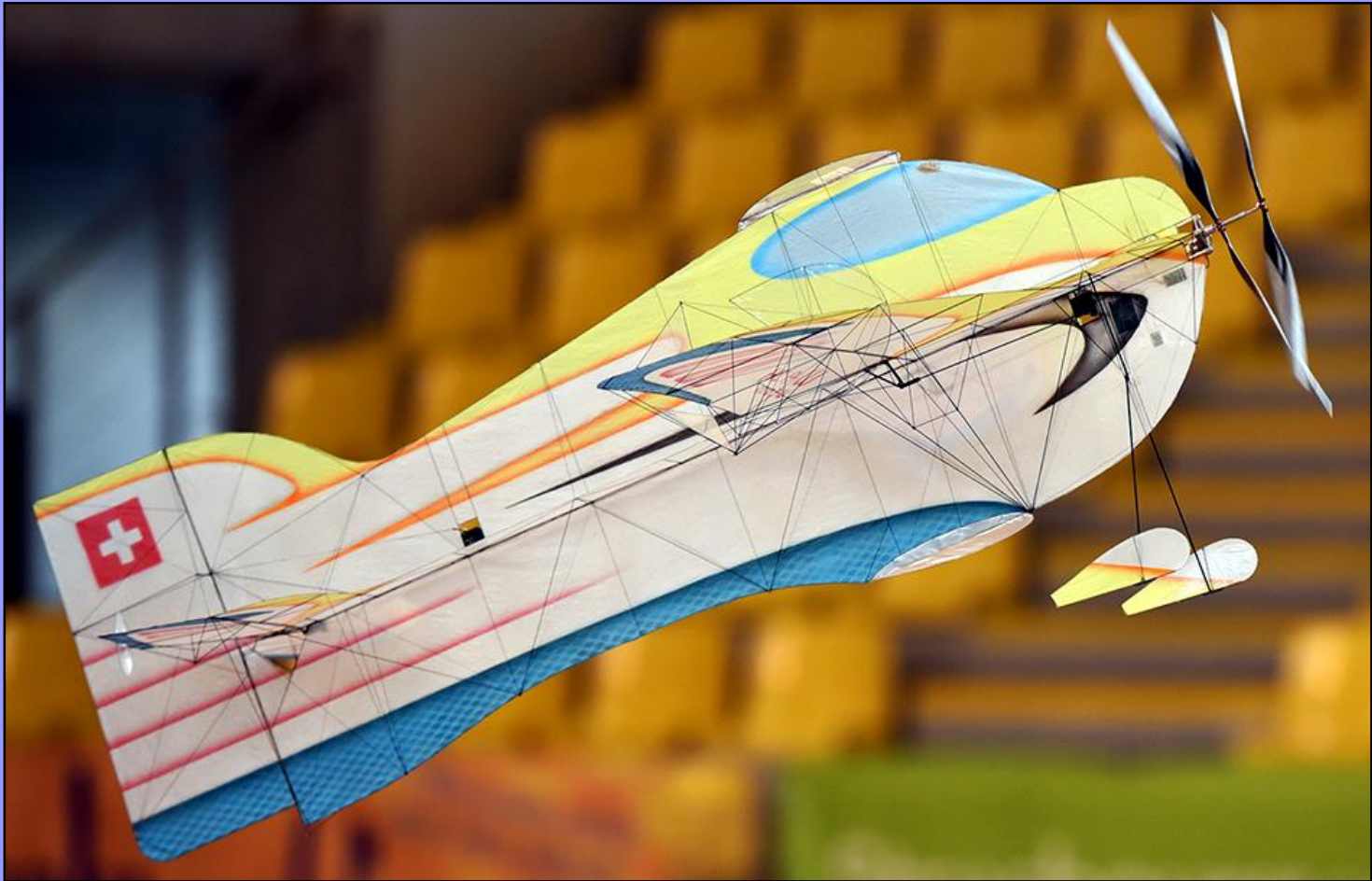
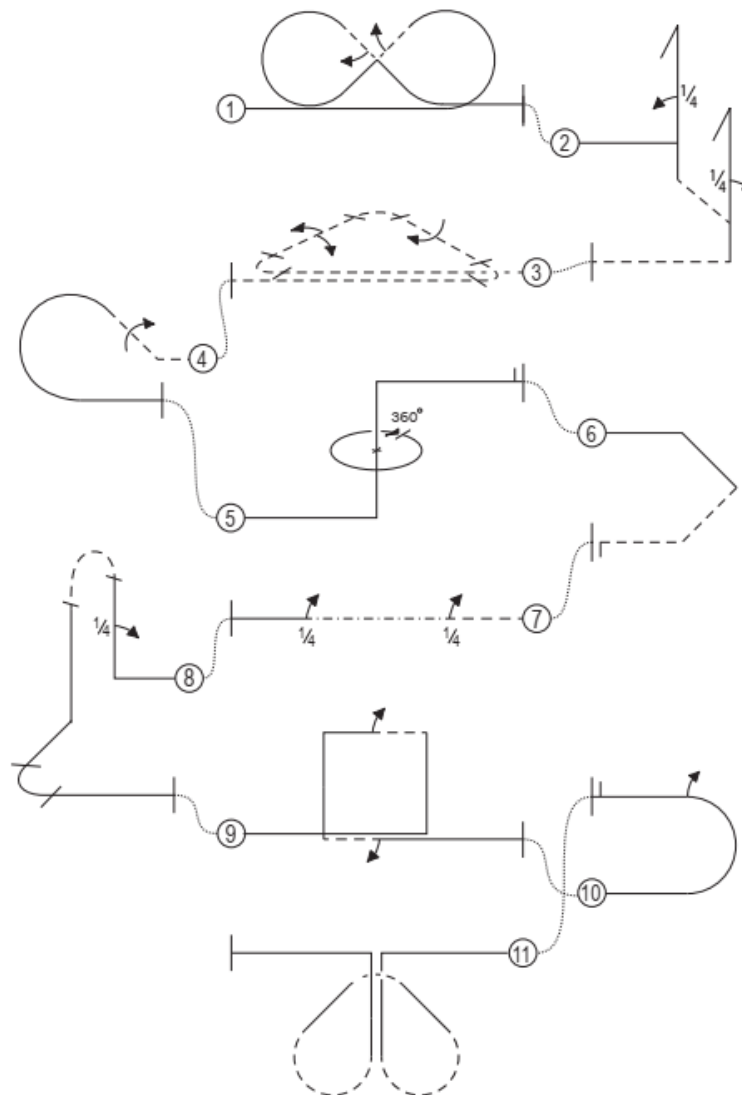


# Class F3P Radio Control Indoor Aerobatic Model Aircraft



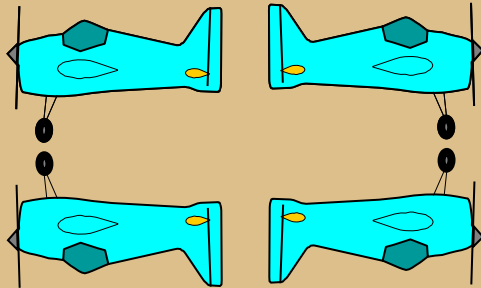
**Advanced Schedule F3P-AA-21 (2020-2021)**

# ADVANCED SCHEDULE AA-21 (2020-2021)



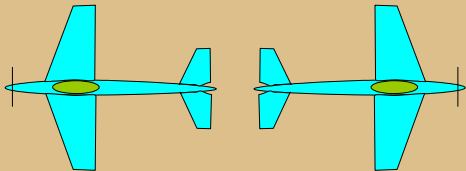
# Take-off procedure ( not judged, not scored )

## Explanations:

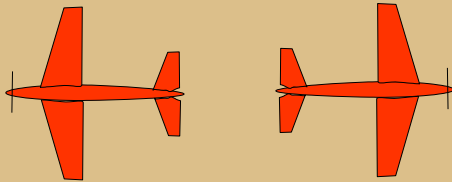


Aircraft upright

Aircraft inverted



Aircraft in Knife Edge  
View from Top



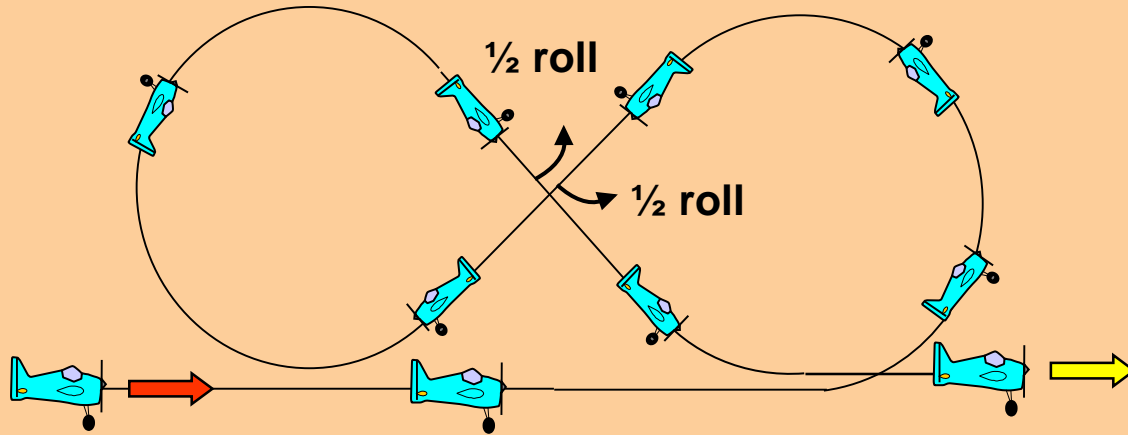
Aircraft in Knife Edge  
View from Below

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**Safety line**



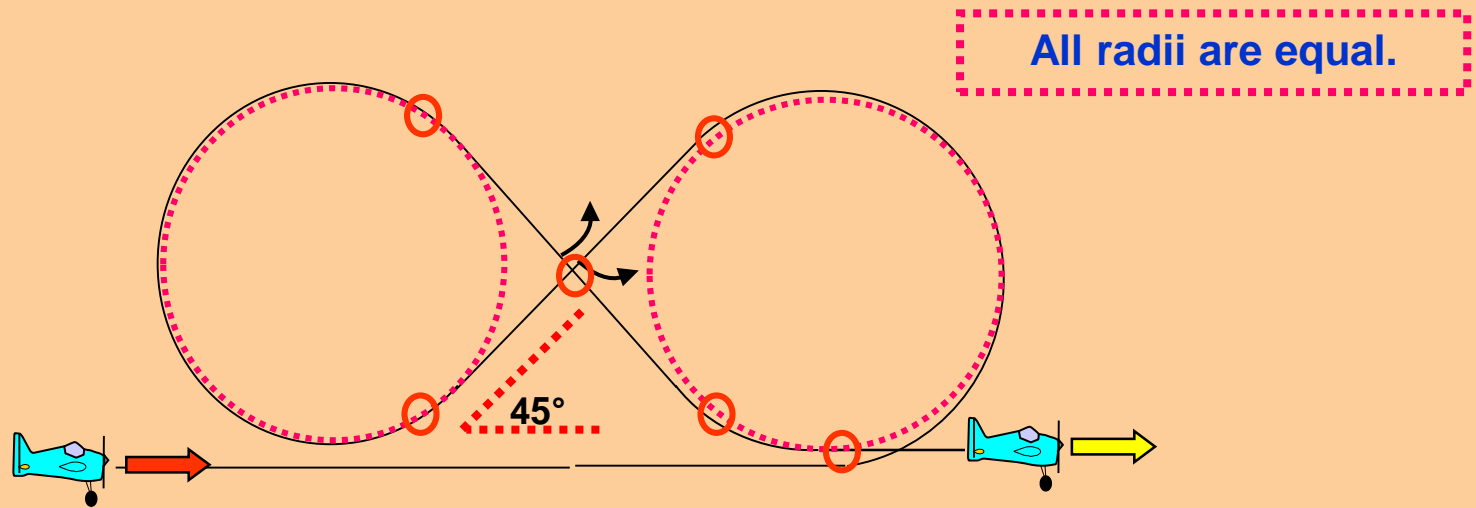
# AA-21.01 Cuban Eight with half roll, half roll



From upright fly past center center, perform a 5/8 loop into a 45 degree downline, perform a 1/2 roll, perform a 3/4 loop into a 45 degree downline, perform a 1/2 roll, pull through a 1/8 loop, exit upright.



# AA-21.01 Cuban Eight with half roll, half roll

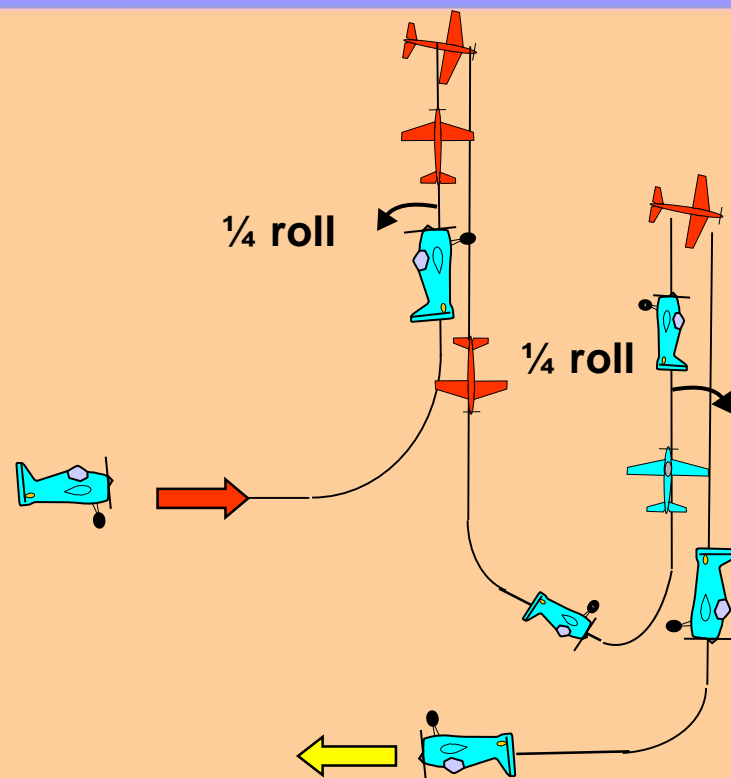


Entry and exit must be at the same altitude.

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



# AA 21.02 Crossbox Stall Turn combination with quarter roll, quarter roll



**From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into a vertical downline, push through a  $\frac{1}{4}$  loop into a horizontal line, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into a vertical downline, push through a quarter loop, exit inverted**

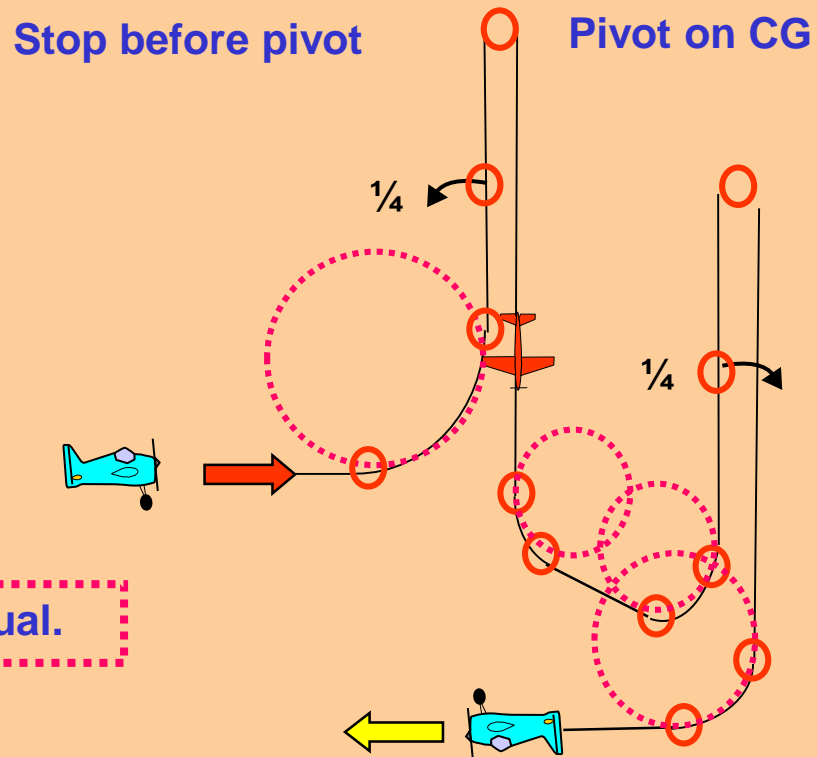


# AA-21.02 Crossbox Stall Turn combination with quarter roll, quarter roll

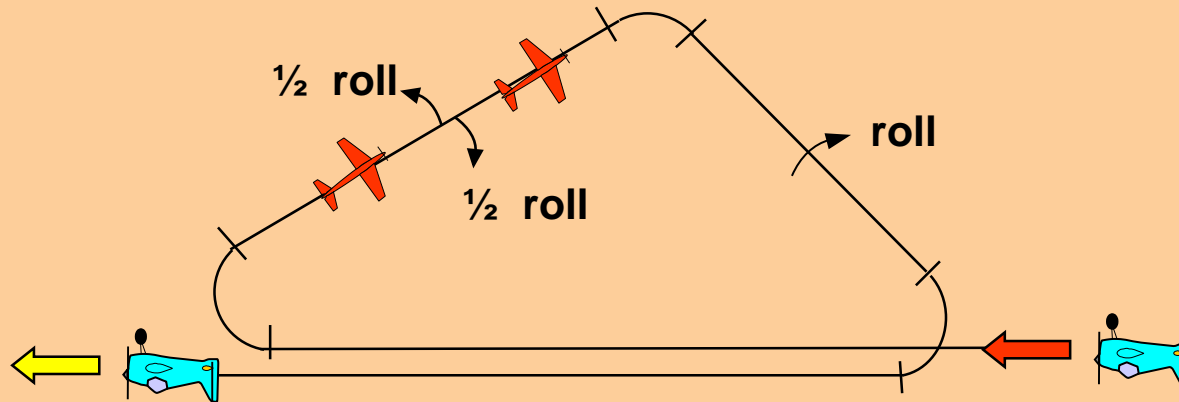
Two wing spans or more –  
**zero points!**

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

All radii are equal.



# AA-21.03 Horizontal Triangle Circle with two half rolls opposite, roll



From inverted, fly past center, perform a 120 degree circle with wings level into a 60 degree crossbox line, perform consecutively two  $\frac{1}{2}$  rolls in opposite direction, perform another 120 degree circle with wings level into a 60 degree crossbox line, perform a roll, perform a third 120 degree circle with wings level, exit inverted

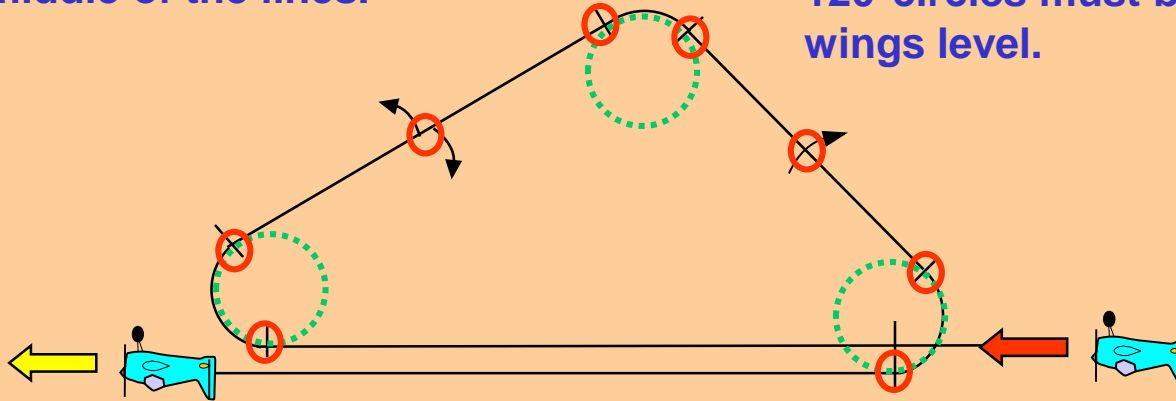




# AA-21.03 Horizontal Triangle Circle with two half rolls opposite, roll

Rolls on middle of the lines.

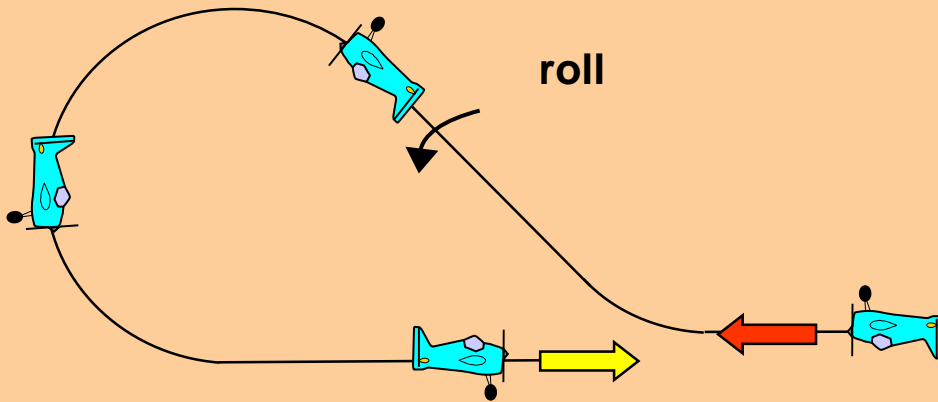
120° circles must be flown with wings level.



The triangle has to be equilateral.

The radii of the 120° circles are equal.

# AA-21.04 Half Reverse Cuban Eight with roll

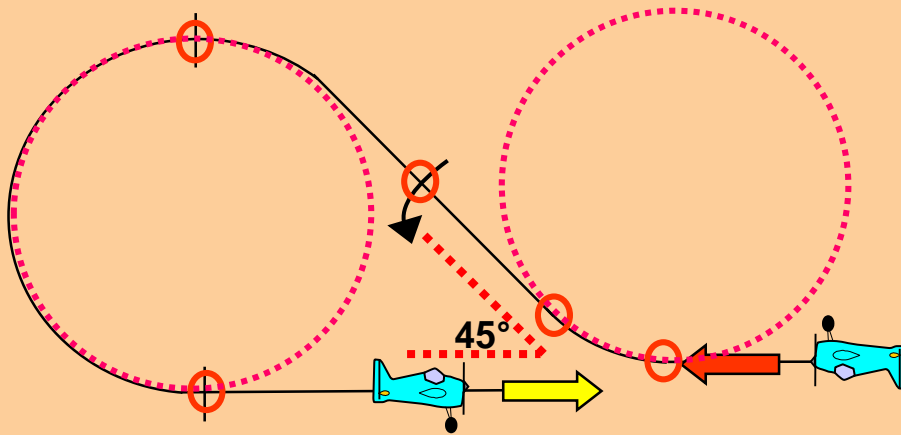


From inverted, push through a 1/8 loop into a forty five 45 degree upline, perform a roll, pull through a 5/8 loop, exit upright.



# AA-21.04 Half Reverse Cuban Eight with half roll, half roll integrated

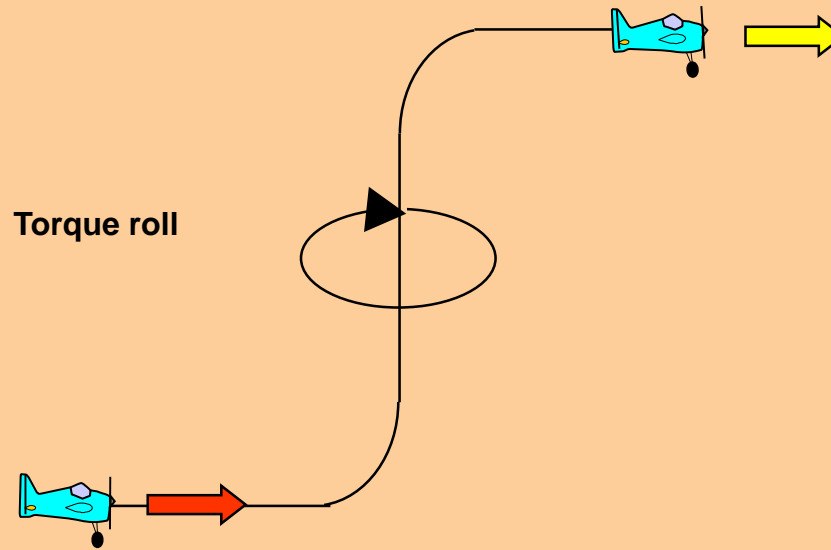
Roll on middle of the line.



All radii are equal.



# AA-21.05 Torque Roll



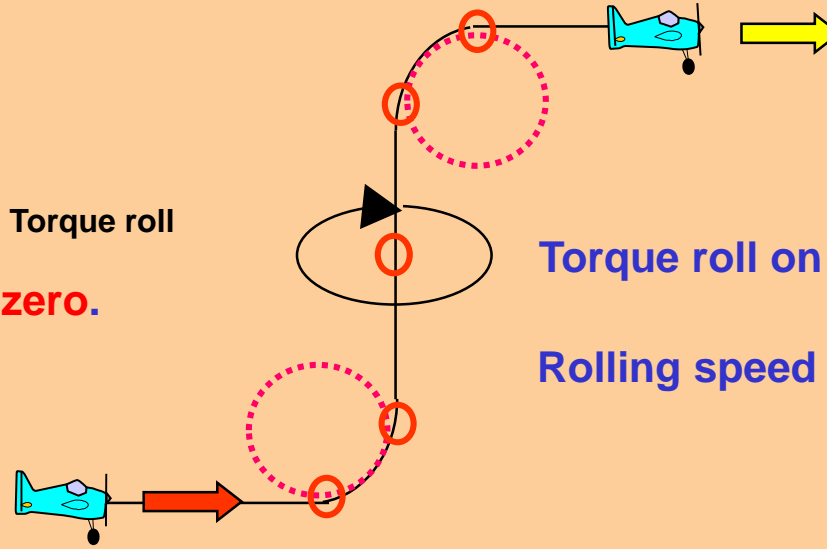
From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a torque roll, push through a  $\frac{1}{4}$  loop, exit upright.



# AA-21.05 Torque Roll

Absence of a hover = **zero**.

Torque roll

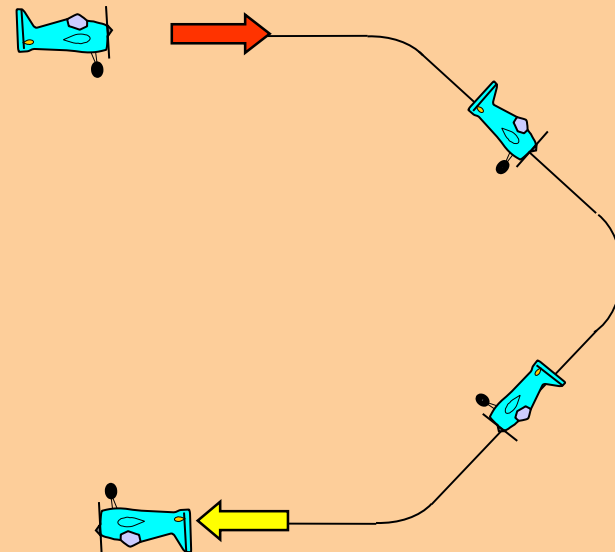


Torque roll on middle of the line.

Rolling speed must be constant.

All radii are equal.

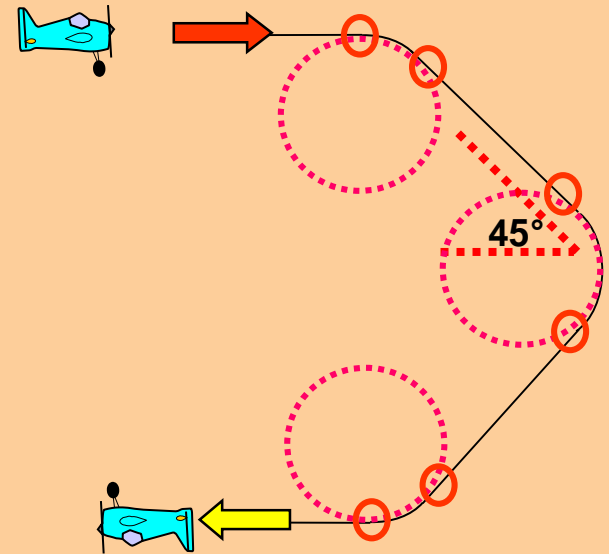
# AA-21.06 Half Square Loop on Corner



From upright push through a  $\frac{1}{8}$  loop, push through a  $\frac{1}{4}$  loop, push through a  $\frac{1}{8}$  loop, exit inverted.



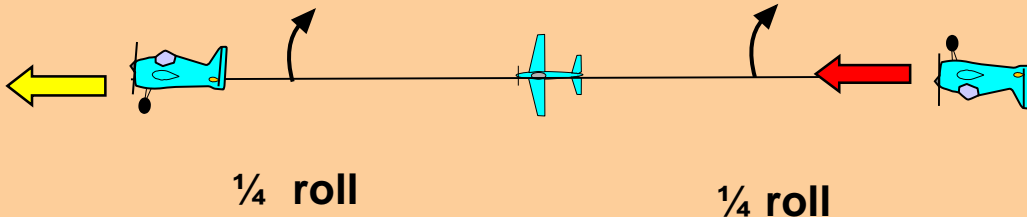
# AA-21.06 Half Square Loop on Corner



All radii are equal.



# AA-21.07 Knife-Edge Flight



From inverted perform a  $\frac{1}{4}$  roll into a sustained knife-edge flight, perform a  $\frac{1}{4}$  roll, exit upright.

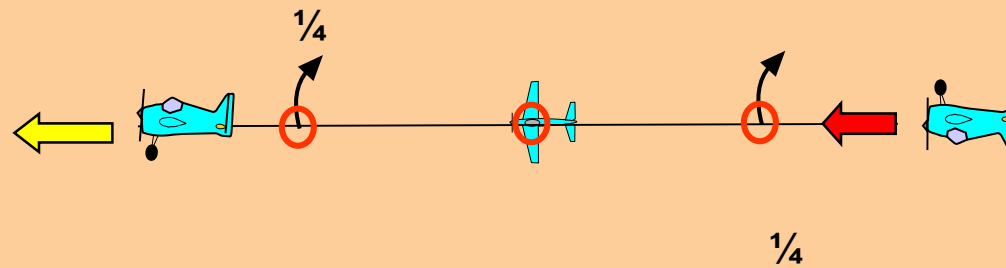




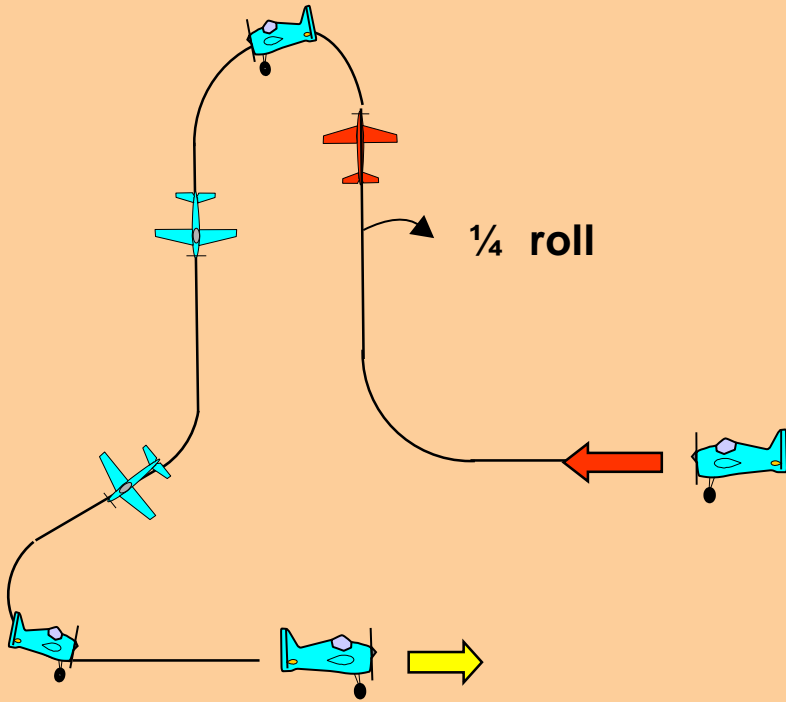
# AA-21.07 Knife-Edge Flight

Part rolls must have the same roll rate.

During Knife Edge the wing must be in a vertical plane.



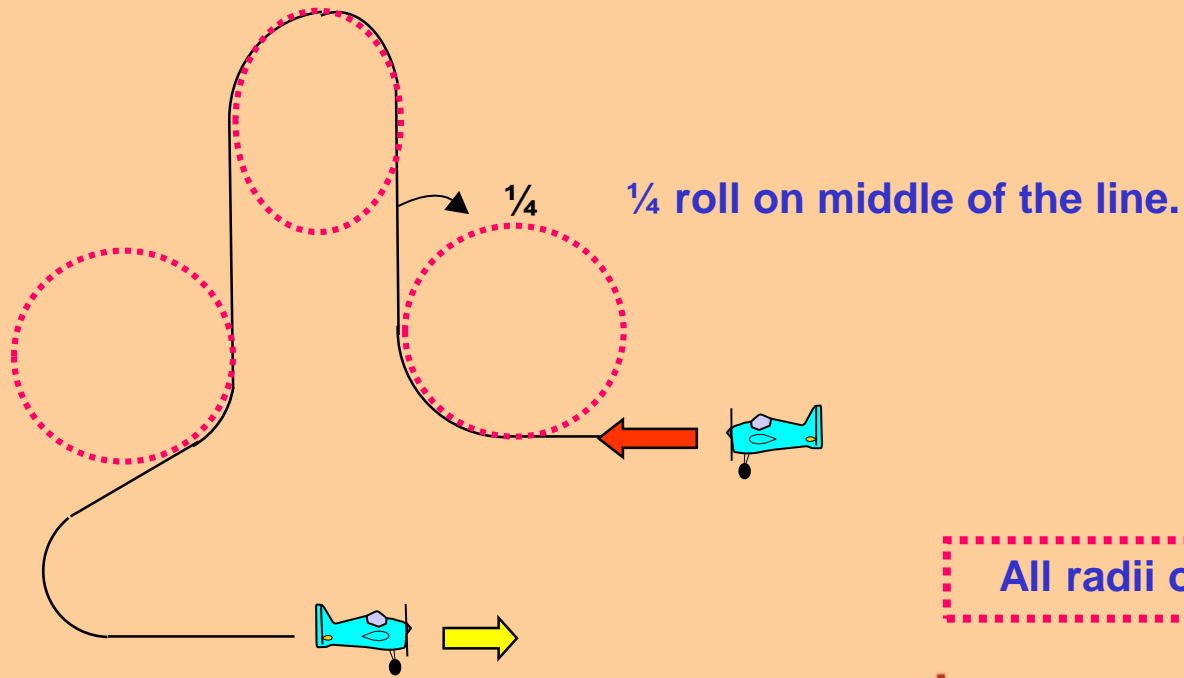
# AA-21.08 Pull Push Pull Humpty Bump Crossbox Combination with quarter roll



From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, push through a  $\frac{1}{2}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop into a horizontal line, perform a  $\frac{1}{4}$  circle with wings level, exit upright.



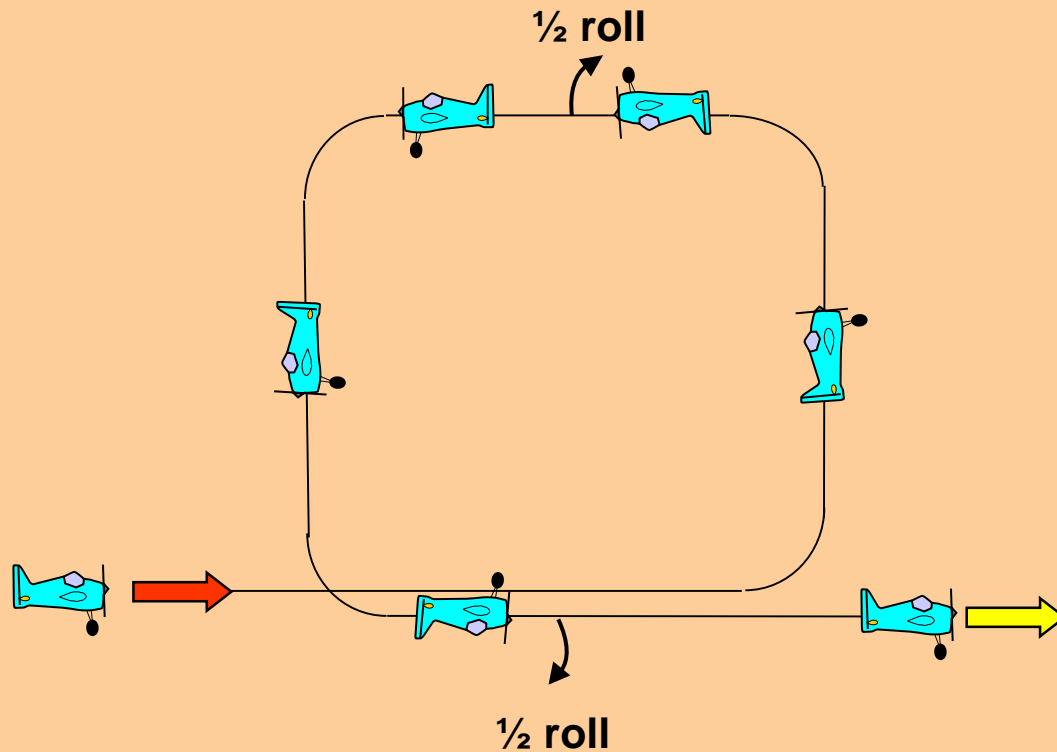
# AA-21.08 Pull Push Pull Humpty Bump Crossbox Combination with quarter roll



Wings must be level in the  $\frac{1}{4}$  circle.



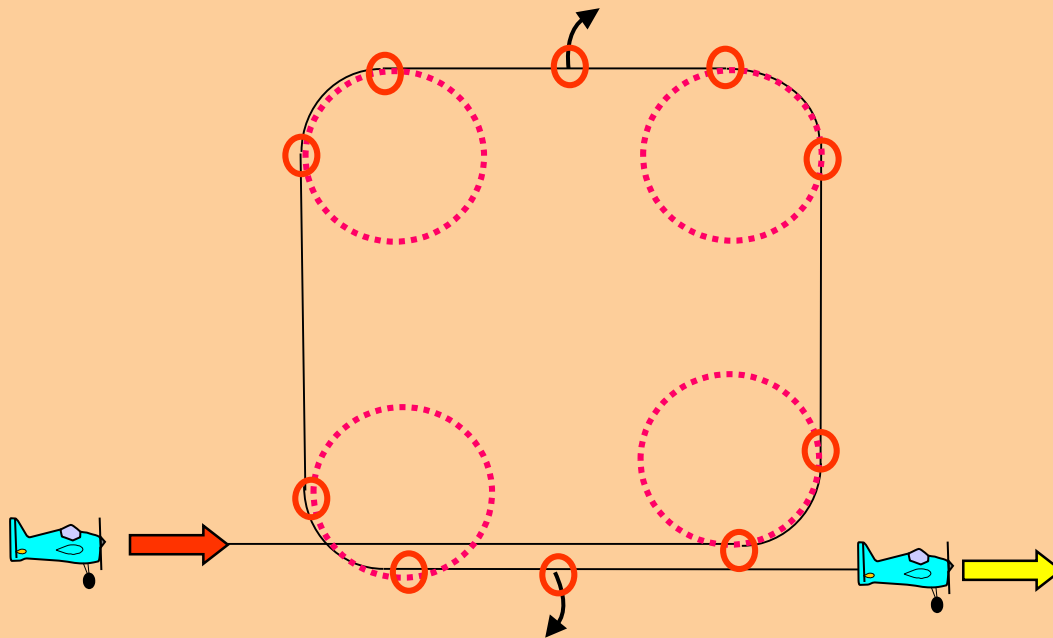
# AA-21.09 Square Loop on Corner, with half roll, half roll



From upright, pull through a  $\frac{1}{4}$  loop into vertical upline, pull through a  $\frac{1}{4}$  loop, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop into vertical downline, push through a  $\frac{1}{4}$  loop, perform a  $\frac{1}{2}$  roll, exit upright.



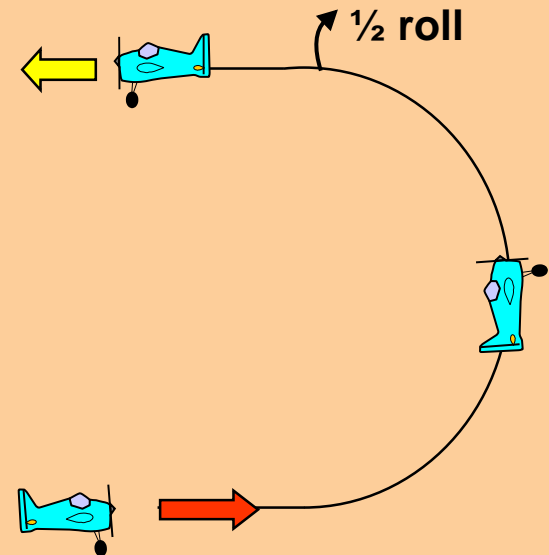
# AA-21.09 Square Loop on Corner, with half roll, half roll



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

All radii are equal.



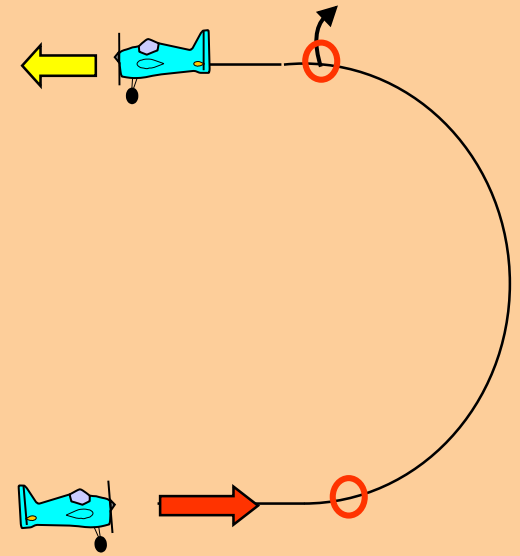


**From upright, pull through a  $\frac{1}{2}$  loop immediately followed by a  $\frac{1}{2}$  roll, exit upright.**

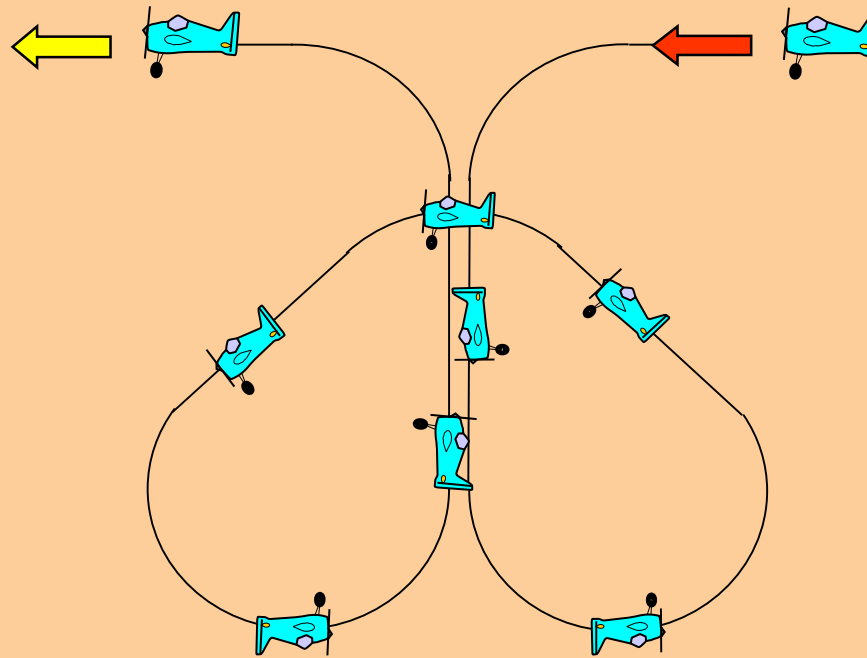


$\frac{1}{2}$  roll immediately after the  $\frac{1}{2}$  loop.

$\frac{1}{2}$  loop must be round.



# AA-21.11 Double Key from Top

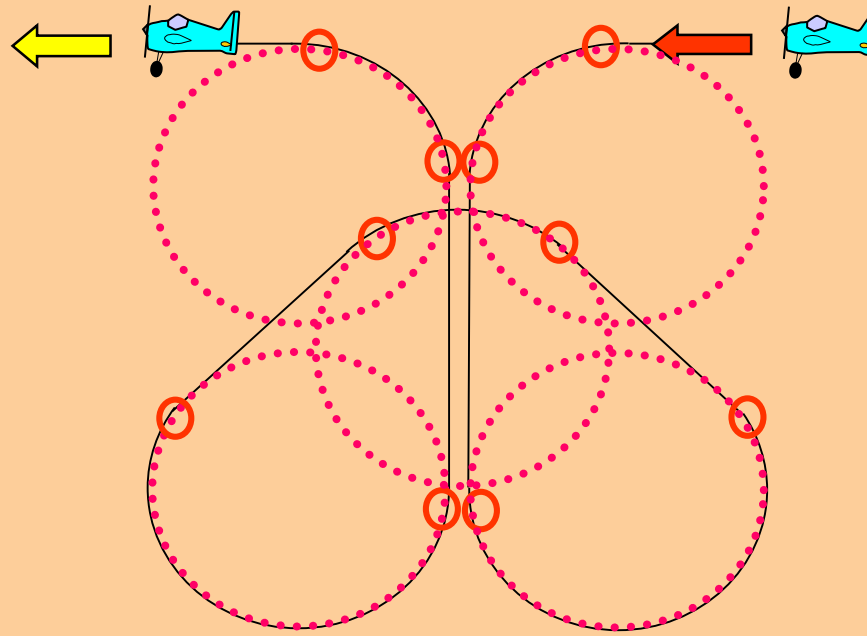


From upright push through a  $\frac{1}{4}$  loop into a vertical center downline push through a  $\frac{5}{8}$  loop into a 45 degrees upline, push through a  $\frac{1}{4}$  loop into a 45 degrees downline, push through a  $\frac{5}{8}$  loop into a vertical center upline, push through a  $\frac{1}{4}$  loop, exit upright





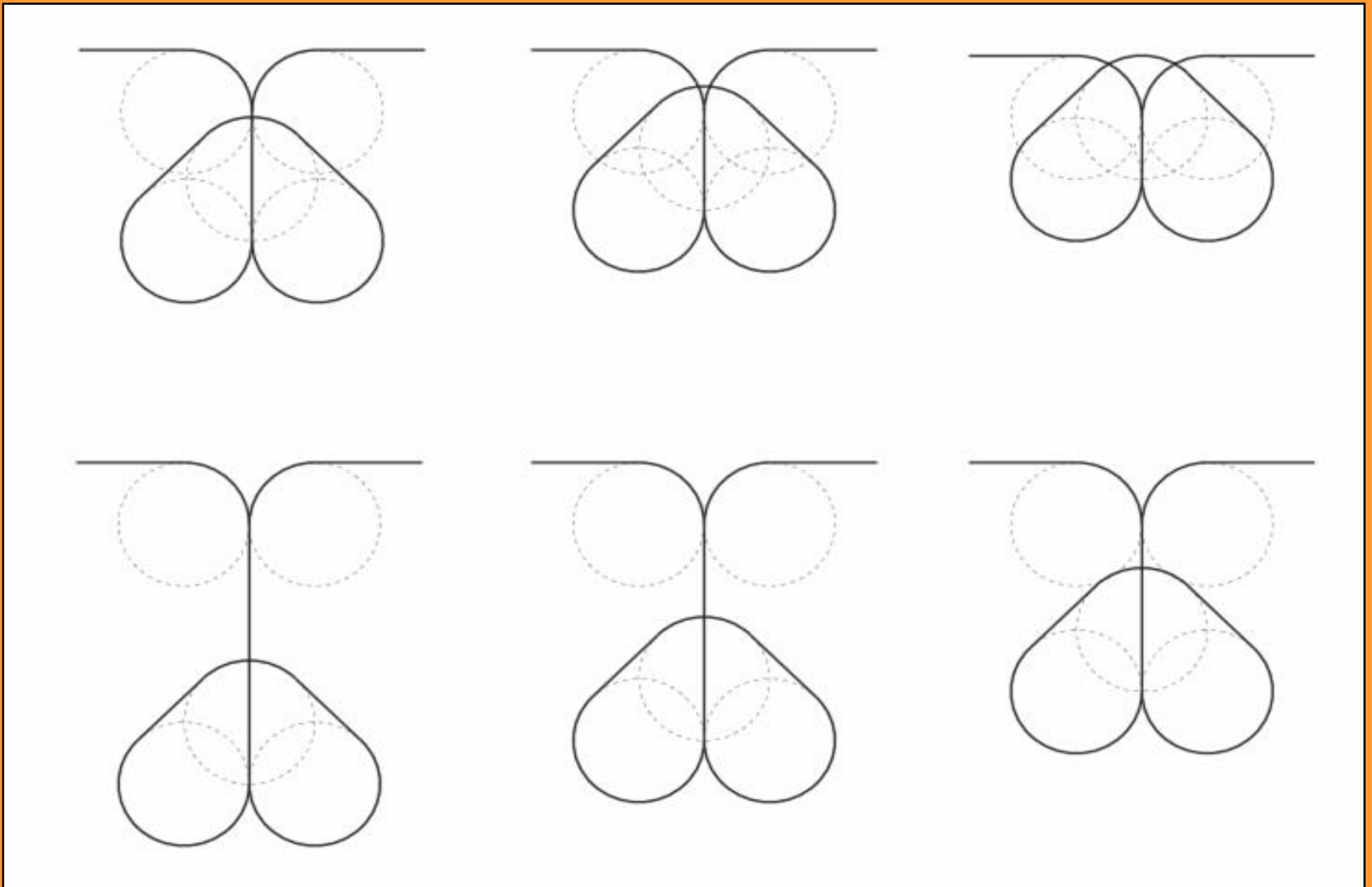
# AA-21.11 Double Key from Top



All radii are equal.



According to the manoeuvre description the manoeuvre may be flown with with different length of the center vertical up and downlines.



Landing sequence  
( not judged, not scored )

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

Forget **WHAT** is flying

**LOOK ONLY AT LINES DESCRIBED ....**  
(and the precision, smoothness, positioning, and size)

**Bob Skinner**

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**Safety line**



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