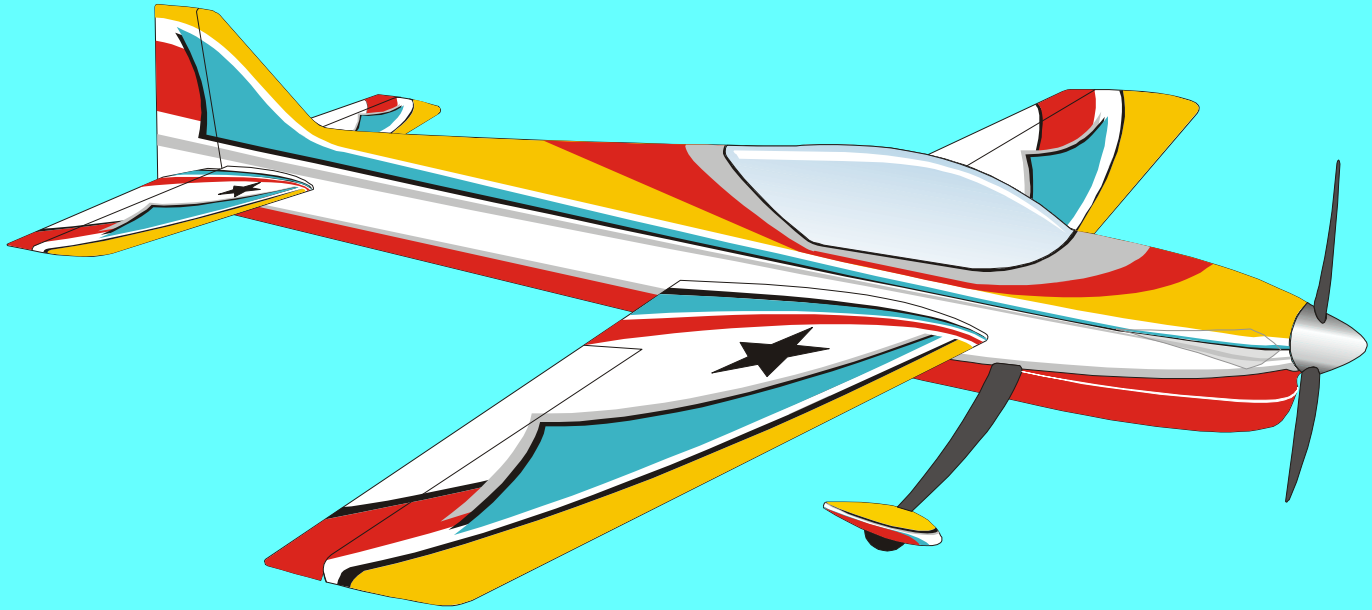
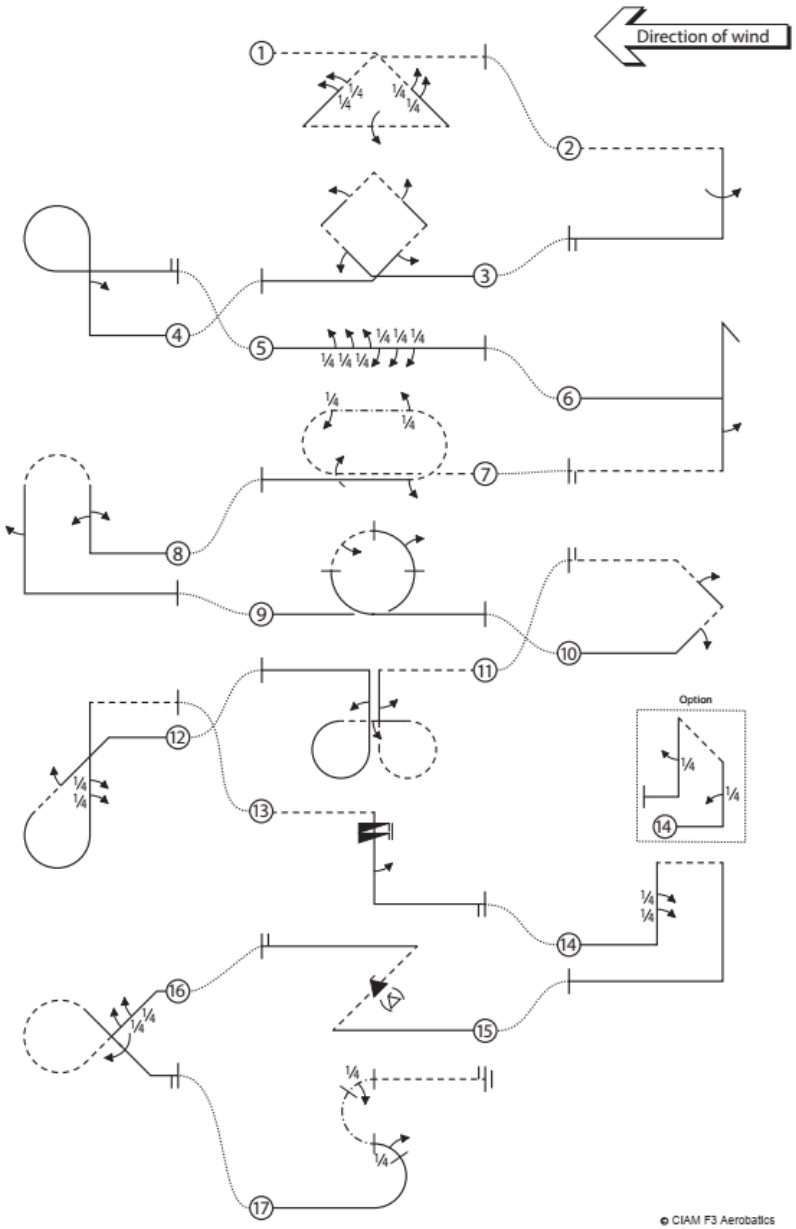
# Flying and Judging F3A



## SCHEMATIC MANOEUVRE ILLUSTRATIONS

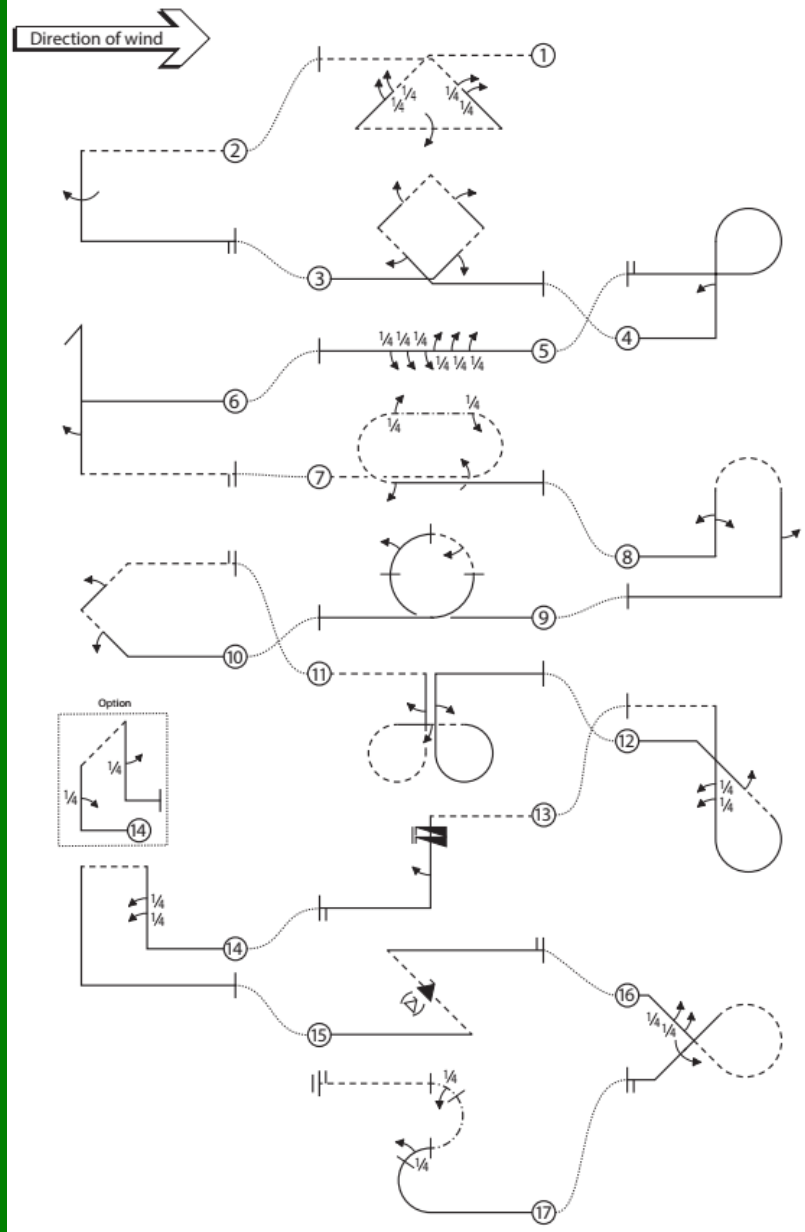
## SCHEDULE P-25

# PRELIMINARY SCHEDULE P-25 (2024-2025)

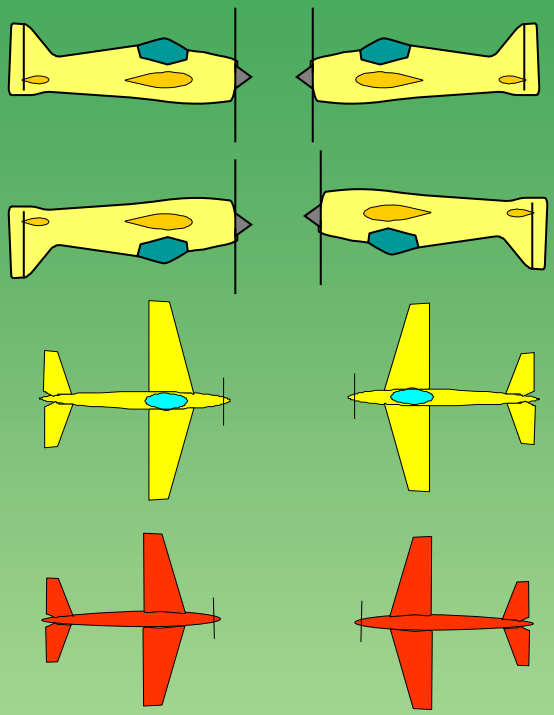




# PRELIMINARY SCHEDULE P-25 (2024-2025)

# Explanations:



Aircraft upright

Aircraft inverted

Aircraft in Knife-Edge
View from Top

Aircraft in Knife-Edge
View from Below

¼ part roll

half roll

roll

pos. spin

neg. spin

pos. neg.

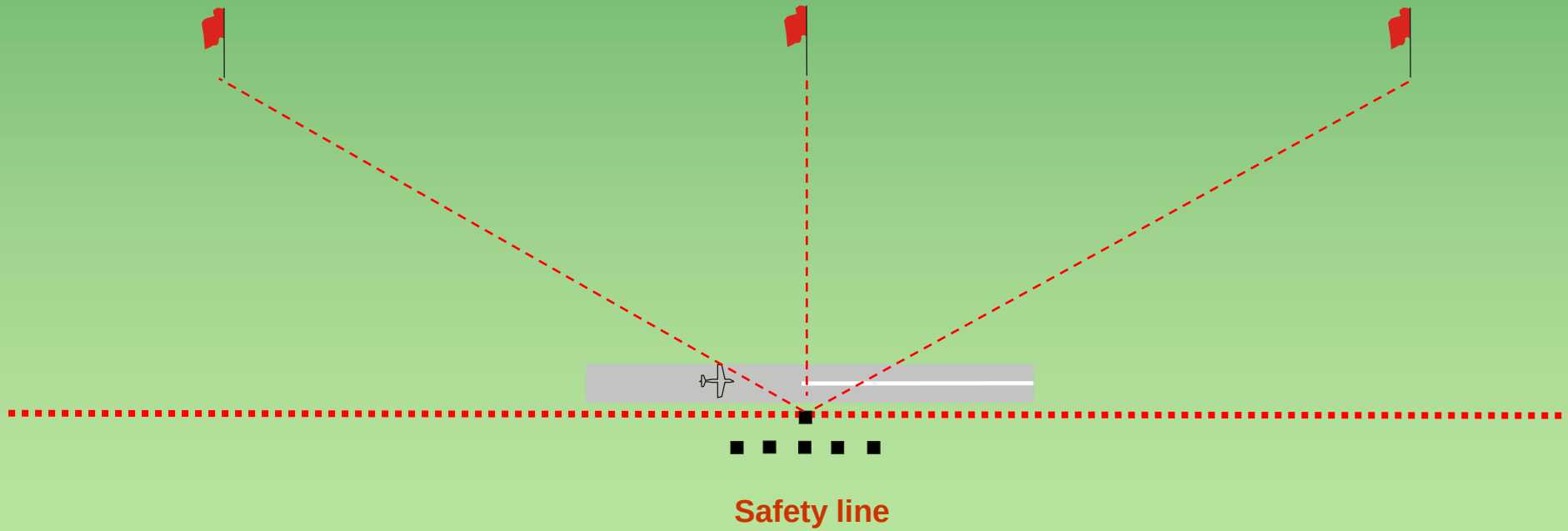
snap rolls

reference points

# Take-off procedure

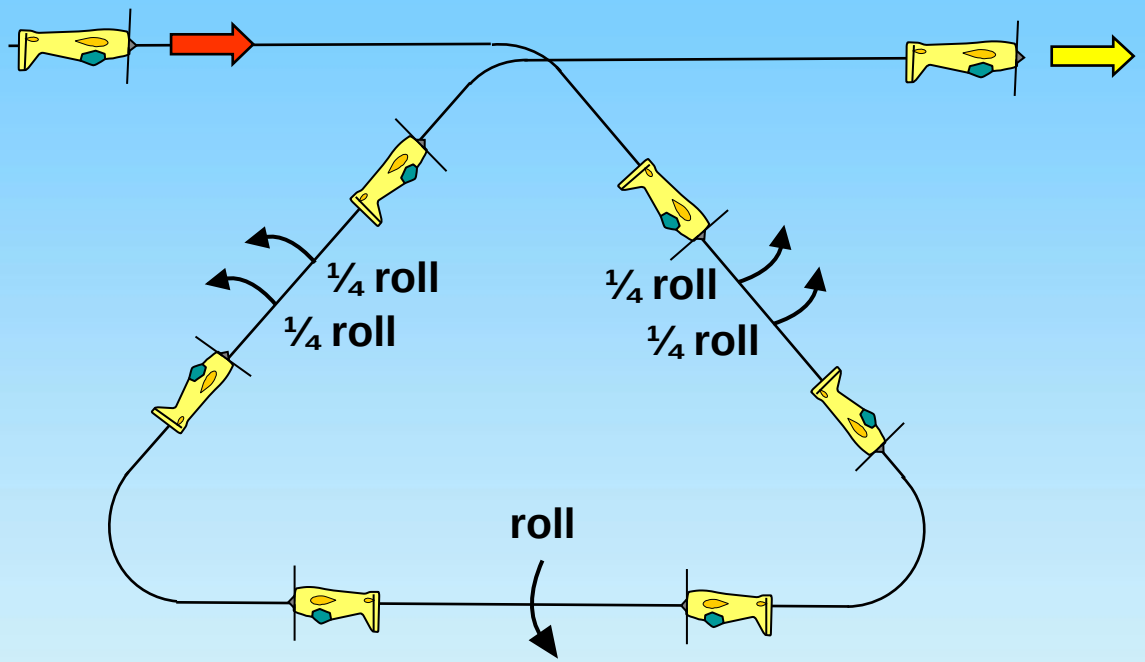
## ( not judged, not scored )

wind



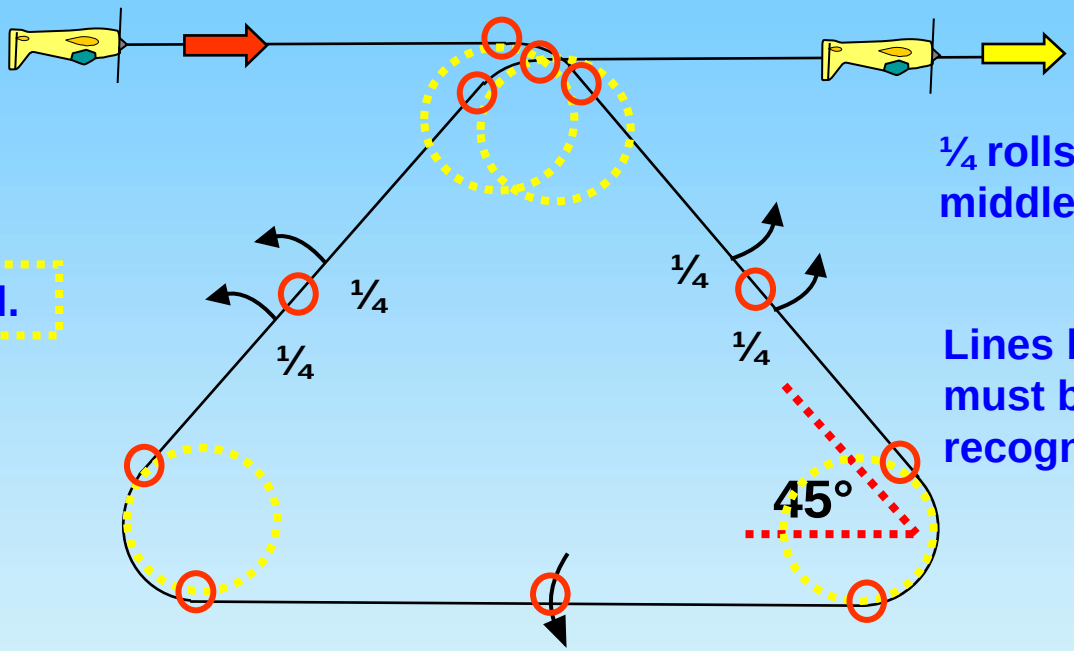
Safety line

# 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



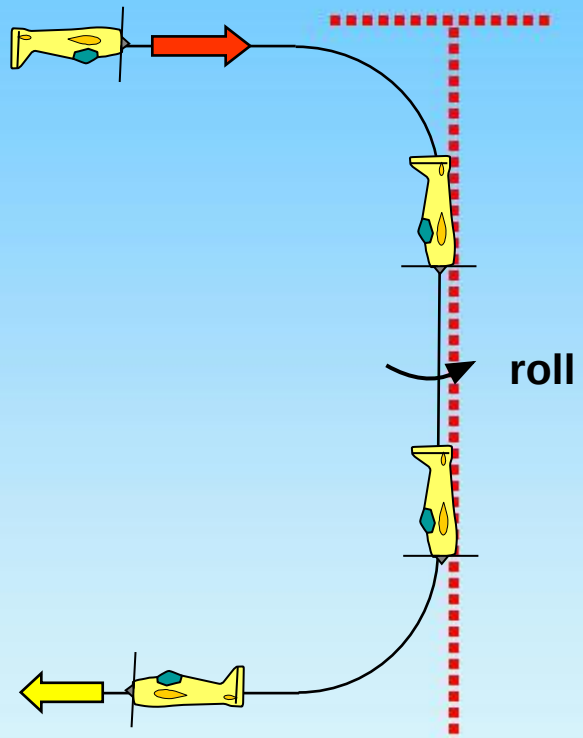

All radii are equal.

¼ 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

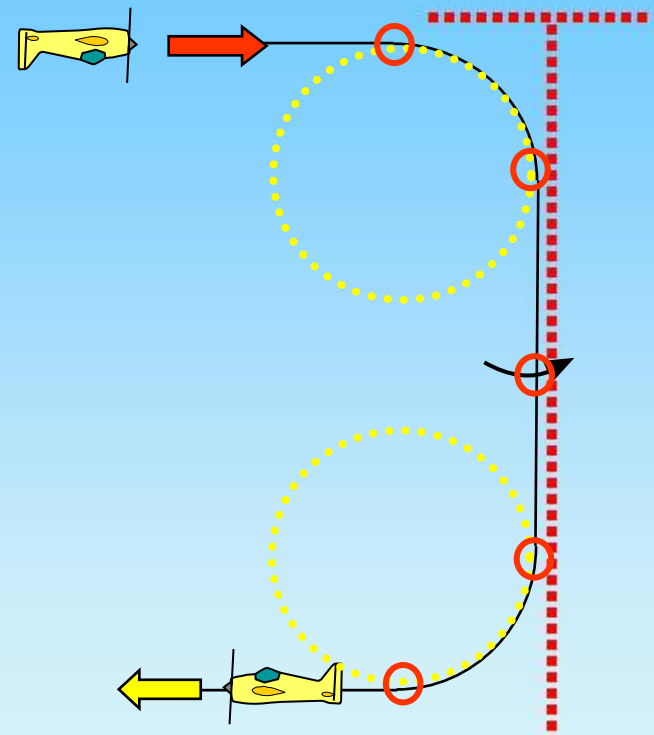


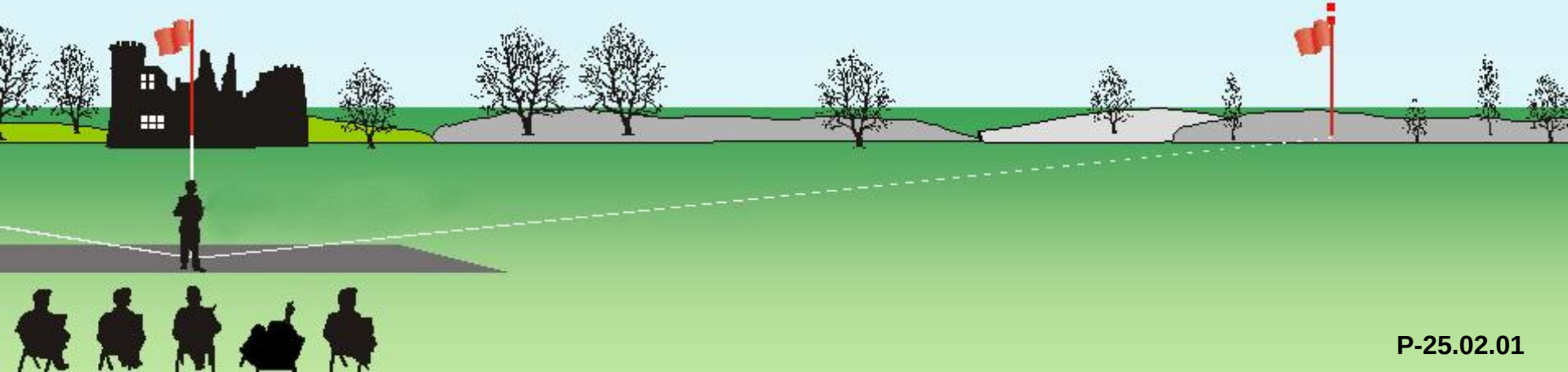

**From inverted, pull through a quarter loop into a vertical downline, perform a roll, pull through a quarter loop, exit upright.**

# P-25.02 Half Square Loop with roll

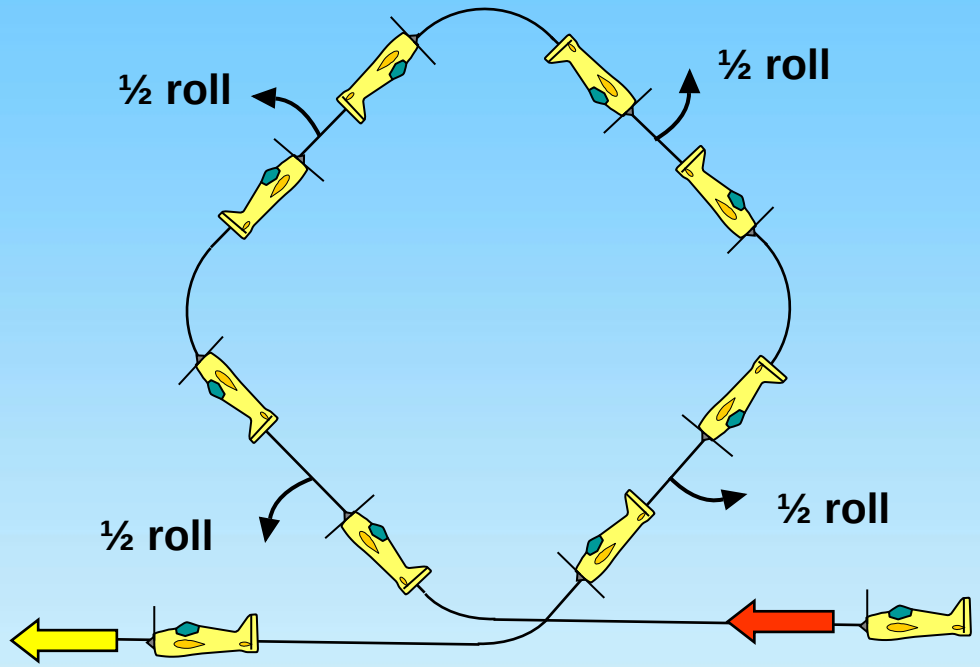
**Roll on middle of the line.**

**All radii are equal.**





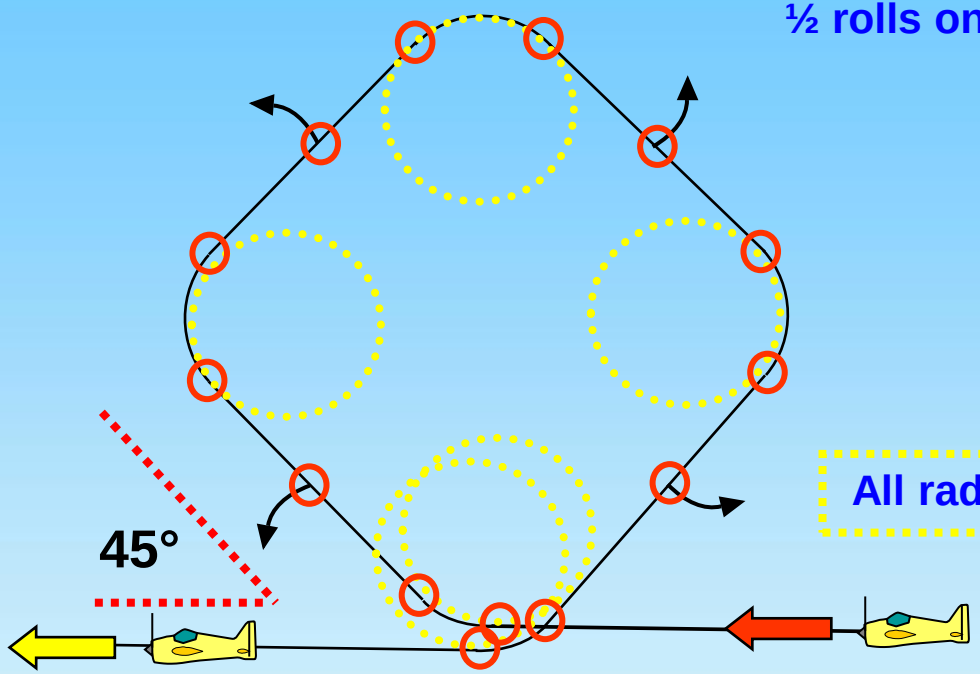
# P-25.03 Square Loop on corner with half roll, half roll, half roll, half roll




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.

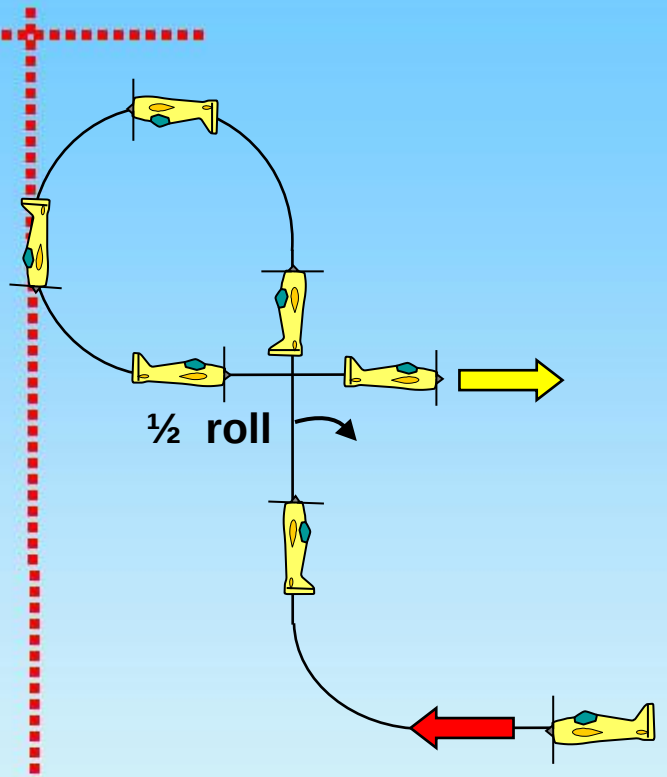
# P-25.03 Square Loop on corner with half roll, half roll, half roll, half roll

½ rolls on middle of the line.



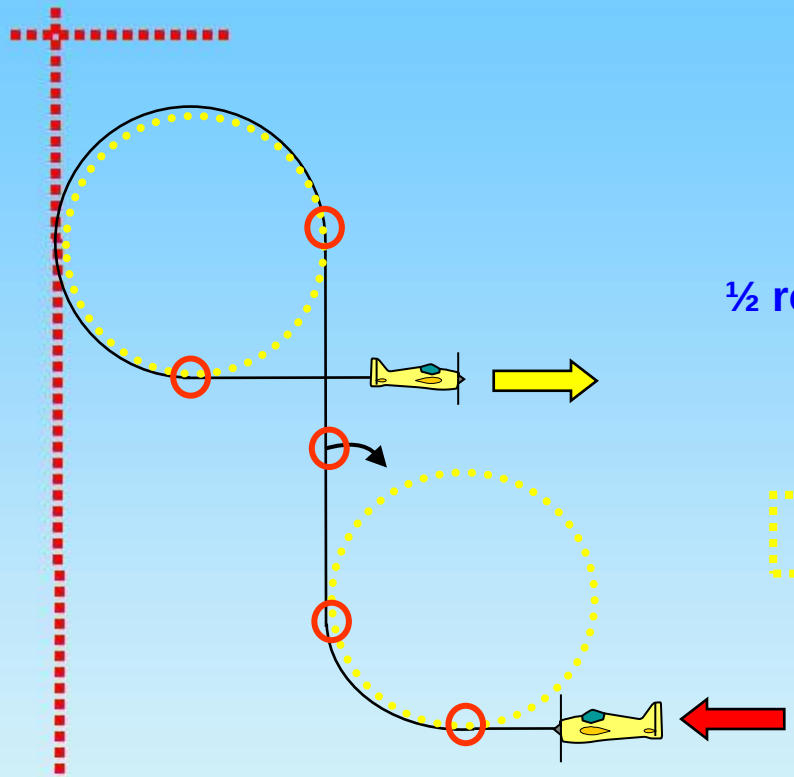

All radii are equal.

# 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.

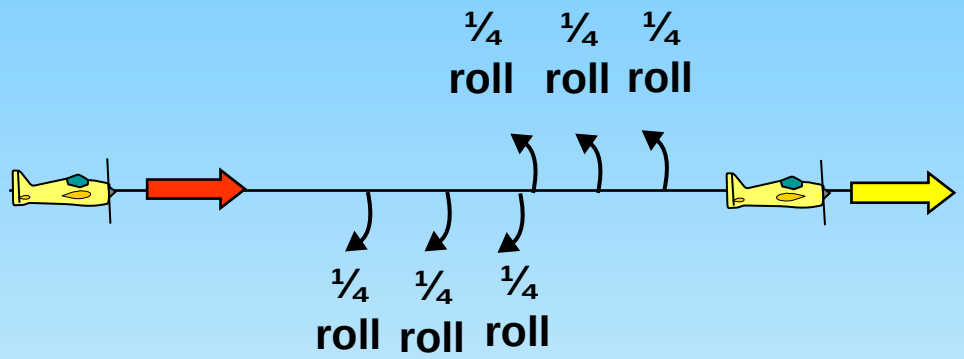
# P25.04 Figure Nine with half roll



½ roll on middle of the line.

All radii are equal.

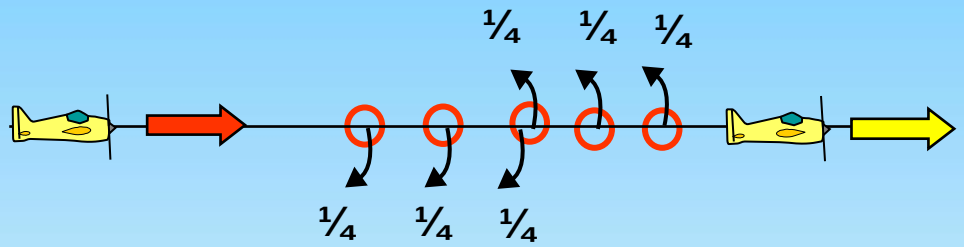
# P-25.05 Roll Combination with three quarter rolls, three quarter rolls in opposite direction




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

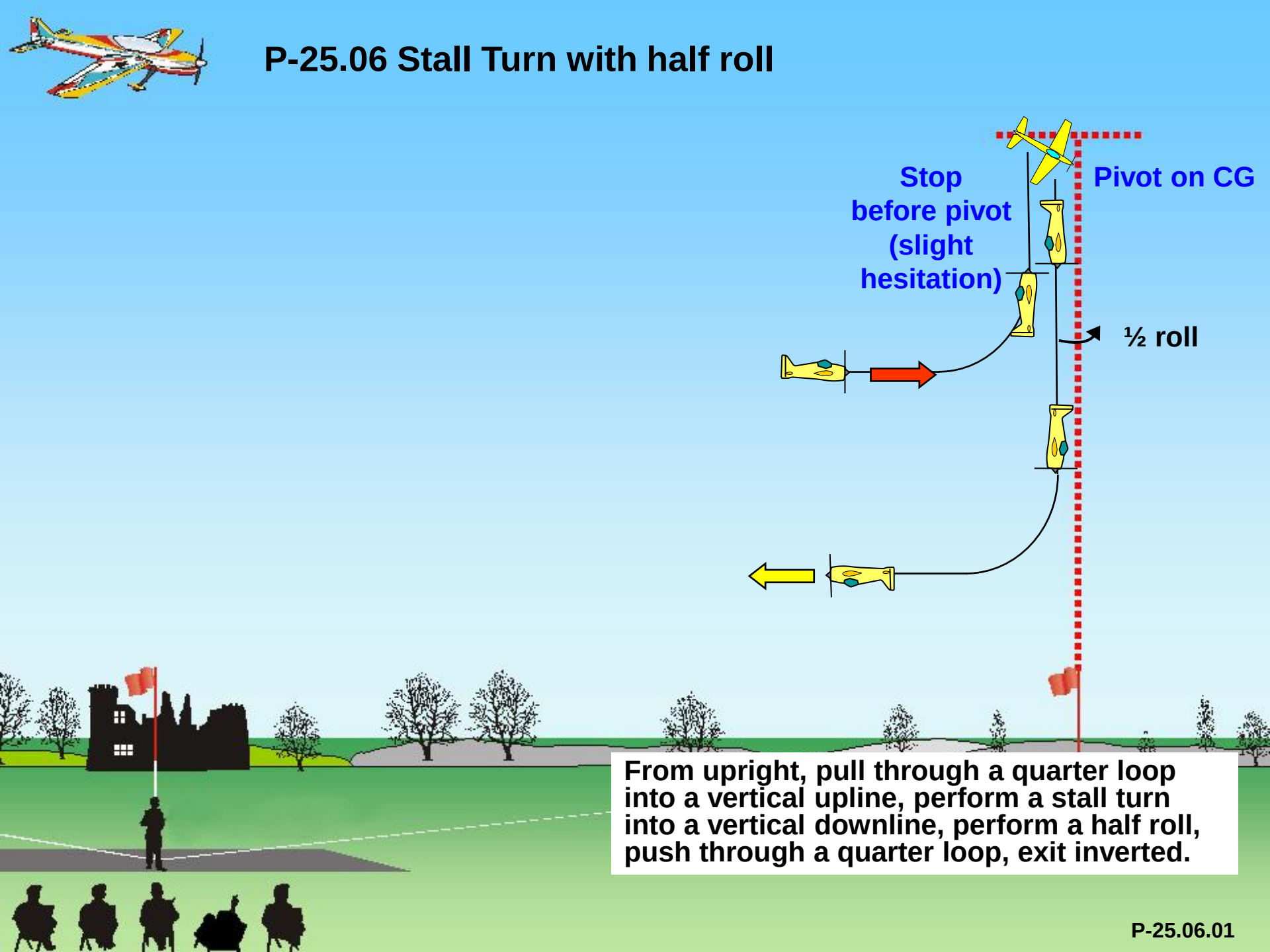
# P-25.05 Roll Combination with three quarter rolls, three quarter rolls in opposite direction

**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



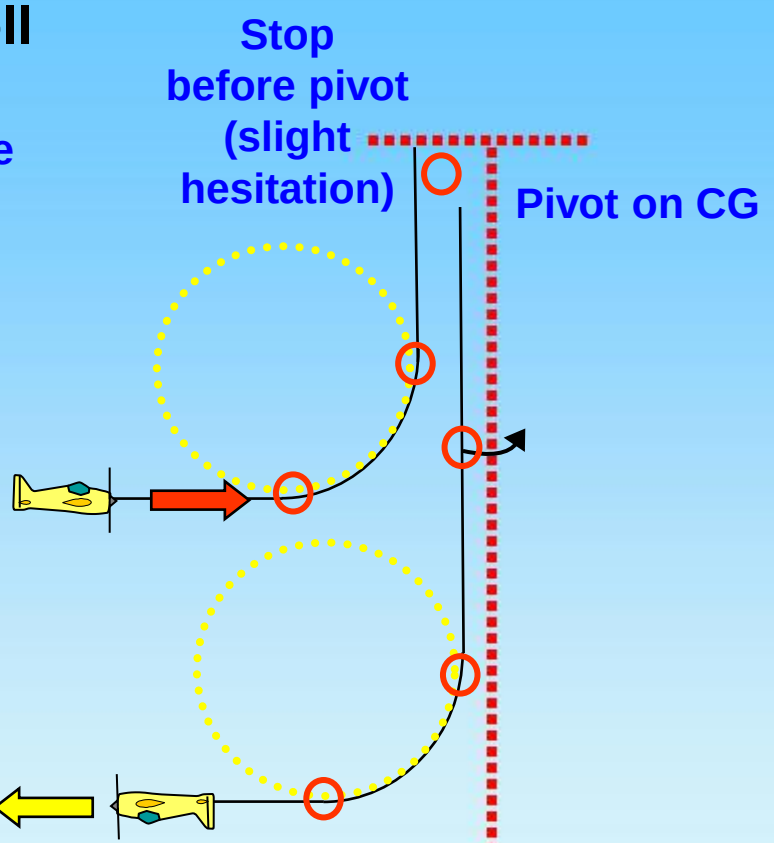

From upright, pull through a quarter loop into a vertical upline, perform a stall turn into a vertical downline, perform a half roll, push through a quarter loop, exit inverted.

# P-25.06 Stall Turn with half roll

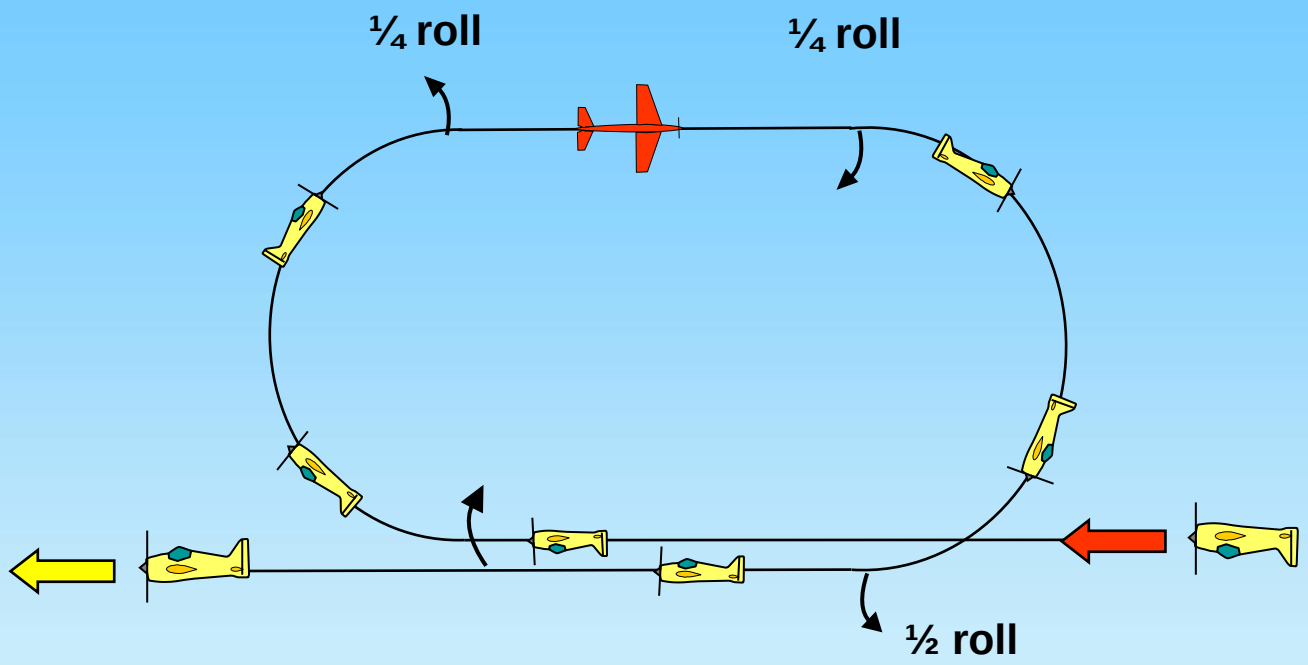
Two wing spans or more
– zero points!

½ roll on middle of the line.

All radii are equal.



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

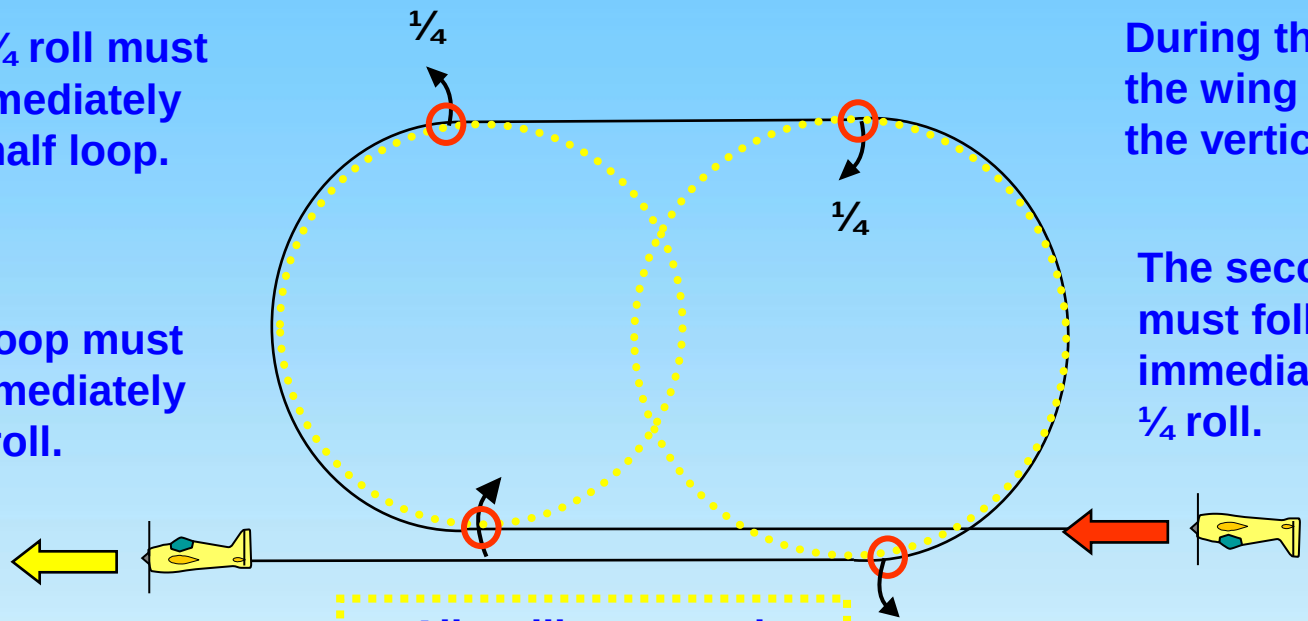



From inverted, perform a roll, push through a half loop, perform a quarter roll into knife-edge flight, perform a quarter roll (back to upright flight), push through a half loop, perform a half roll, exit upright.

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

The first ¼ roll must follow immediately after the half loop.

The half loop must follow immediately after the roll.

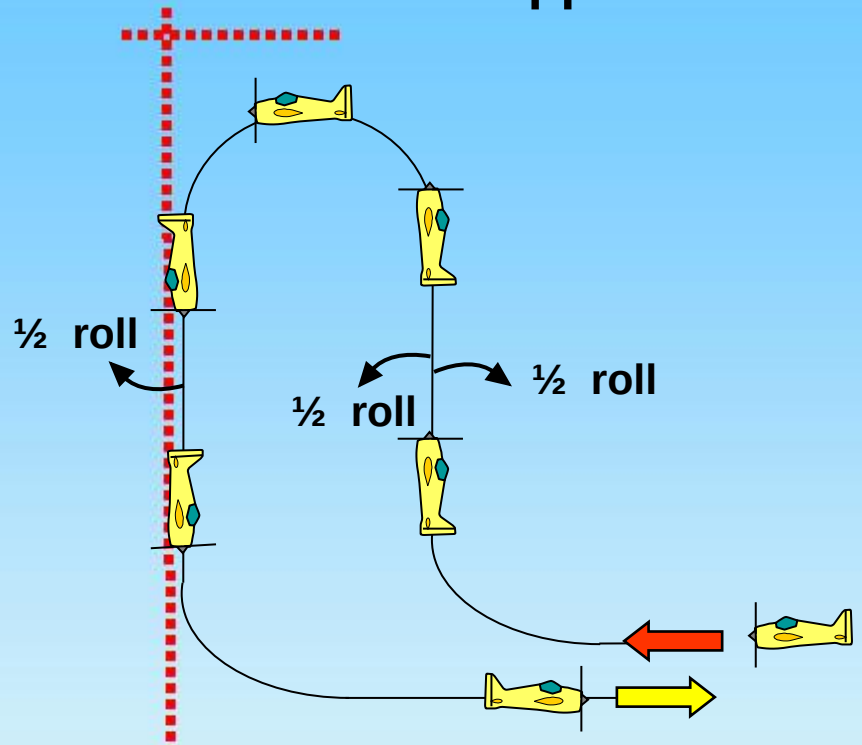



During the knife edge the wing must be in the vertical plane.

The second half loop must follow immediately after the ¼ roll.

The ½ roll must follow immediately after the second half loop.

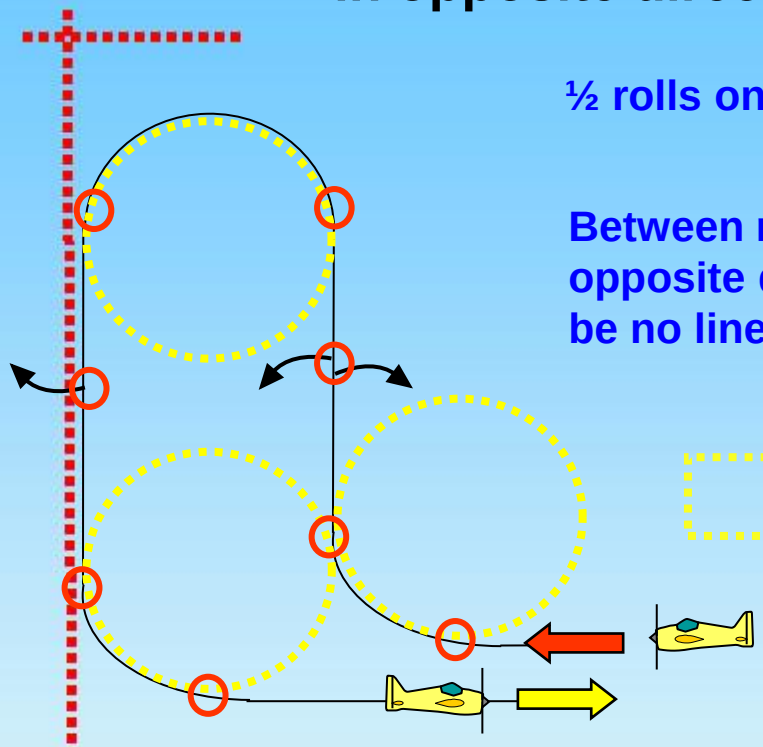
# P-25.08 Humpty Bump with two consecutive half rolls in opposite direction, half roll




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-25.08.01

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



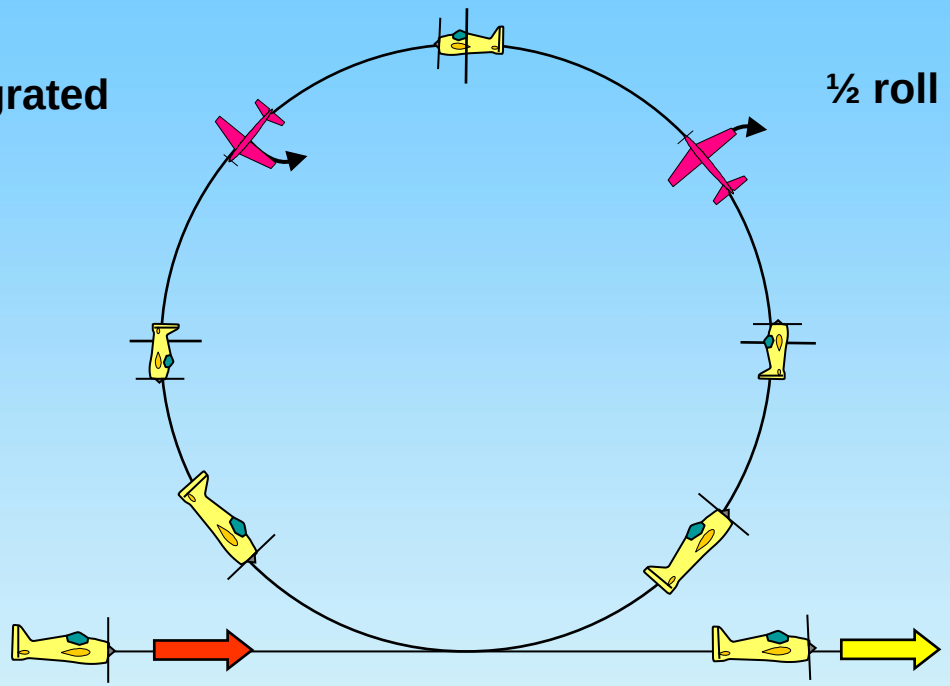
½ rolls on middle of the line.

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

½ roll integrated



½ 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

½ roll integrated

90°

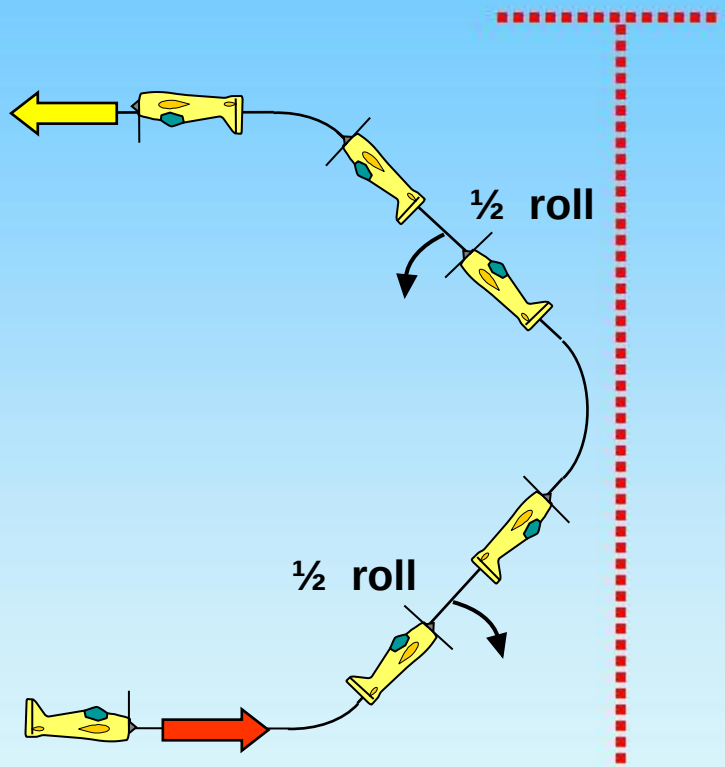
90°

½ roll integrated

½ rolls must be integrated on circular flightpath of the quarter loops.

Loop must be round.

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

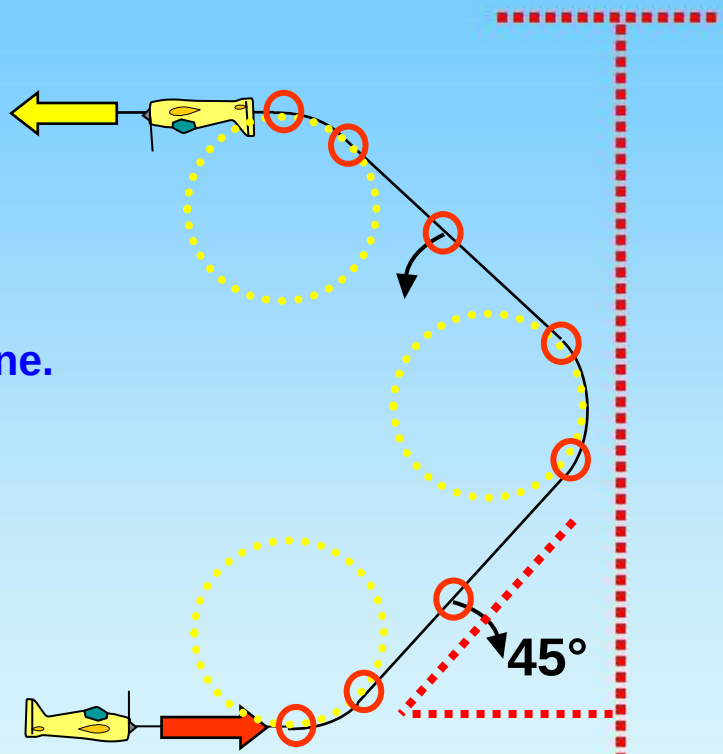



From upright, pull through a one eighth loop into a forty-five degree upline, perform a half roll, push through a quarter loop into a forty-five degree upline, perform a half roll, pull through a one eighth loop, exit inverted.

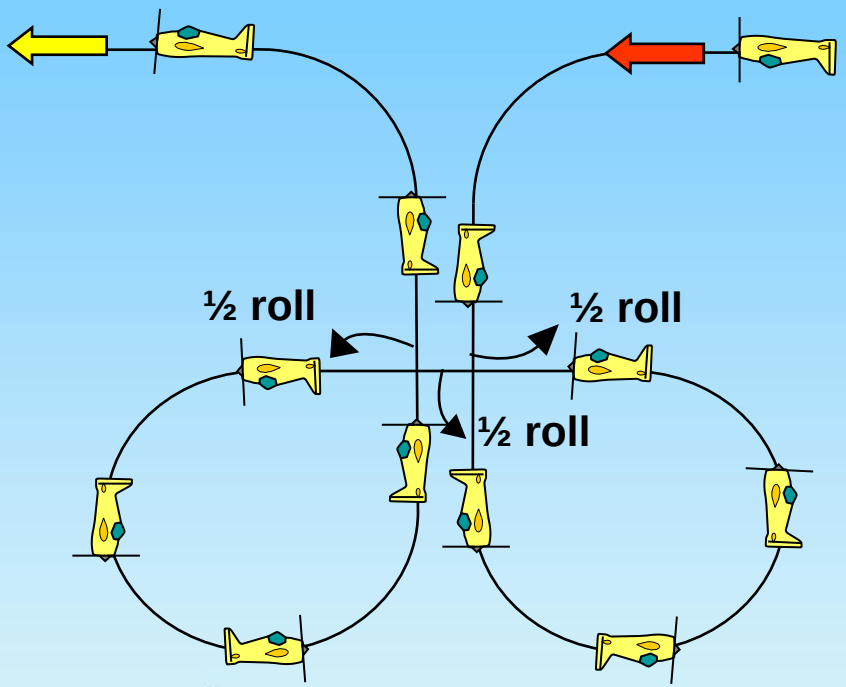
# P-25.10 Half Square Loop on Corner with half roll, half roll

½ rolls on middle of the line.

All radii are equal.

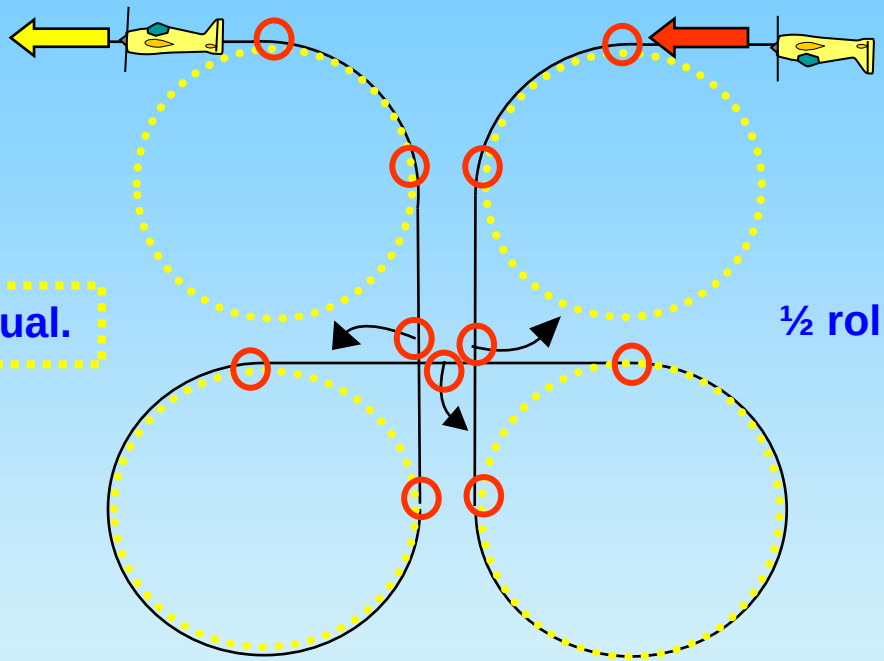


# P-25.11 Half Cloverleaf with half roll, half roll, half roll




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.

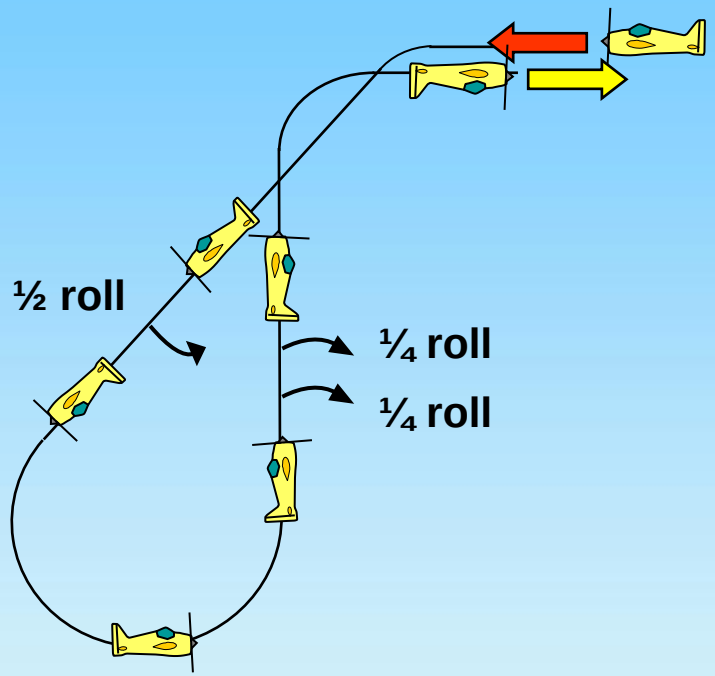
# P-25.11 Half Cloverleaf with half roll, half roll, half roll



All radii are equal.

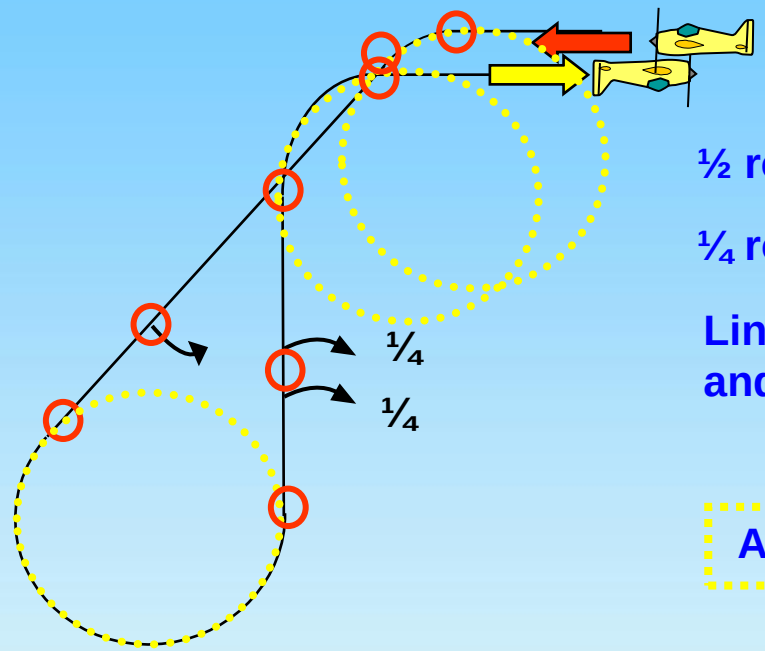
½ rolls on middle of the line.

# 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



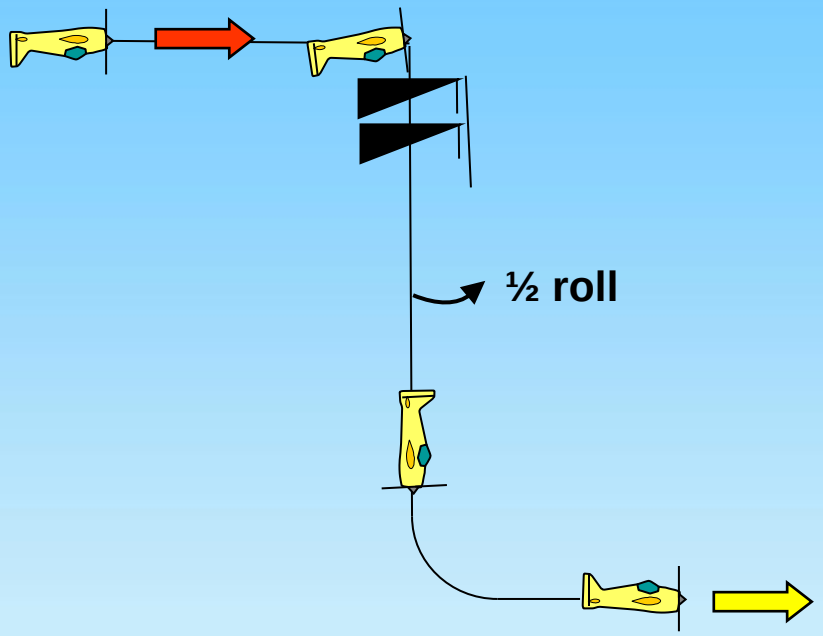

½ roll on middle of the line.

¼ rolls centered on middle of the line.

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

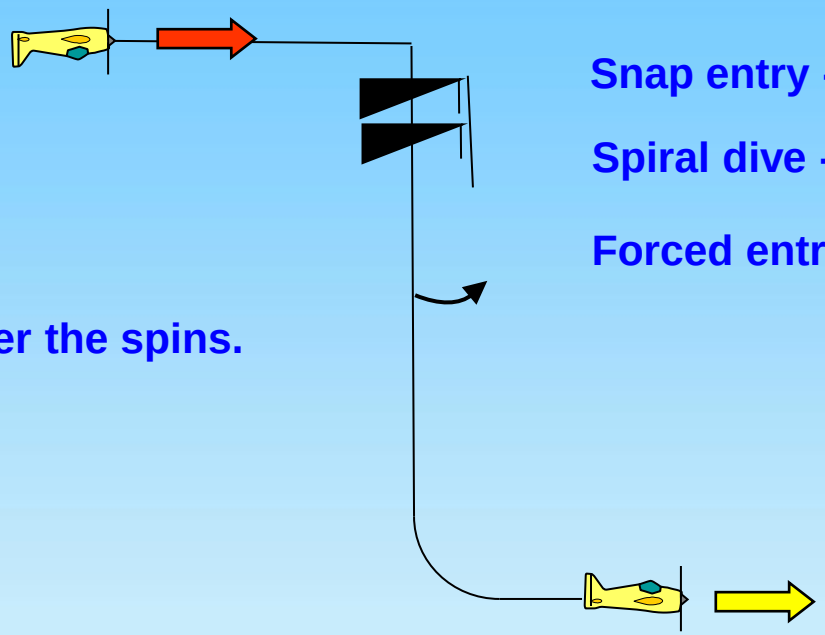
All radii are equal.

# 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



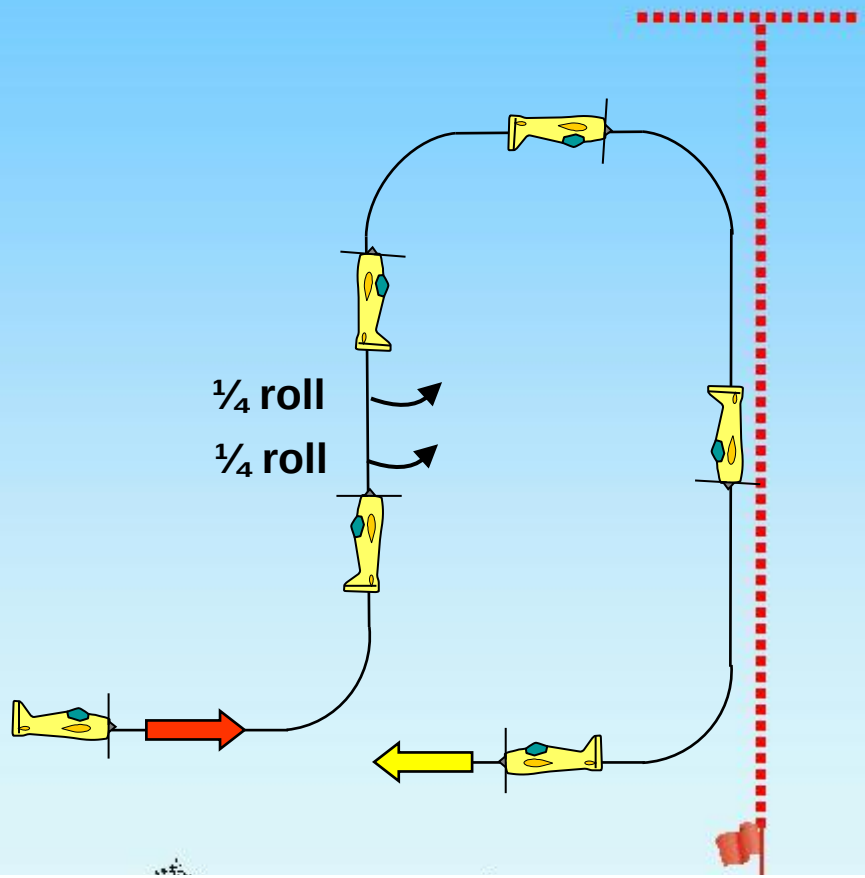
Snap entry - 0 points!

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.



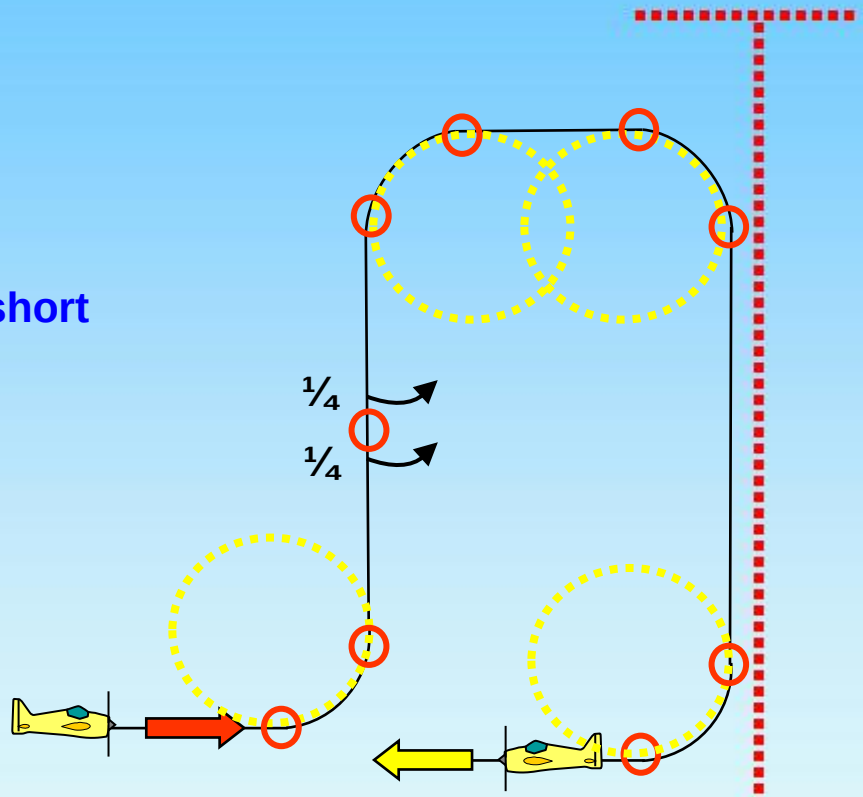

From upright, pull through a quarter loop into a vertical upline, perform consecutively two quarter rolls, pull through a quarter loop into a horizontal line, pull through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.

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

¼ rolls centered on middle of the line.

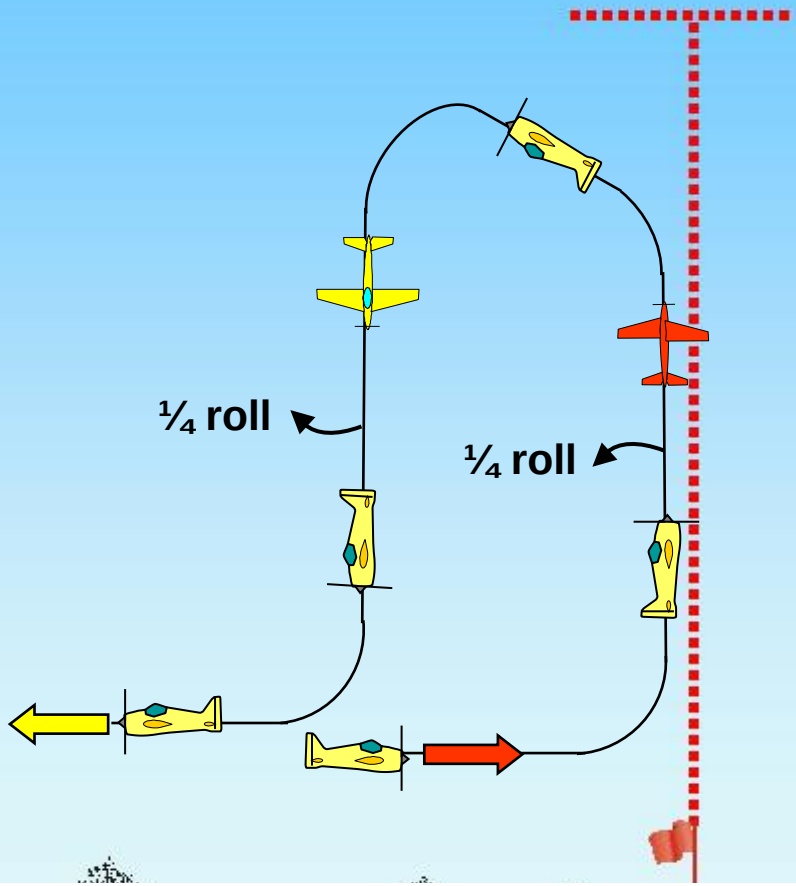
Lines between part rolls must be short and of recogniseable length.

All radii are equal.



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

Option



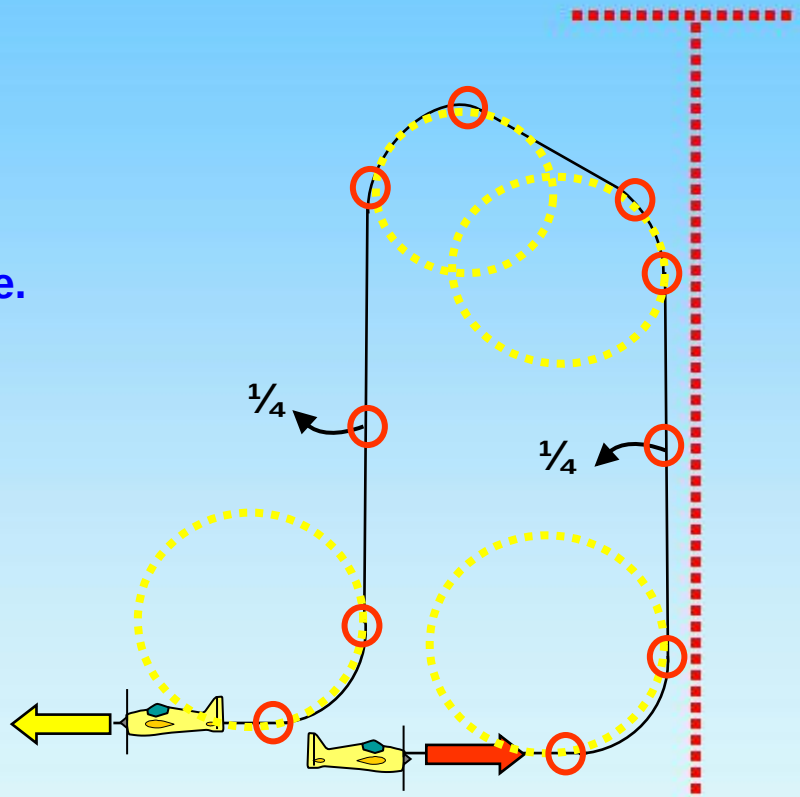

**Option: From upright, pull through a quarter loop into a vertical upline, perform a quarter roll, pull through a quarter loop into a horiontal line, pull through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.**

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

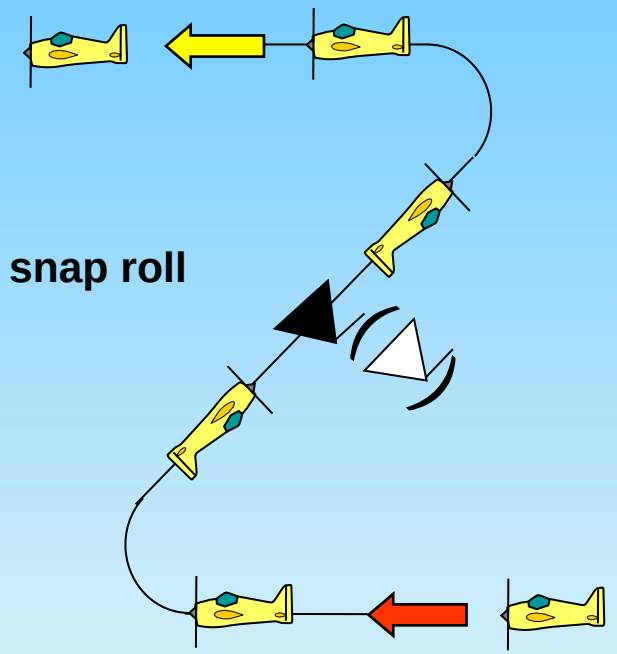
**Option**

¼ rolls on middle of the line.

All radii are equal.

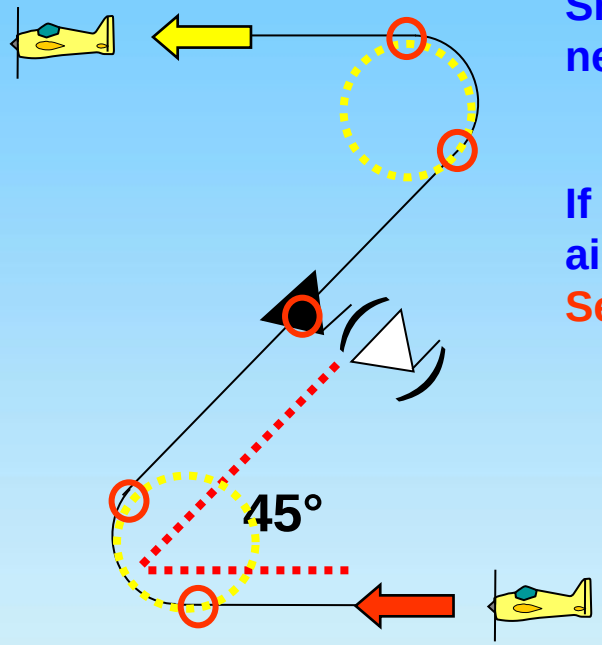


# P-25.15 Figure Z with snap roll




**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



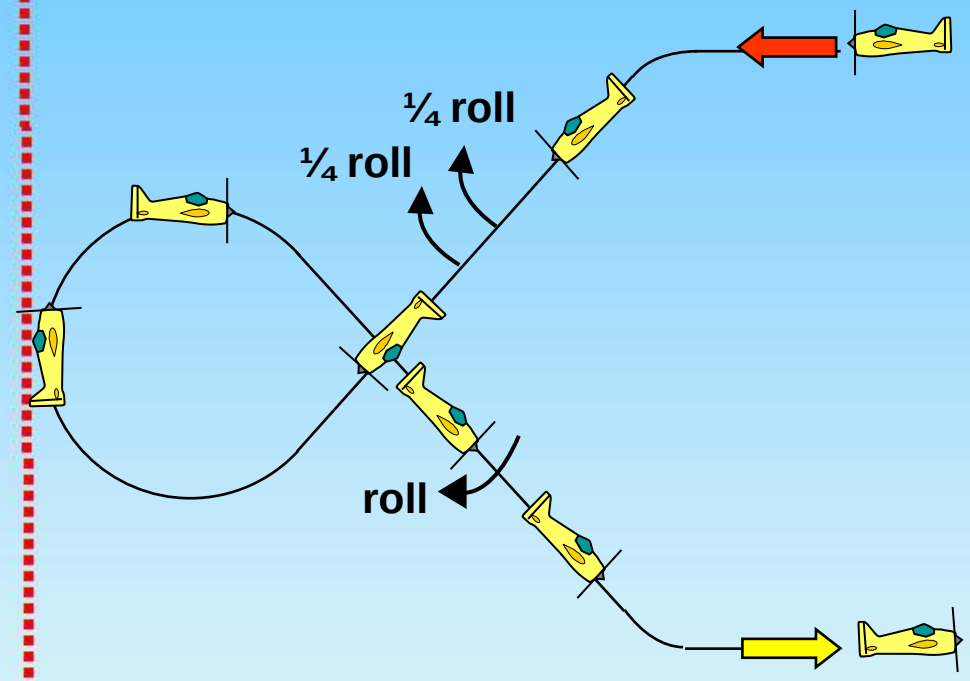

Snap roll may be positive or negative.

Snap roll on middle of the line.

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

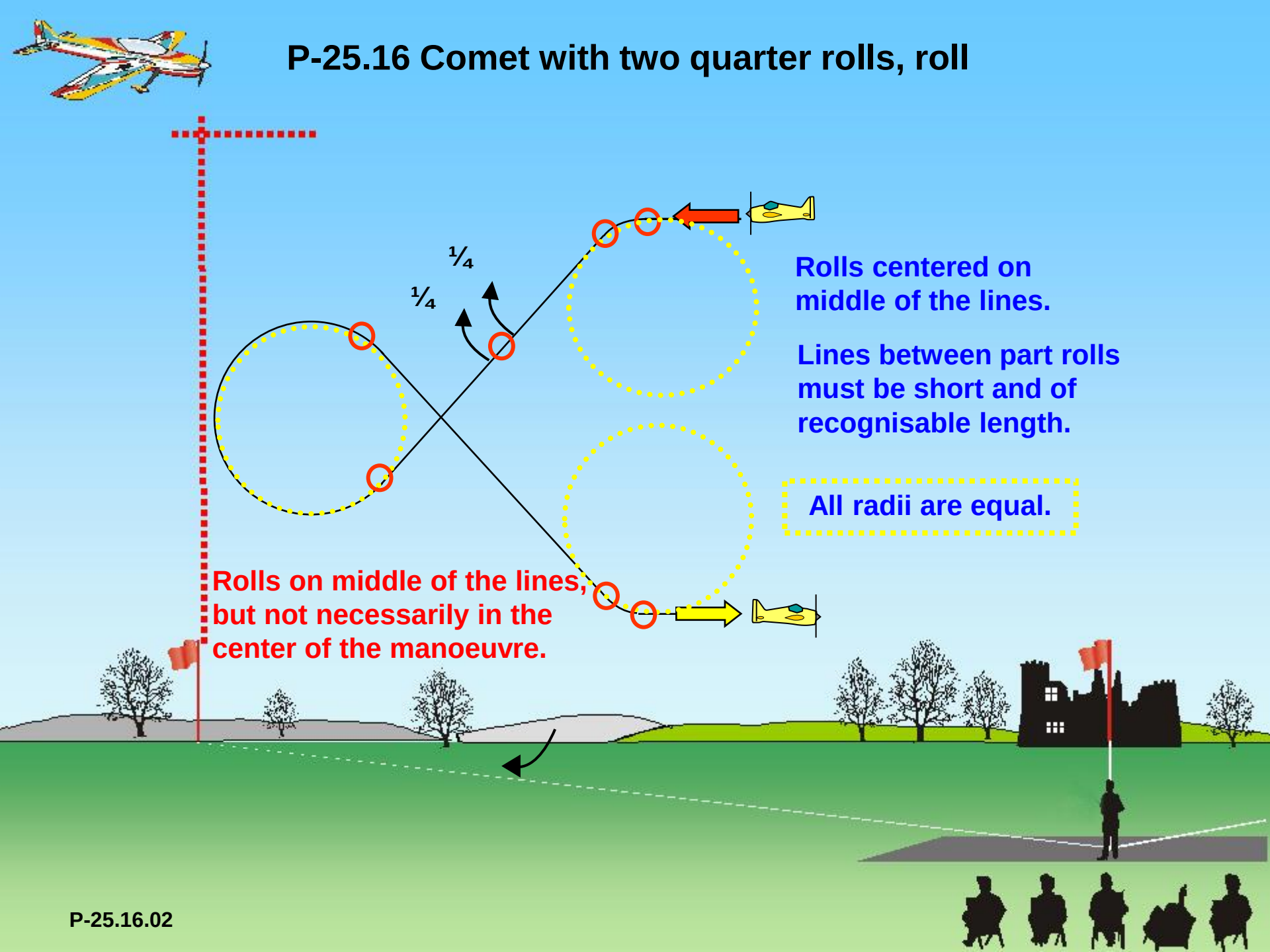
All radii are equal.

# P-25.16 Comet with two quarter rolls, roll

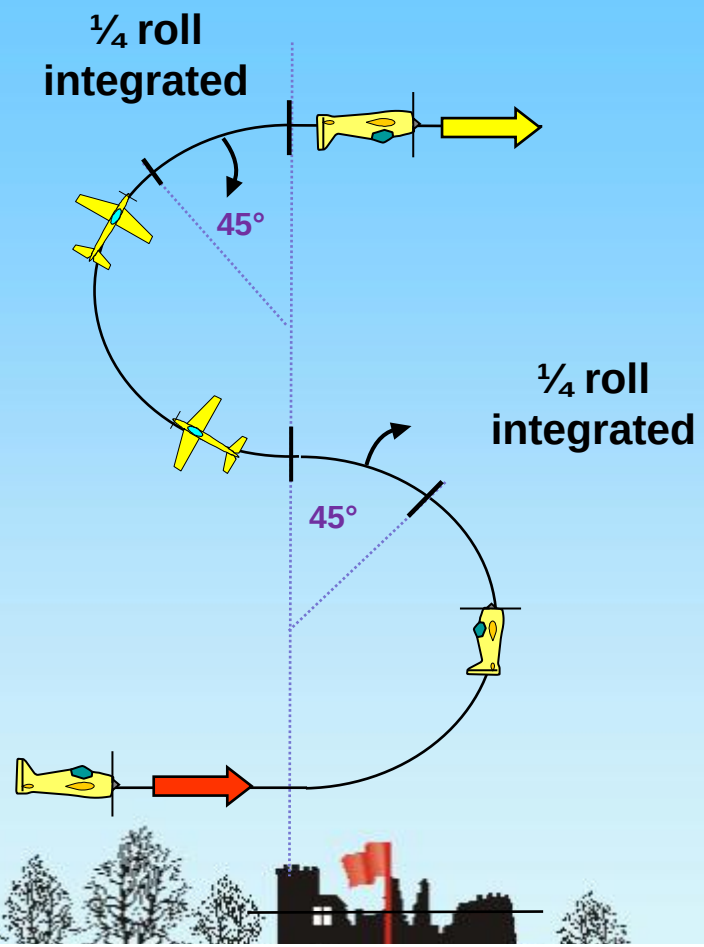



**From upright, push through a one eighth loop into a forty five degree downline, perform consecutively two ¼ rolls, push through a three quarter loop into a forty-five degree downline, perform a roll, pull through a one eighth loop, exit upright.**

# P-25.16 Comet with two quarter rolls, roll



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



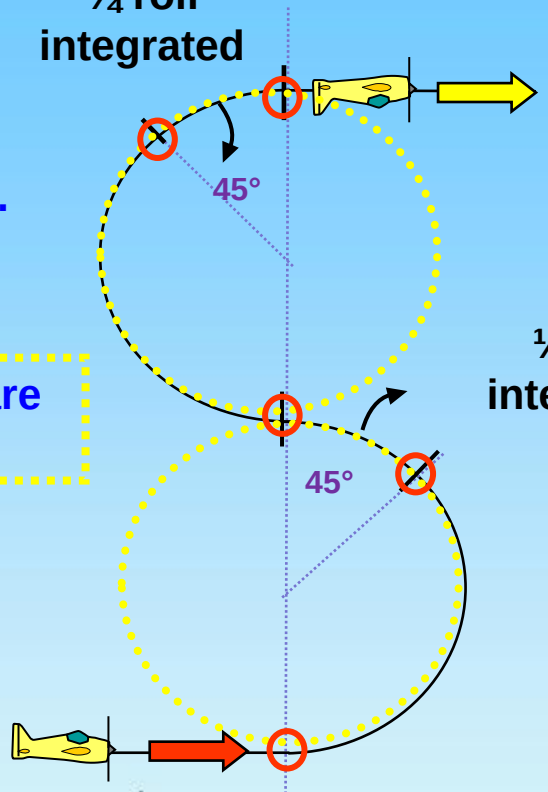

**From upright, pull through a half loop while integrating a quarter roll over the top forty-five degrees, perform a half knife-edge loop ending on top level, while integrating a quarter roll over the top forty-five degrees, exit inverted.**

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

¼ roll integrated

Part loops must be round.

Radii of the part loops are equal.




¼ roll integrated

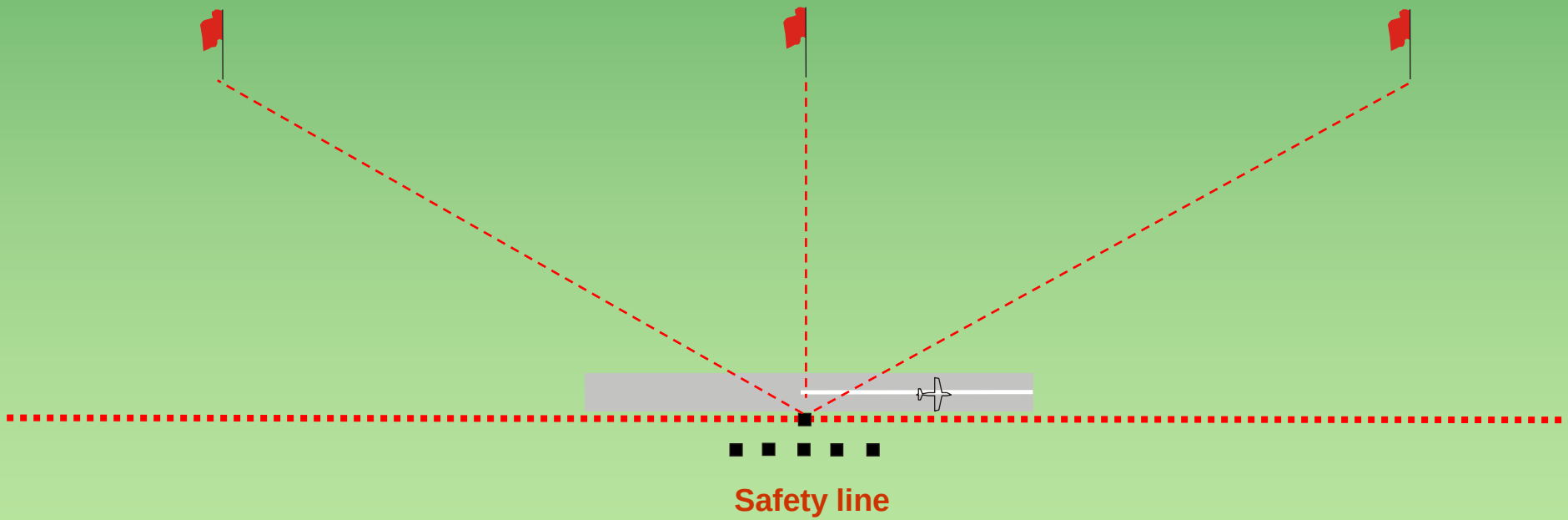
The ¼ rolls must be integrated on circular flightpath of the 45° segments of the part loops.

# Landing procedure

## ( not judged, not scored )

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

**wind**



**Forget WHO is flying**

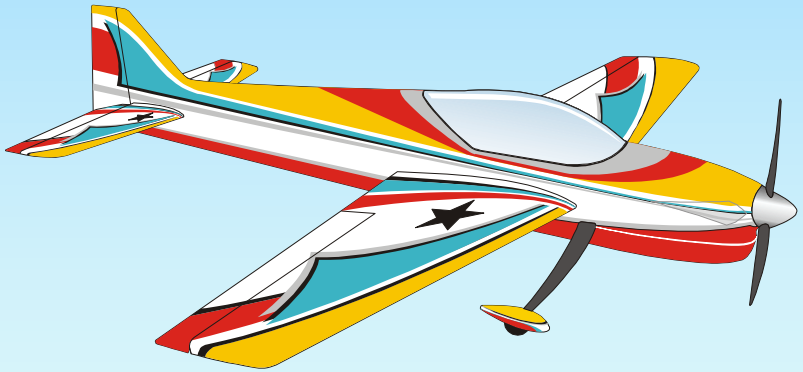
**(friend, rival, countryman, flier from other nation)**

**Forget WHAT is flying**

(2-stroke, 4-stroke, electric)

**LOOK ONLY AT LINES DESCRIBED IN THE SKY!**

Bob Skinner



# Thank you!

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