Manoeuvre description
N23 2022-2023
Att: Judges notes

N-23.01. Triangleloop with 1/2 rolls. Center maneuver (CM) K-3

From upright, push in to a 45 degree downline, perform one 1/2 roll, pull in to a horisontal upright line, perform one roll, pull in to a 45 degree upline, perform one ½ roll, push out to a horizontal upright line.

Notes: All up-lines and downlines in 45 degrees, partrolls and rolls, in center of lines.
All centermaneuvers: Centered, all radii is equal, rollrates is equal, altitude out is equal as altitude in. (except Fig. 15)
Common for all maneuvers: Clarity, smoothness and gracefullness.

N-23.02. 2 ½ turn spin. K-3

From upright, perform 2 1/2 turn spin, pull out to a horizontal line upright.

Notes: The model is stalled, spins 2 1/2 times, one spinnrate.

N-23.03. Squareloop on corner with 1/1 rolls. (CM) K-4

From upright, pull in to a 45 degree upline, perform one 1/1 roll, pull in to a 45 degree inverted upline, pull in to a 45 degree inverted downline, perform one 1/1 roll, pull in to a 45 degree downline, pull out to a upright horizontal line.

Notes: Centered. All radii is equal, part rolls in center of line, rollrates is equal,
Altitude out is equal as altitude in.

N-23.04. Figure 9 with two ¼ rolls. K-3

From upright, pull in to a 90 degree upline, perform two ¼ rolls consecutive, perform a ¾ positive loop to a horizontal line.

Notes: All radii is equal, part rolls in center of line,

N-23.05. Rollcombination with two and two 1⁄4 rolls in opposite direction. (CM) K-4

From upright, and horizontal, perform two and two 1⁄4 rolls in opposite direction back to a upright horizontal flight.

Notes: Centered, rollrates is equal, altitude out is equal as altitude in. All part-lines, knife edge, and inverted are on equal lenght.

N-23.06. Stallturn with ½ rolls. K-4

From upright, pull in to a 90 degree upline, (1/4 positive loop) perform one ½ roll, perform a stallturn, perform one ½ roll, pull out to a horizontal line.

Notes: All radii is equal, rollrates is equal, stallturn around C.G.

N-23.07. Inverted flight, immelmann/split S combo. (CM) K-4

From upright and in a horizontal line, perform one ½ roll to an inverted horisontal line, perform one ½ roll to upright, and imediate, perform one positive ½ loop, and imediate perform one ½ roll to an upright horisontal line, (immelmann) perform one ½ roll, and imediate perform one positive ½ loop to an upright and a horizontal line (split S)

Notes: Centered, all radii is equal, rollrates is equal, no line after 2nd ½ roll, before 3rd ½ roll and after 4th ½ roll, Altitude out is equal as altitude in.

N-23.08. Humptybump with ½ rolls. Option: ¼ rolls. K-3

From upright, pull in to a 90 degree upline, perform two ½ rolls, perform one ½ outside (negative) loop in to a 90 degree downline, perform one ½ roll, pull out to a horizontal line.

Option: ¼ roll in upline and downline.

Notes: All radii is equal, rollrates is equal, partrolls is centered, ½ loop is outside (negative)

N-23.09. Loop with integrated roll. (CM) K-4

From upright and in center, pull in to a 360 degree inside (positive) loop. 60 degrees on the top (1100-1300 or 1300-1100) of the loop, perform one roll integrated in the loop. Exit in horizontal upright.

Notes: Loop is centered, Steady radius around the loop, part roll is centered. Altitude out is equal as altitude in.

N-23.10. Squareloop on corner with 1⁄2 roll. K-2

From upright, pull in to a 45 degree upline, pull again in to a 45 degree upline, now from inverted, perform one 1⁄2 roll, push out to a horizontal line.

Notes: All radii is equal, one rollrate, partroll is centered in upline,

N-23.11. Half reverse Clover Leaf with ½ rolls. (CM) K-5

From upright, perfrom one ½ roll and imediate pull into a 90 degree downline (¼ positive loop), perform a 3/4 positive loop in to a horizontal inverted line, perform a ¾ positive loop in to a 90 degree upline, perform a ¼ positive loop and imediate perform a ½ roll to an upright horizontal line.Notes: Maneuver is centered, altitude out is equal as altitude in. All radii is equal, no line after first ½ roll and before the 2nd ½ roll.

N-23.12. Half Squareloop with two ¼ rolls. K-2

From upright, push into a 90 degree downline, (¼ negative loop) perform two ¼ rolls, pull out (one ¼ positive loop) to a horizontal line.

Notes: All radii is equal, part rolls in center of line,

N-23.13. Figure U with ¼ rolls. (CM) K-4

From upright, perform one ¼ positive loop in to a 90 degree upline, perform one ¼ roll, perform a stallturn, perform one ¼ roll, perform one ½ positive loop in to a new 90 degree upline, perform one ¼ roll, perform a stallturn, perform one ¼ roll, pull out to a horizontal upright line.

Notes: Maneuver is centered, Altitude out is equal as altitude in. All radii is equal, partrolls in middle of uplines and downlines, stalls around C.G.

N-23.14. Reverse Humptybump with ½ roll. K-2

From upright perform (pull) one positive ¼ loop in to a 90 degree upline, perform (pull) one ½ positive loop in to a 90 degree downline, perform one ½ roll, pull out to an upright horizontal line.

Notes: All radii is equal, partroll in middle of downline,

N-23.15. Figure Z with 1/1 roll. (CM) K-4

From upright, pull in to a 45 degree upline, perform one 1/1 roll, push out to an upright horizontal line.

Notes: Maneuver is centered, all radii is equal, partroll in middle of upline,

N-23.16. Comet with ½ roll. K-3

From upright, push into a 45 degree downline, perform one positive ¾ loop in to a 45 degree inverted downline, perform one ½ roll, pull out to a horizontal line.

Notes: All radii is equal, partroll in middle of downline.

N-23.17. Snowman with ½ rolls (CM) K-5

From upright, perform one positive ½ loop, imediate perform one ½ (slow) roll, perform one positive loop, imediate perform one ½ (slow) roll, perform one positive ½ loop in to a horizontal line.

Notes: Maneuver is centered, all radii equal, one rollrate, no horisontal lines before and after part-rolls.

Landing