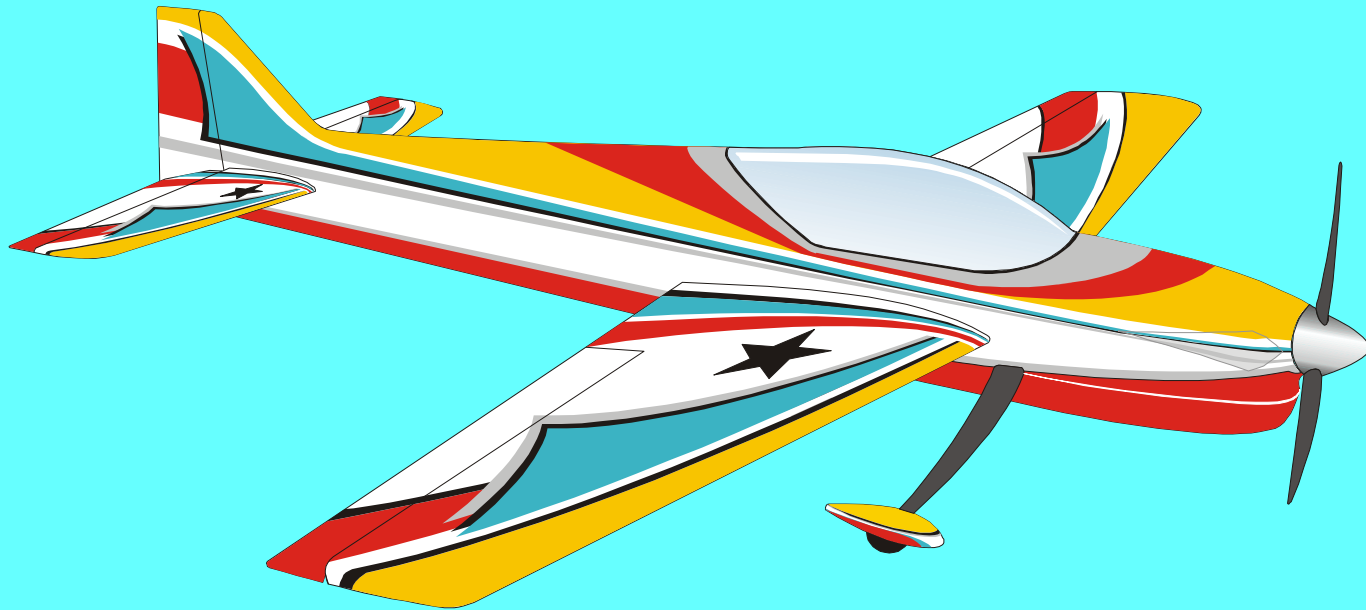
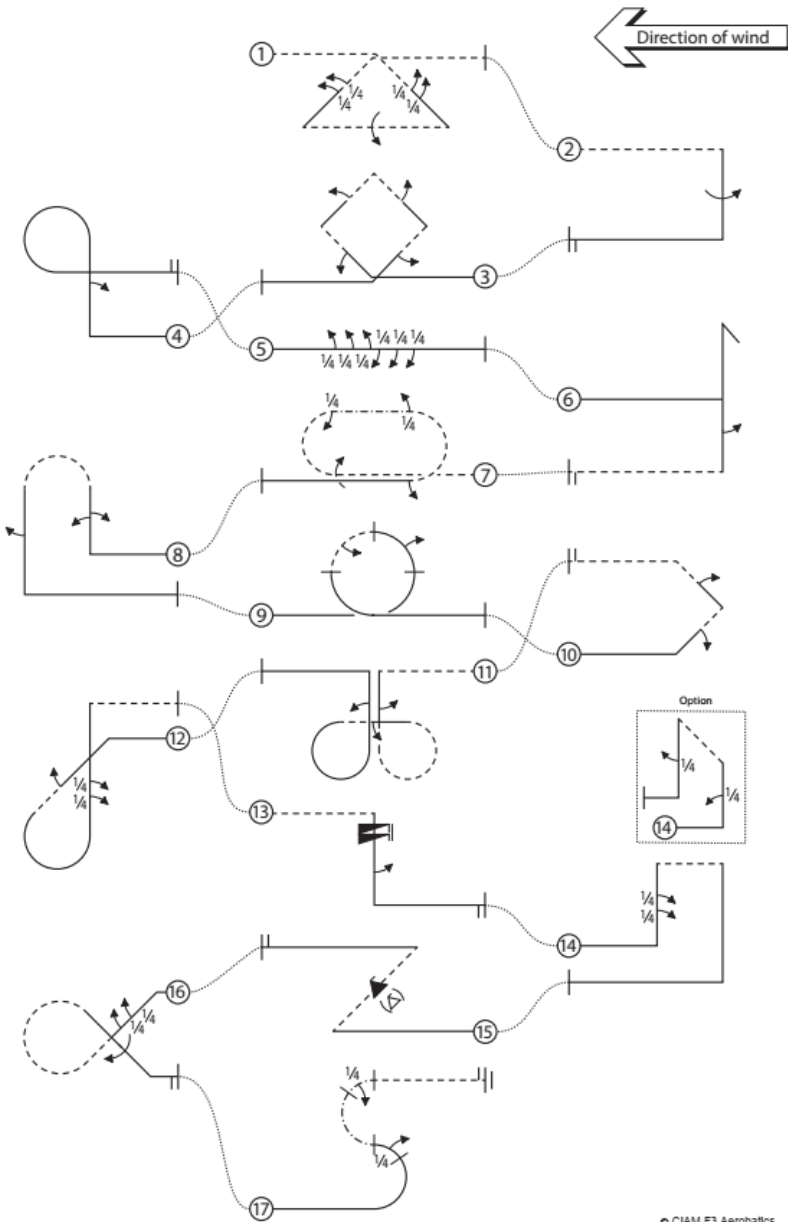


Flying and Judging F3A

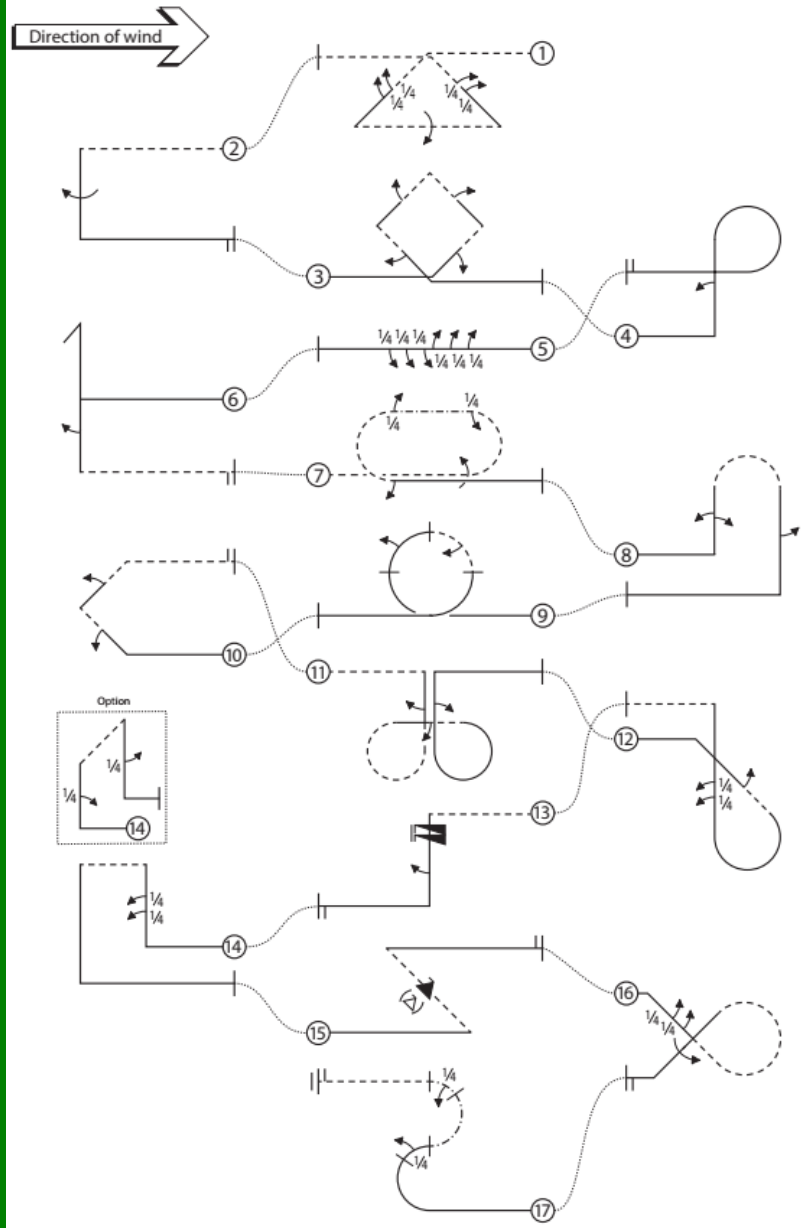


SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE P-25

PRELIMINARY SCHEDULE P-25 (2024-2025)

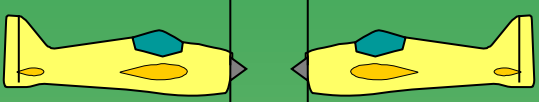


PRELIMINARY SCHEDULE P-25 (2024-2025)

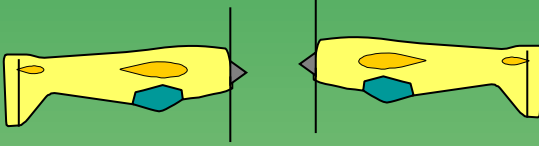




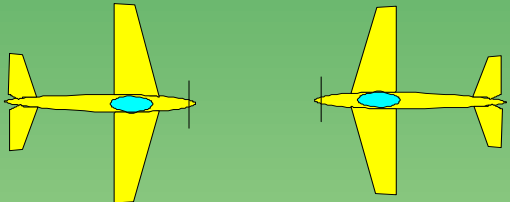
Explanations:



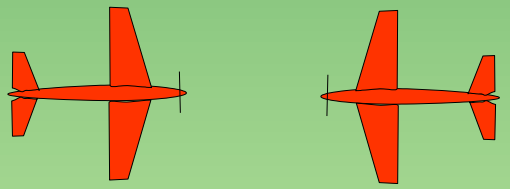
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge View from Top



Aircraft in Knife-Edge View from Below



part roll



half roll



roll



pos. spin



neg. spin



pos.



neg.

snap rolls

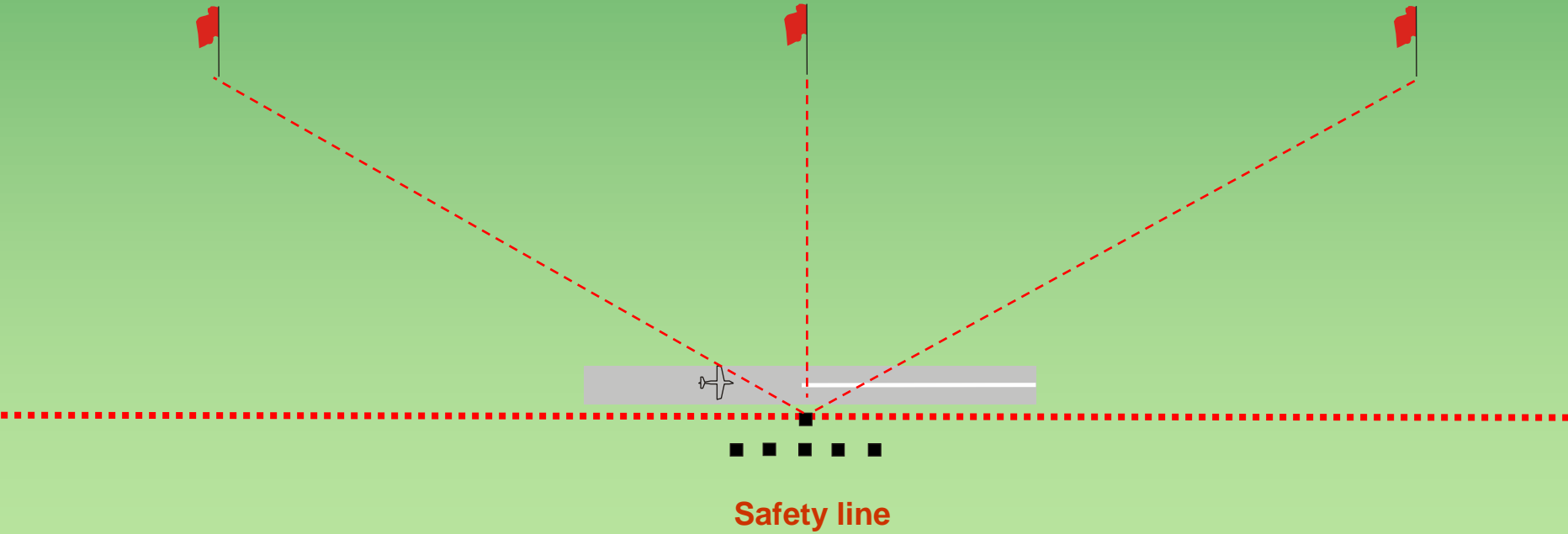


reference points



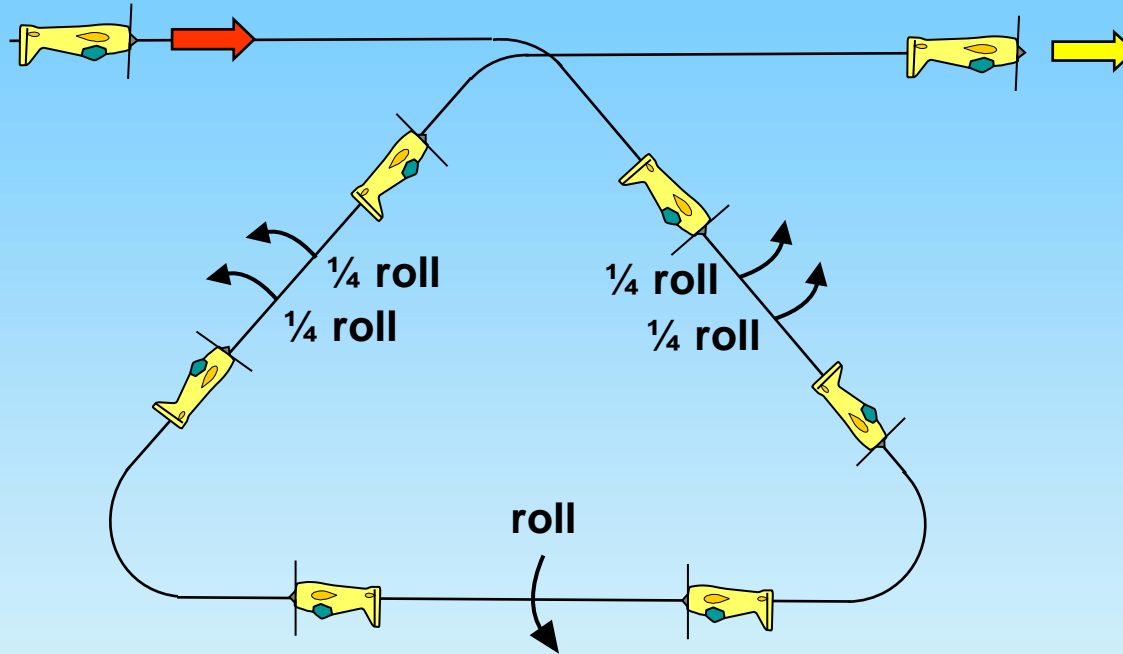
Take-off procedure (not judged, not scored)

 wind





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

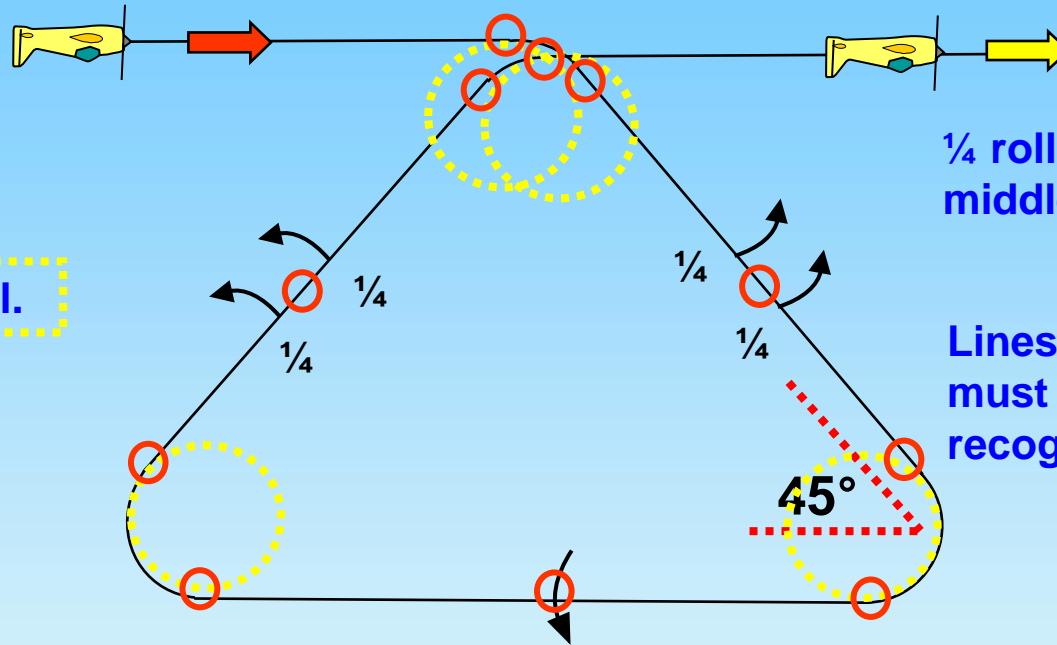


From inverted, in the center pull through a one eighth loop into a forty-five degree downline, perform consecutively two quarter rolls, push through a three eighths loop, perform a roll, push through a three eighths loop into a forty-five degree upline, perform consecutively two quarter rolls, pull through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



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

All radii are equal.



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

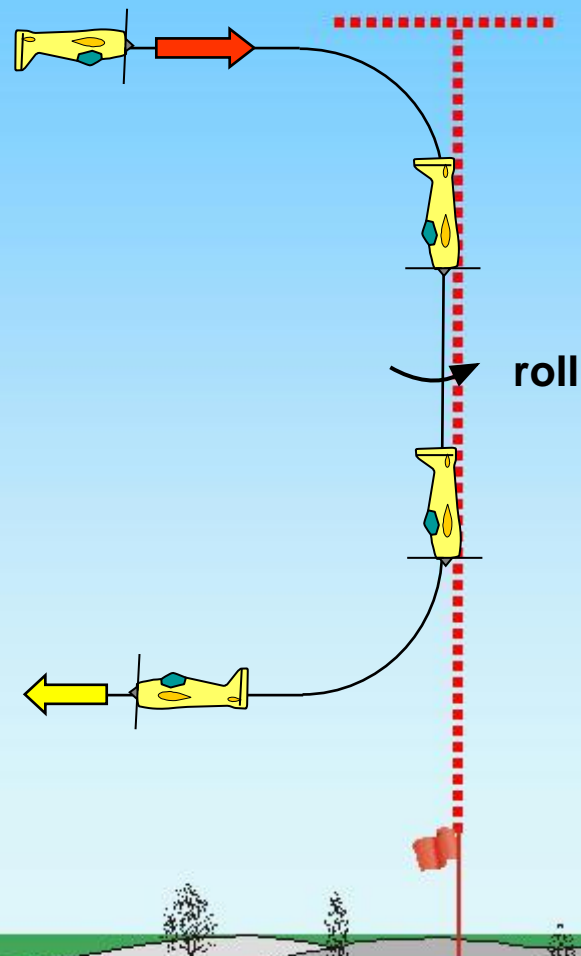
Lines between part rolls must be short and of recognisable length.

Roll in the center.





P-25.02 Half Square Loop with roll



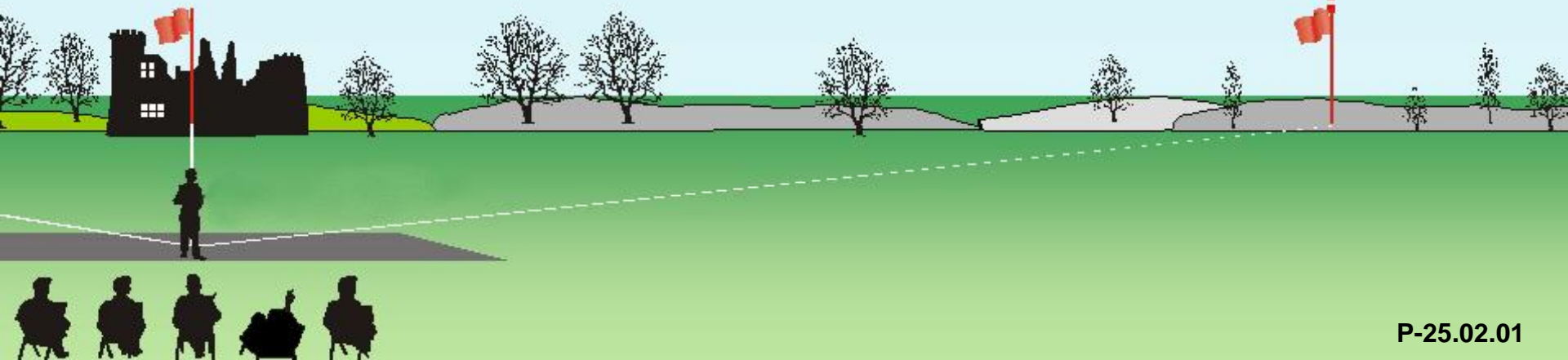
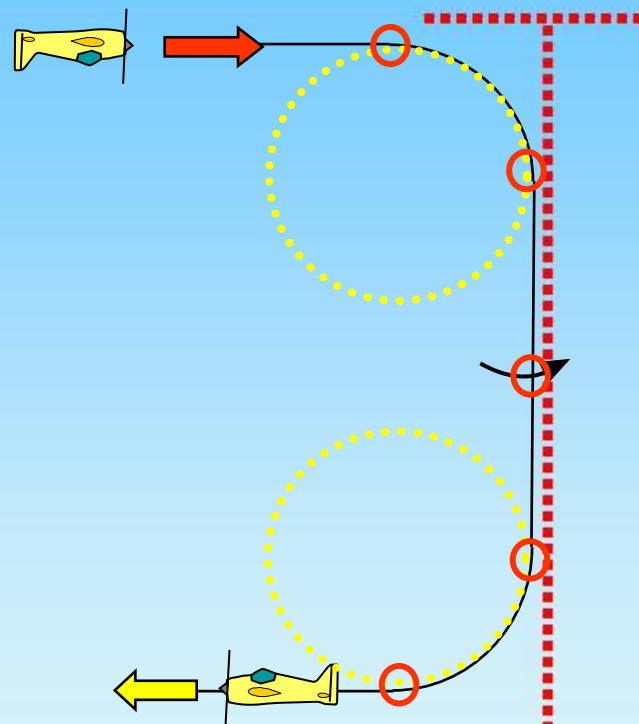
From inverted, pull through a quarter loop into a vertical downline, perform a roll, pull through a quarter loop, exit upright.



P-25.02 Half Square Loop with roll

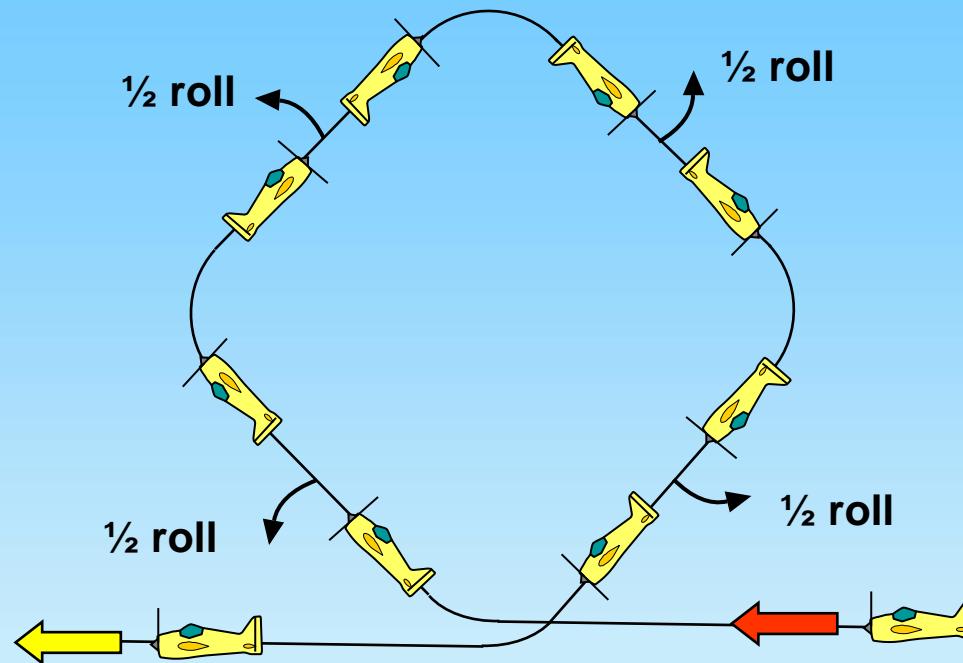
Roll on middle of the line.

All radii are equal.





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

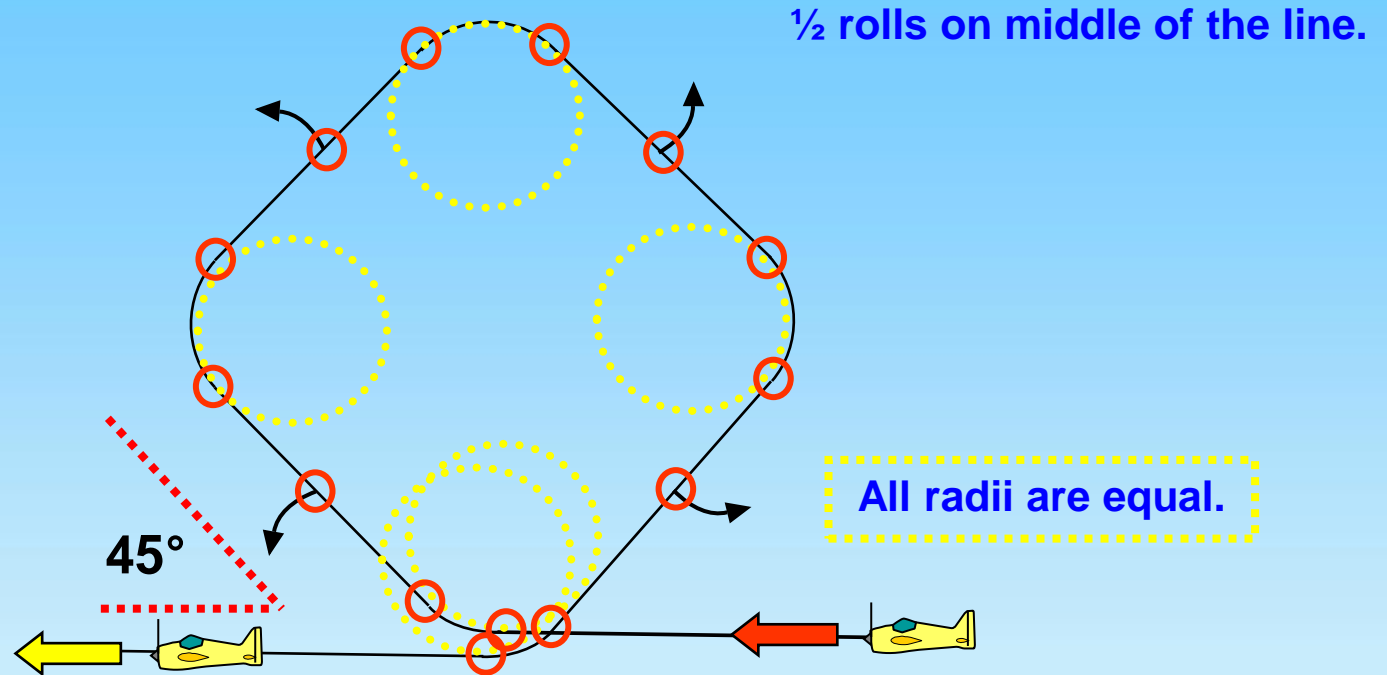


From upright, in the center pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a quarter loop into a forty-five degree downline, perform a half roll, push through a quarter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



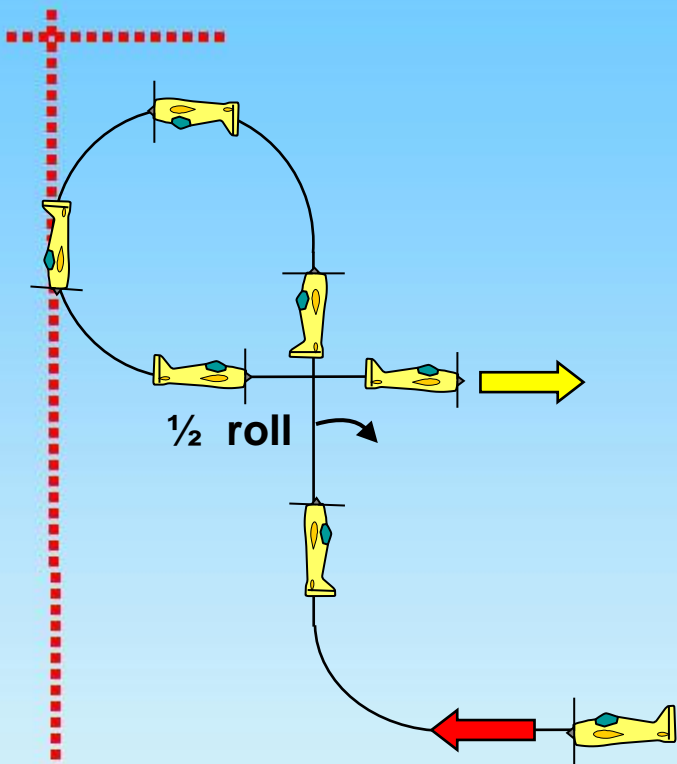


P-25.03 Square Loop on corner with half roll, half roll, half roll, half roll

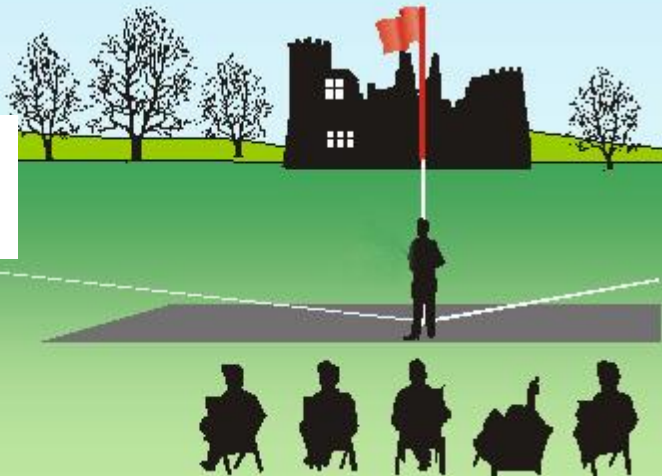




P25.04 Figure Nine with half roll

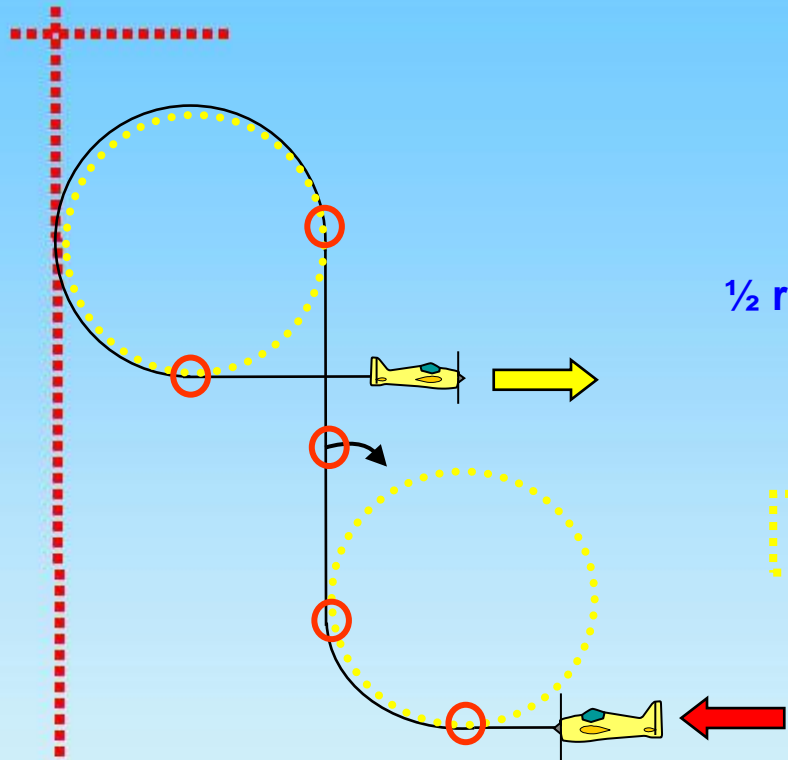


From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a three quarter loop, exit upright.



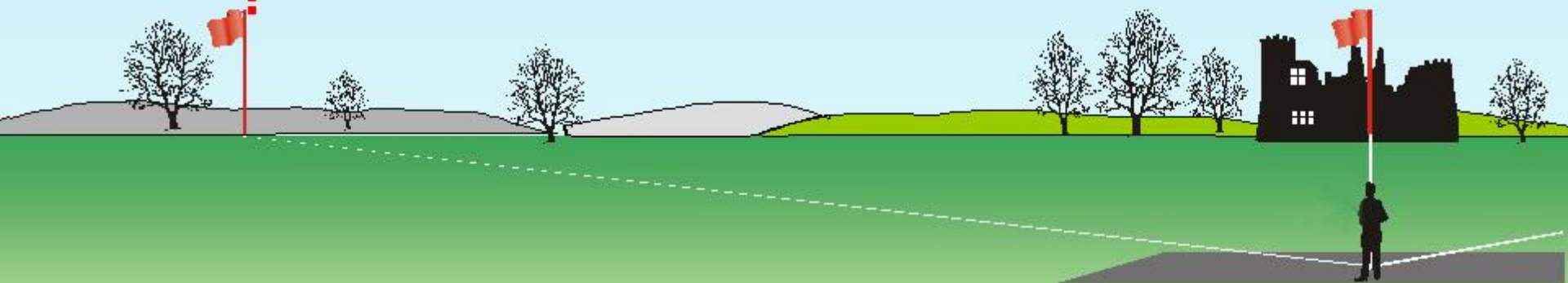


P25.04 Figure Nine with half roll



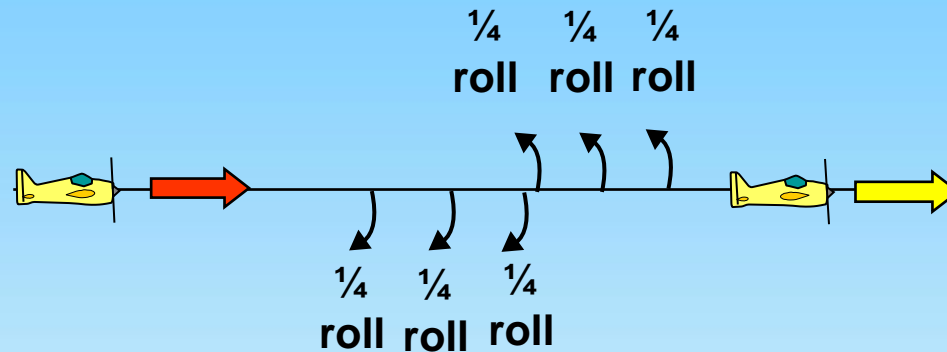
$\frac{1}{2}$ roll on middle of the line.

All radii are equal.





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



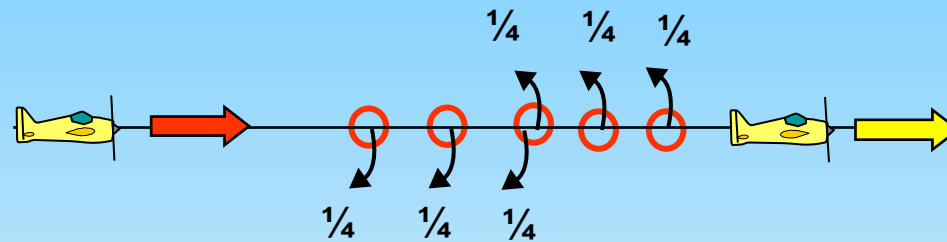
From upright, perform consecutively three quarter rolls, followed by three consecutive quarter rolls in opposite direction, exit upright.





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.

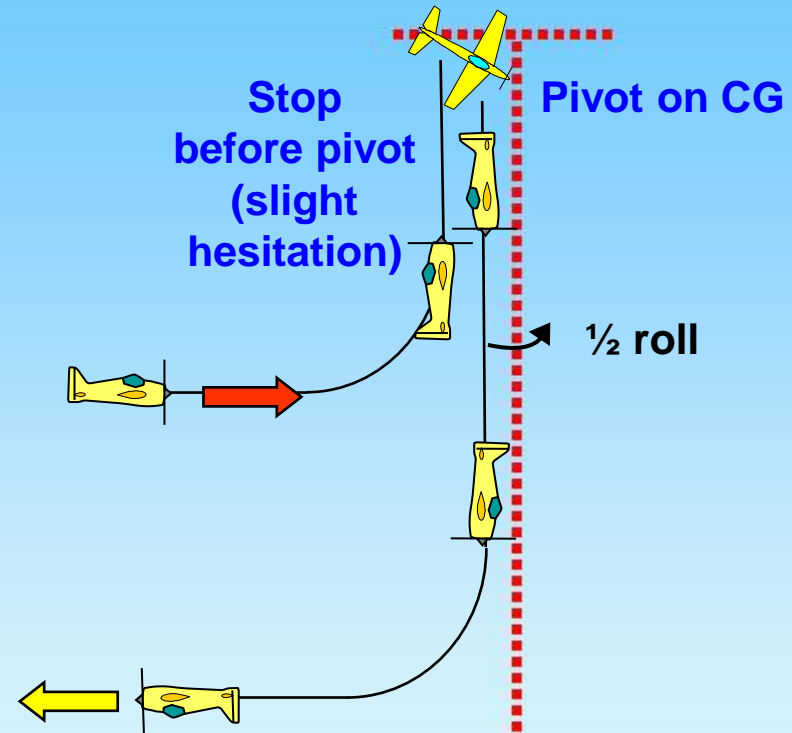


Between rolls and part rolls in opposite direction there must be no line.





P-25.06 Stall Turn with half roll



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.

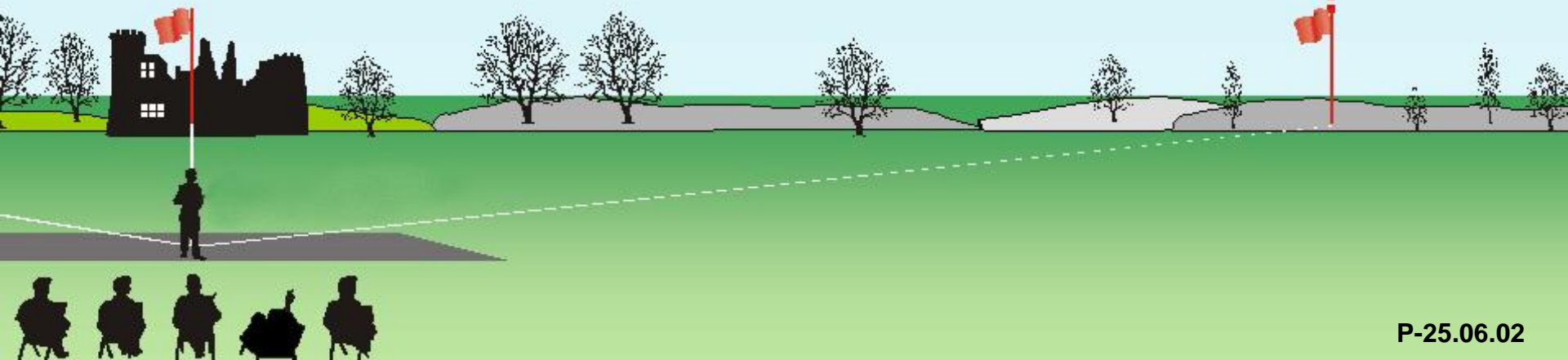
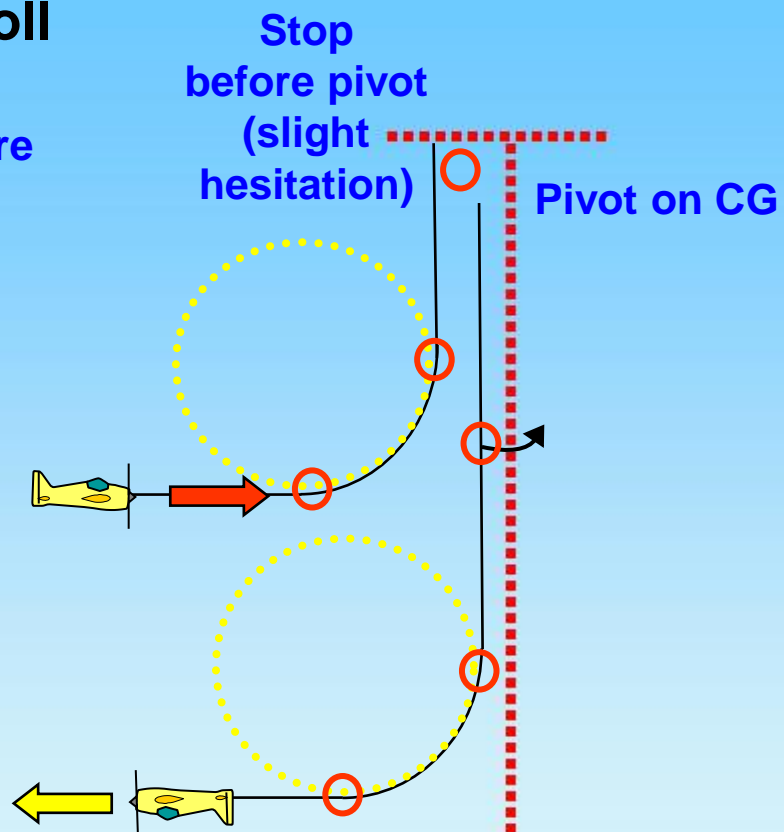


P-25.06 Stall Turn with half roll

Two wing spans or more
– zero points!

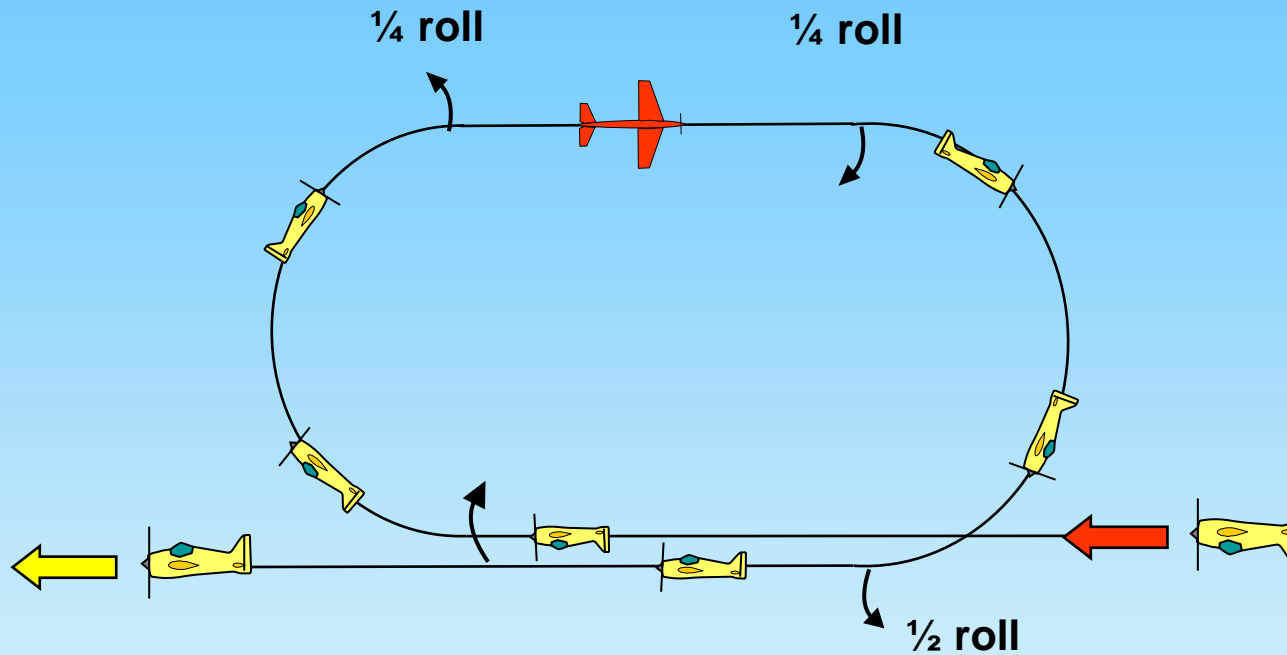
½ roll on middle of the line.

All radii are equal.





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.

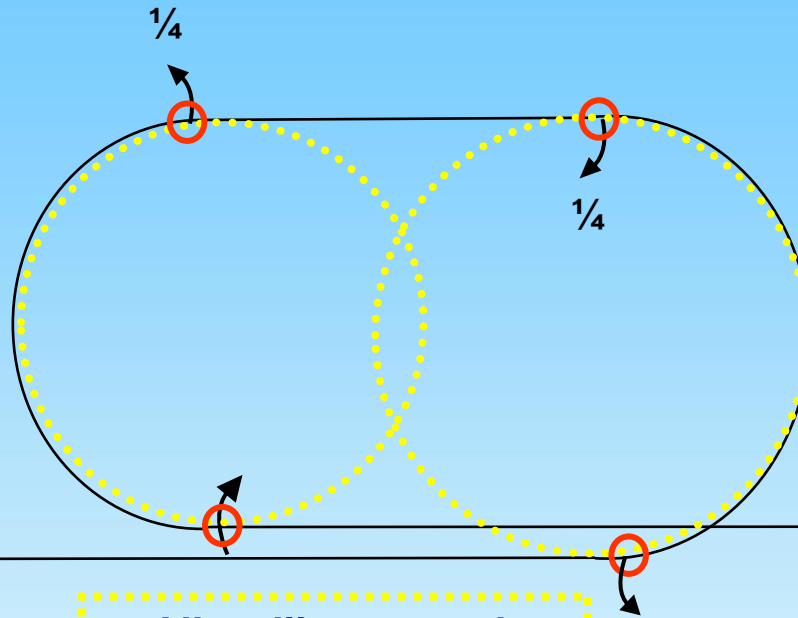




P-25.07 Double Immelman with roll, quarter roll, quarter roll, half roll

The first $\frac{1}{4}$ roll must follow immediately after the half loop.

The half loop must follow immediately after the roll.



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

The second half loop must follow immediately after the $\frac{1}{4}$ roll.

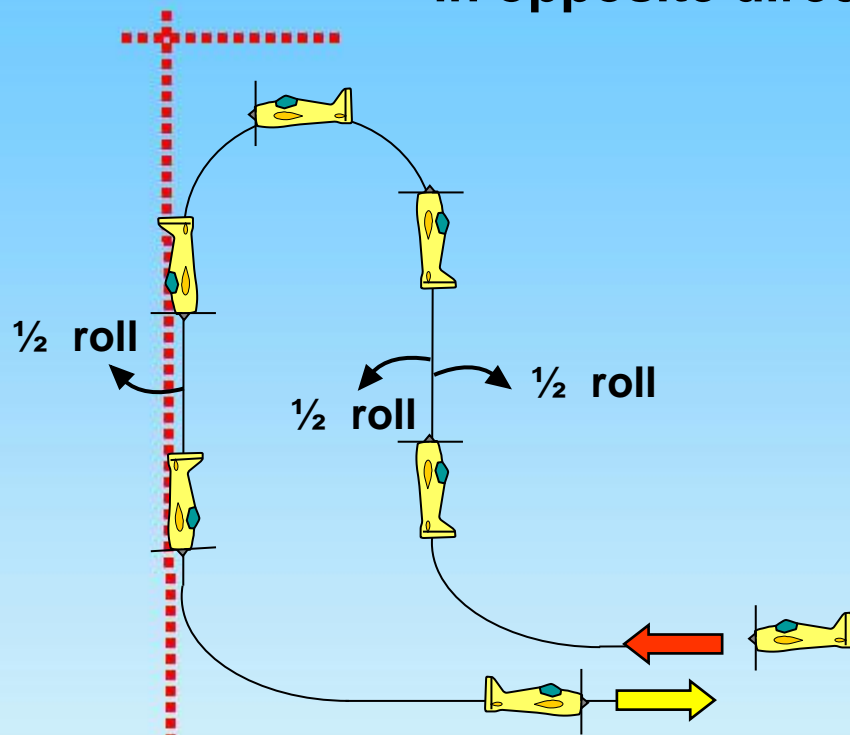
All radii are equal.

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





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

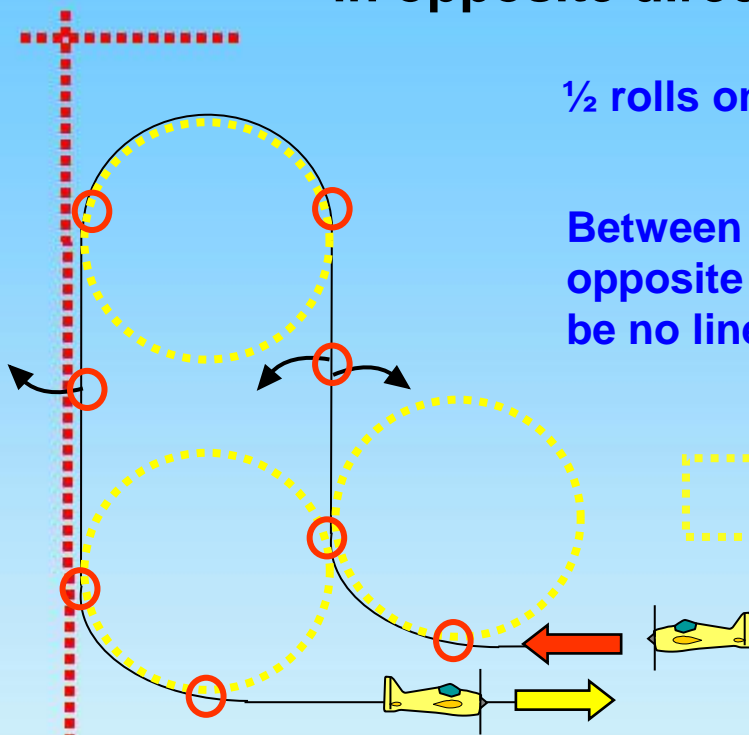


From upright, pull through a quarter loop into a vertical upline, perform consecutively two half rolls in opposite direction, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.





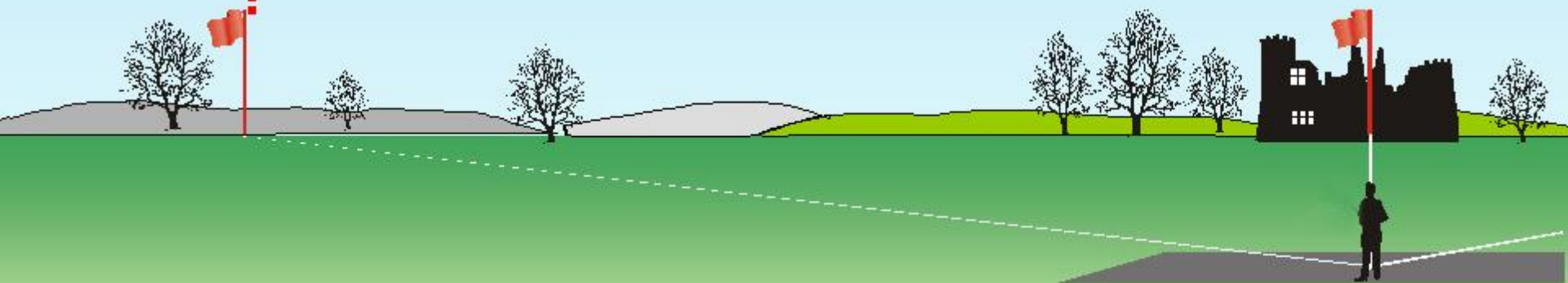
P-25.08 Humpty Bump with two consecutive half rolls in opposite direction, half roll



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

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

All radii are equal.

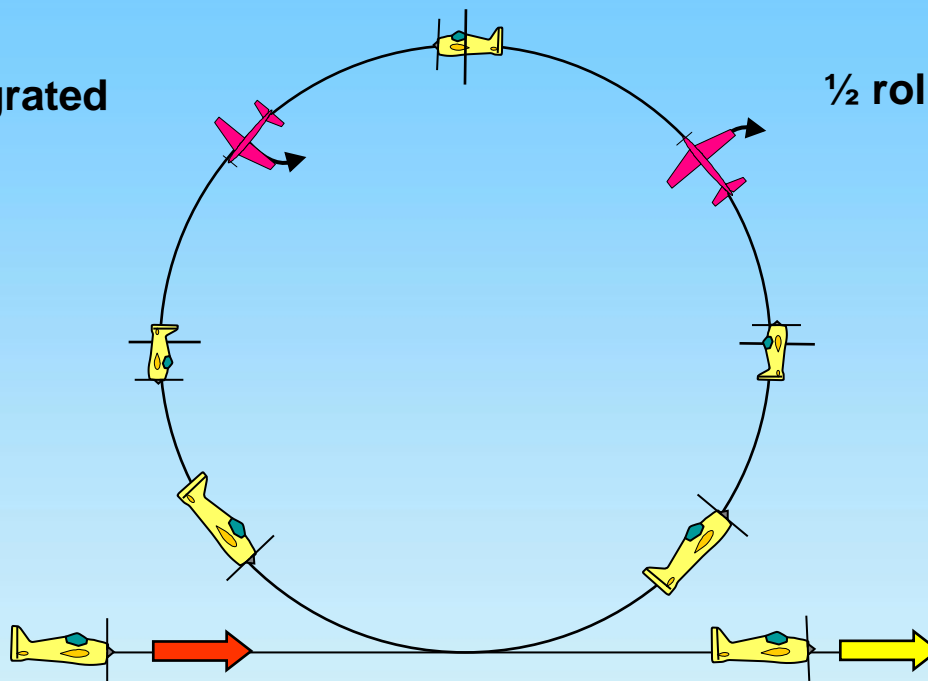


P-25.09 Loop with two half rolls integrated



$\frac{1}{2}$ roll integrated

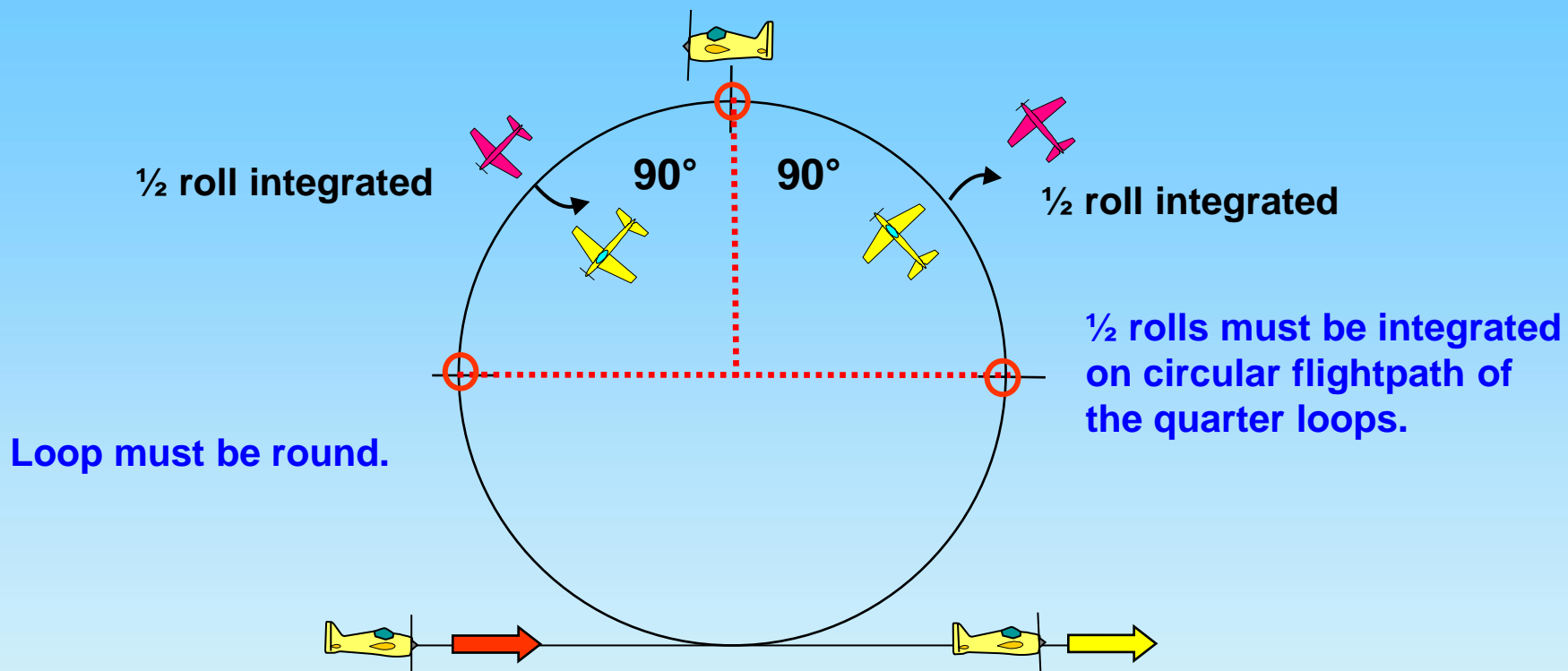
$\frac{1}{2}$ roll integrated



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.

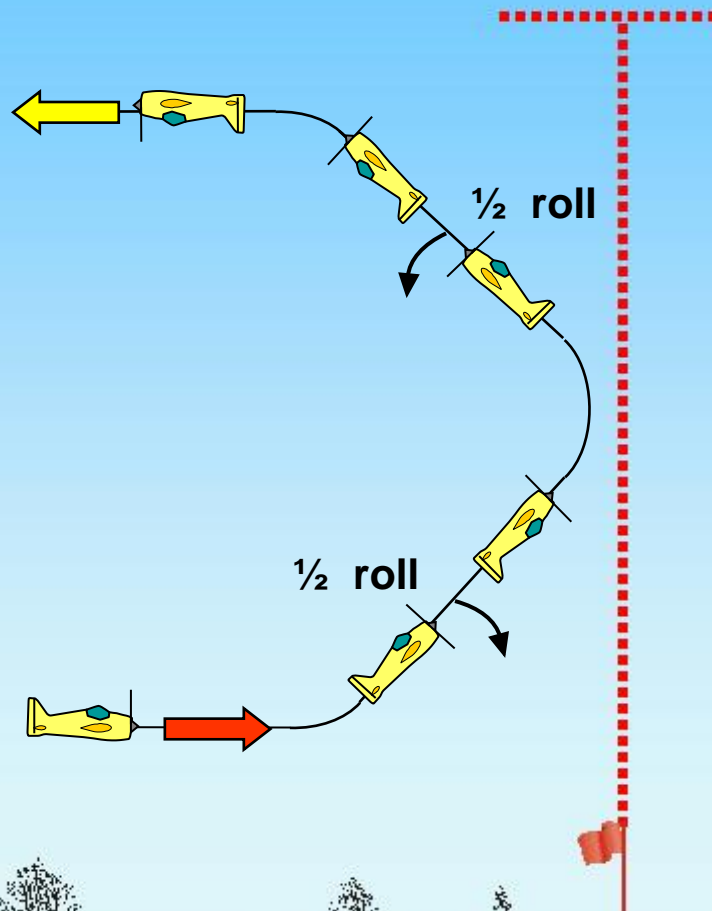


P-25.09 Loop with two half rolls integrated





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



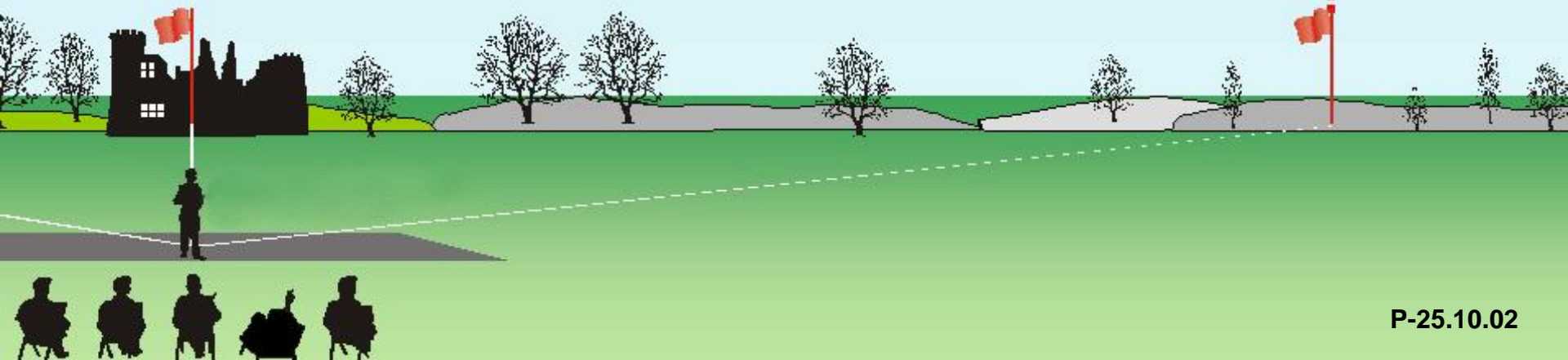
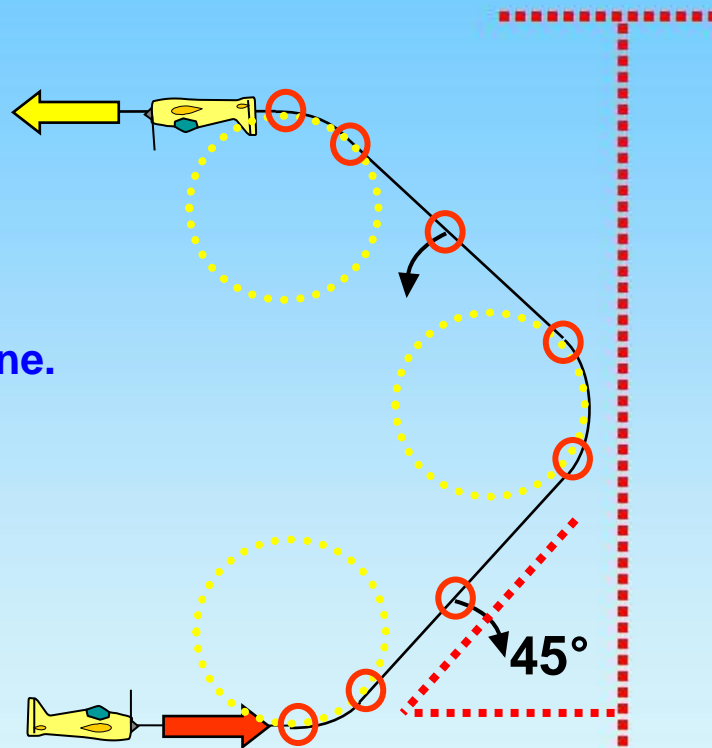
From upright, pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a one eighth loop, exit inverted.



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

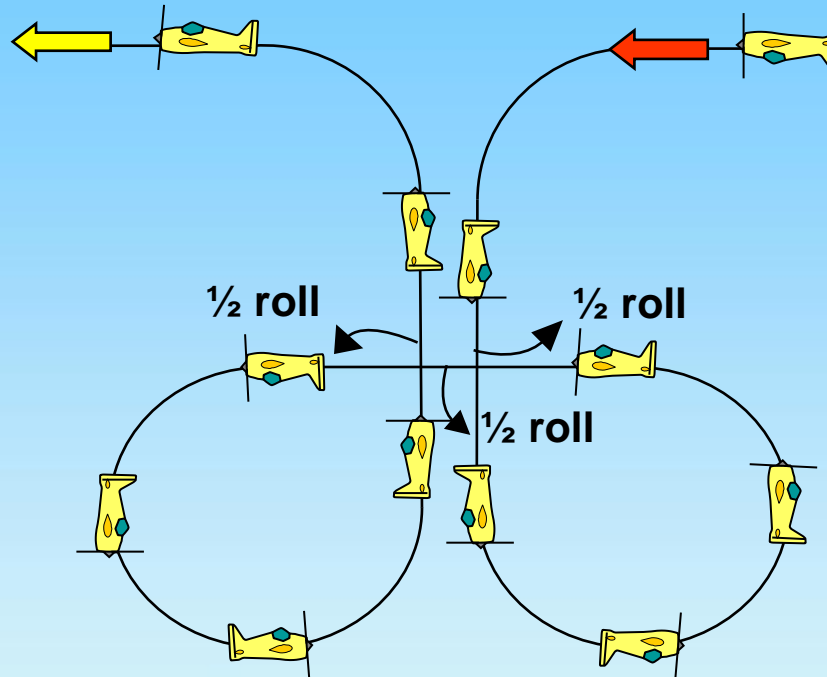
$\frac{1}{2}$ rolls on middle of the line.

All radii are equal.





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

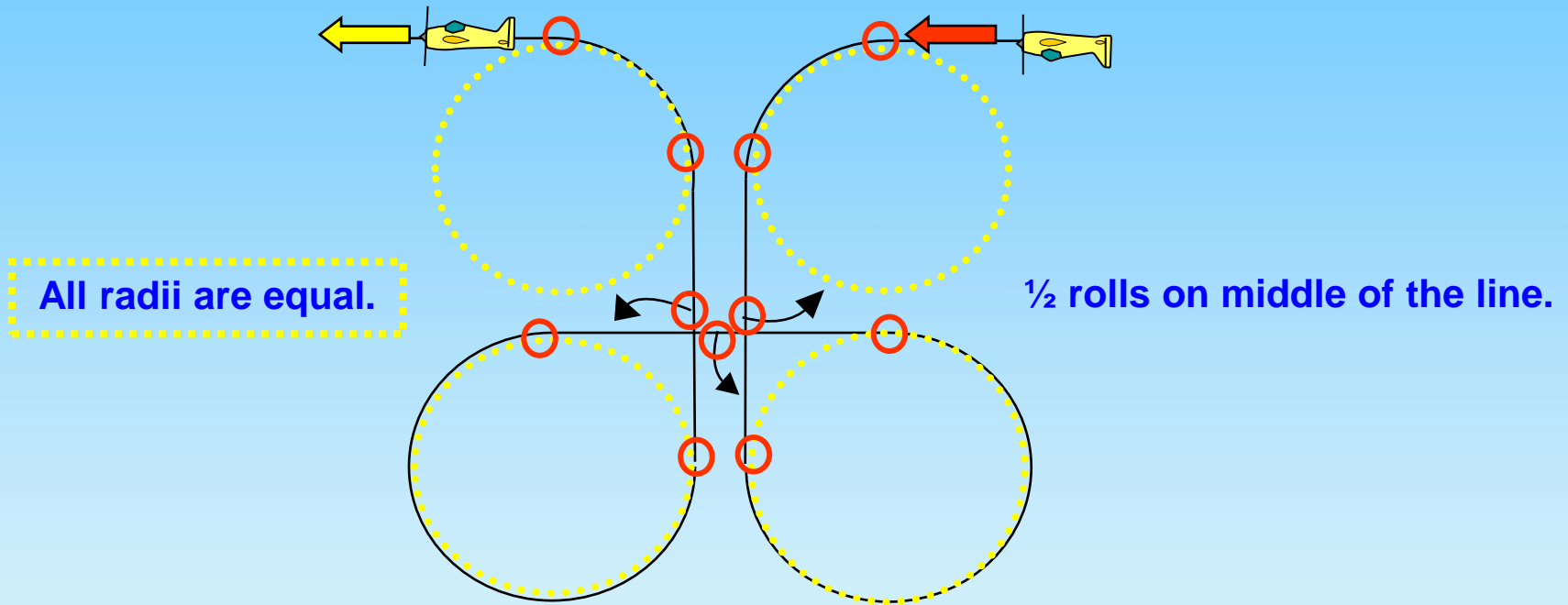


From inverted, pull through a quarter loop into a vertical downline, perform a half roll, push through a three quarter loop into a horizontal line, perform a half roll, pull through a three quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

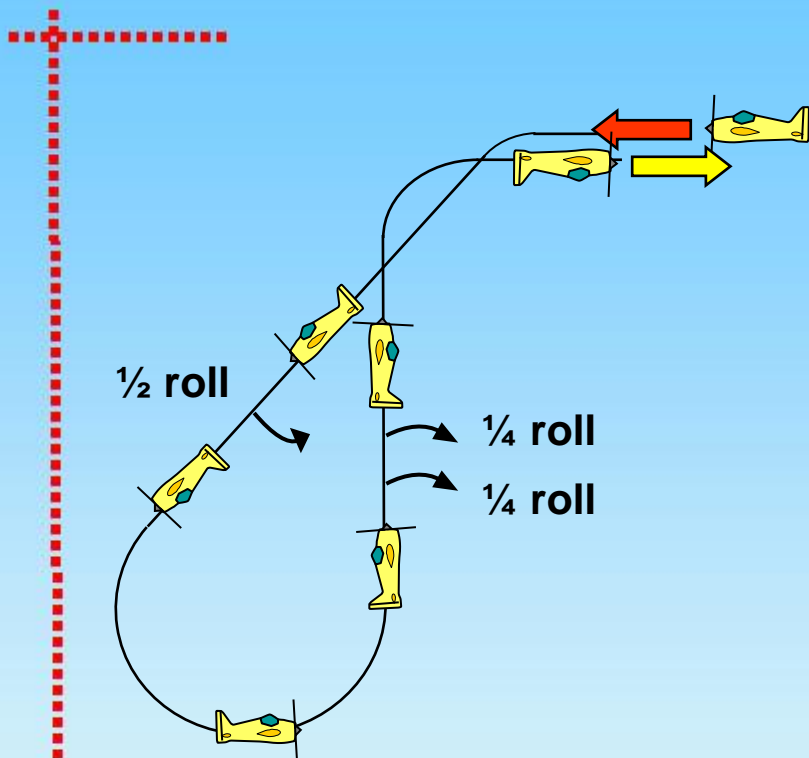




P-25.11 Half Cloverleaf with half roll, half roll, half roll



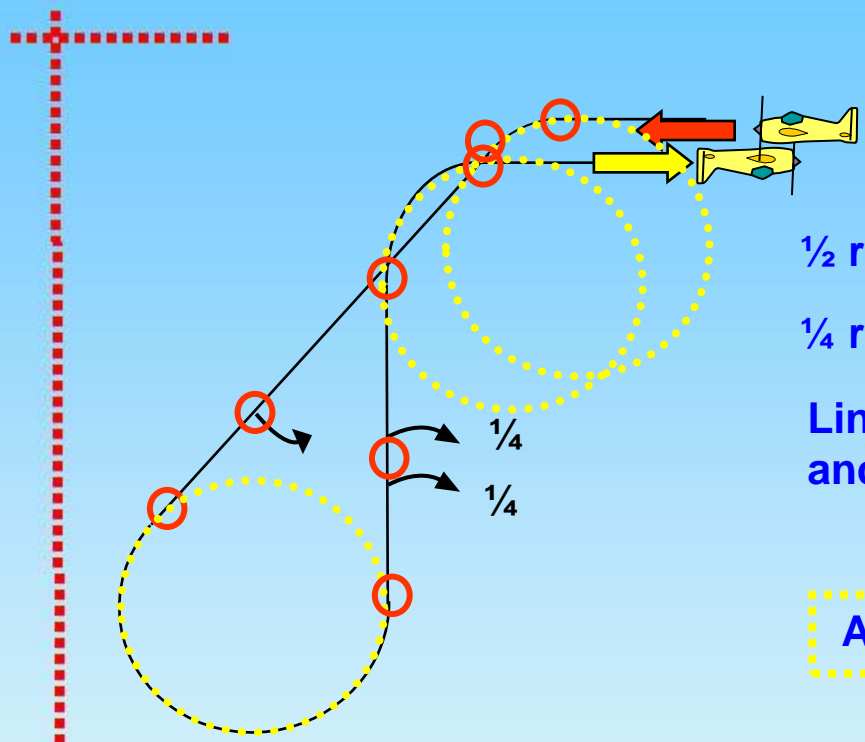
P-25.12 Reverse Figure ET with half roll, two quarter rolls



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-25.12 Reverse Figure ET with half roll, two quarter rolls

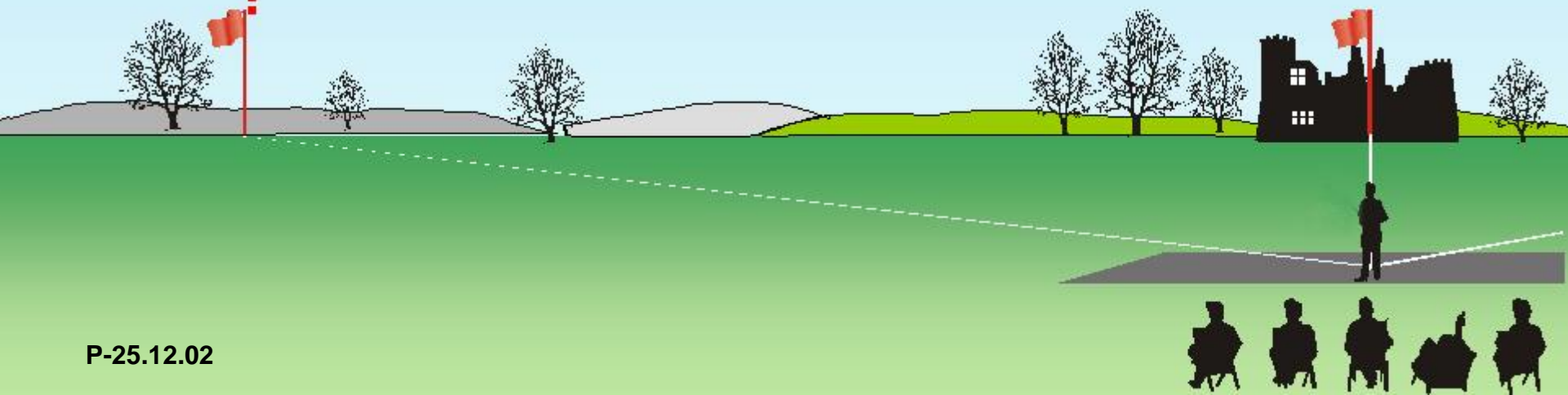


$\frac{1}{2}$ roll on middle of the line.

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

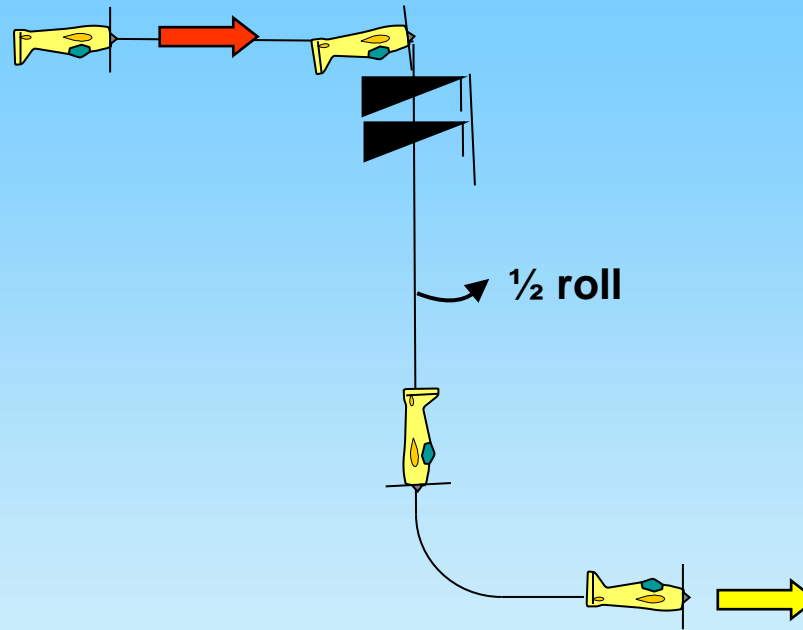
Lines between part rolls must be short and of recognisable length.

All radii are equal.





P-25.13 Inverted Spin two turns, half roll

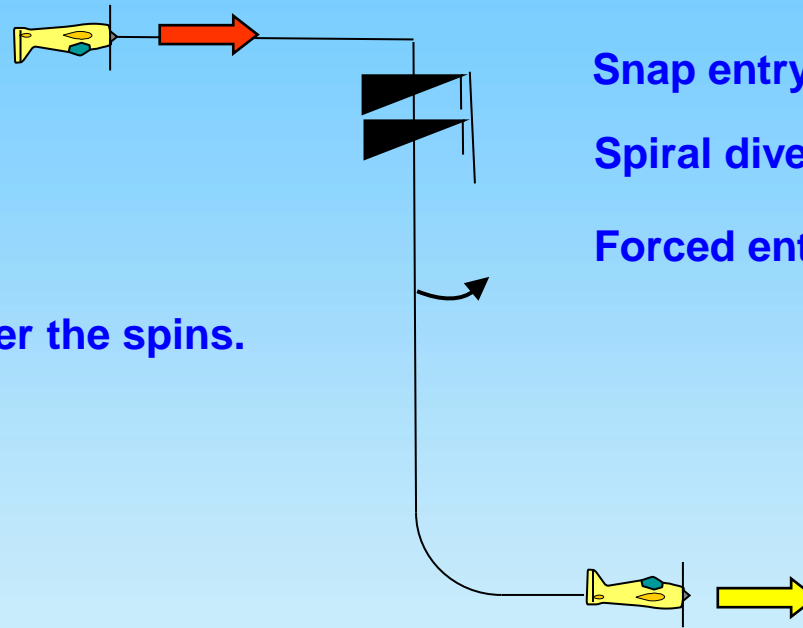


From inverted, perform an inverted spin with two turns, perform a vertical downline, perform a half roll, pull through a quarter loop, exit upright.





P-25.13 Inverted Spin two turns, half roll



Snap entry - 0 points!

Spiral dive - 0 points!

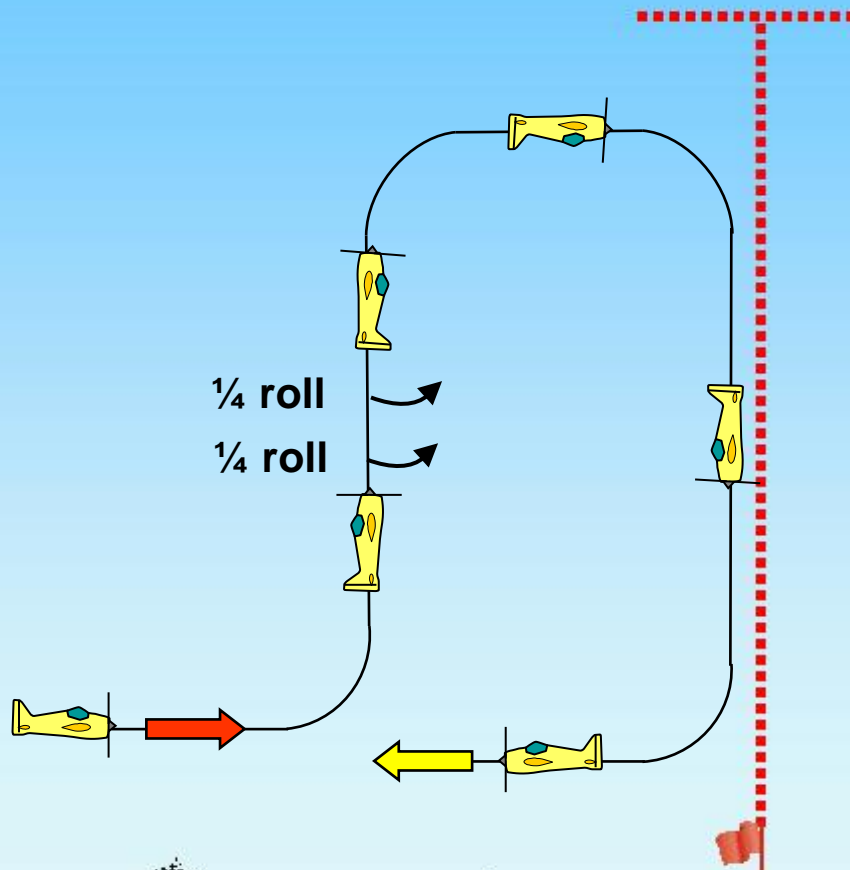
Forced entry: downgrade.

Line after the spins.





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.

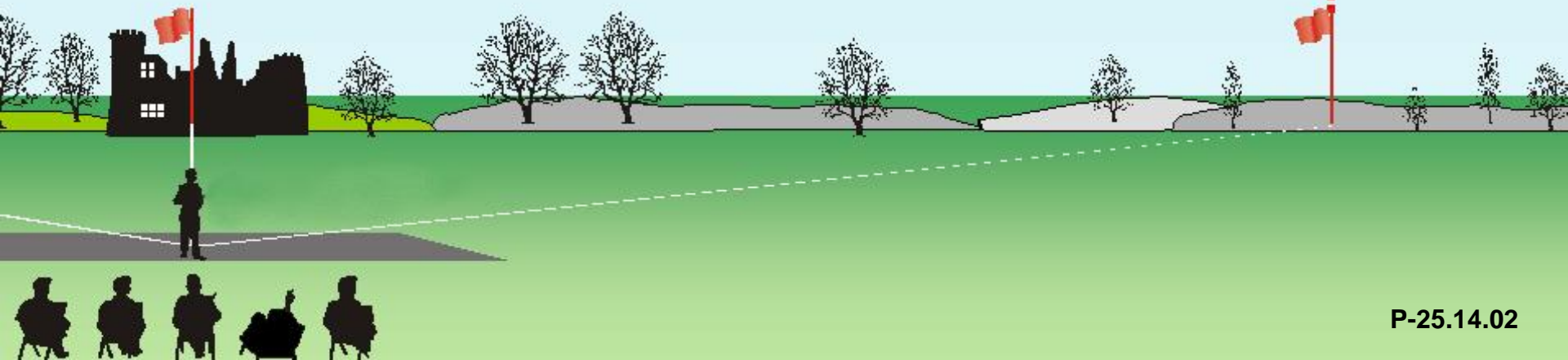
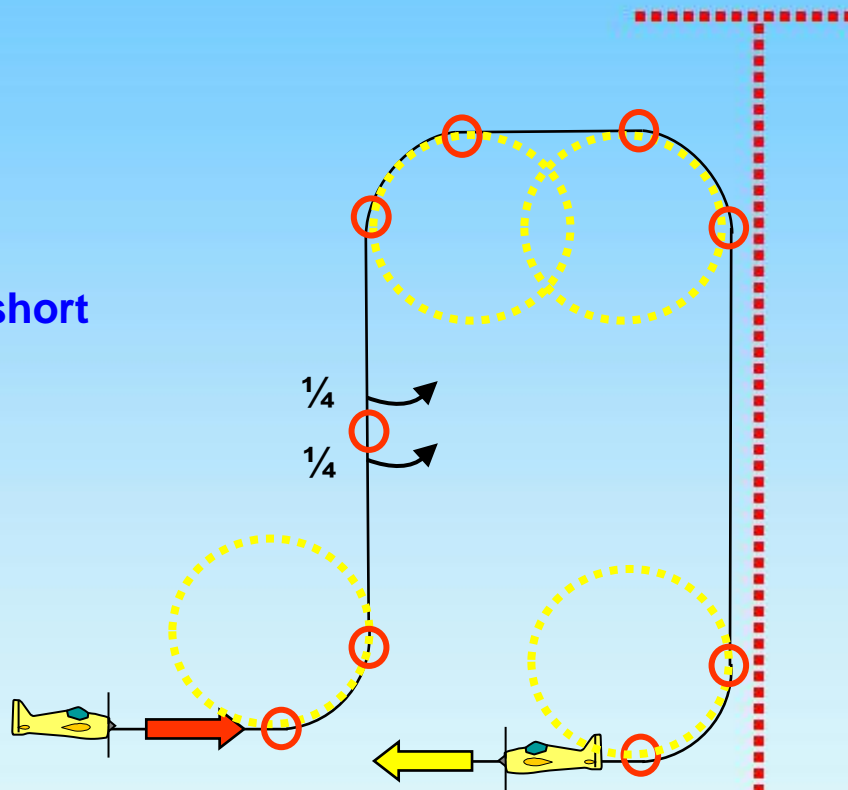


P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.

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

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

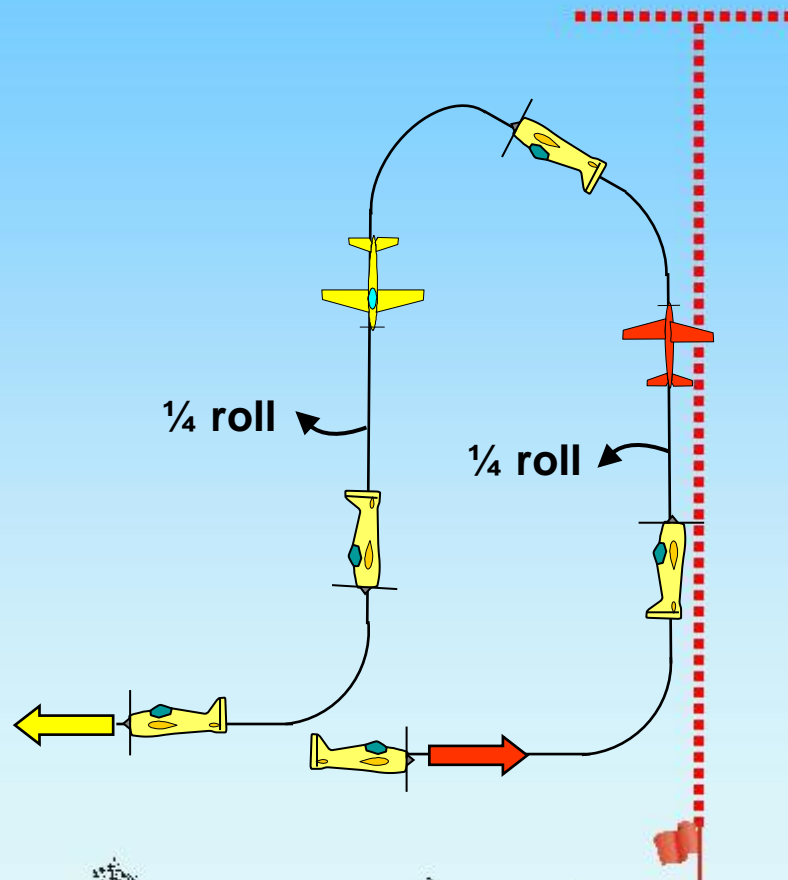
All radii are equal.





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

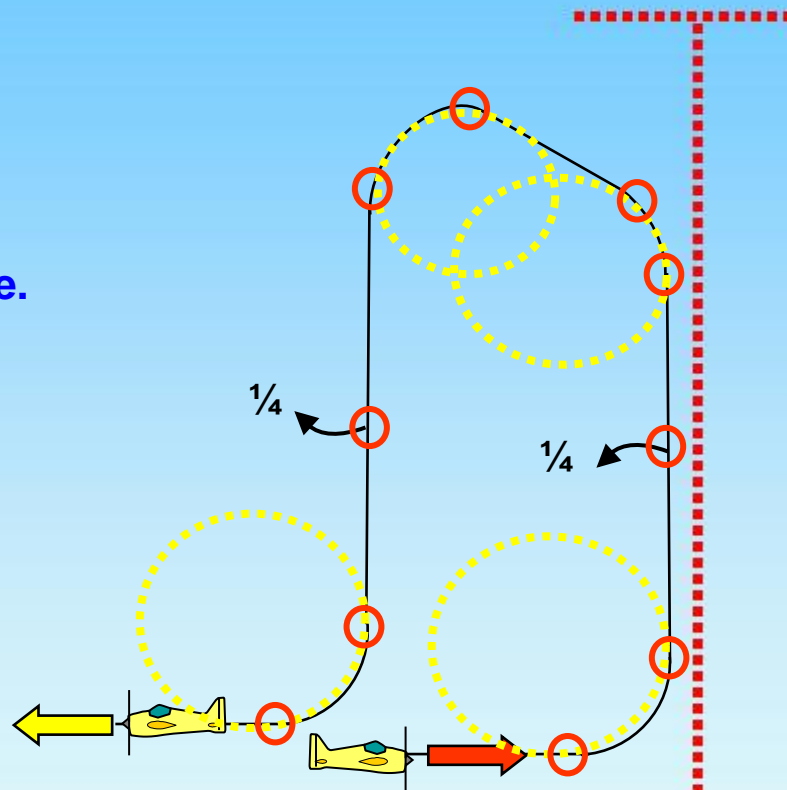


P-25.14 Top hat with two quarter rolls. Option: Top hat with quarter roll, quarter roll.

Option

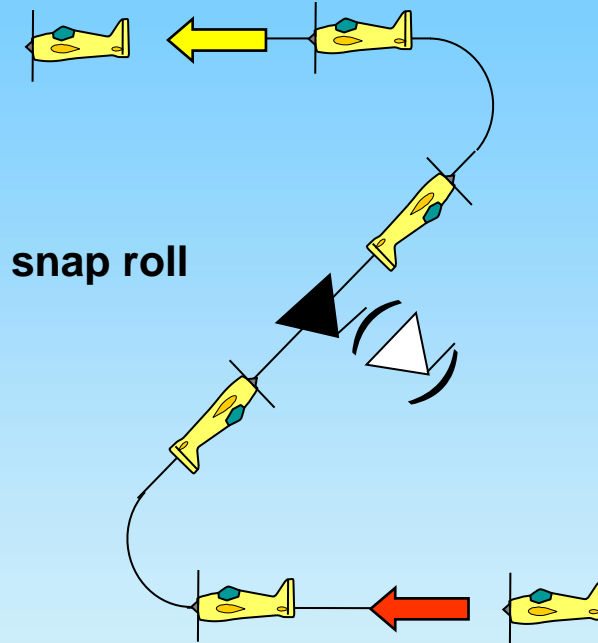
$\frac{1}{4}$ rolls on middle of the line.

All radii are equal.

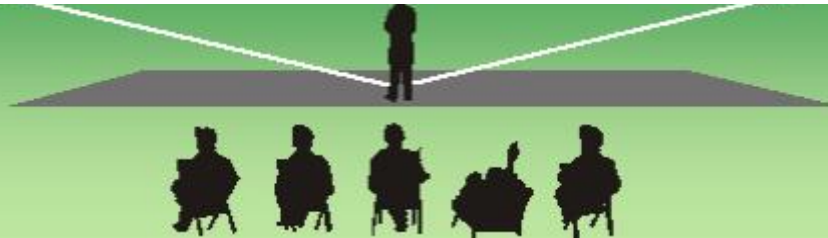




P-25.15 Figure Z with snap roll



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

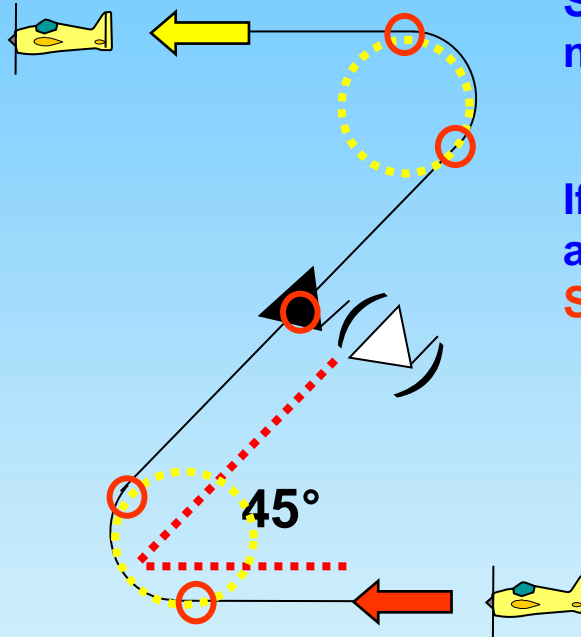


Snap roll on middle of the line.

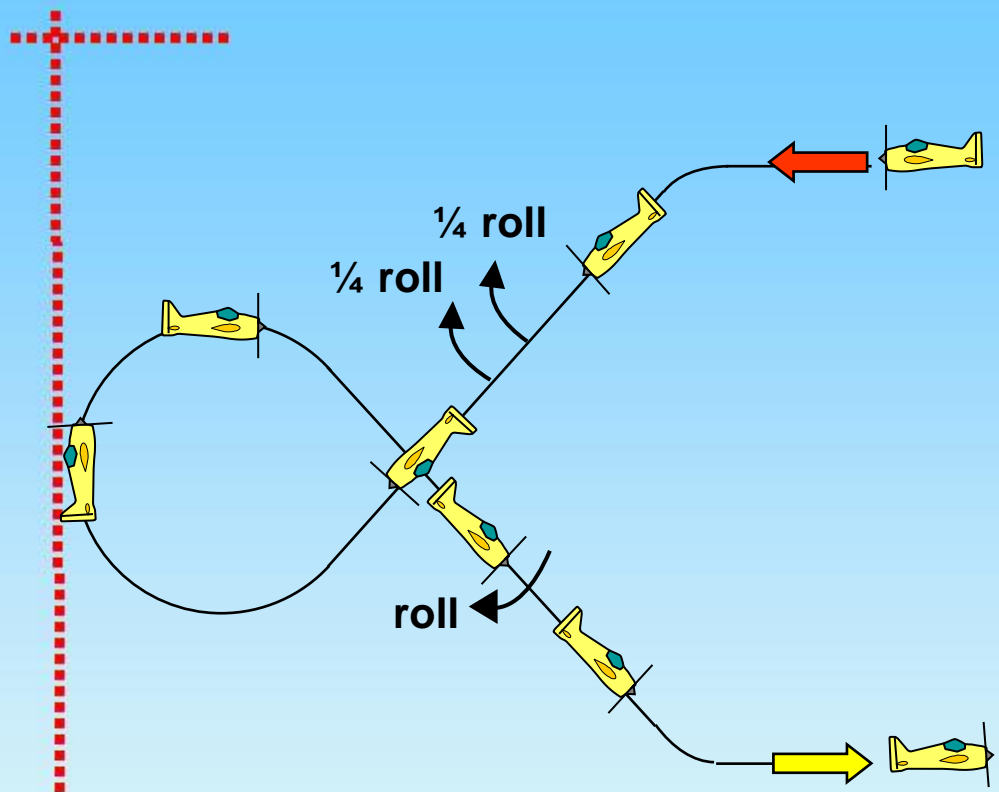
Snap roll may be positive or negative.

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

All radii are equal.



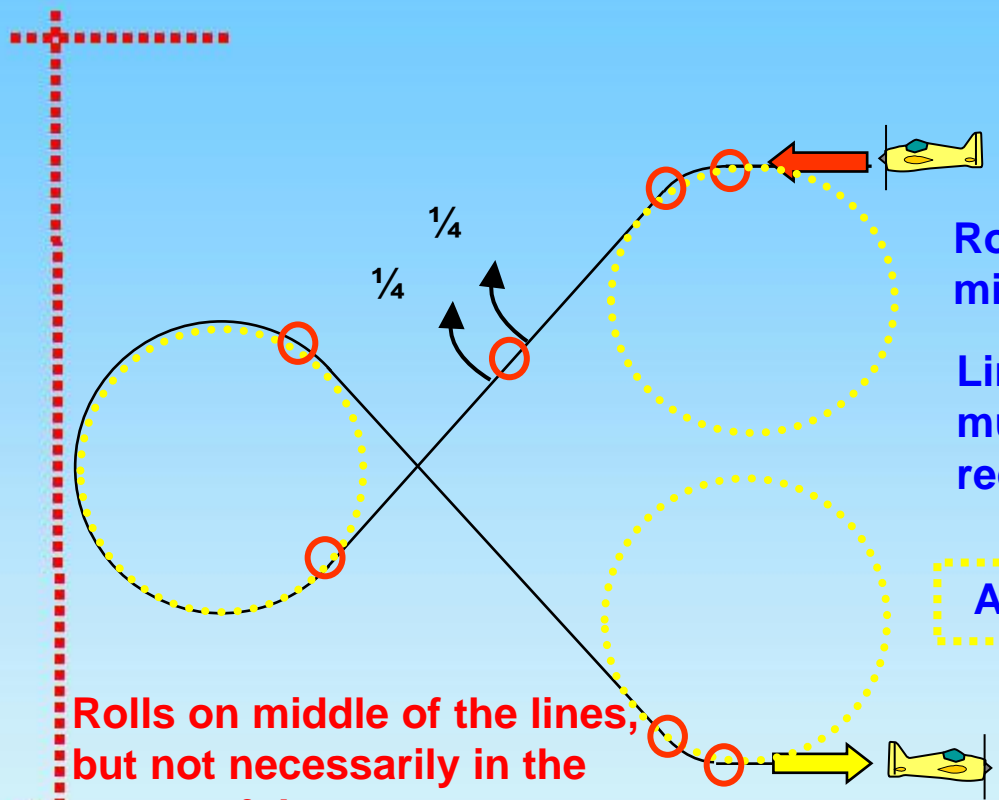
P-25.16 Comet with two quarter rolls, roll



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



P-25.16 Comet with two quarter rolls, roll

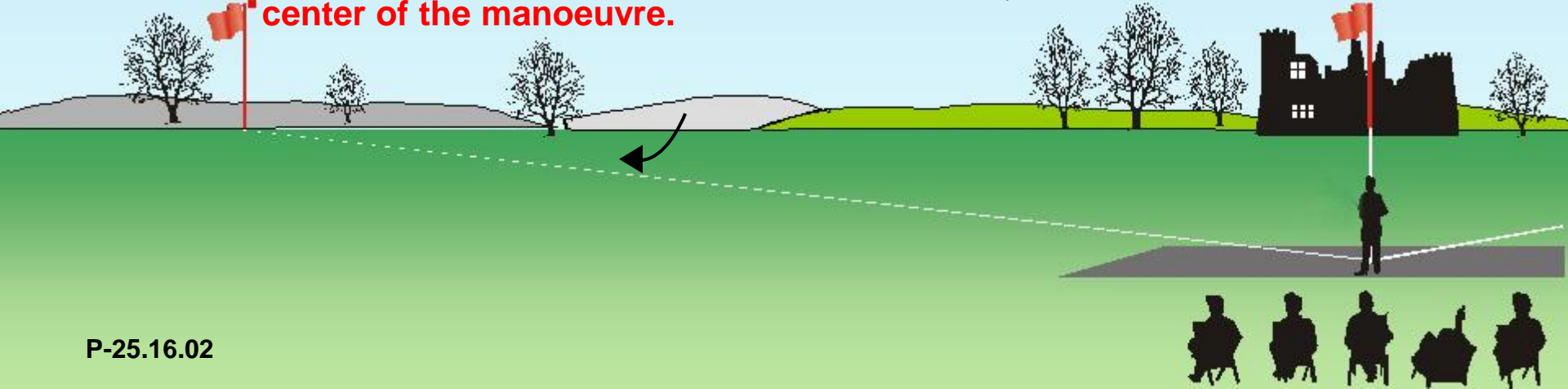


Rolls centered on middle of the lines.

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

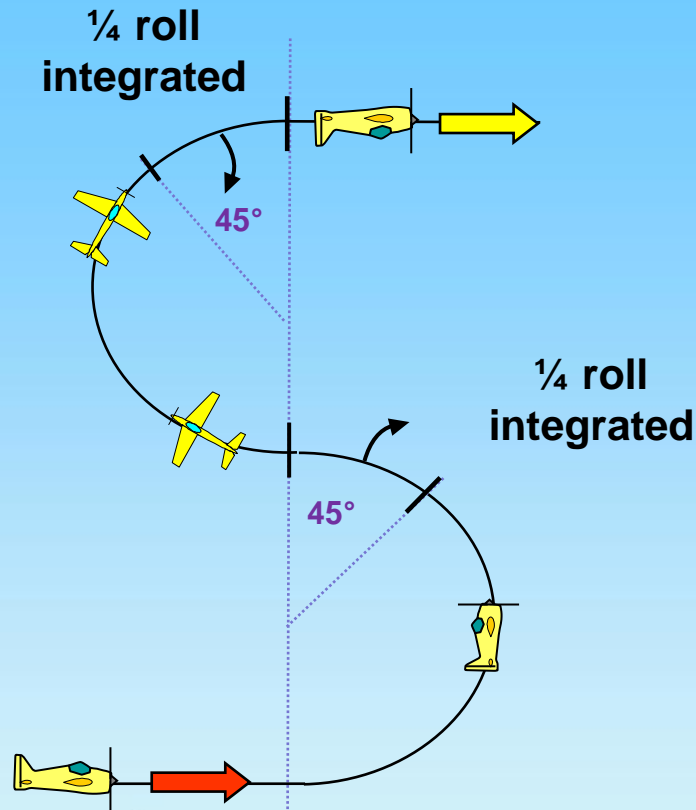
All radii are equal.

Rolls on middle of the lines, 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.



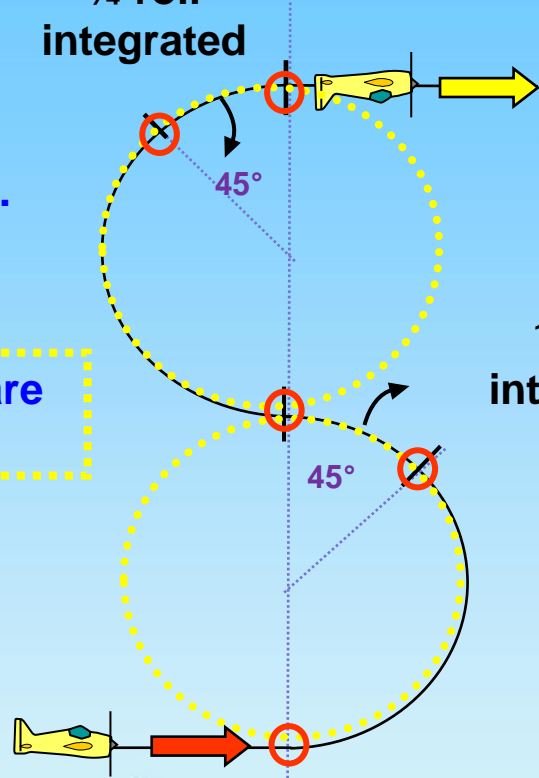
P-25.17 Figure S with quarter roll, quarter roll



Part loops must be round.

Radii of the part loops are equal.

$\frac{1}{4}$ roll integrated



$\frac{1}{4}$ roll integrated

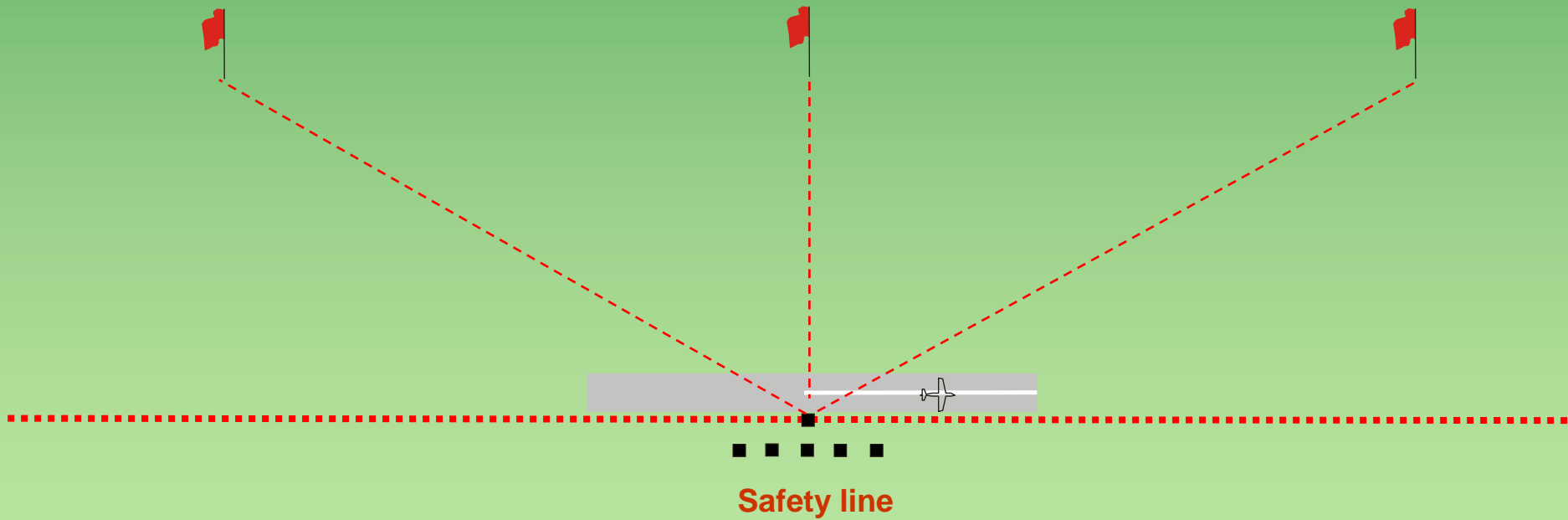
The $\frac{1}{4}$ rolls must be integrated on circular flightpath of the 45° segments of the part loops.





Landing procedure (not judged, not scored)

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

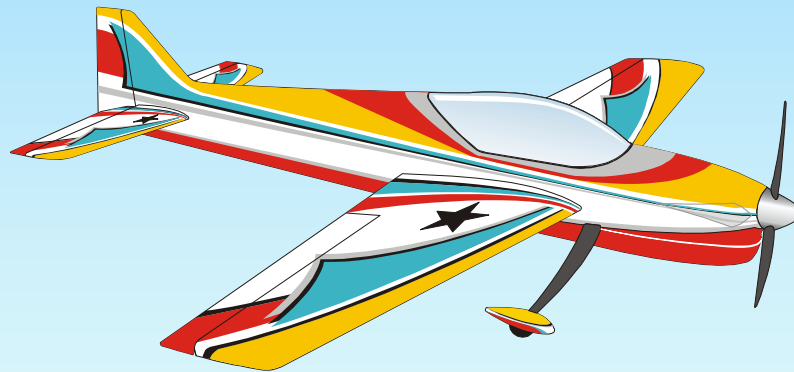


Forget **WHO** is flying
(friend, rival, countryman, flier from other nation)

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