ANNEX 5L

F3M – RADIO CONTROLLED AEROBATIC MODEL AIRCRAFT

DESCRIPTION OF MANOEUVRES – KNOWN SCHEDULE

1. <u>Double turn with two ¾-loops and knife edge connecting line between them</u> **K=5**

From upright pull to vertical line and perform ¼-roll. Turn to vertical down line and perform ¼-roll, pull to ¾-loop followed by ¼-roll to knife edge flight and ¼-roll. Pull to ¾-loop to vertical line and perform ¼ -roll. Turn to vertical down line and perform ¼-roll, pull to upright.

Possible mistakes:

- Diameters of both loops are not the same
- The vertical lines are not placed on the centre line of the flight area
- Both turns are performed in different altitude
- All ¼-rolls in verticals have to be at the same altitude

2. <u>Glass hours on side with snap roll on the vertical line</u> **K=3**

From upright pull to 45° upline, perform full roll and push to vertical down line and perform a snap roll (+ or -), push to 45° upline with ½-roll and push to upright in opposite direction and higher altitude than the entry.

Possible mistakes:

- Uplines are not 45°
- The rolls are not in the middle of lines
- Both 45° lines are not the same length

3. <u>Double inverted top hat with loop in knife edge and snap roll on the top of it</u> **K=4**

From upright push to vertical down line, perform ¼-roll and push to inverted horizontal flight, push to vertical upline and perform ½-loop in knife edge with snap roll (+ or -) on the top, push to inverted horizontal flight, push to vertical upline, perform ¼-roll and push to upright .

Possible mistakes:

- Both ¼-rolls have to be in the same altitude
- Both inverted flights have to be the same length
- Top snap roll has to be on the center line
- The entry and exit have to be in the same altitude

4. <u>Half loop with integrated full roll</u> **K=2**

From upright push to half inverted loop with integrated full roll. Exit inverted .

Possible mistakes:

- Roll does not have constant rotation speed
- Half loop is not half round shaped
- Roll is not integrated to whole half loop

5. Cobra with snap rolls up and down **K=3**

From inverted flight push to 45° upline, perform negative snap roll, than pull to 45° down line and perform 1½ negative snap roll, pull to upright .

Possible mistakes:

- The up and down lines are not 45°
- The snap rolls are not in the middle of 45° lines
- Model is changing direction after the snap rolls

6. Humpty Bump (pull-push-push) with 2-point roll up and 4-point roll down **K=2**

From upright pull to vertical upline with 2-point roll, push to half negative loop to vertical down line with 4-point roll and push to horizontal flight. Exit inverted.

Possible mistakes:

- Up and down lines are not vertical
- Rolls have to be in the middle of vertical lines
- First and last ¼ loops do not have the same diameter as upper ½ loop

7. Combination of roll, knife edge flight and snap roll **K=4**

From inverted flight perform 3/4 roll to knife edge flight and perform 1¼ positive snap roll in opposite direction to exit upright.

Possible mistakes:

- Model is changing direction during the whole manoeuvre
- Snap roll in the same direction as point roll – 0 points!

8. Shark tooth with full roll up and 1½-roll down **K=2**

From upright pull to 45° upline with full roll and push 135° to vertical down line with 1½ roll and pull to upright.

Possible mistakes:

- Rolls are not in the middle of lines
- Upline is not 45°
- Downline is not vertical

9. Golf ball in knife edge flight **K=4**

From upright pull to 45° upline and perform ¼-roll to knife edge flight, perform ¾-loop to 45° down line, perform ¼-roll and pull to upright.

Possible mistakes:

- The loop is not round shaped
- The ¼-rolls are not on the center line

10. Turn with 4-point roll up and two alternating snap rolls down **K=3**

From upright pull to vertical upline, perform 4-point roll and turn to vertical down line, perform two snap rolls (+ or -) in opposite direction and pull to upright.

Possible mistakes:

- Rolls are not in the middle of the vertical lines
- Model falls forward or backward in the turn – 0 points!

11. <u>Horizontal circle 8 with 8 integrated alternating ½-rolls</u> **K=5**

From upright perform ¼ horizontal circle with inside integrated ½-roll, then perform immediately another (full) circle in the opposite direction with 4 integrated alternated ½ rolls. Then, perform immediately another 3/4 circle in the opposite direction with 3 integrated alternated ½ rolls, exit upright.

Possible mistakes:

- All ½-rolls are not changing direction of rotation – 0 points
- Both circles are not the same size
- Not keeping the constant altitude during both circles

12. <u>Half loop with integrated full roll and 2½ turns of inverted spin</u> **K=4**

From upright pull to half loop with integrated full roll. Briefly after the end of ½-loop

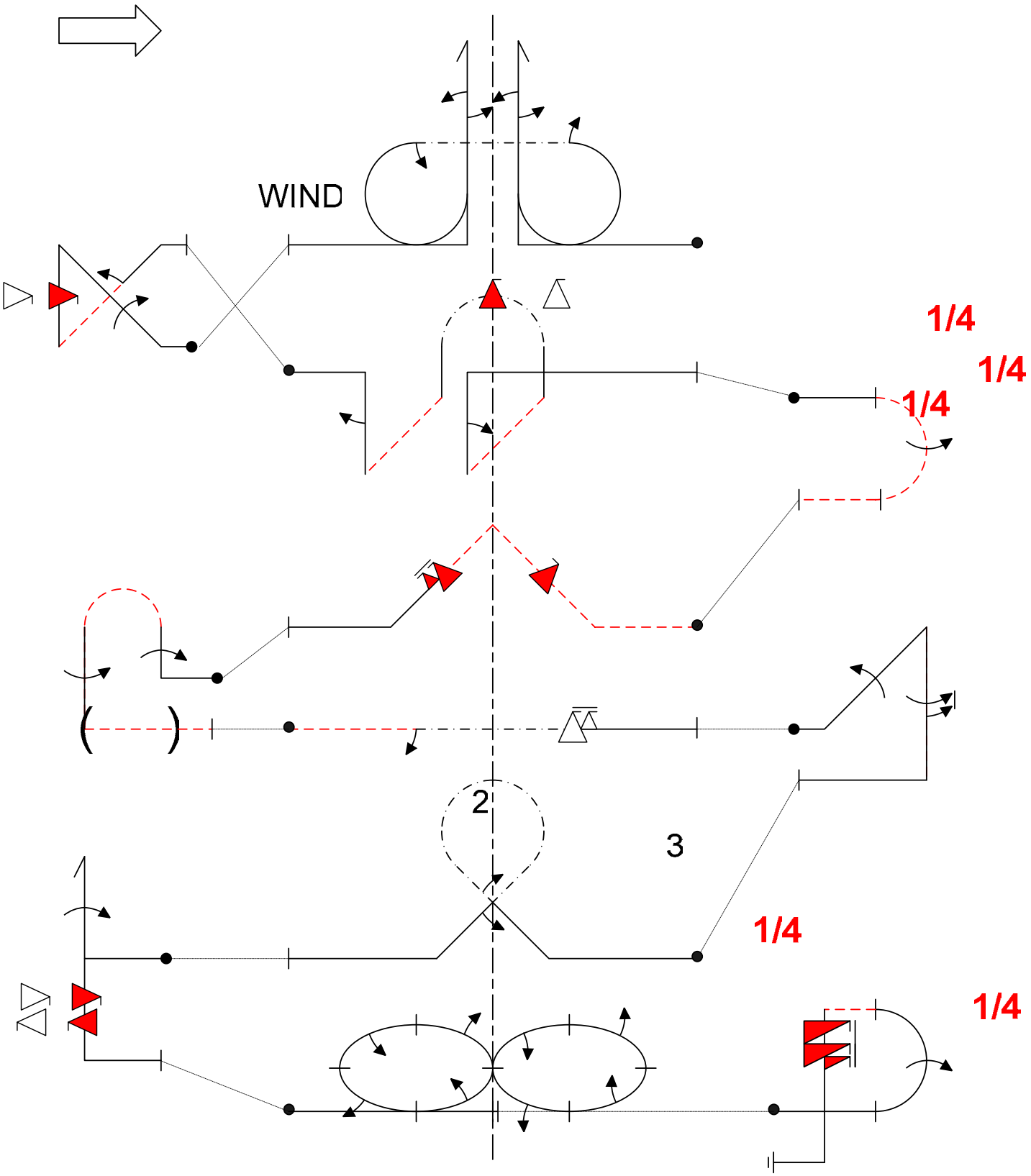
perform 2½ turns of inverted spin to vertical down line and pull to upright.

Possible mistakes:

- Spin has to start briefly after the end of half loop
- Missing vertical line after the spin
- Rotation speed of the integrated roll is not constant during the whole half loop

Manoeuvre diagram appears overleaf

F3M KNOWN SCHEDULE OF MANOEUVRES 2015



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