

FEDERATION AERONAUTIQUE INTERNATIONALE

AEROMODELLING COMMISSION (CIAM) - PROPOSAL FORM

Date: 14 November 2006

Proposal submitted by: F3A R/C Aerobatics sub-committee

Sporting Code Volume: F3A Radio Control Aerobatics

Heading of section: Section 4C – Model Aircraft – F3A (Radio Control Aerobatics. Part Five – Technical Regulations for Radio Controlled Model Aircraft Contests

Class: F3A

Number & heading of the paragraph: 5.1.13 Schedule of Manoeuvres

Page number if appropriate: 8, 9, 10, and 11

Type the instruction in the space below:

Replace entire paragraphs of 5.1.13 with new manoeuvre schedules

5.1.13. Schedule of Manoeuvres

For 2008-2009, Schedule P-09 will be flown in the preliminaries. Schedule F-09 will be flown in the semi-finals, as well as in the finals, alternating with unknown schedules.

For 2010-2011, Schedule P-11 will be flown in the preliminaries. Schedule F-11 will be flown in the semi-finals, as well as in the finals, alternating with unknown schedules.

PRELIMINARY SCHEDULE P-09	K-Factor
Take-off sequence (not judged, not scored)	
1. Double immelman, 2/4-pt. roll first, full roll second, inverted exit	4
2. Half reverse cuban 8, two ½ rolls in opposite direction, inverted entry	3
3. Three horizontal rolls in opposite direction	4
4. Stall turn, 2/4-pt. roll up, ½ roll down	3
5. Top hat, 4/8-pt. roll over top, inverted exit	4
6. Half outside loop, inverted entry	1
7. Triangle loop, with ½ rolls in each leg, inverted exit	4
8. Figure 9, two ½ rolls in opposite direction on downline, inverted entry	3
9. Stall turn, ¾ roll up, 1 ¼ snap roll down	5
10. Pull-push-push humpty bump, ½ rolls up and down, inverted exit	3
11. Reverse 4-pt. roll (2/4-pt in one direction, 2/4-pt opposite), inverted entry and exit.....	4
12. Half square loop, full roll up, inverted entry	2
13. Two outside loops from top, full integrated roll over top 90 degrees of second loop	5
14. Two turn spin, inverted exit	3
15. Cuban 8, 4/8-pt. roll and full roll in 45 degree downlines, inverted entry.....	4
16. Half square loop on corner, ½ rolls 45 degree uplines, inverted exit.	3
17. 45 degrees down, with negative snap roll, ½ roll on exit.....	5
Landing (not judged, not scored).....	_____

PRELIMINARY SCHEDULE P-11

K-Factor

Take-off sequence (not judged, not scored)

1.	Figure M, 3/4-pt roll up, 1/4 roll dn, 1/2 outside loop, integrated half roll, 1/4 roll up, 3/4 roll down .	5
2.	Half reverse cuban 8, 2/4-pt roll up.....	3
3.	Two slow rolls in opposite direction	3
4.	Half square loop, full snap roll up, inverted exit.....	4
5.	4-pt roll on 45 degrees down, inverted entry and exit.....	3
6.	Push-push-pull humpty bump, half roll up, 2/4-pt roll down, inverted entry.....	3
7.	Loop, with 8-pt roll integrated over top 180 degrees	5
8.	Square loop on corner, 2/4-pt rolls, inverted exit.....	3
9.	Cuban 8, 4/8-pt roll and 2/4-pt roll in 45 degree downlines, inverted entry.....	4
10.	Half loop with 1/2 roll, inverted entry and exit.....	2
11.	4/8-pt rolls in opposite direction, inverted entry and exit	5
12.	Stall turn, 2/4-pt roll up, full roll down, inverted entry.....	3
13.	Double immelman, 2/4-pt roll and full roll, inverted exit.....	4
14.	Figure 9, full roll up, inverted exit.....	2
15.	Opposite knife-edge.....	5
16.	Figure 8, full outside loop, 1/2 loop on top, inverted exit.	2
17.	2 1/4 inverted spins in opposite directions, inverted entry, 1/2 roll exit	4
	Landing (not judged, not scored).....	_____

SEMI- FINALS, AND FINALS SCHEDULE **F-09**

K-Factor

Take-off sequence (not judged, not scored)

1. Loop, with full rolls integrated in each 180 degree half	5
2. Stall turn, full snap roll up, 2/4-pt roll down, inverted exit	4
3. 4/8-pt rolls in opposite direction, inverted entry and exit	4
4. Push-pull-pull humpty bump, 2/4-pt roll up, ½ roll down, inverted entry.....	3
5. 1 ½ snap roll from knife-edge, inverted exit.....	5
6. Half square loop, two ½ rolls in upline, inverted entry	3
7. Outside loop, integrated 4-pt roll over bottom 180 degree half	5
8. Reverse top hat, ¾ rolls down and up, horizontal cross box inverted, inverted exit	3
9. Two turn inverted spin, inverted entry and exit.....	3
10. Shark fin, two ½ rolls opposite, with 2/4-pt roll in downline, inverted entry and exit	4
11. Triangle loop, two ½ rolls and full roll, inverted entry and exit.....	4
12. Stall turn 3/4-pt roll up, ¾ roll down, inverted entry	3
13. Knife-edge loop.....	6
14. Half loop, two opposite full rolls integrated, inverted exit.....	4
15. Horizontal hourglass, knife-edge and full roll in uplines	5
16. Reverse pull-pull-push humpty bump, 2/4-pt roll down, full roll up, inverted entry and exit. ...	4
17. Two opposite snap rolls on 45 degrees down,, inverted entry, half roll on exit.....	5
Landing (not judged, not scored).....	_____

Take-off sequence (not judged, not scored)

1. Top hat, 2/4-pt rolls in up- and downlines, 1 ½ snap roll over top, inverted exit 5
2. Half outside loop, with 1/2 integrated roll, inverted entry and exit 3
3. Square loop on corner, snap rolls legs 1 & 3, ½ rolls legs 2 & 4, inverted entry and exit 6
4. Figure 6 with 1 ½ roll down, inverted entry and exit 3
5. Inverted rolling circle, with four rolls opposite, first roll to inside, inverted entry and exit 5
6. Stall turn, 2/4-pt roll up, 4-pt roll down, inverted entry 4
7. Snap roll, with 4/8-pt roll opposite, inverted exit 5
8. Shark tooth, 2/4-pt roll up, full roll on 45 degree downline, inverted entry and exit 3
9. Inverted rolling loop, integrated 1/2 rolls opposite in each 180° half, inv. entry and exit 5
10. Outside half square loop, 4/8-pt roll up, inverted entry and exit 3
11. Reverse cuban 8, 2/4-pt, 1 ½ snap, and full roll in 45° downlines, inverted entry and exit 5
12. Inverted half cuban 8, 1 ½ roll down, inverted entry and exit 3
13. Snap roll, with 4-pt roll opposite, inverted entry and exit 5
14. Push-pull-push humpty bump, 2/4-pt roll down, inverted entry and exit 3
15. Cobra roll, 1 ½ snap rolls up and down, inverted entry and exit 5
16. Outside immelman turn, 2/4-pt roll, inverted entry and exit 2
17. Triangle loop, 2/4-pt rolls in 45° down & uplines, snap roll on bottom, ½ roll exit, inv. entry . 5

Landing (not judged, not scored)