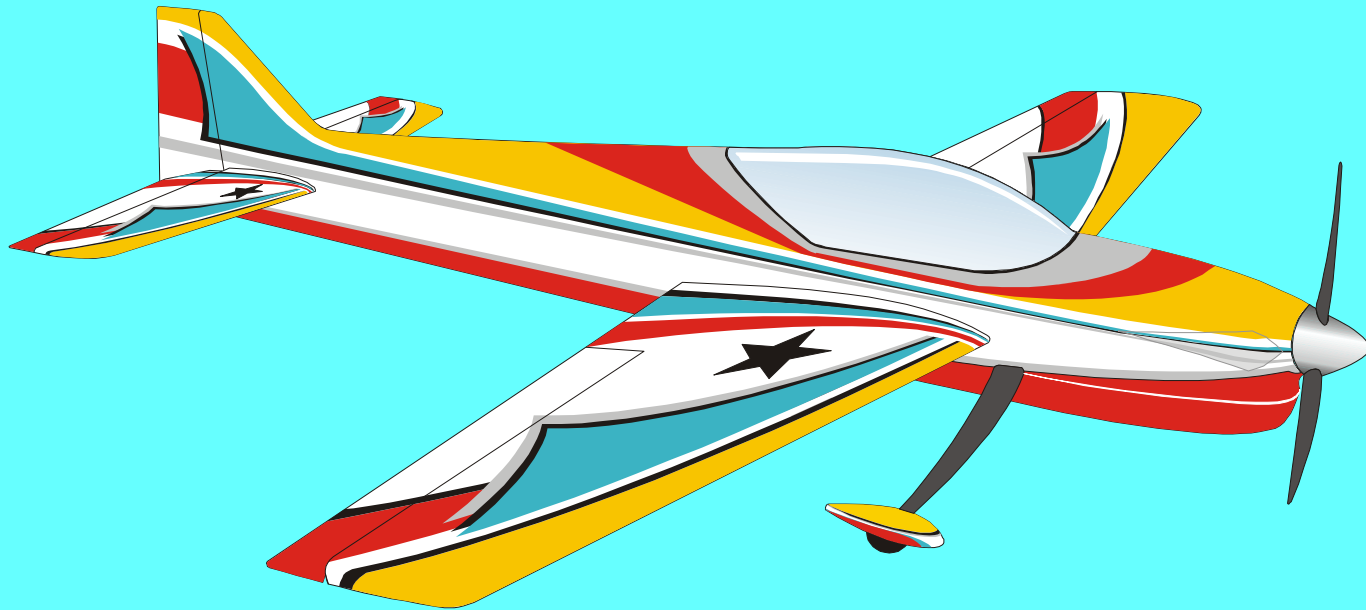


# Flying and Judging F3A

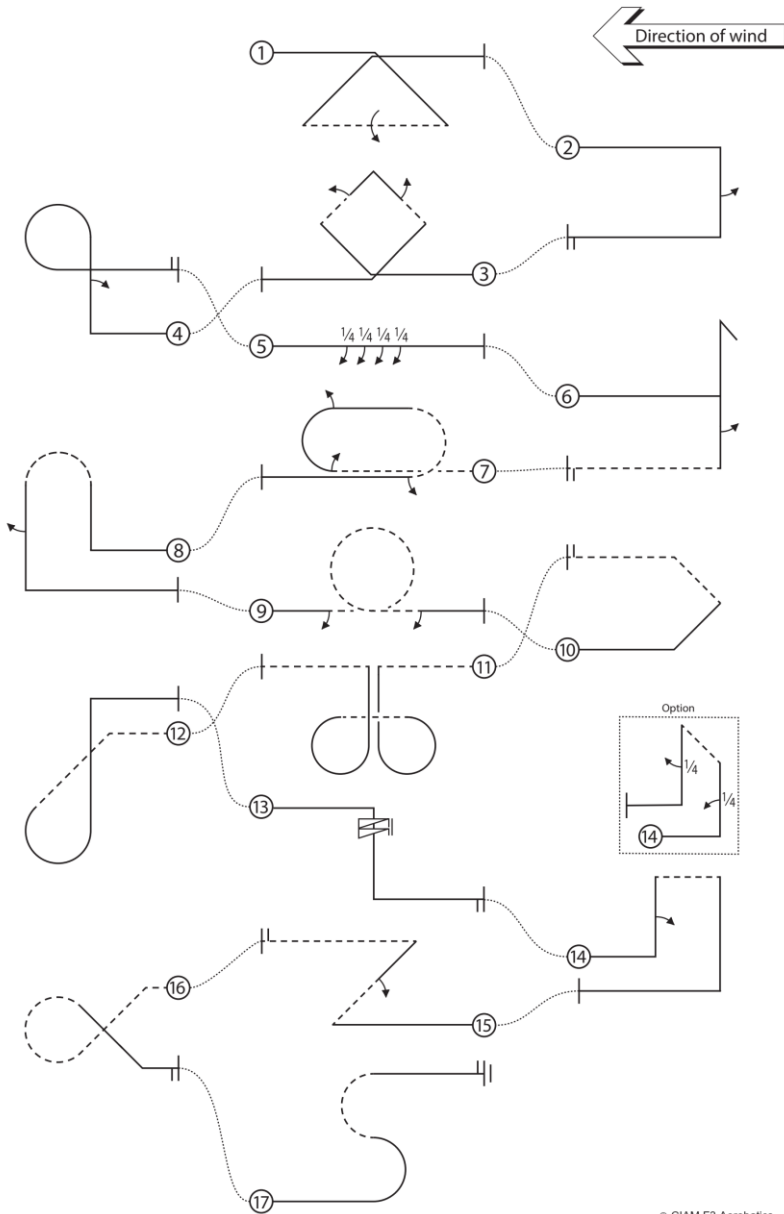
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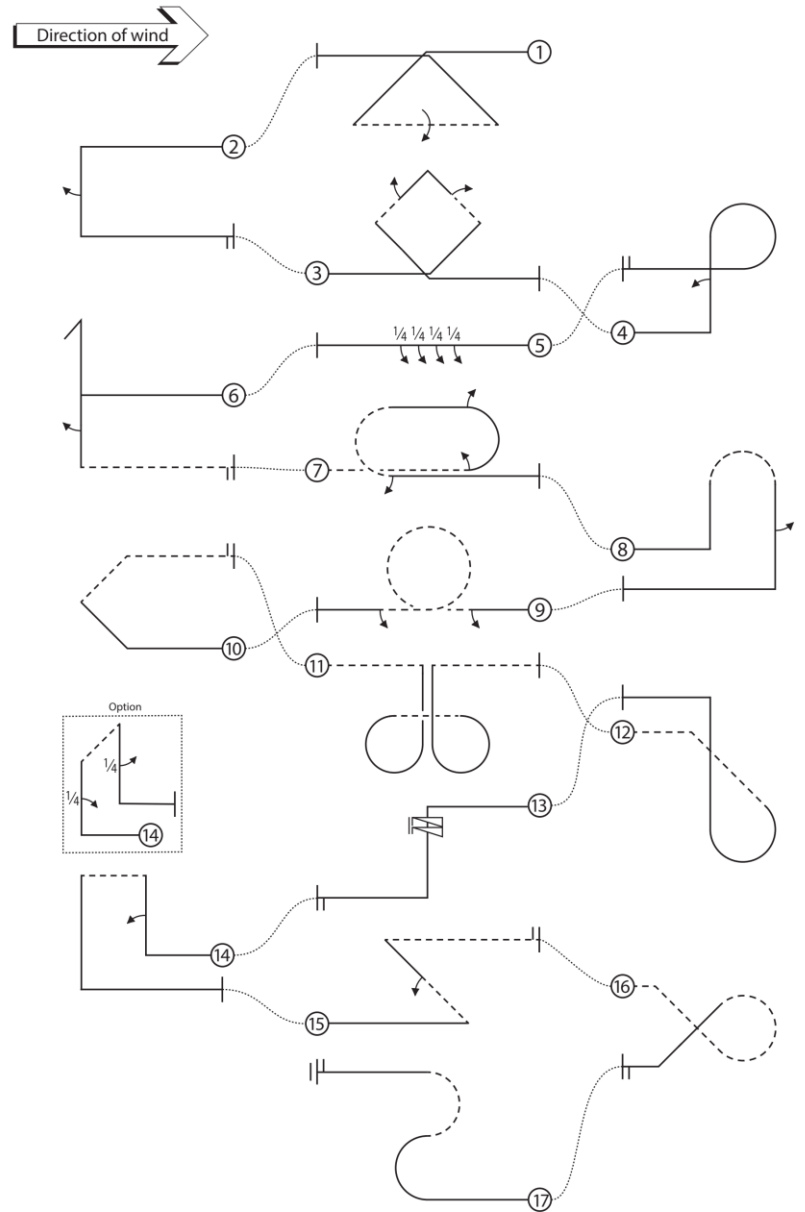
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**SCHEMATIC MANOEUVRE ILLUSTRATIONS**  
**SCHEDULE A-25**

# ADVANCED SCHEDULE A-25 (2024-2025)

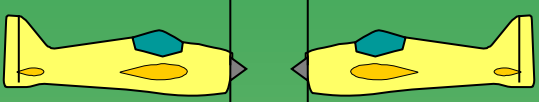


# ADVANCED SCHEDULE A-25 (2024-2025)

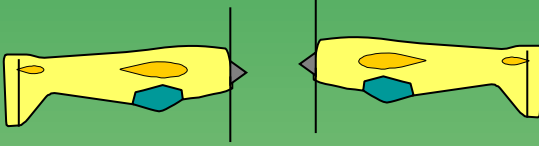




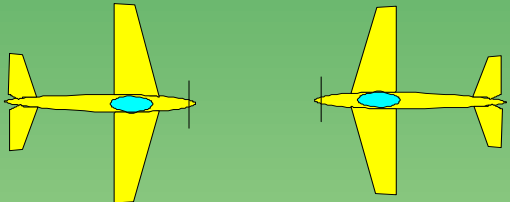
# Explanations:



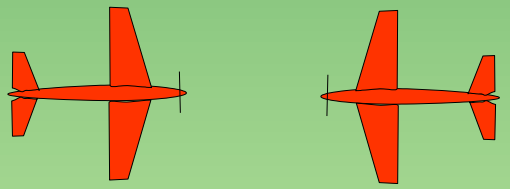
Aircraft upright



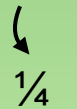
Aircraft inverted



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

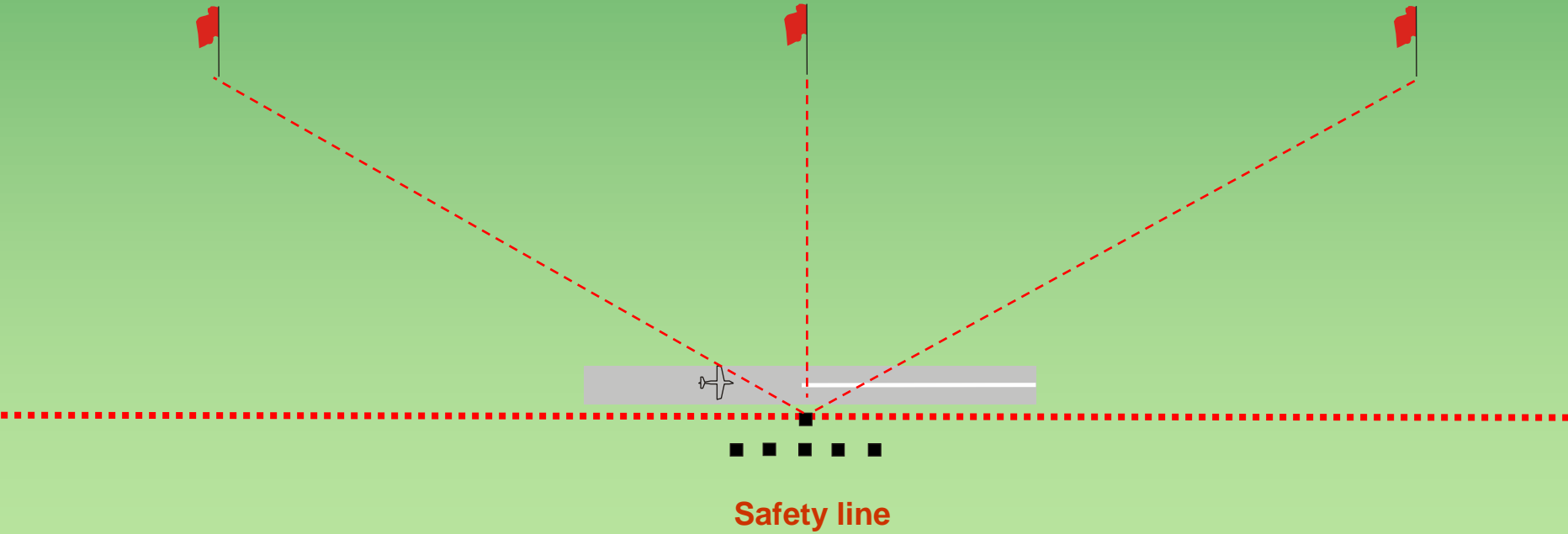


reference points



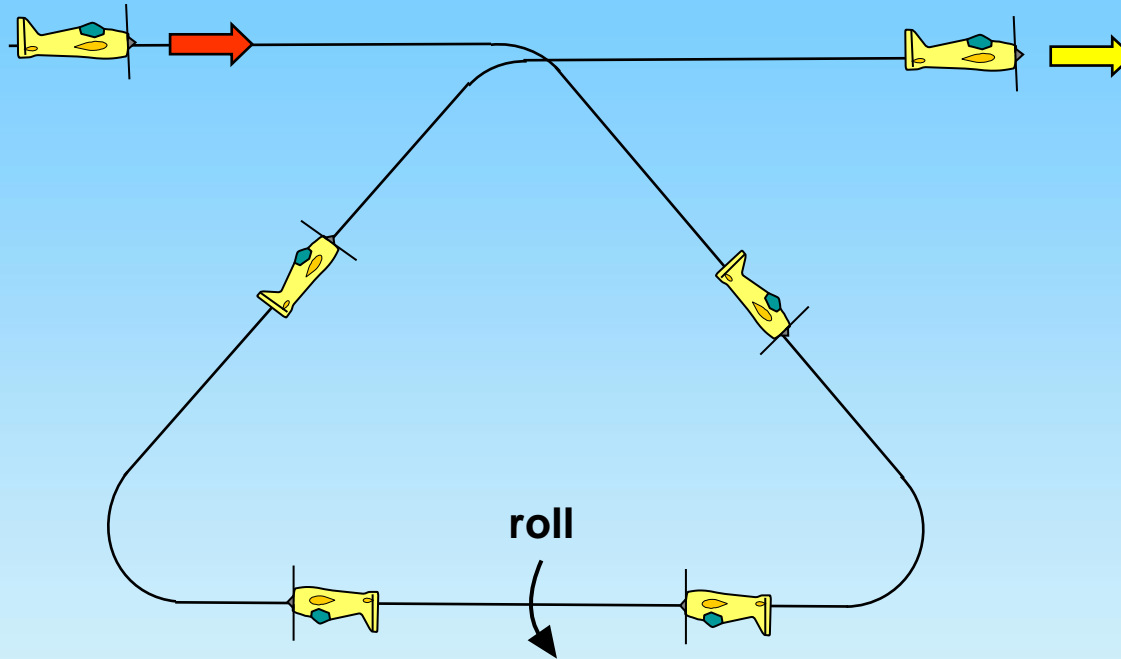
# Take-off procedure ( not judged, not scored )

 wind





## A-25.01 Triangle from Top with roll

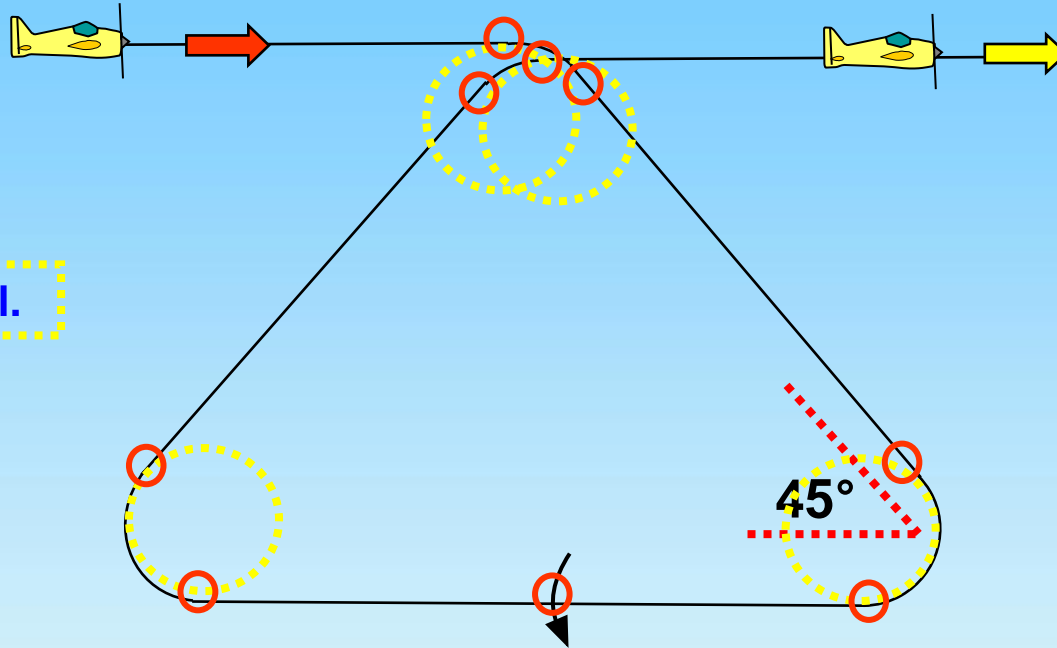


From upright, in the center push through a one eighth loop into a forty-five degree downline, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, push through a one eighth loop, exit upright.





# A-25.01 Triangle from Top with roll



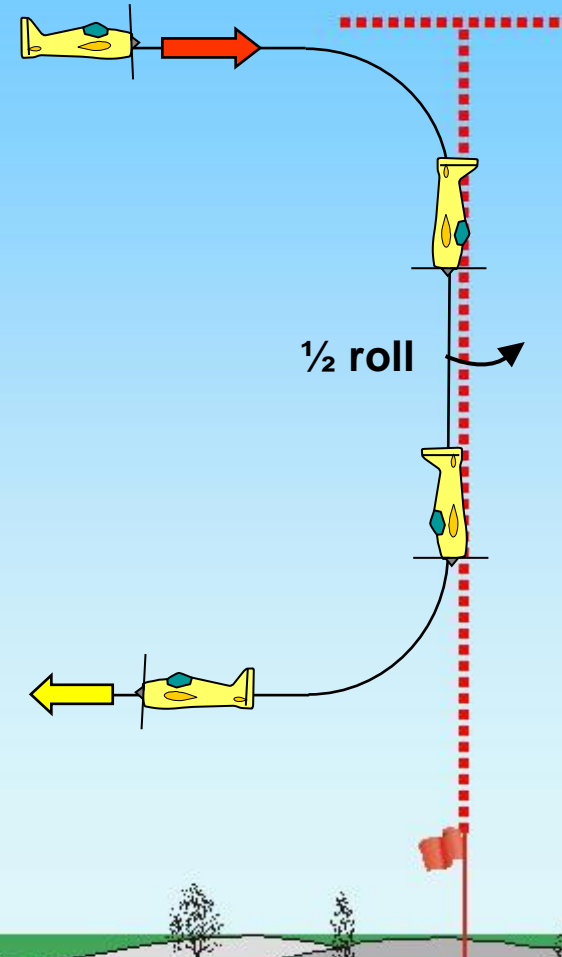
All radii are equal.

Roll in the center.





## A-25.02 Half Square Loop with half roll



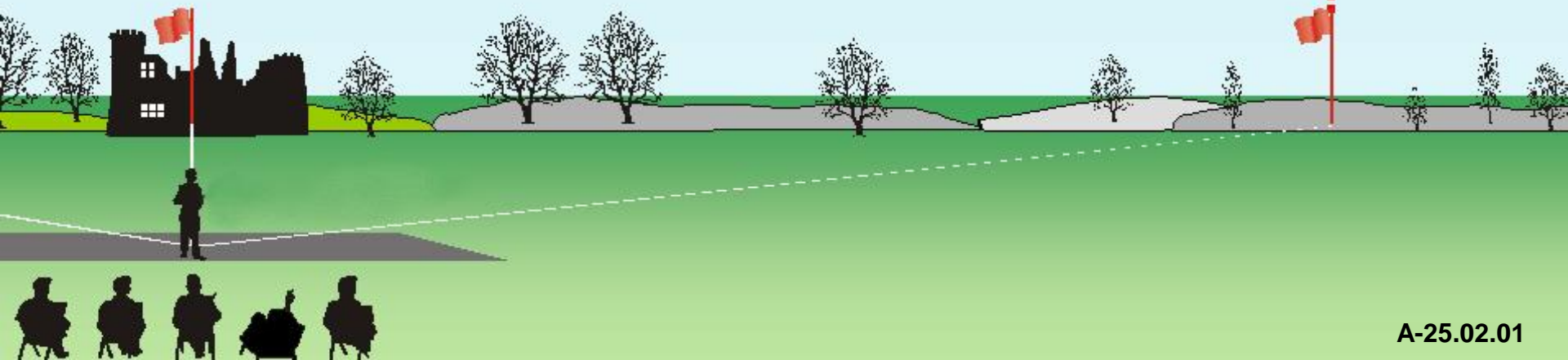
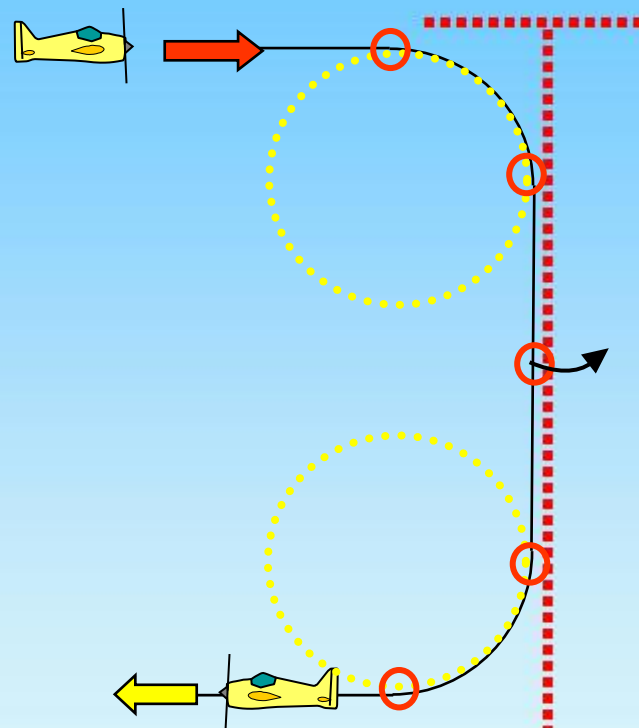
From upright, push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.



# A-25.02 Half Square Loop with half roll

1/2 roll on middle of the line.

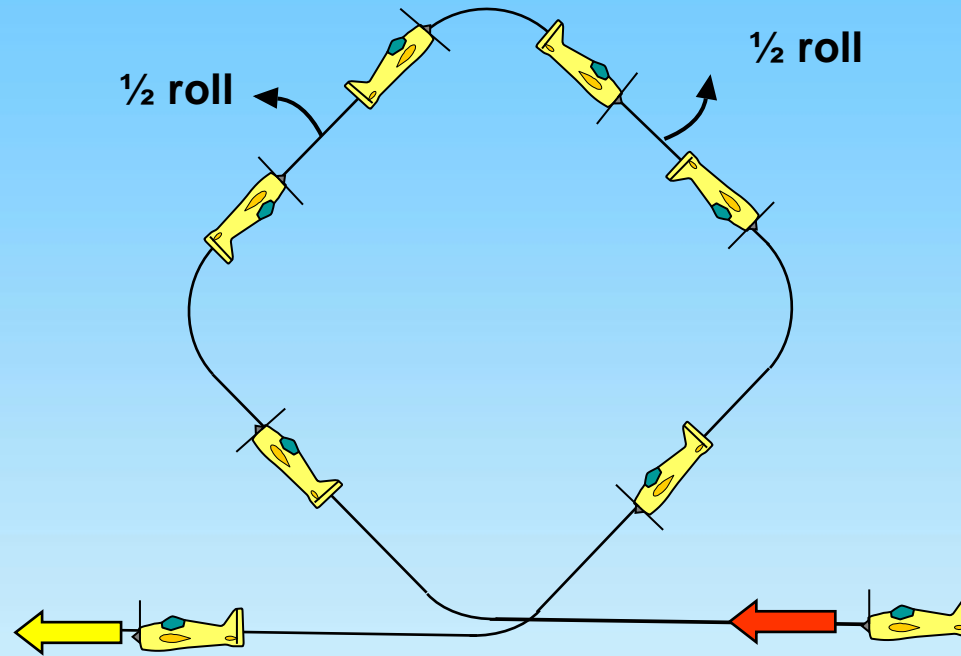
All radii are equal.







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

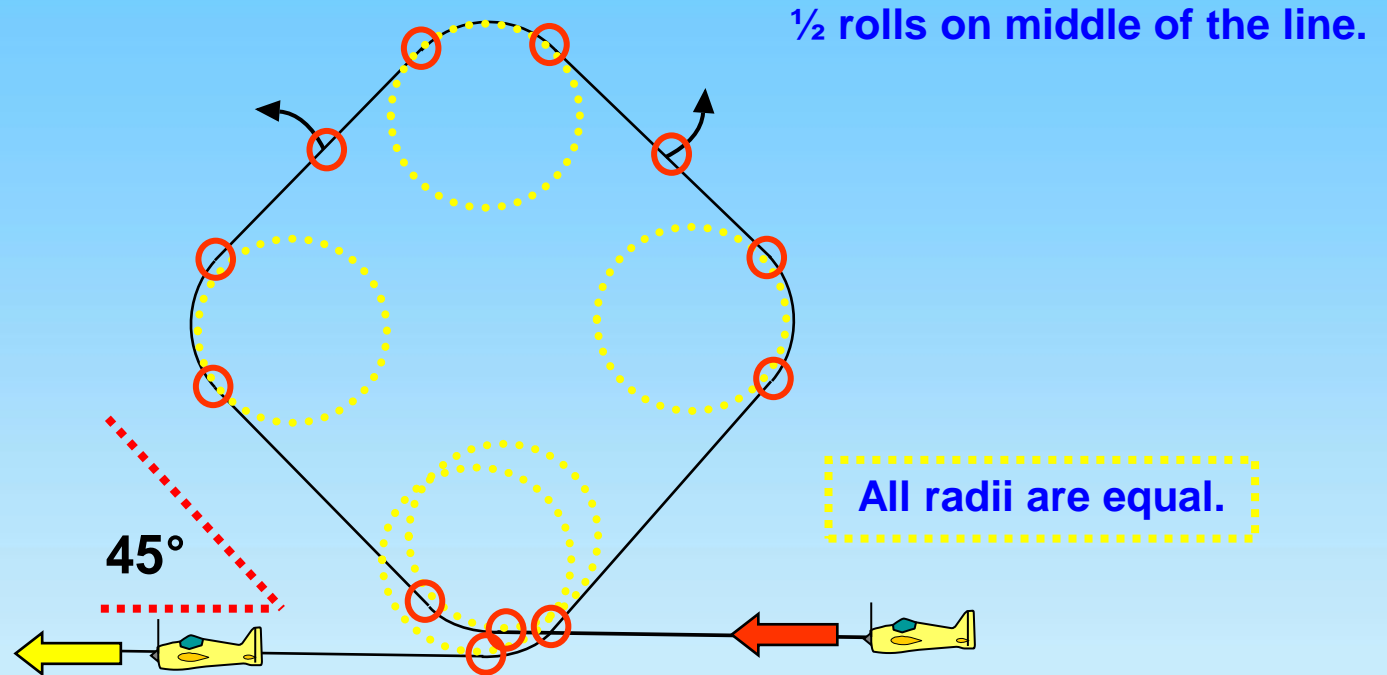


From upright, in the center pull through a one eighth loop into a forty-five degree upline, pull through a quarter loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree downline, perform a half roll, pull through a quarter loop into a forty-five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



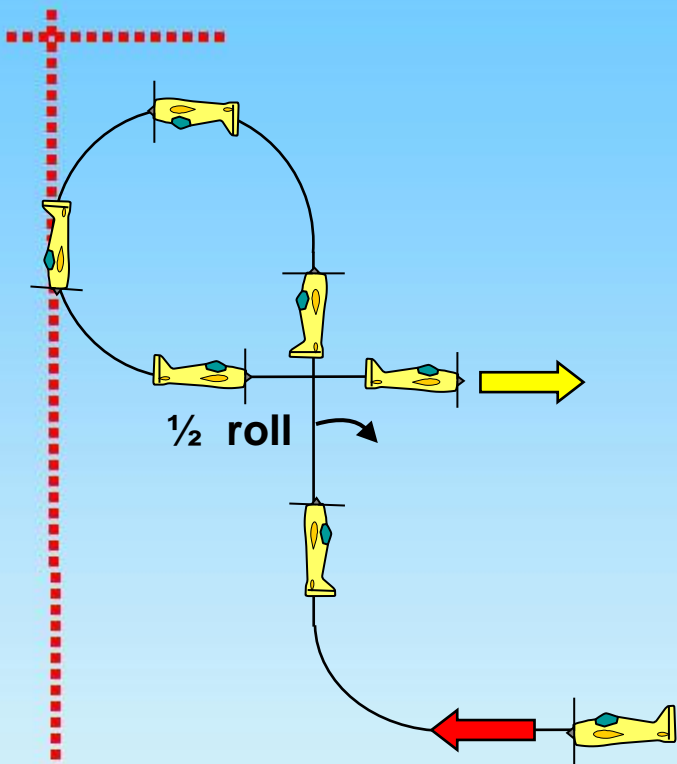


# A-25.02 Square Loop on corner with half roll, half roll

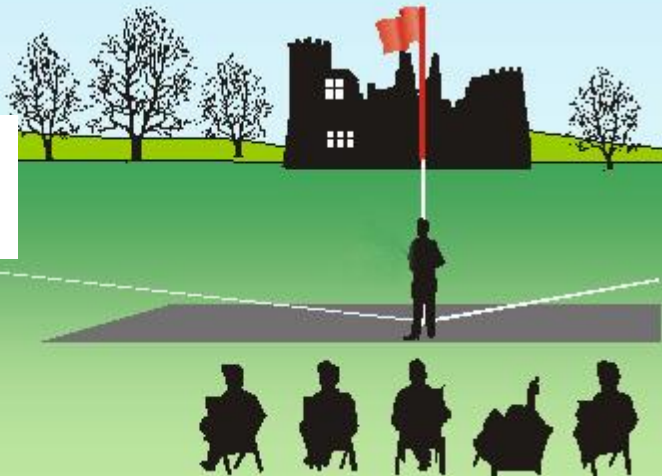




# P25.04 Figure Nine with half roll

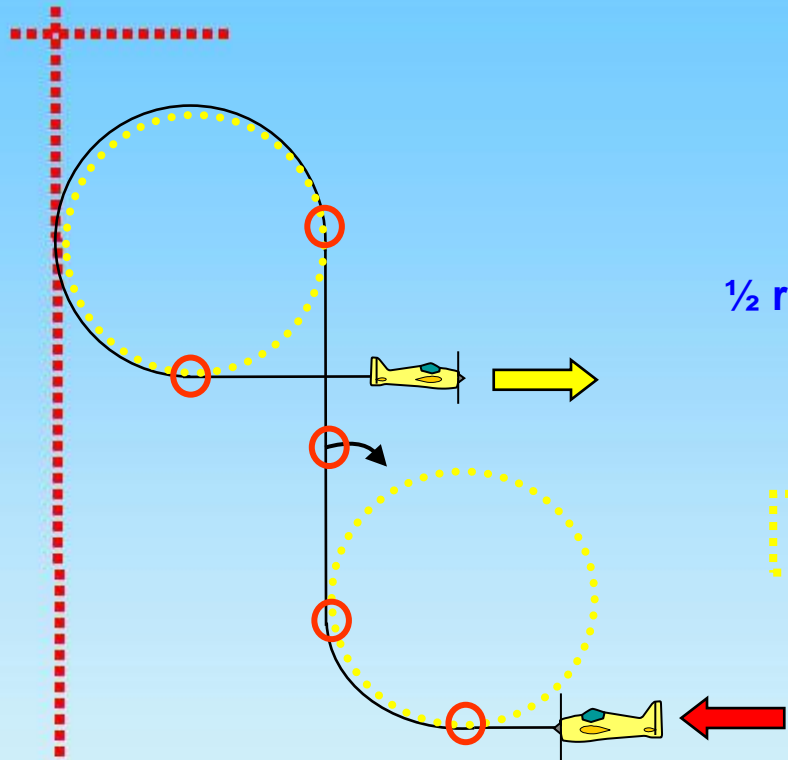


From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a three quarter loop, exit upright.



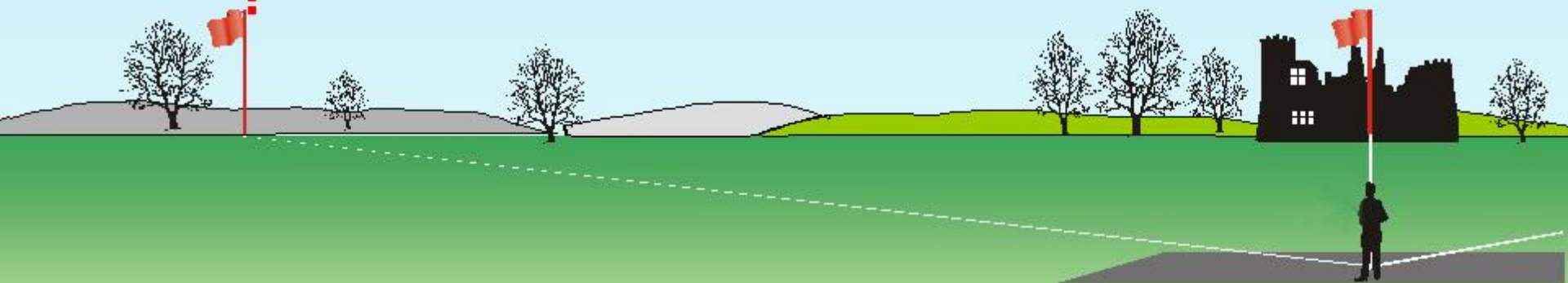


# P25.04 Figure Nine with half roll



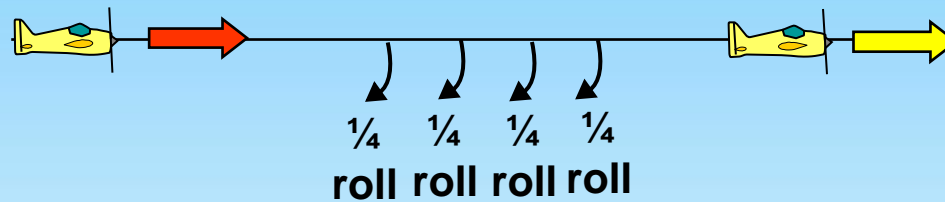
$\frac{1}{2}$  roll on middle of the line.

All radii are equal.





## A-25.05 Four consecutive Quarter Rolls



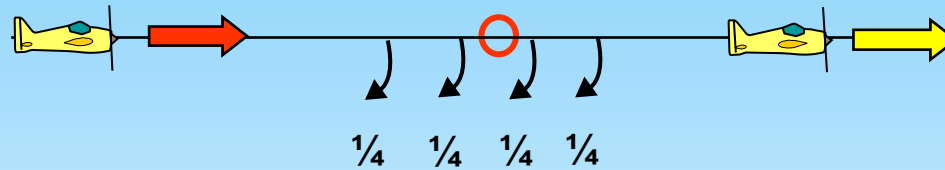
From upright, perform consecutively four quarter rolls, exit upright.





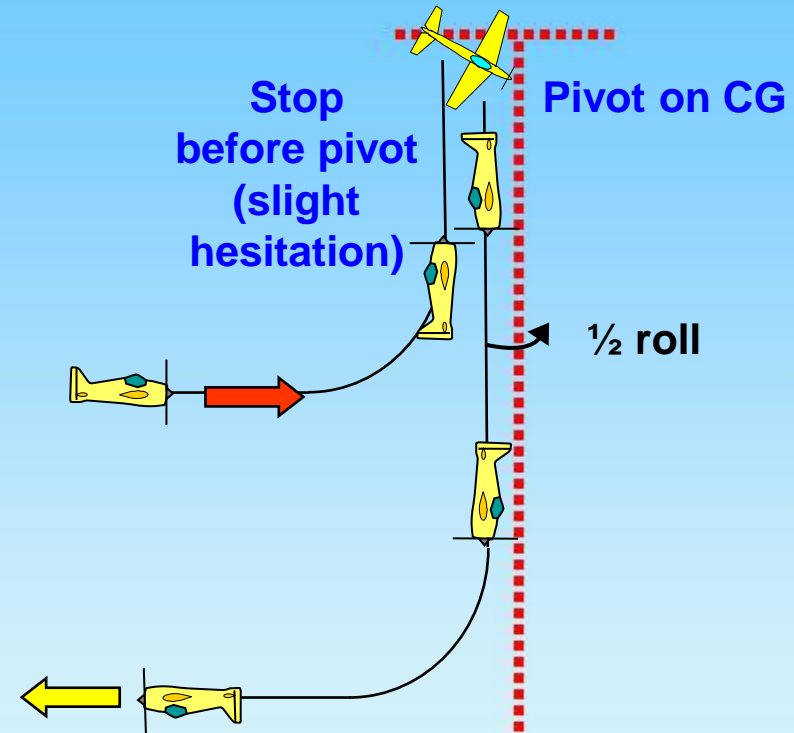
## A-25.05 Four consecutive Quarter Rolls

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.



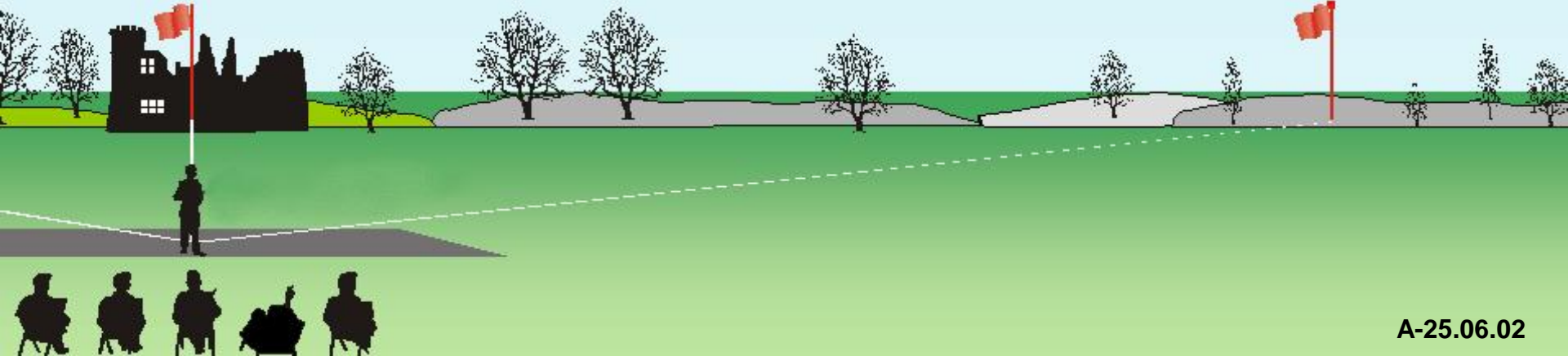
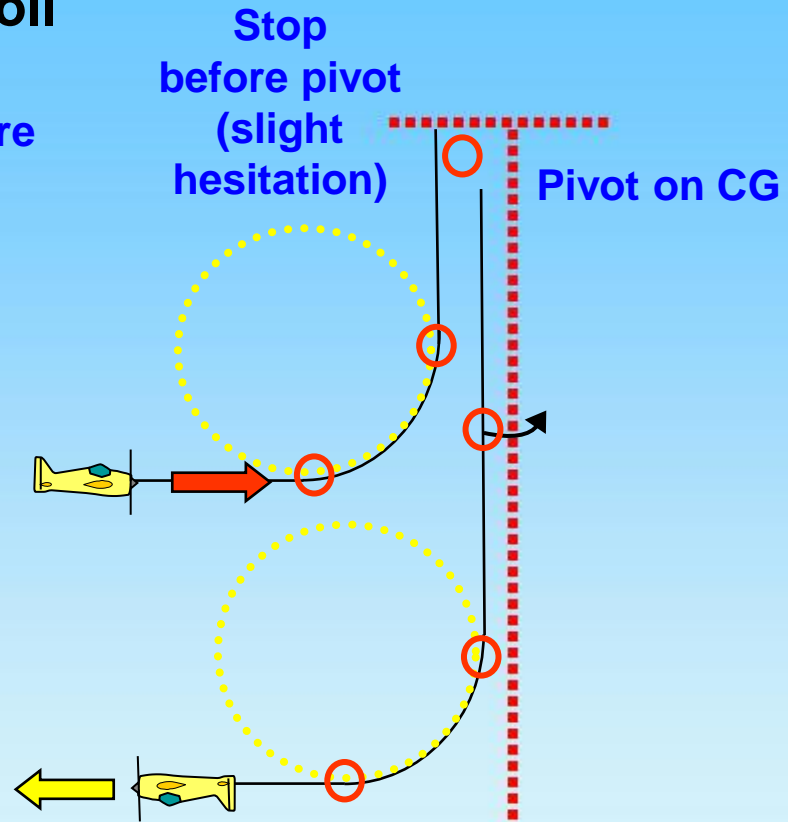


# A-25.06 Stall Turn with half roll

Two wing spans or more  
– zero points!

½ roll on middle of the line.

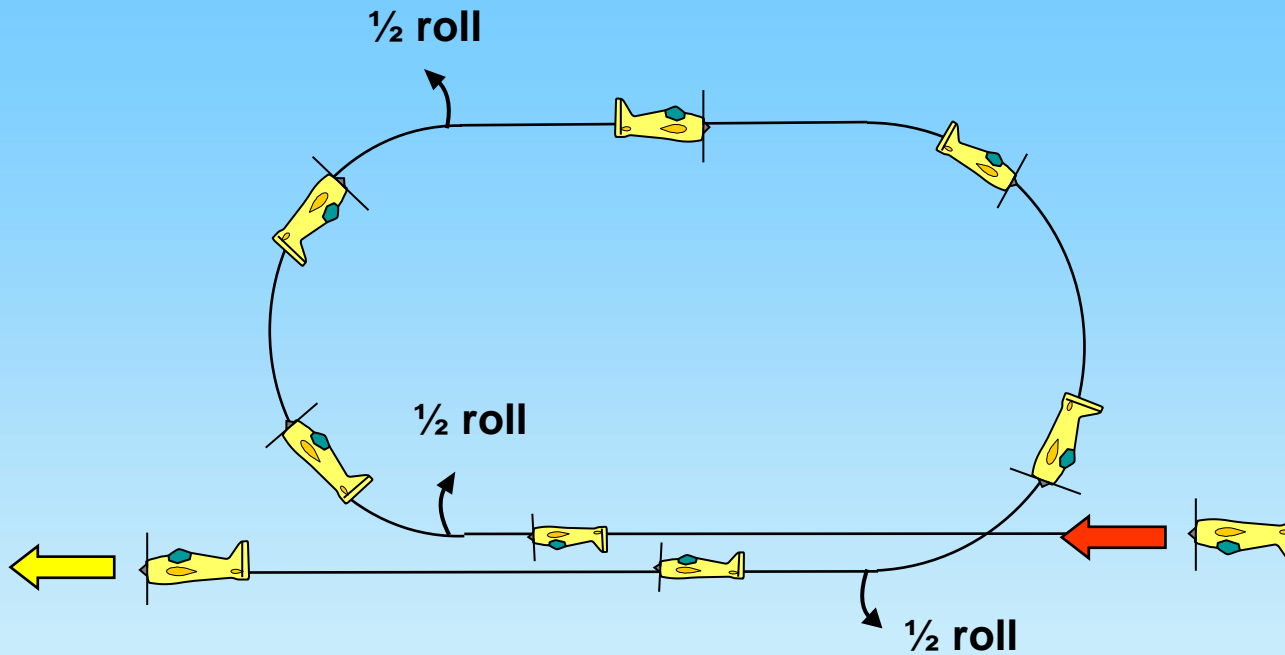
All radii are equal.







# 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.

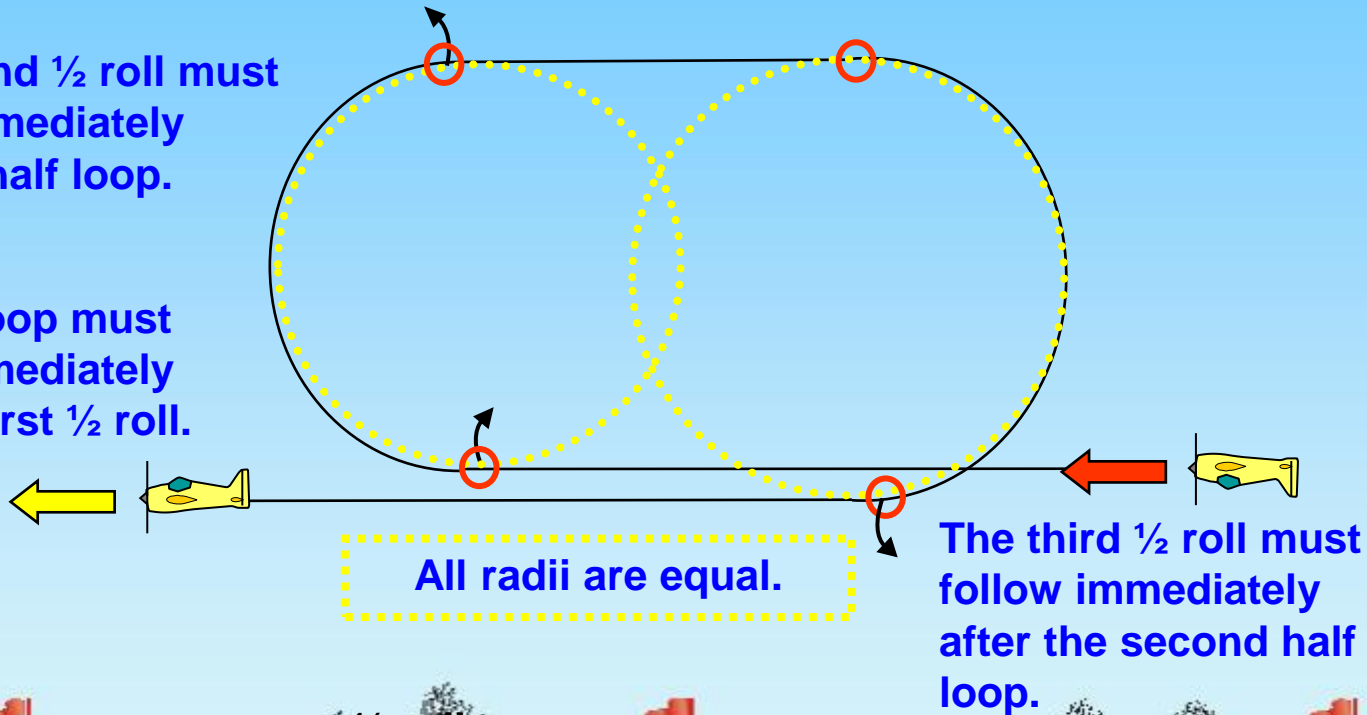




# A-25.07 Double Immelman with half roll, half roll, half roll

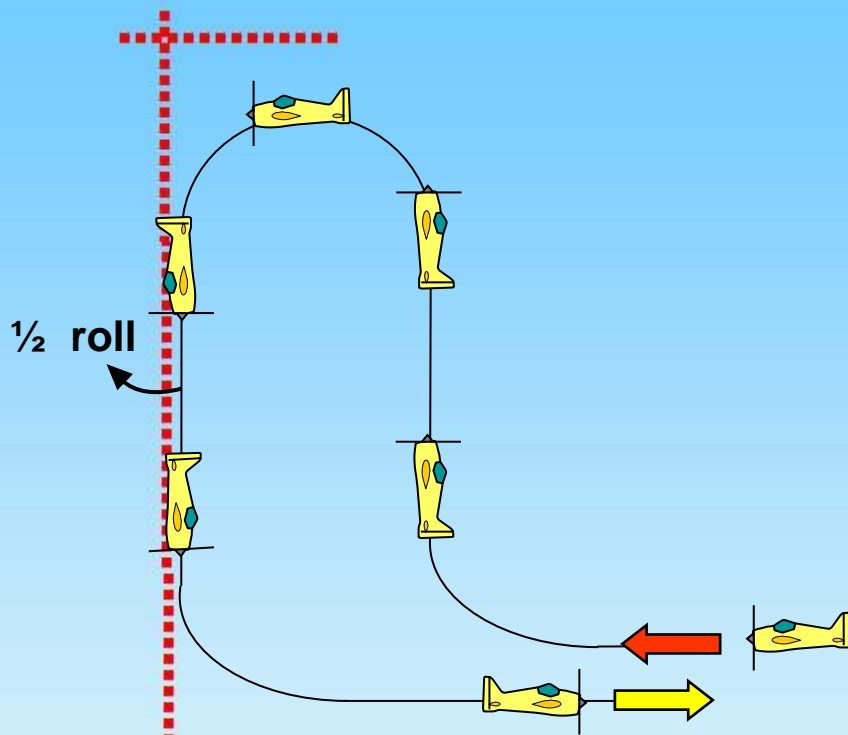
The second  $\frac{1}{2}$  roll must follow immediately after the half loop.

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





# A-25.08 Humpty Bump with half roll

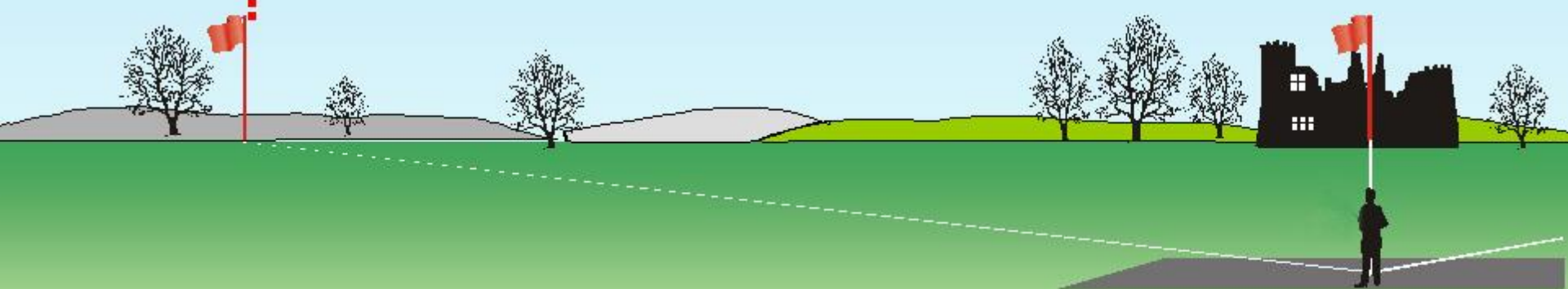
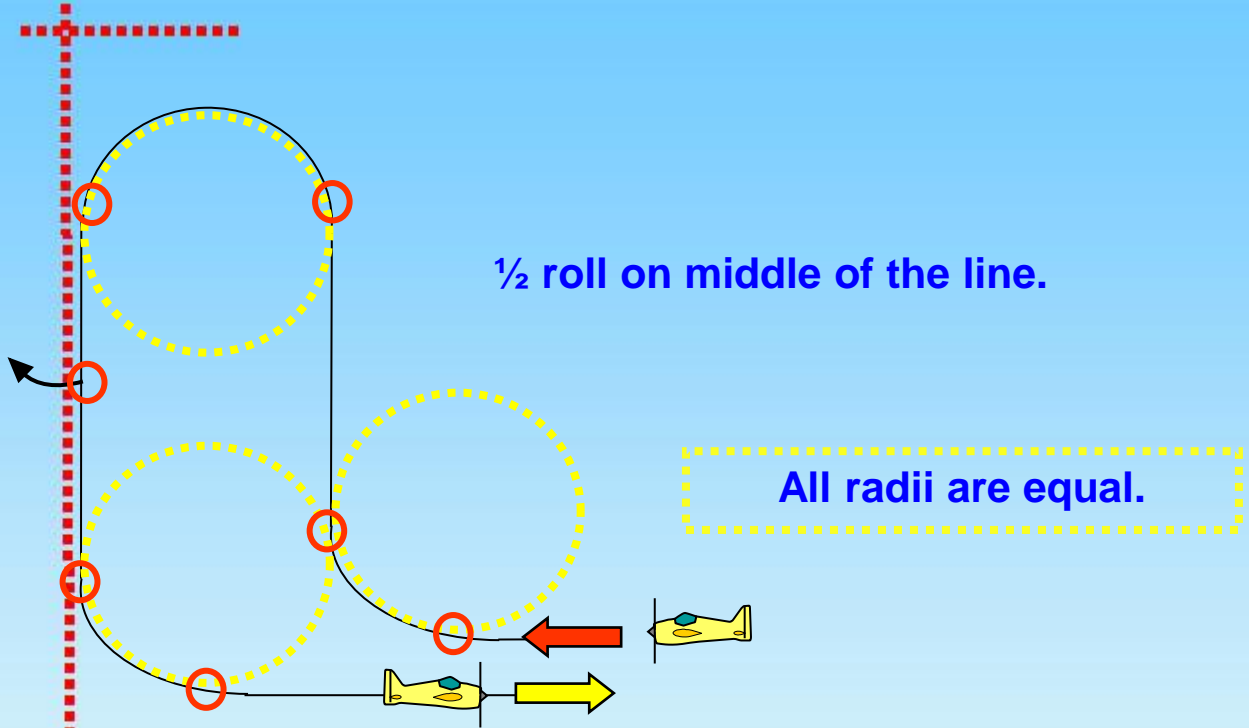


From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

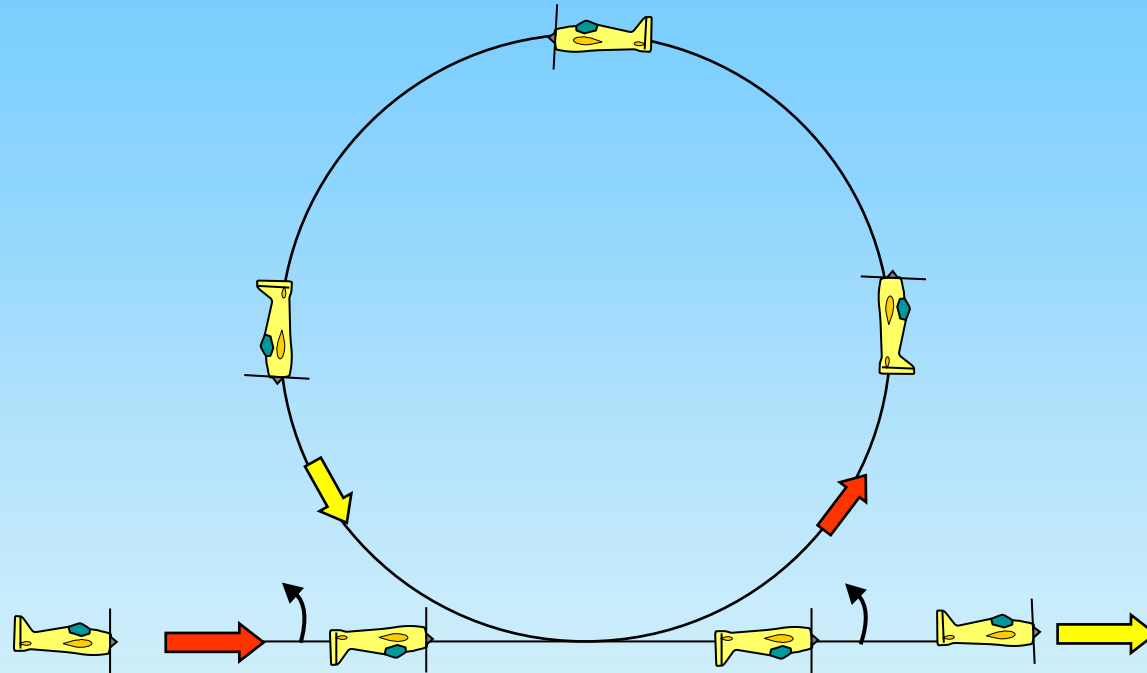




# A-25.08 Humpty Bump with half roll



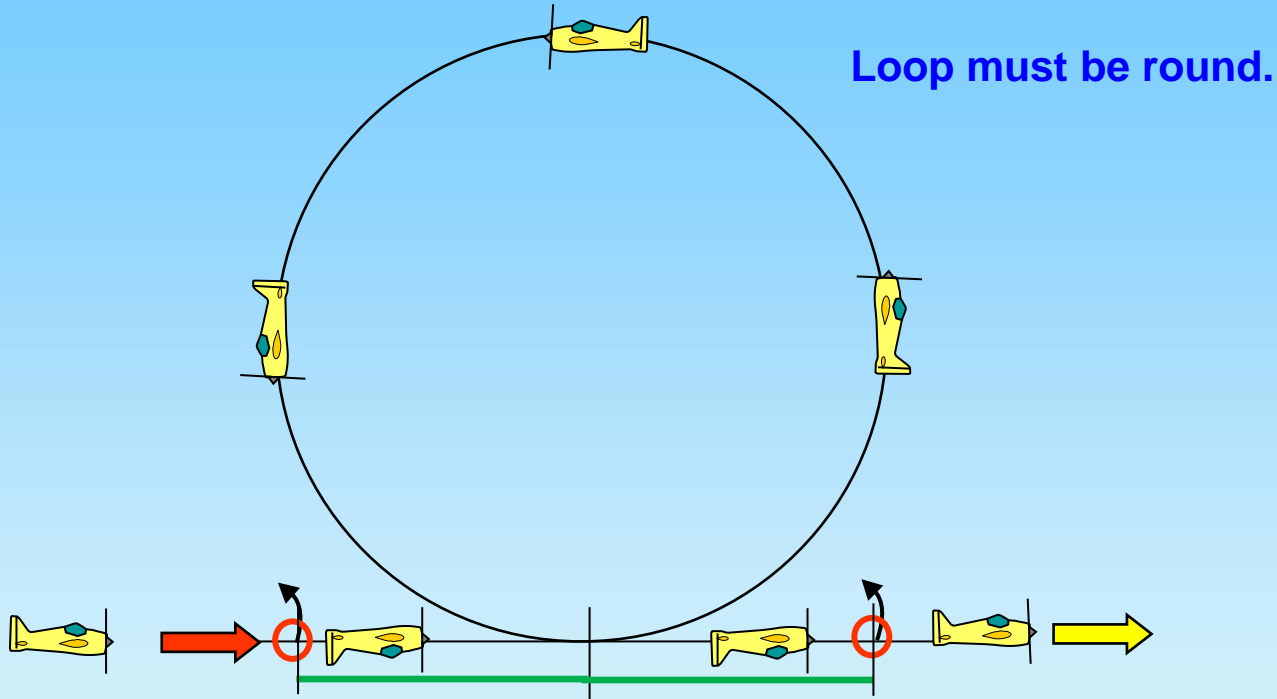
# A-25.09 Half Roll, Loop, Half Roll



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



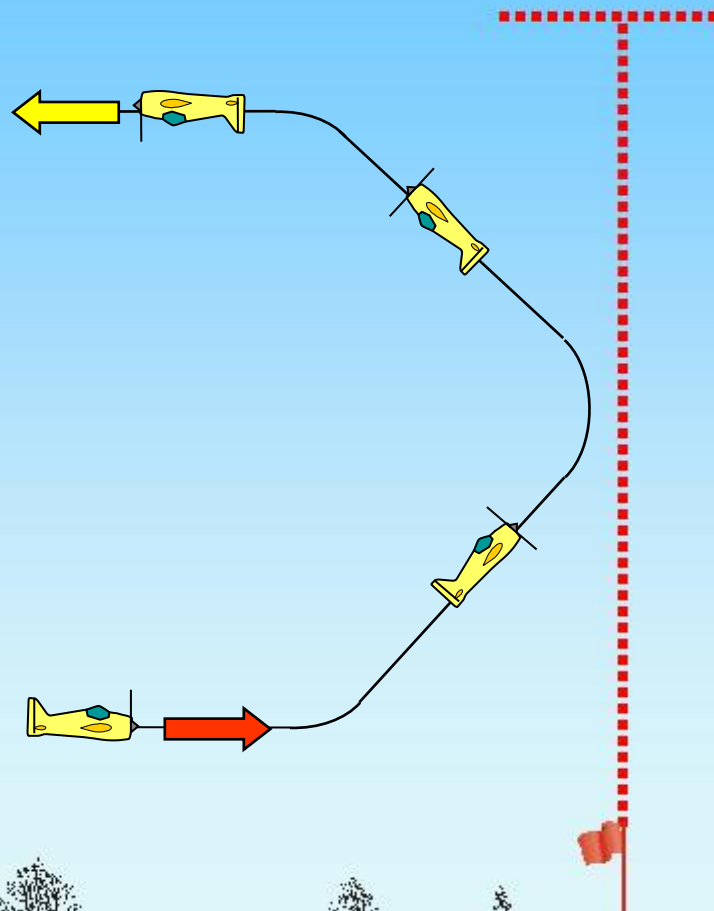
# A-25.09 Half Roll, Loop, Half Roll







## A-25.10 Half Square Loop on Corner

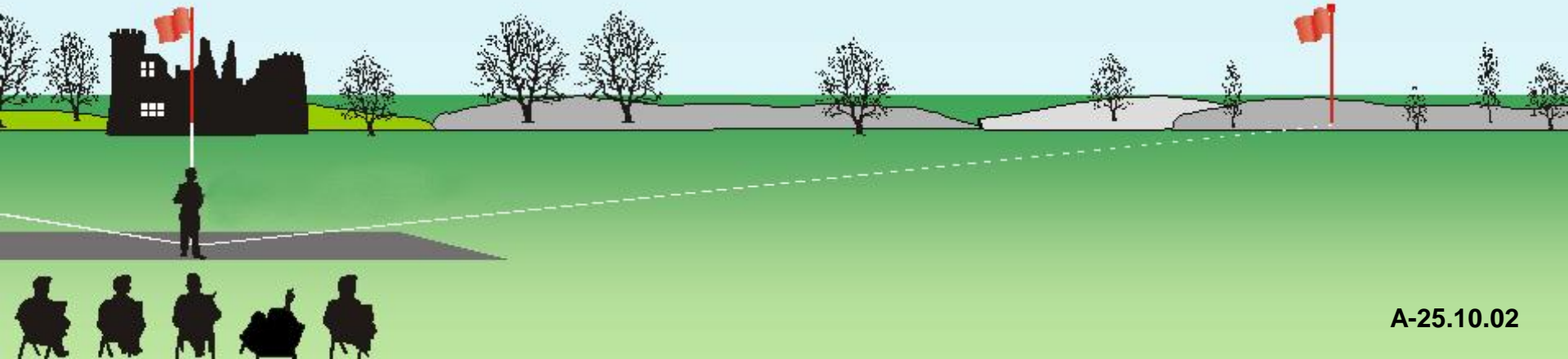
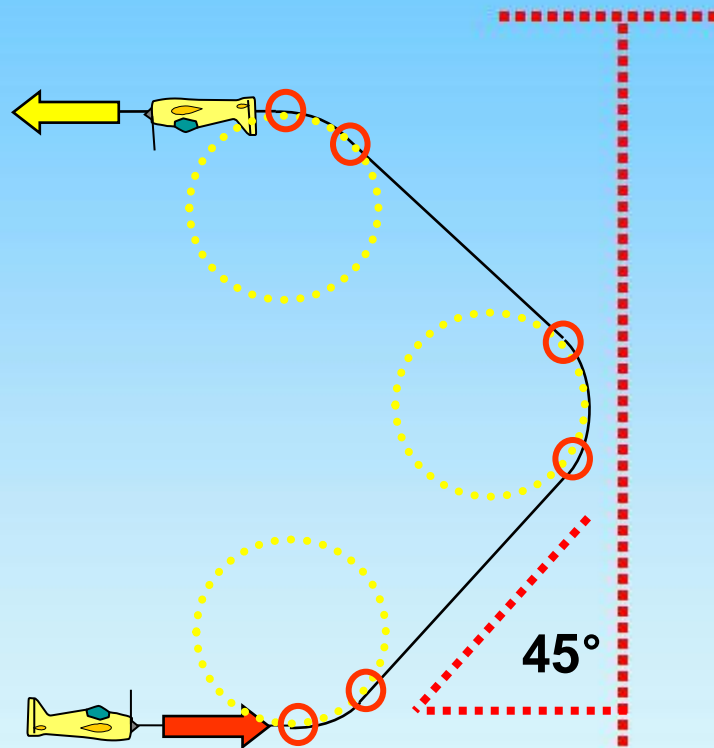


From upright, pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a one eighth loop, exit inverted.



# A-25.10 Half Square Loop on Corner

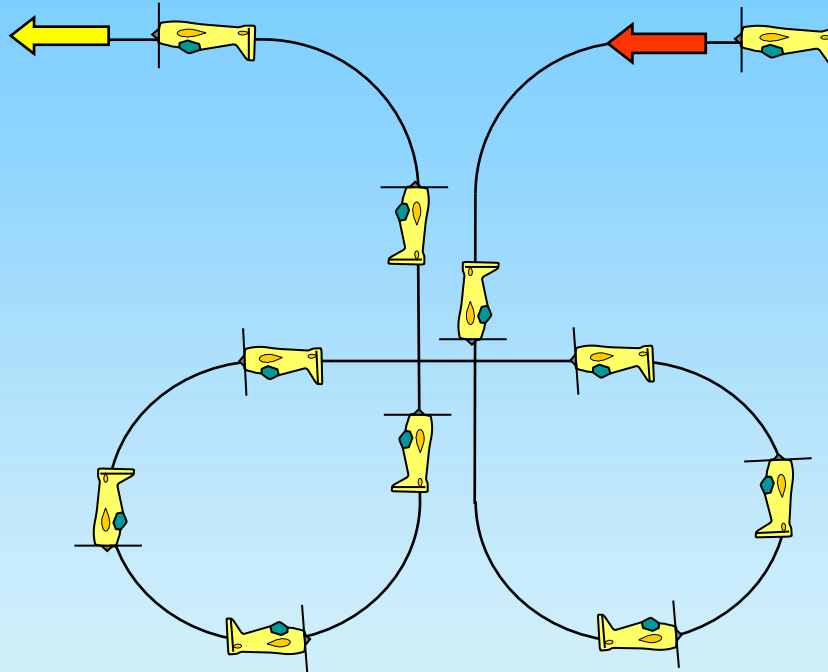
All radii are equal.







## A-25.11 Half Cloverleaf

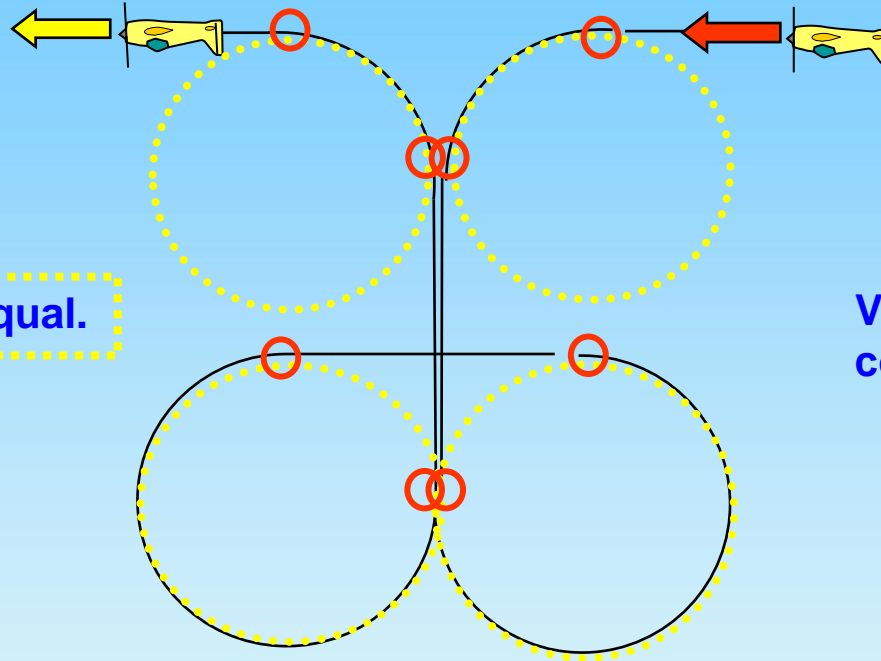


From inverted, pull through a quarter loop into a vertical downline, pull through a three quarter loop into a horizontal line, pull through a three quarter loop into a vertical upline, pull through a quarter loop, exit inverted





# A-25.11 Half Cloverleaf

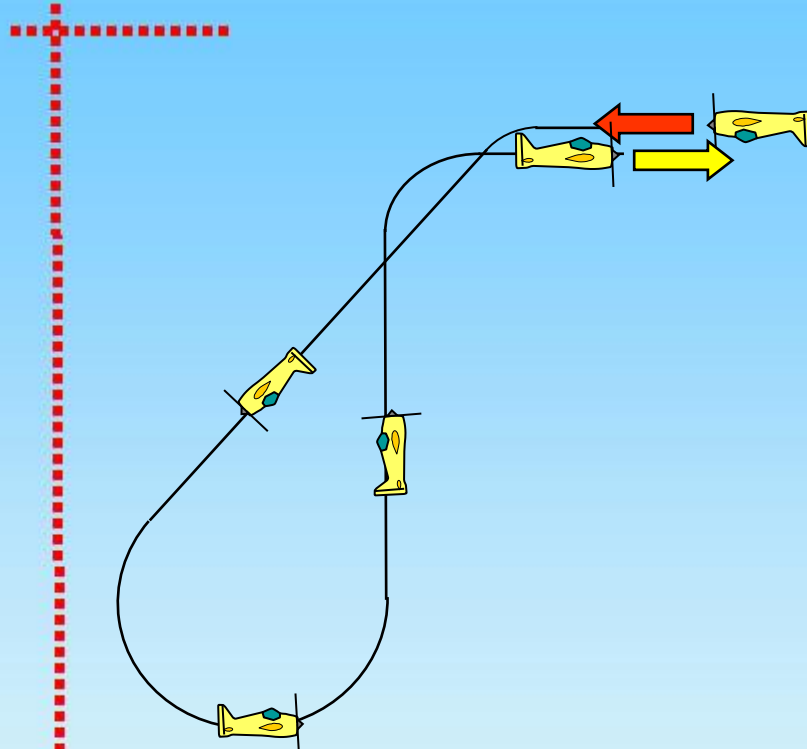


All radii are equal.

Vertical lines must be congruent.



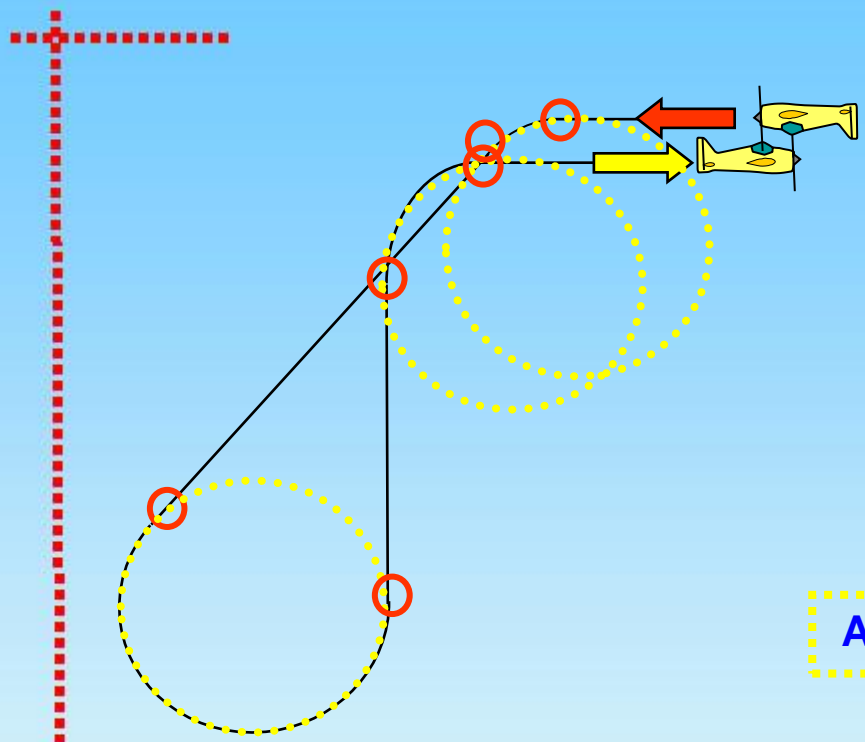
# A-25.12 Reverse Figure ET



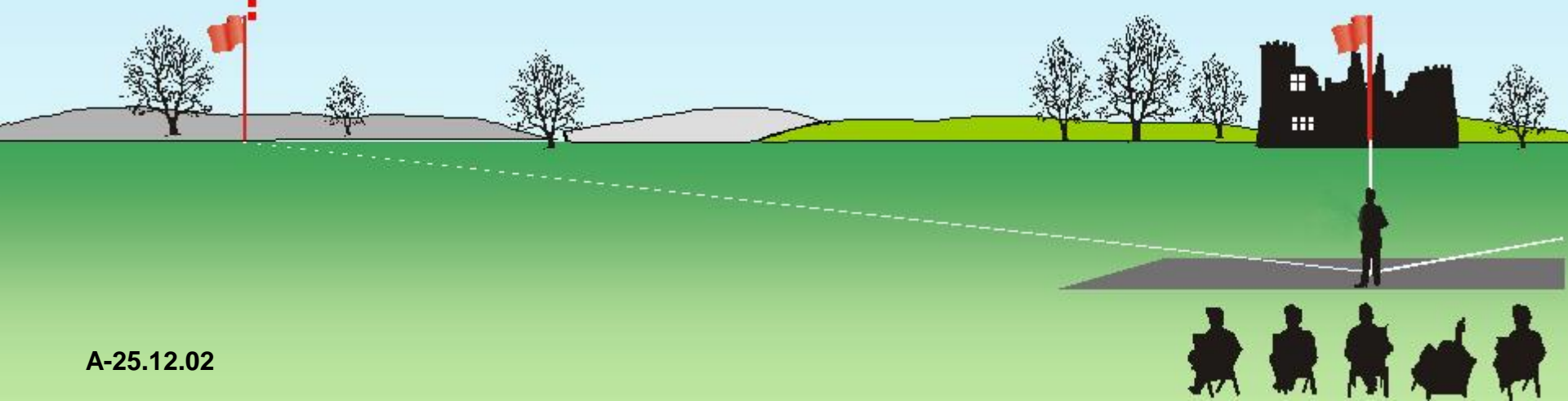
From inverted, pull through a one eighth loop into a forty-five degree downline, pull through five eighths loop into a vertical upline, push through a quarter loop, exit upright.



# A-25.12 Reverse Figure ET

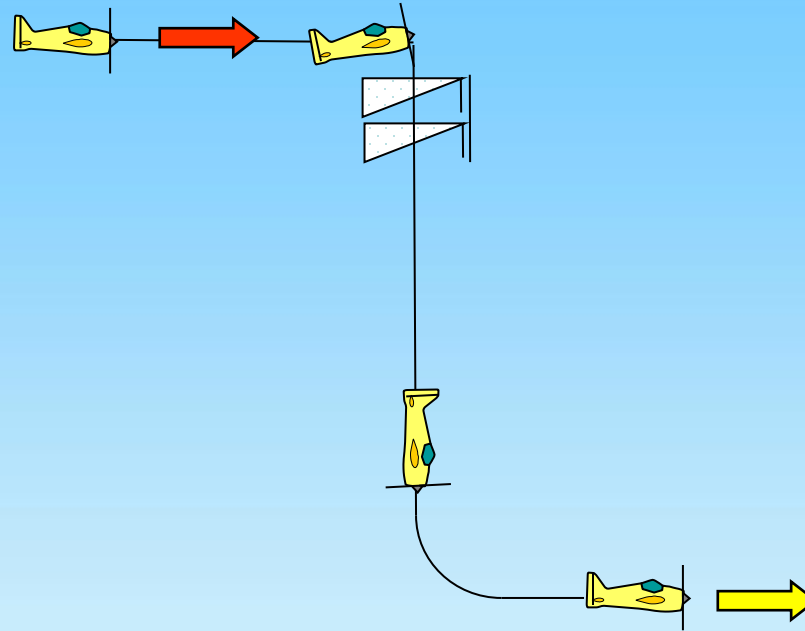


All radii are equal.





## A-25.13 Spin two turns

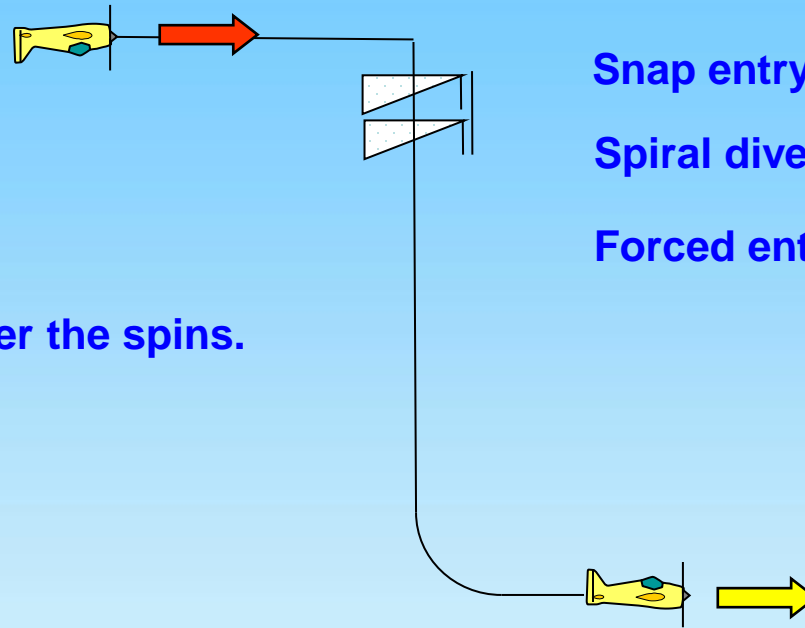


**From upright, perform a spin with two turns, perform a vertical downline, pull through a quarter loop, exit upright.**





## A-25.13 Spin two turns



Snap entry - 0 points!

Spiral dive - 0 points!

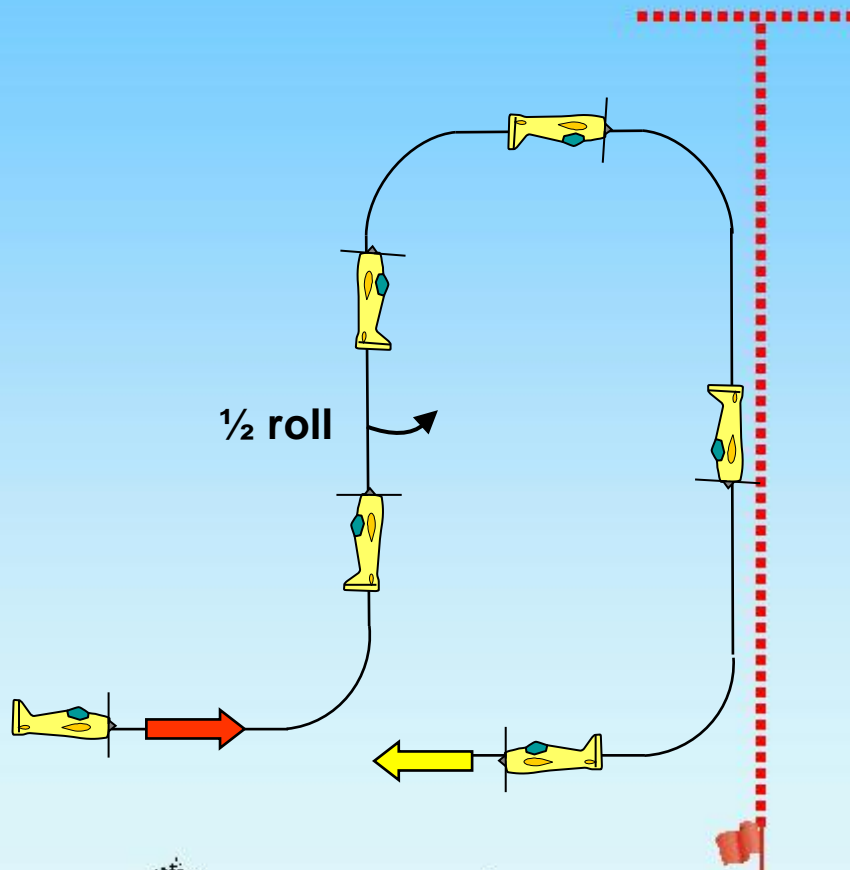
Forced entry: downgrade.

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.

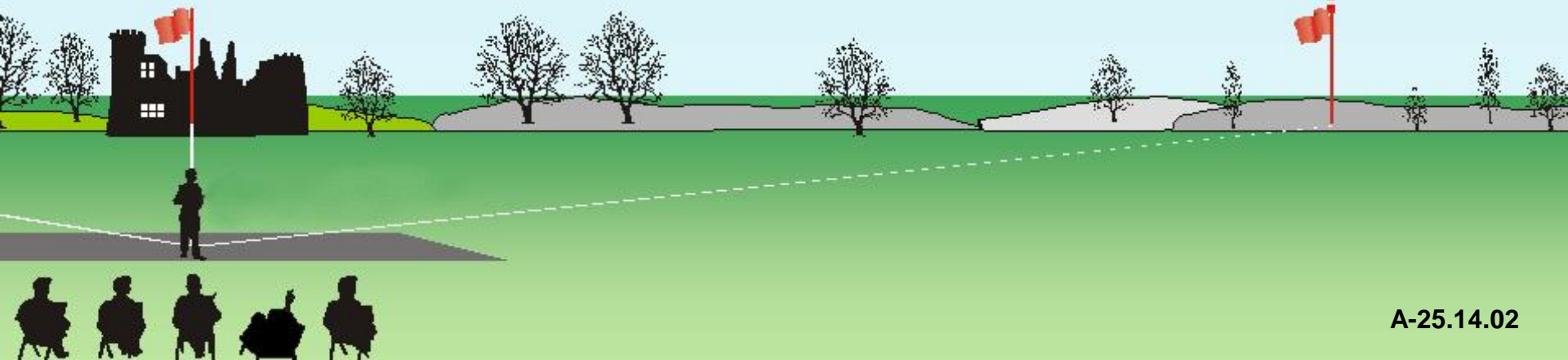
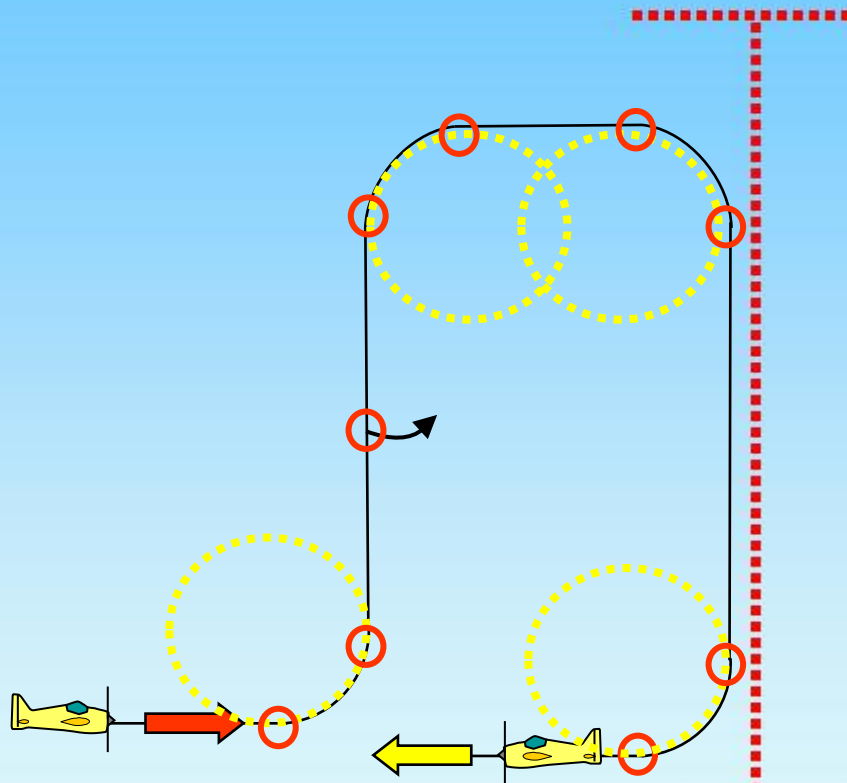




# A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

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

All radii are equal.

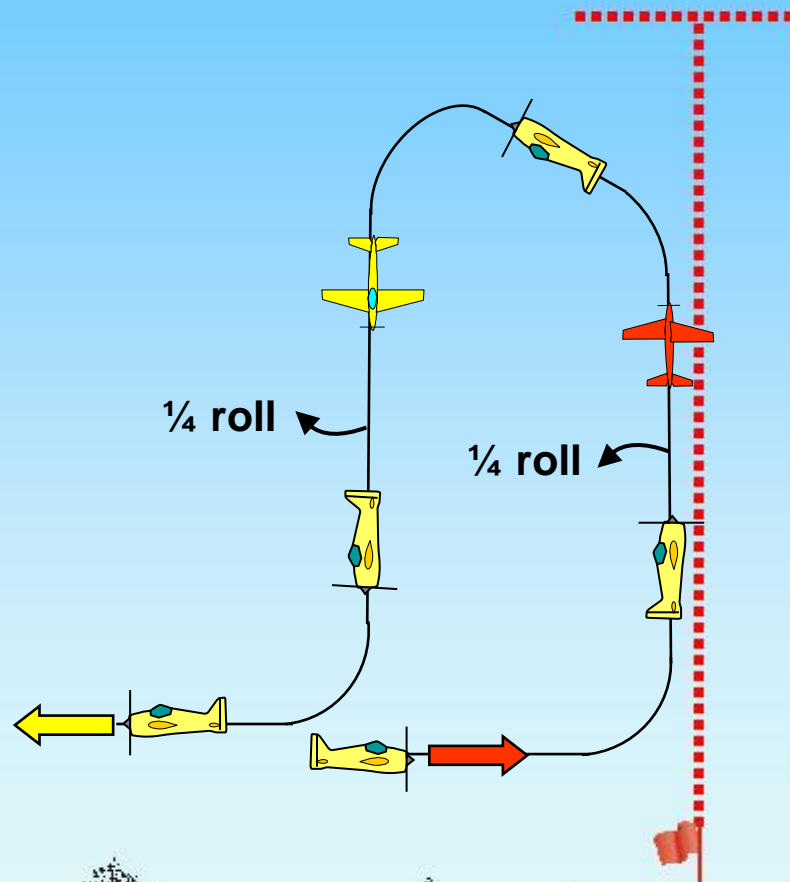






# A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

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.

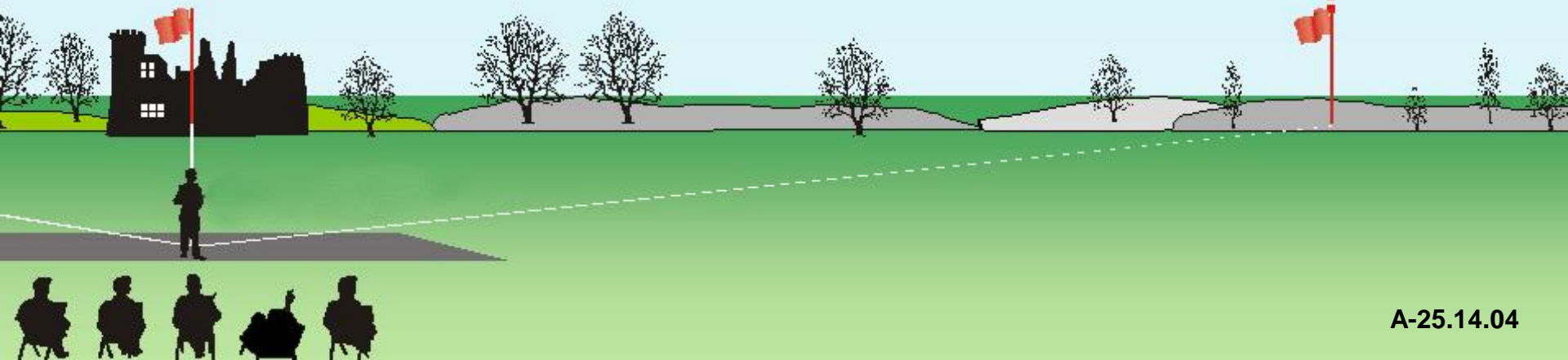
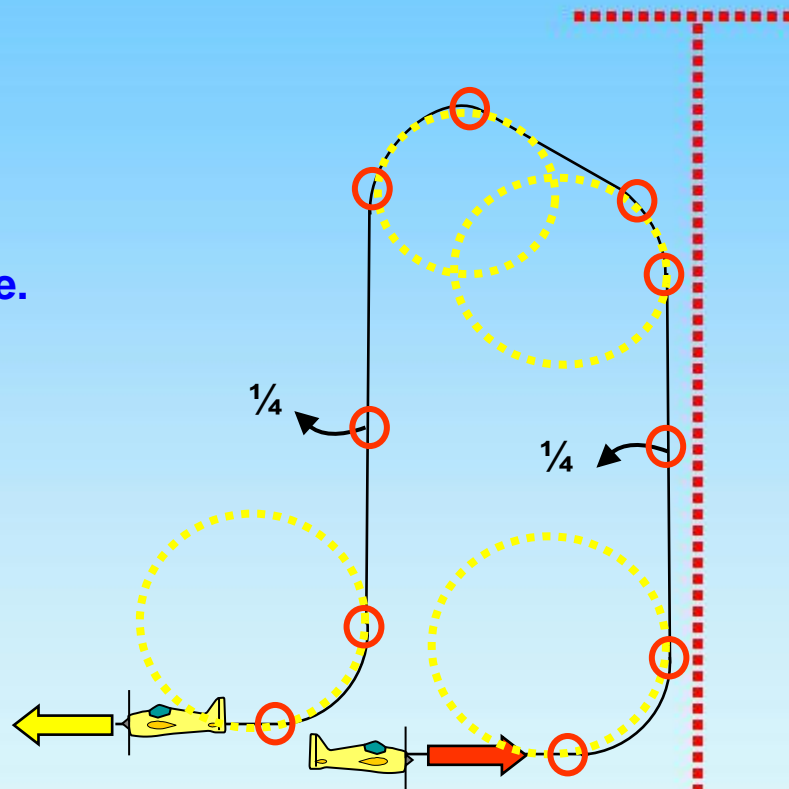


# A-25.14 Top hat with half roll. Option: Top hat with quarter roll, quarter roll.

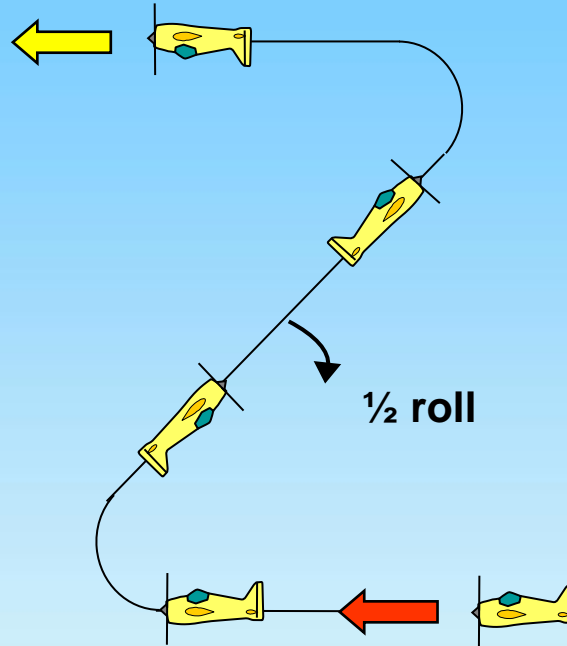
Option

$\frac{1}{4}$  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.

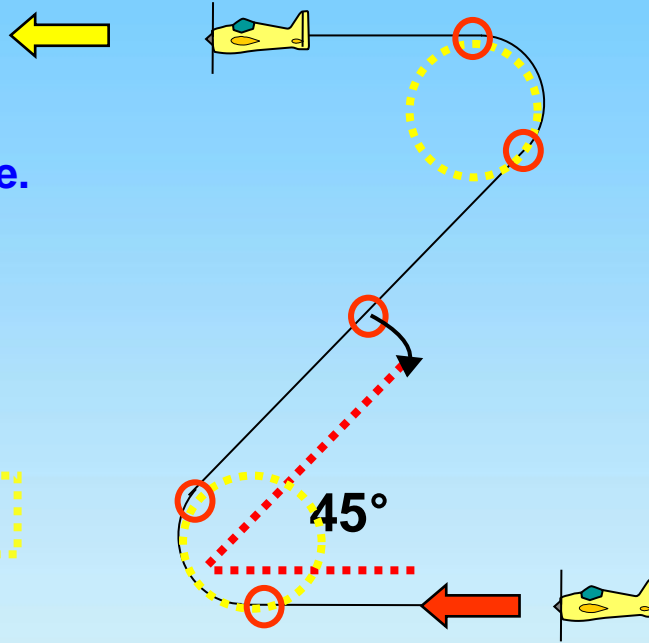


# A-25.15 Figure Z with Half roll



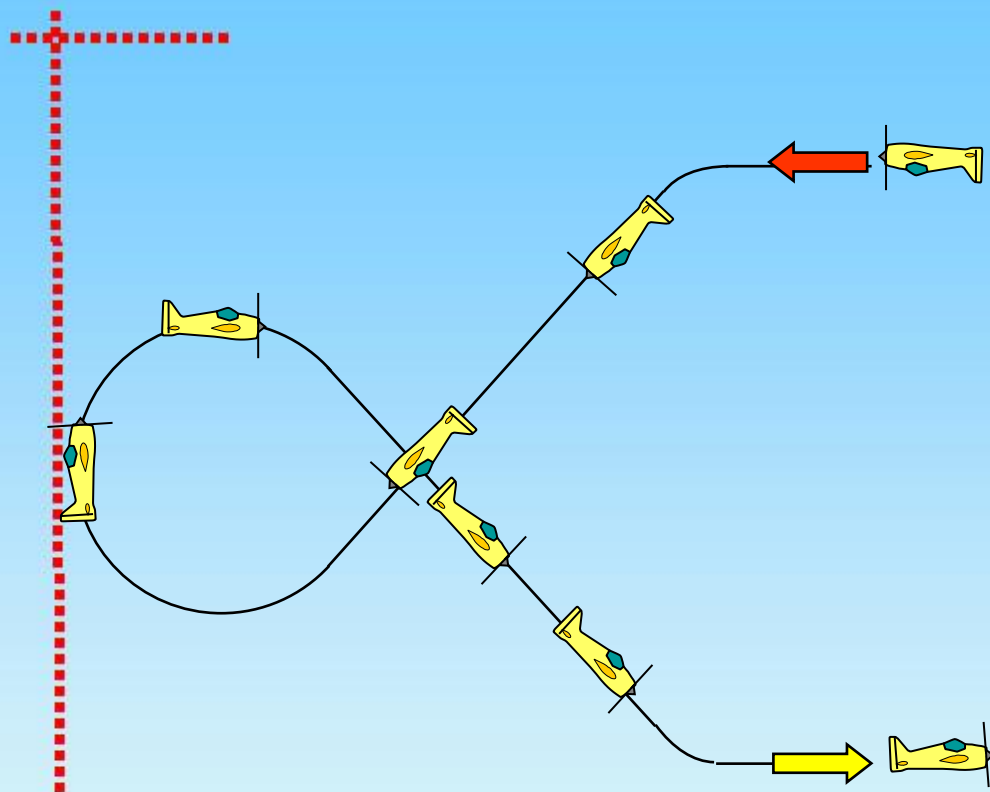
1/2 roll on middle of the line.

All radii are equal.





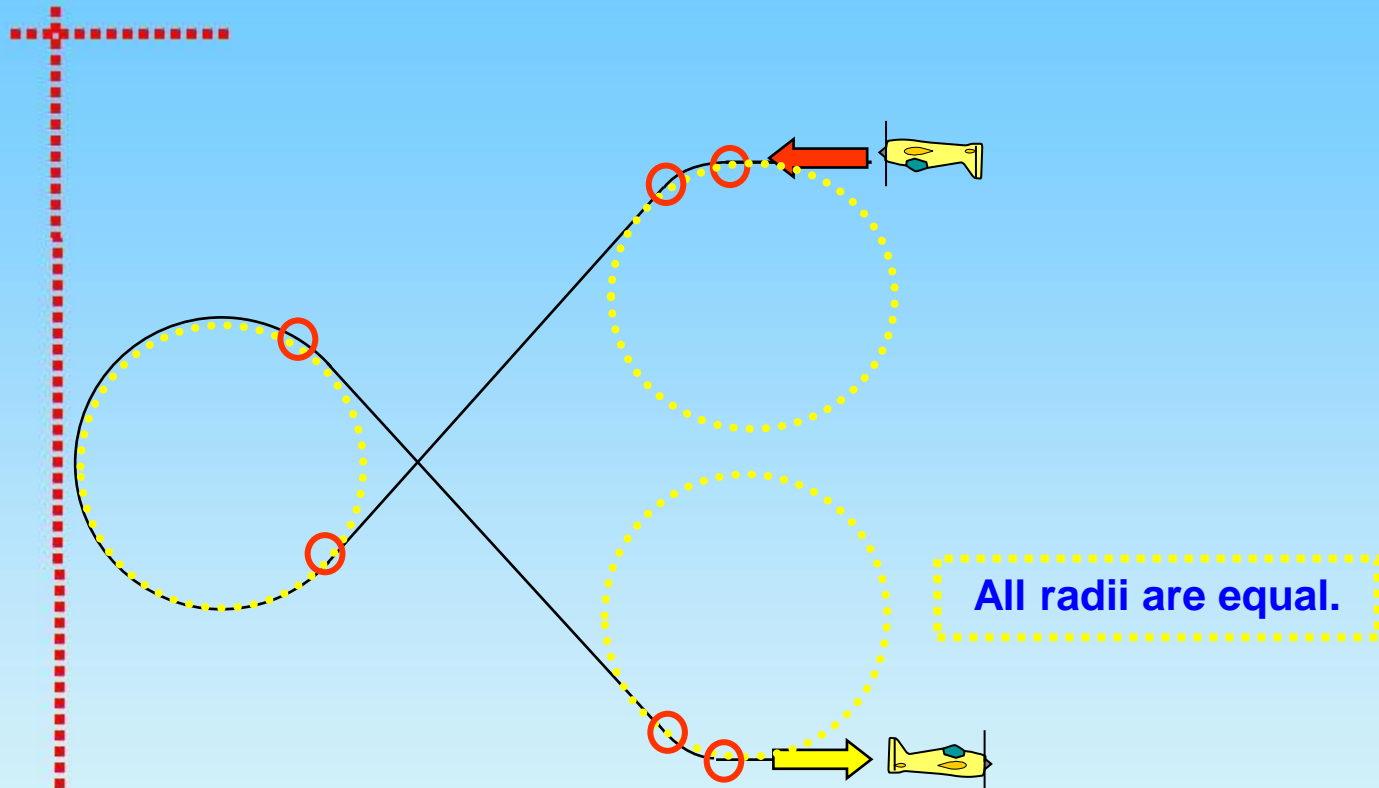
# A-25.16 Comet



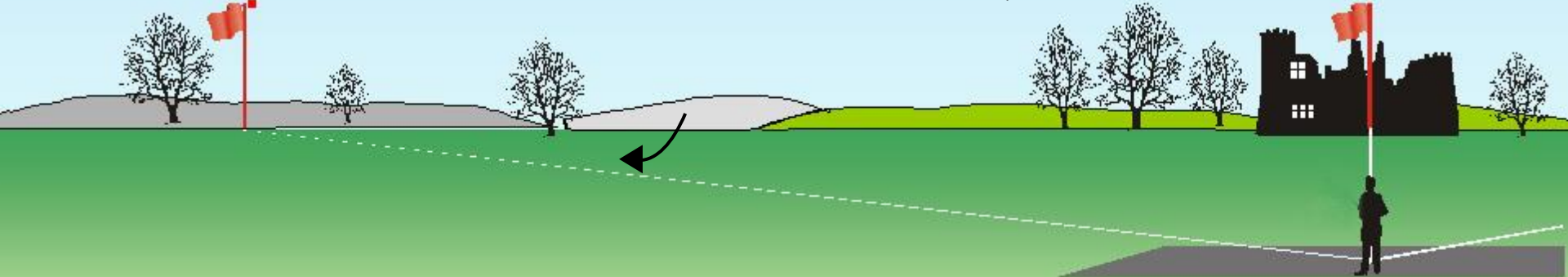
From inverted, pull through a one eighth loop into a forty five degree downline, push through a three quarter loop into a forty-five degree downline, pull through a one eighth loop, exit upright.



# A-25.16 Comet with two quarter rolls, roll

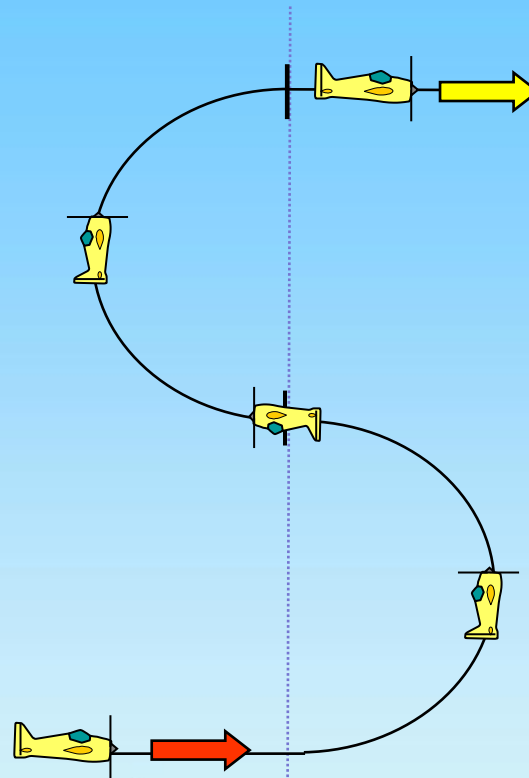


All radii are equal.

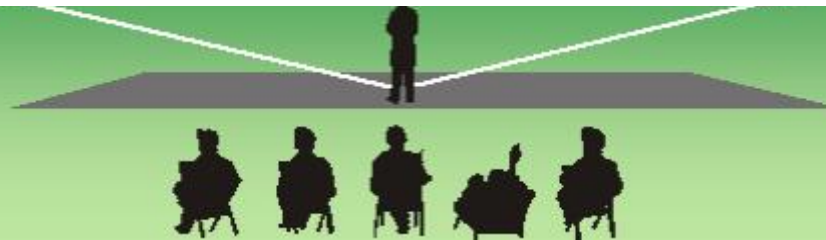




## A-25.17 Figure S with quarter roll, quarter roll



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

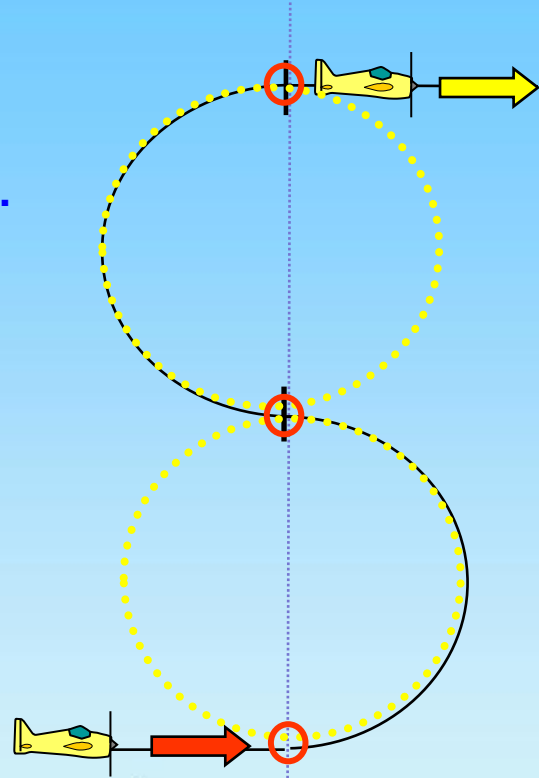




# A-25.17 Figure S with quarter roll, quarter roll



Part loops must be round.



Radii of the part loops are equal.

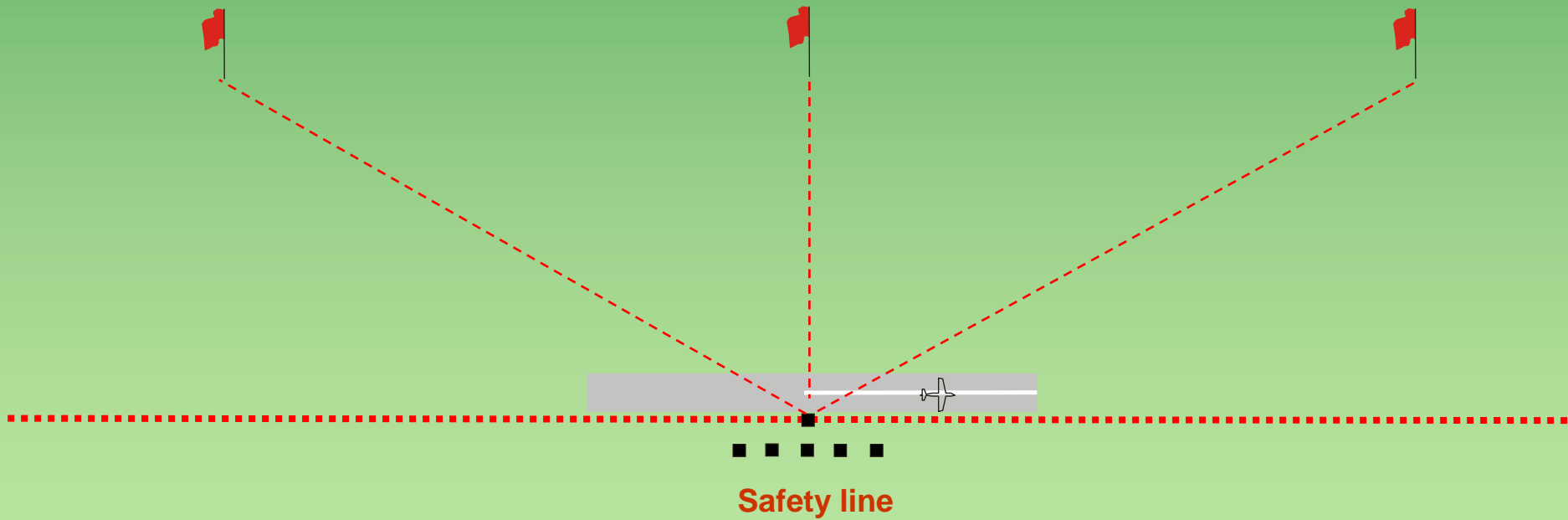






# Landing procedure ( not judged, not scored )

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

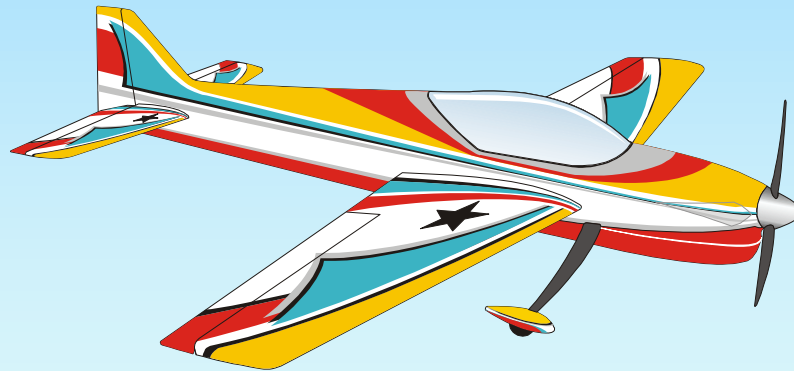


Forget **WHO** is flying  
(friend, rival, countryman, flier from other nation)

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