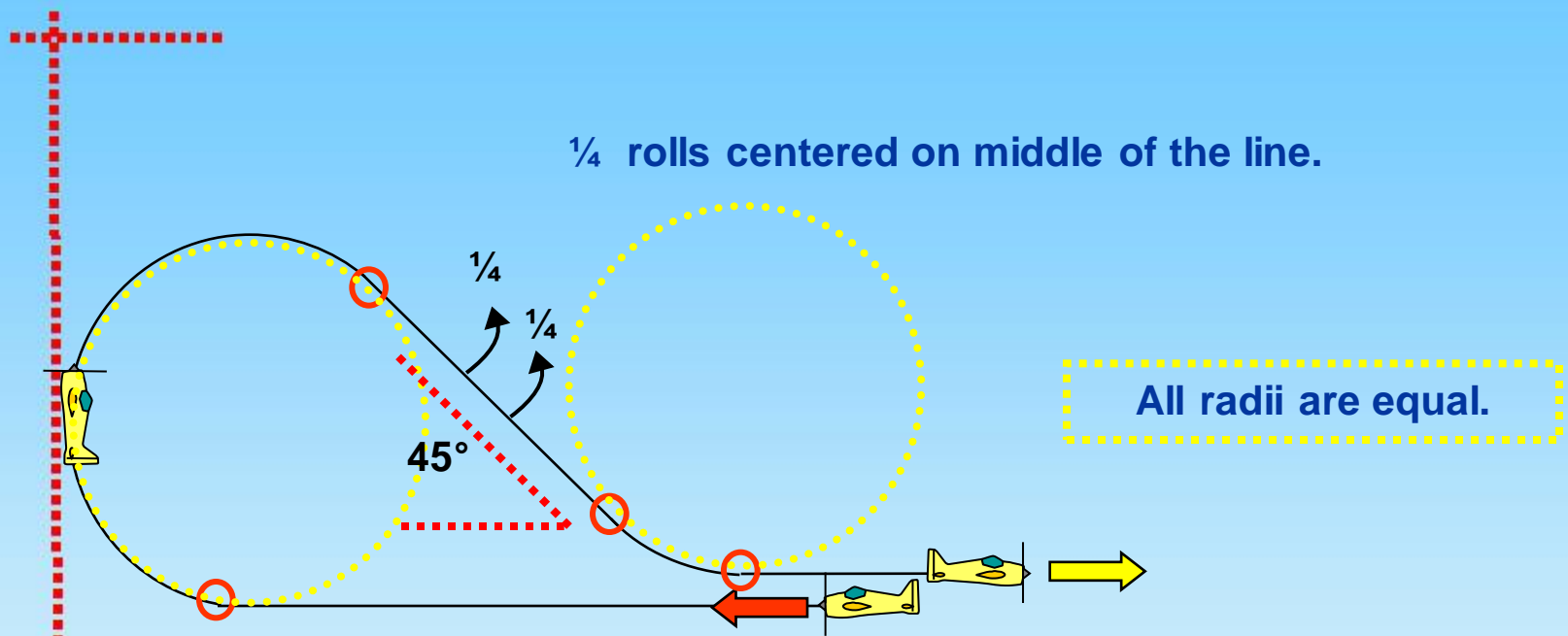
Lines between (part) rolls must be short and of equal length.



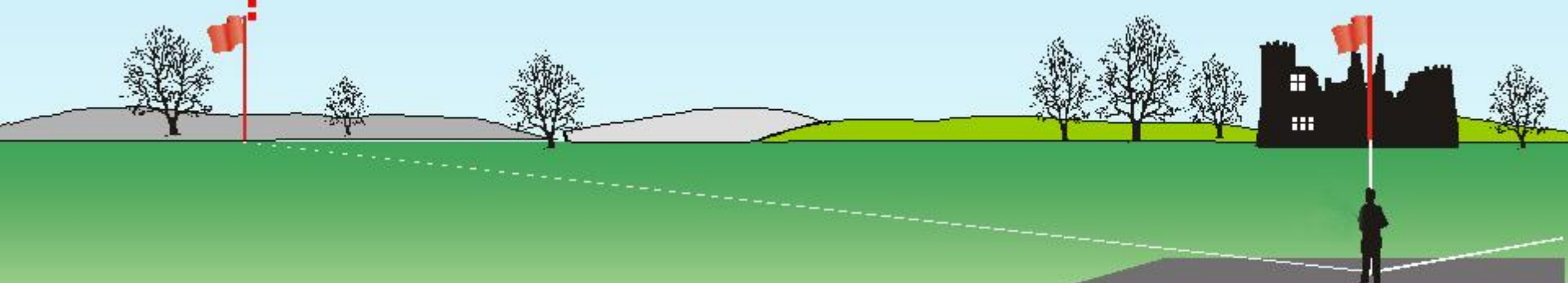
P-17.16 Half Cuban 8 with consecutive two 1/4 rolls



P-17.16 Half Cuban 8 with consecutive two 1/4 rolls



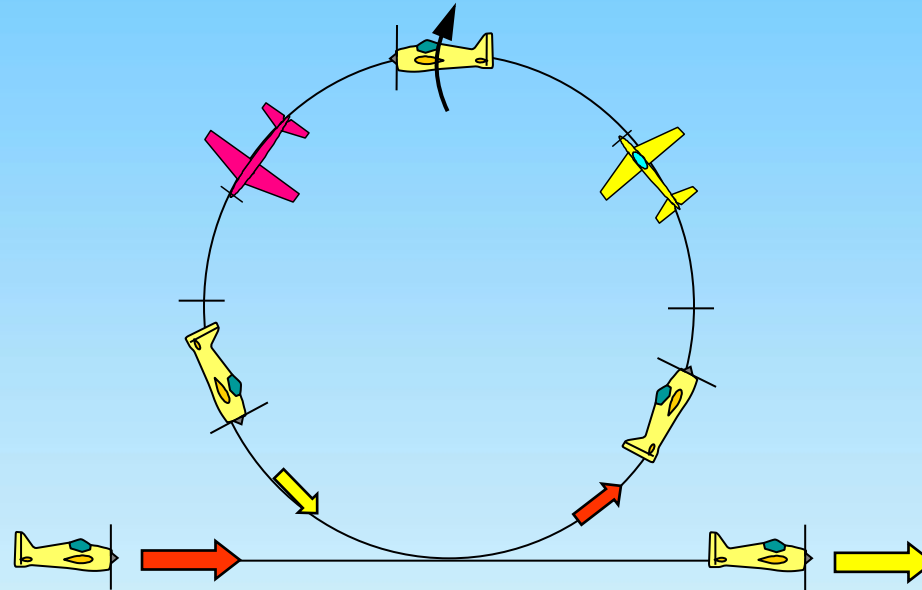
Lines between part rolls must be short and of equal length.





P-17.17 Loop with roll integrated

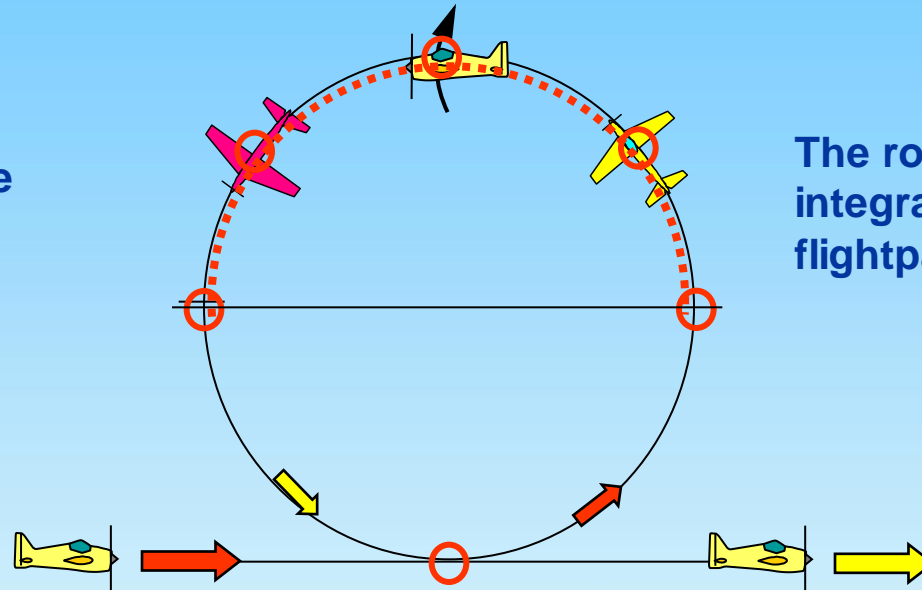
roll integrated





P-17.17 Loop with roll integrated

Loop must be round.



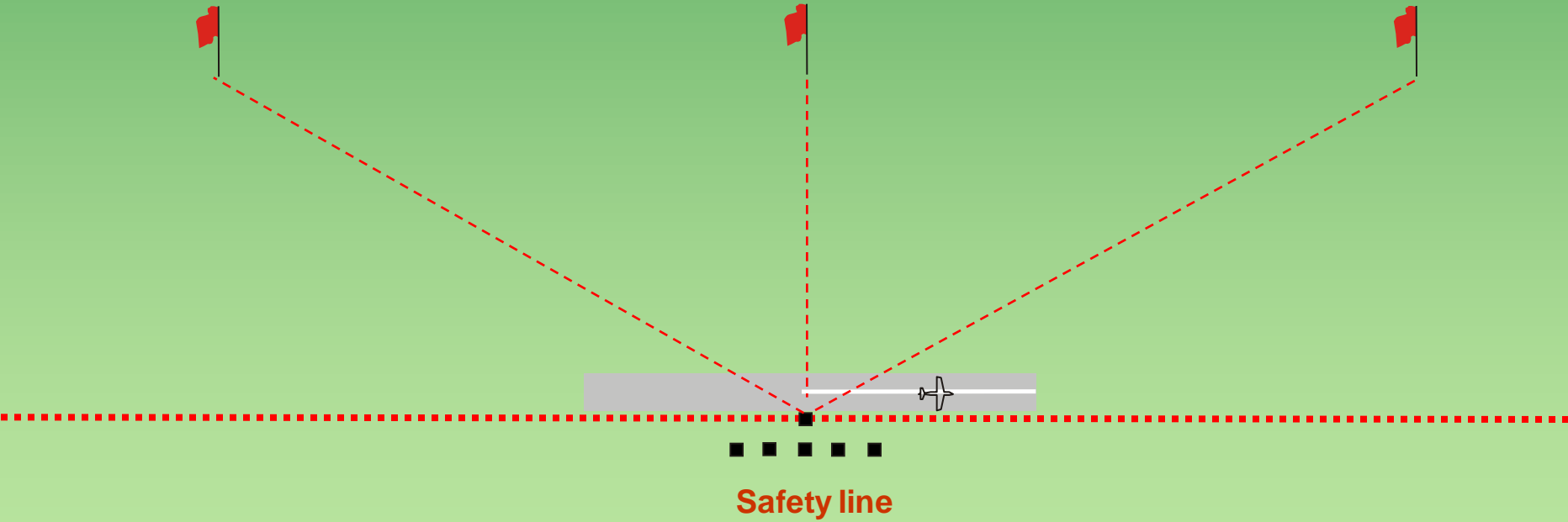
The roll must be integrated on circular flightpath of the loop.





Landing procedure (not judged, not scored)

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



Forget **WHO** is flying

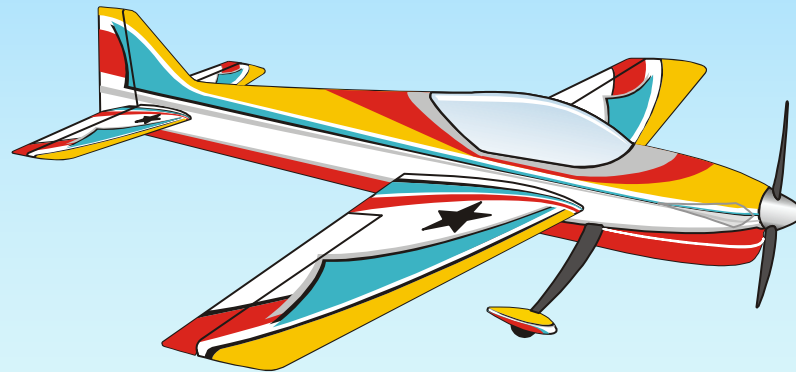
(friend, rival, countryman, flier from other nation)

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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