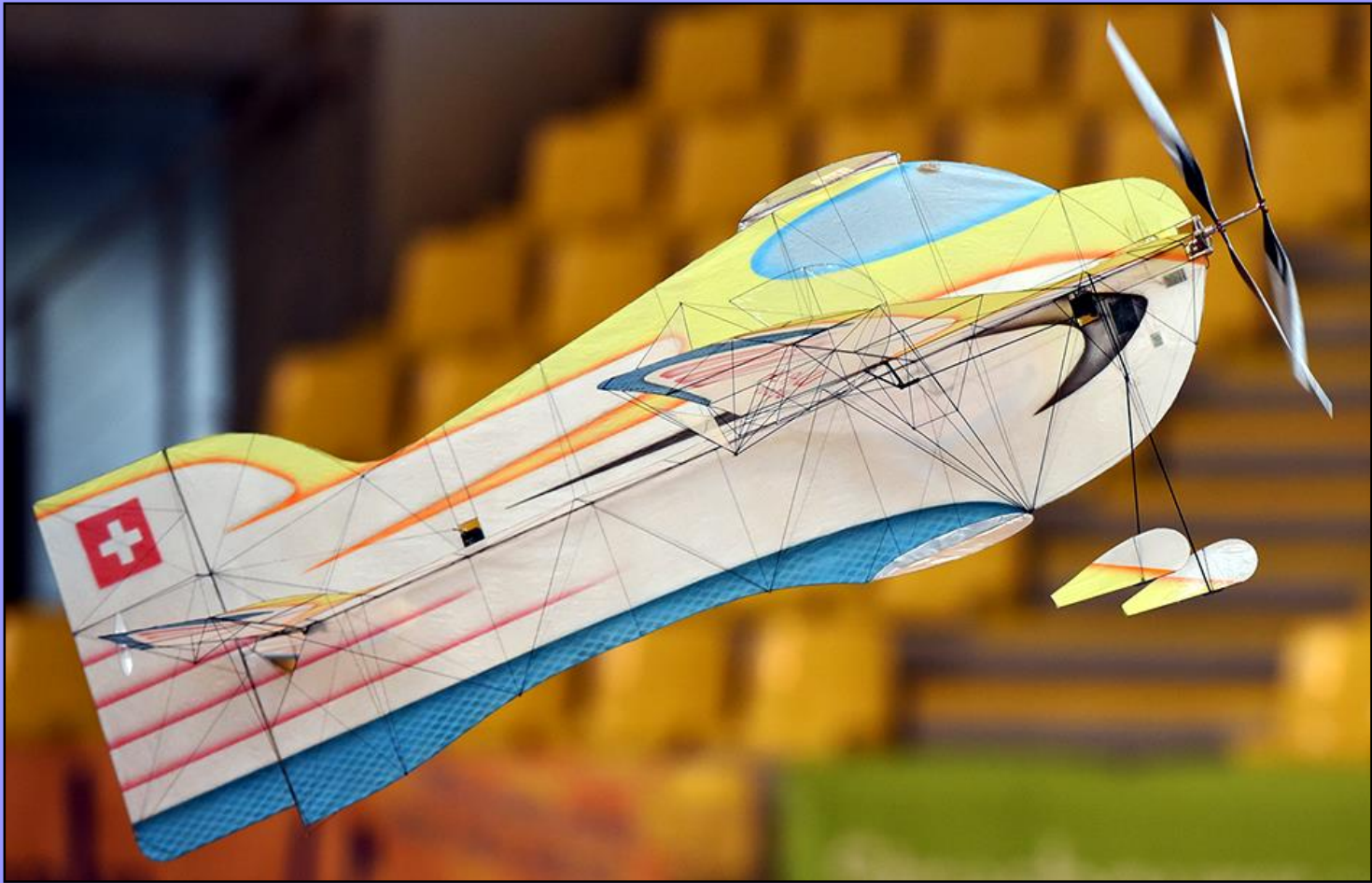
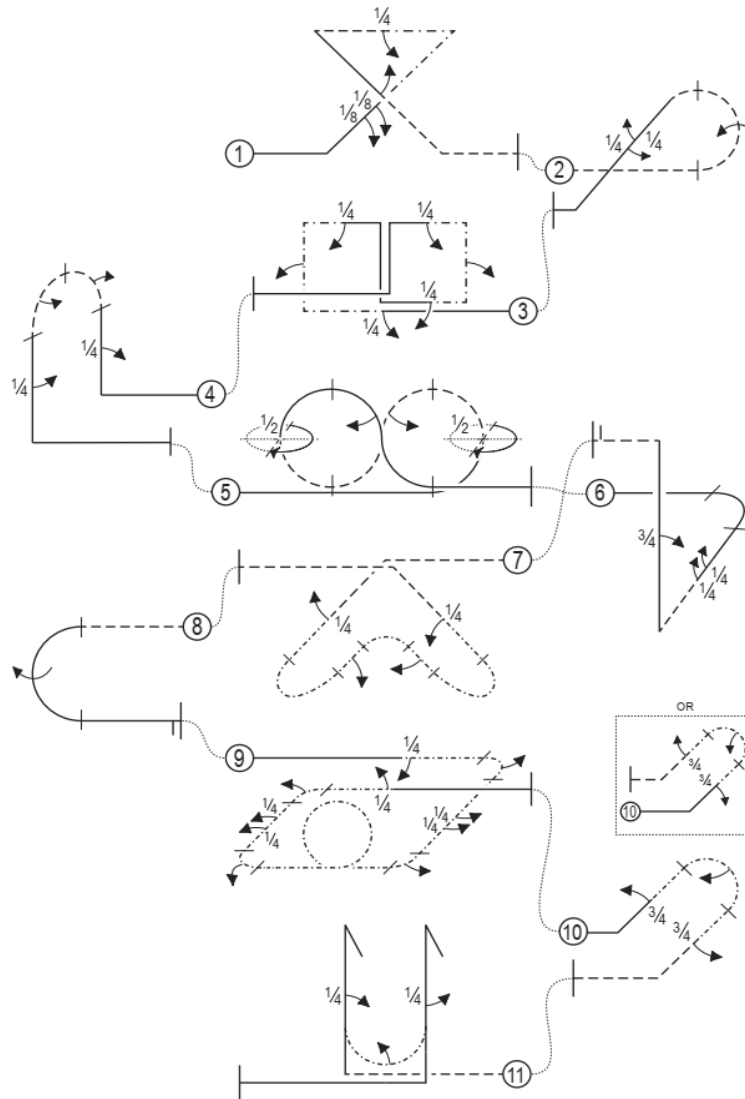


Class F3P Radio Control Indoor Aerobatic Model Aircraft



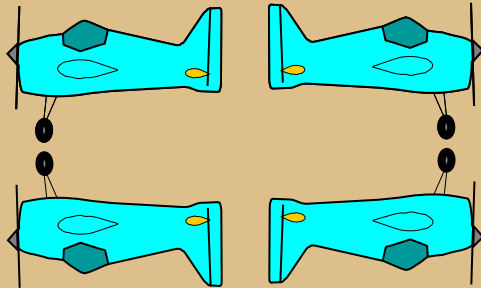
Final Schedule F3P-AF 21 (2020-2021)

FINAL SCHEDULE AF-21 (2020-2021)



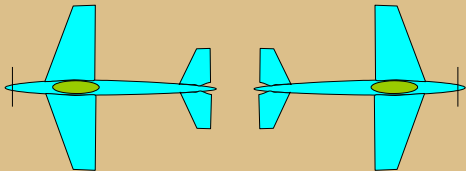
Take-off procedure (not judged, not scored)

Explanations:

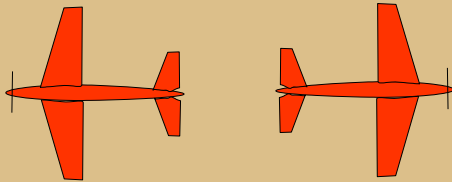


Aircraft upright

Aircraft inverted



Aircraft in Knife Edge
View from Top

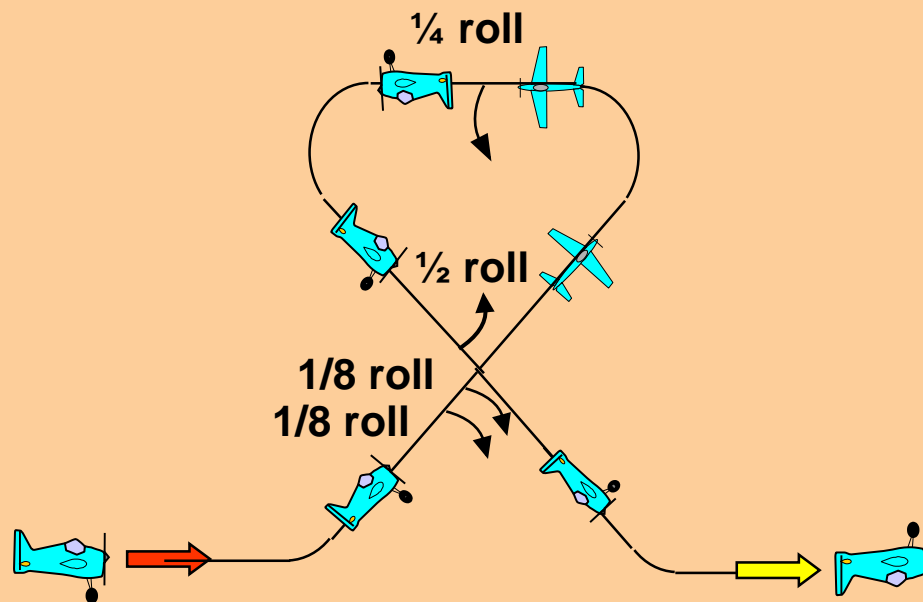


Aircraft in Knife Edge
View from Below

Safety line



AF-21.01 Half Hourglass with two consecutive one eighth rolls, quarter roll, half roll



From upright, before reaching the center pull through a $1/8$ loop perform consecutively two $1/8$ rolls into a 45 degree knife-edge upline, perform a $3/8$ knife edge loop into a horizontal line, perform a $1/4$ roll, pull through a $3/8$ loop into a 45 degree downline, perform a $1/2$ roll, push through a $1/8$ loop, exit inverted.

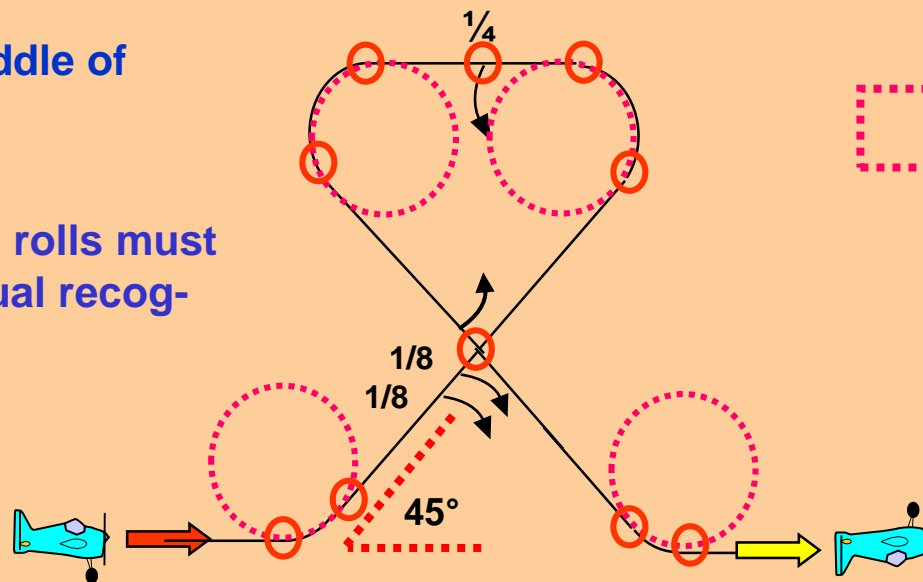


AF-21.01 Half Hourglass with two consecutive one eighth rolls, quarter roll, half roll

All part rolls on middle of the lines.

Lines between part rolls must be short and of equal recognizable length.

Entry and exit must be at the same altitude.

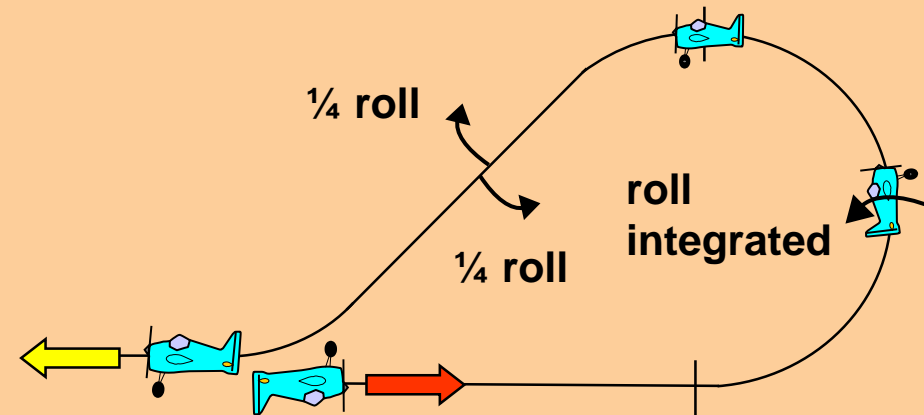


All radii are equal.

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



AF-21.02 Half Cuban Eight with roll integrated, two consecutive quarter rolls in opposite direction



From inverted, push through a 5/8 loop into a 45 degree downline, while integrating a roll within the first 180 degrees of the 5/8 loop, perform consecutively two 1/4 rolls in opposite direction, pull through a 1/8 loop, exit upright.

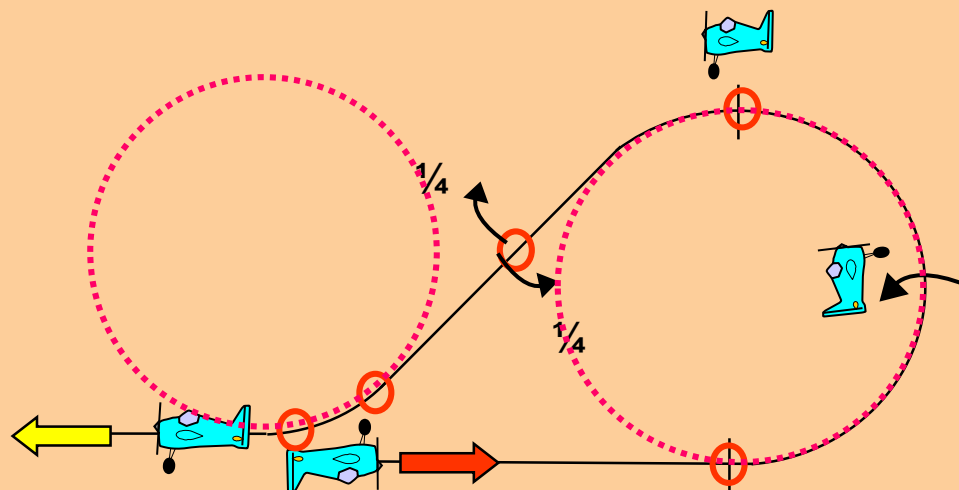


AF-21.02 Half Cuban Eight with roll integrated, two consecutive quarter rolls in opposite direction

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

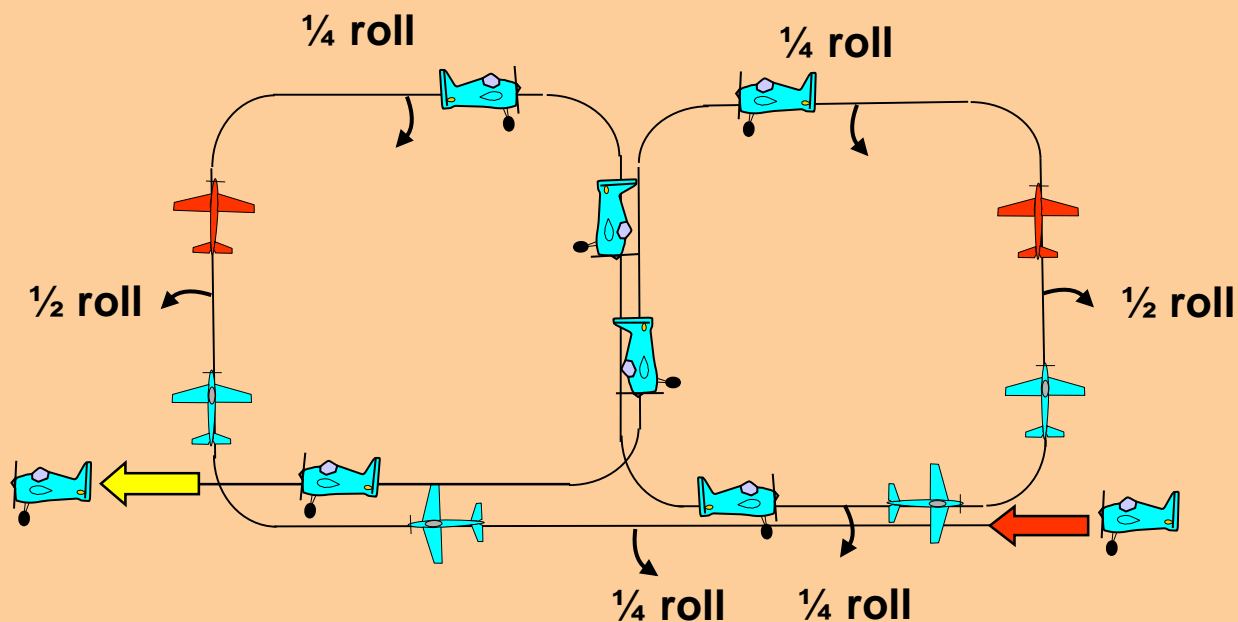
Between part rolls in opposite direction there must be no line.

Roll must be integrated on circular flightpath into the first 180 degrees of the $\frac{5}{8}$ loop.



All radii are equal.

AF-21.03 Square Horizontal Eight with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll, $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll

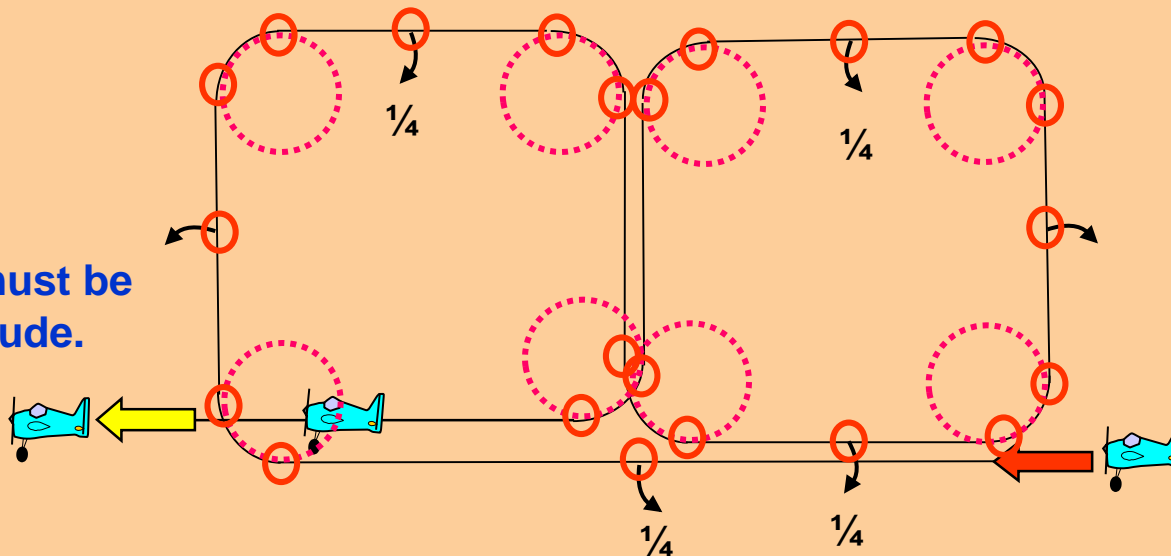


From upright, perform a quarter roll in the center, perform a $\frac{1}{4}$ knife-edge loop into a vertical upline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ knife edge loop (against entry direction), perform a $\frac{1}{4}$ roll into upright flight, push through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ roll into knife edge flight, perform a $\frac{1}{4}$ knife-edge loop into a vertical upline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ knife edge loop into a horizontal line(in entry direction), perform a $\frac{1}{4}$ roll into upright flight, push through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.



AF-21.03 Square Horizontal Eight with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll, $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll

Part rolls on middle of the lines.



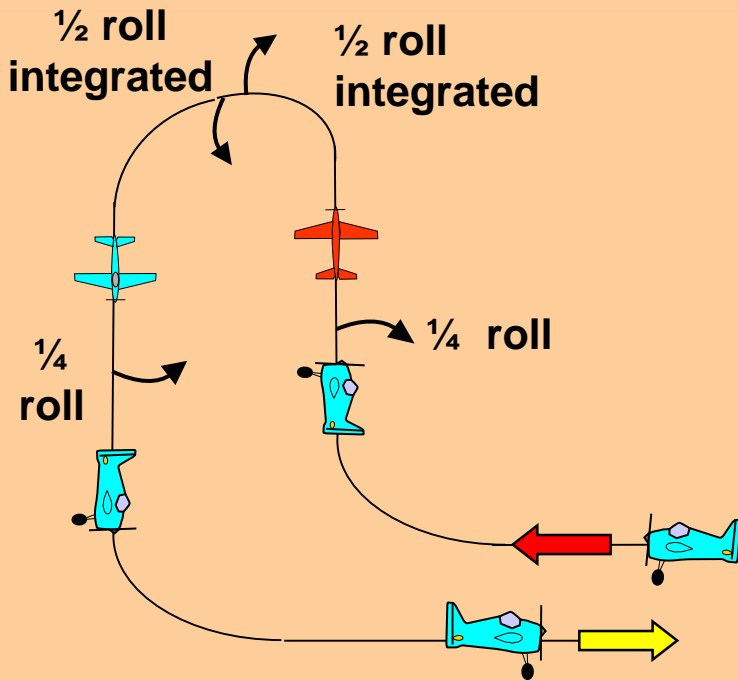
Entry and exit must be at the same altitude.

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

All radii are equal.



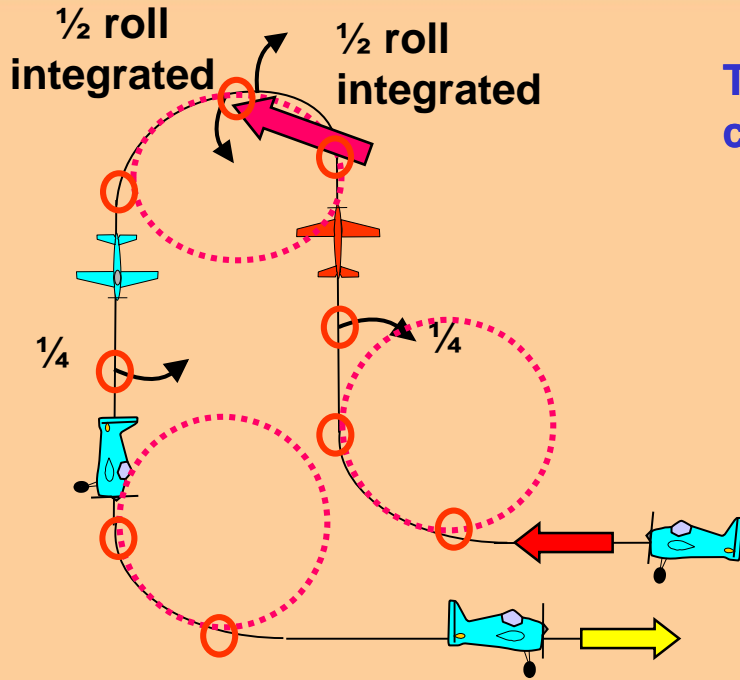
AF-21.04 Pull-Push-Pull Humpty Bump with quarter roll, two consecutive opposite half rolls integrated, quarter roll



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, while integrating consecutively two $\frac{1}{2}$ rolls in opposite direction, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.



AF-21.04 Pull-Push-Pull Humpty Bump with quarter roll, two consecutive opposite half rolls integrated, quarter roll



The $\frac{1}{2}$ rolls must be integrated on circular flightpath of the $\frac{1}{2}$ loop.

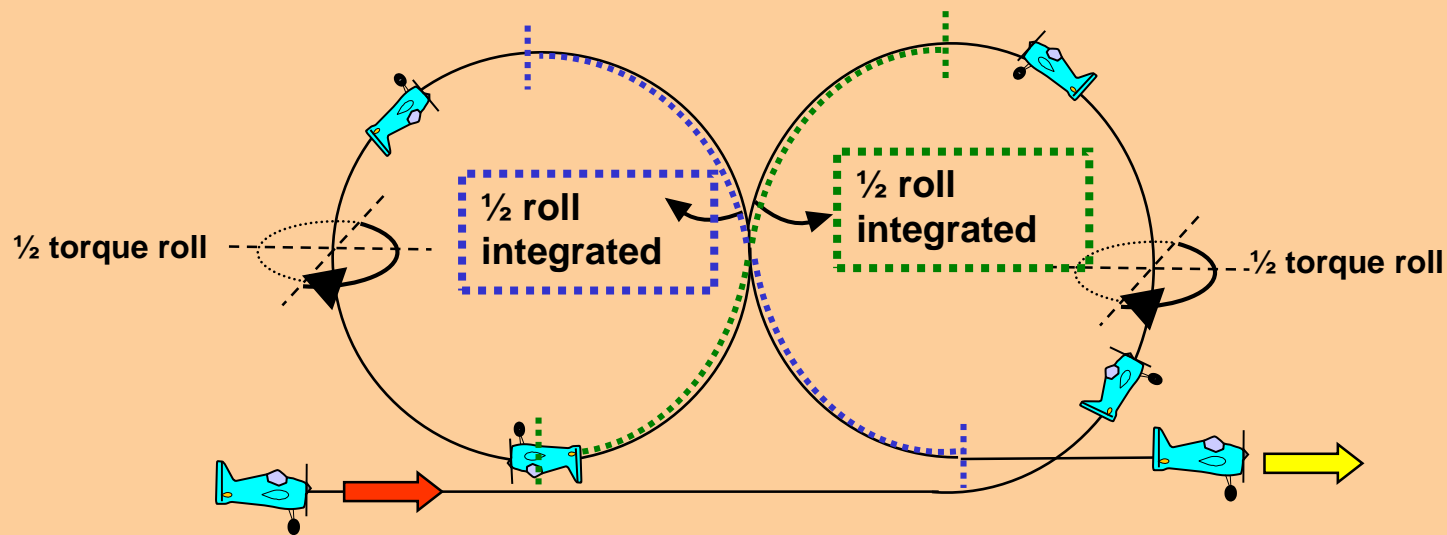
Roll reversal must be immediate.

All radii are equal.

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



AF-21.05 Horizontal Eight with half torque roll, half roll integrated, half torque roll, half roll integrated

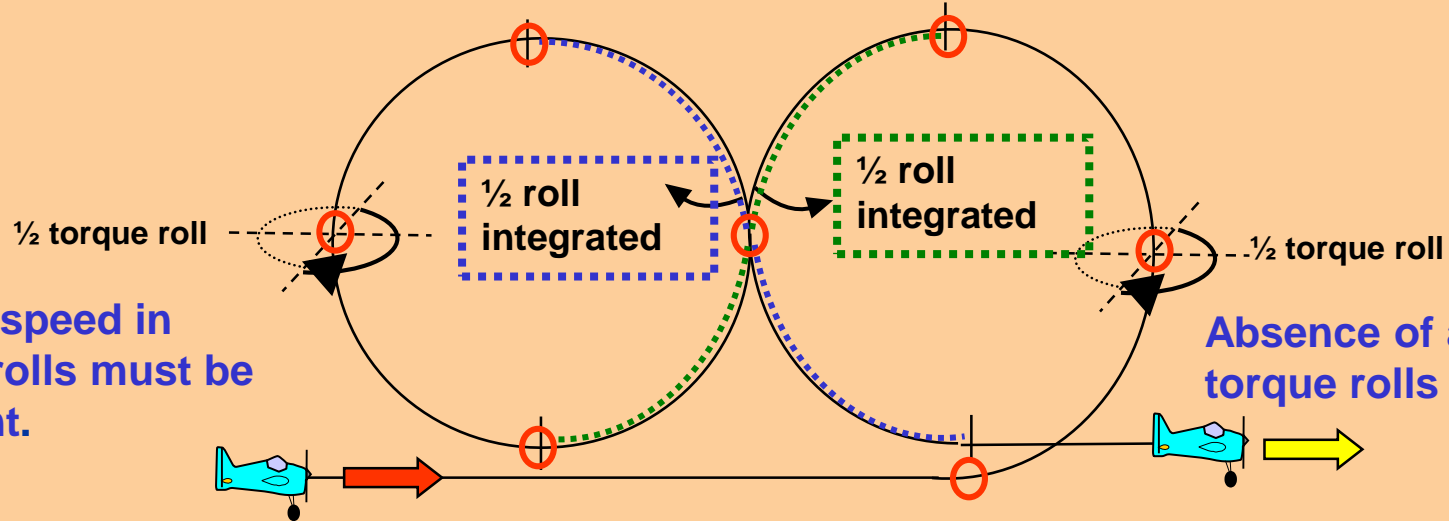


From upright, fly past center pull through a $\frac{1}{4}$ loop, into a $\frac{1}{2}$ torque roll, followed by a pushed $\frac{1}{4}$ loop, push through a $\frac{1}{4}$ loop, while integrating the first $\frac{1}{4}$ of a $\frac{1}{2}$ roll, while continuing rolling (second $\frac{1}{4}$ of the $\frac{1}{2}$ roll) push through a $\frac{1}{4}$ loop, immediately push through a $\frac{1}{4}$ loop, into a $\frac{1}{2}$ torque roll, followed by a pulled $\frac{1}{4}$ loop, pull through a $\frac{1}{4}$ loop, while integrating the first $\frac{1}{4}$ of a $\frac{1}{2}$ roll, while continuing rolling (second $\frac{1}{4}$ of the $\frac{1}{2}$ roll) pull through a $\frac{1}{4}$ loop, exit upright.
Note: Radius size and shape of the horizontal eight must be maintained.



AF-21.05 Horizontal Eight with half torque roll, half roll integrated, half torque roll, half roll integrated

The $\frac{1}{2}$ rolls must be integrated on circular flightpath of the part loops.



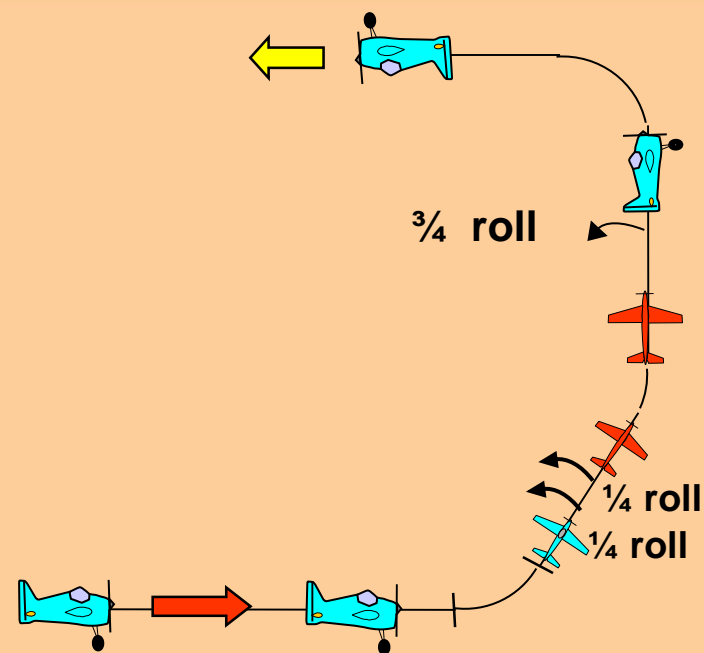
Rolling speed in torque rolls must be constant.

Absence of a hover in torque rolls = **zero**.

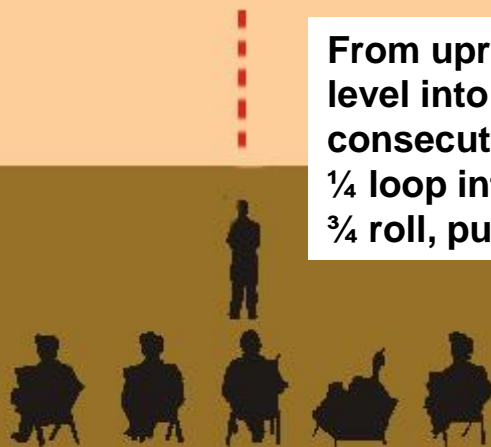
Radius size and shape of the horizontal eight must be maintained.



AF-21.06 Corner Combination with two consecutive quarter rolls, three quarter roll



From upright, perform a $\frac{1}{4}$ circle with wing level into a cross box line, perform consecutively two $\frac{1}{4}$ rolls push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{4}$ loop exit inverted.

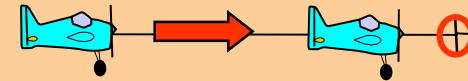


AF-21.06 Corner Combination with two consecutive quarter rolls, three quarter roll

$\frac{3}{4}$ roll on middle of the line.

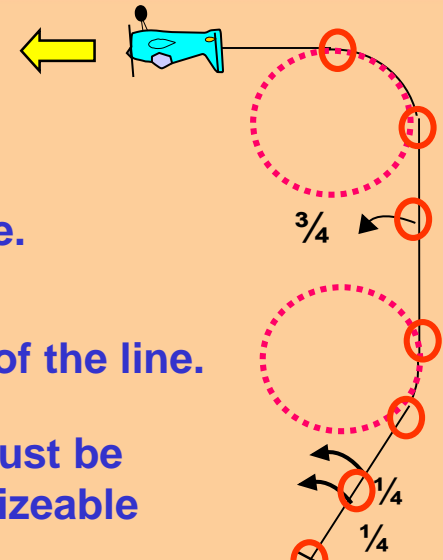
$\frac{1}{4}$ rolls centered on middle of the line.

Lines between part rolls must be short and of equal recog-nizeable length.

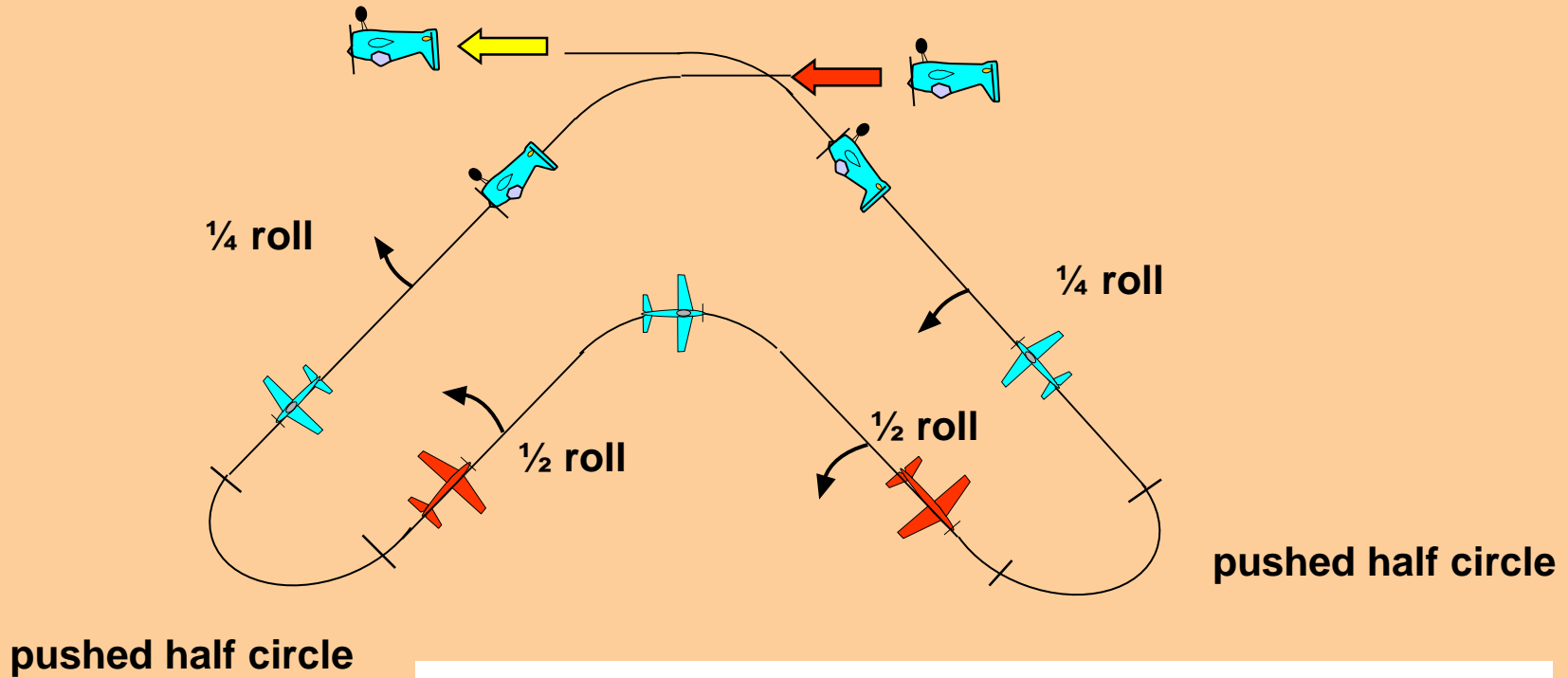


All radii are equal.

Wing has to be level.



AF-21.07 Reverse Double Fighter Turn with quarter roll, half roll, half roll, quarter roll



From inverted, pull through a $\frac{1}{8}$ loop into a forty five 45 degree downline, perform a $\frac{1}{4}$ roll, push through a half knife edge circle into a 45 degree upline, perform a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ knife edge loop into a 45 degree downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{2}$ knife edge circle into a forty five degree upline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit inverted

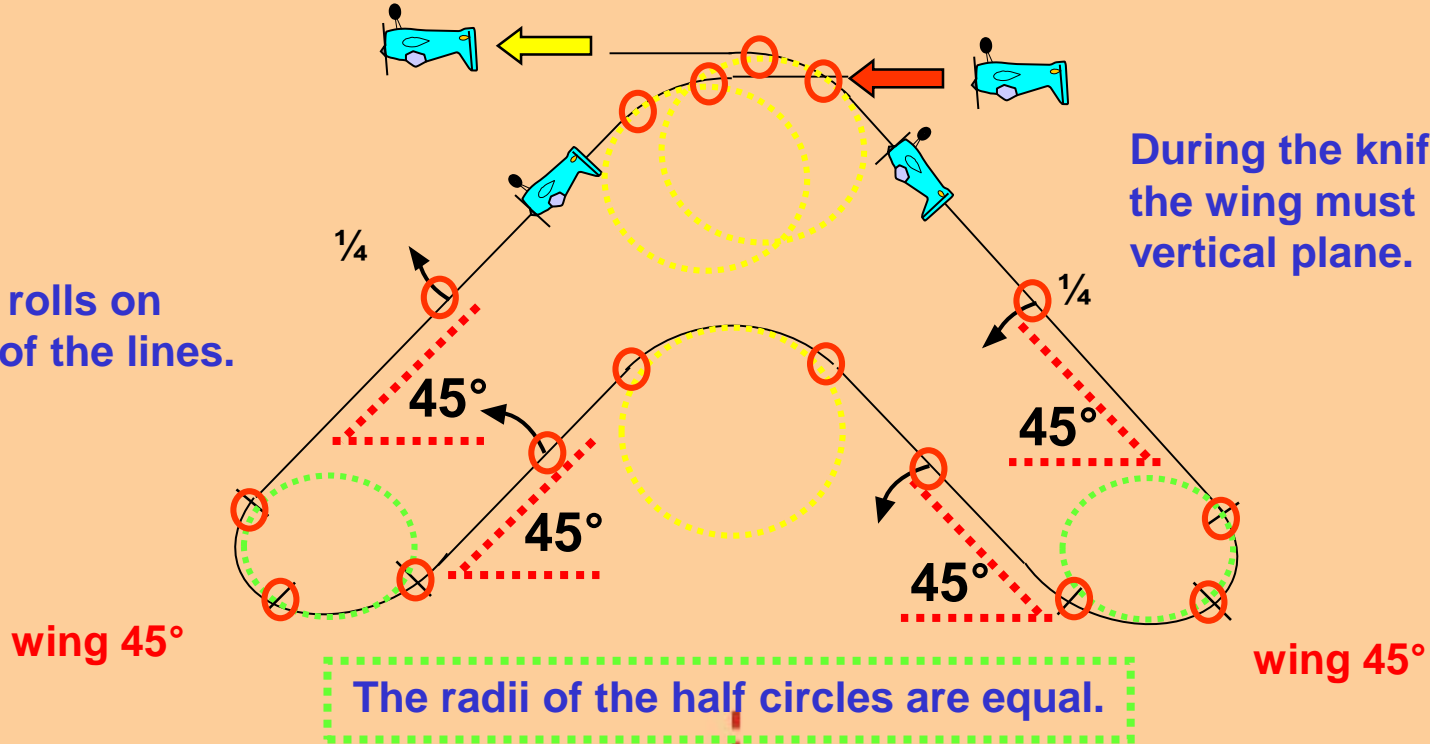


AF-21.07 Reverse Double Fighter Turn with quarter roll, half roll, half roll, quarter roll

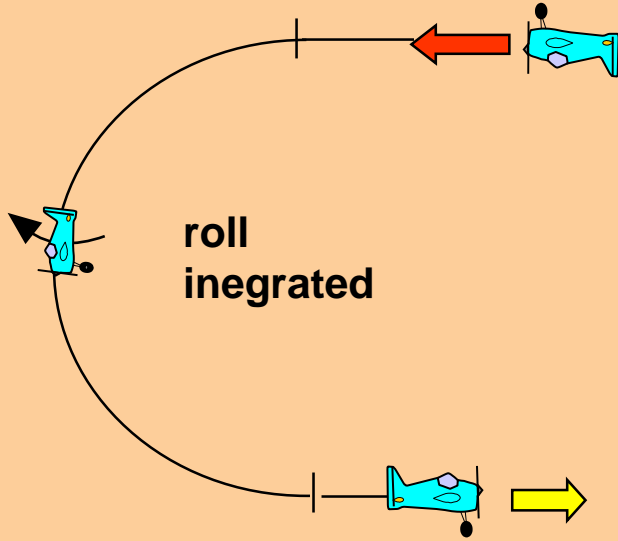
The radii of the part loops are equal.

All part rolls on middle of the lines.

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



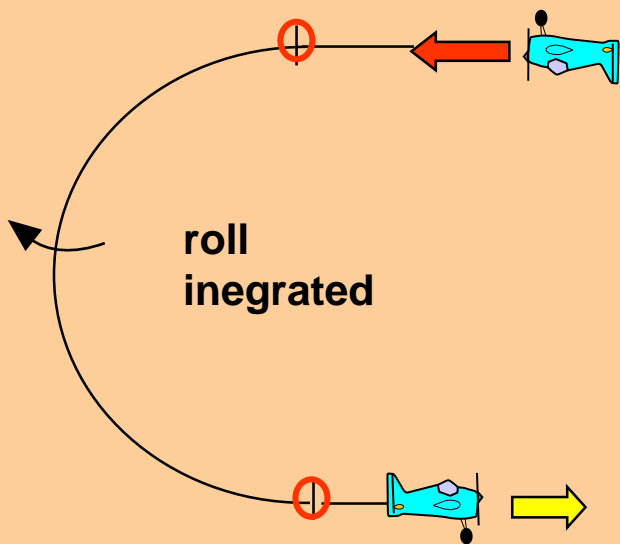
AF-21.08 Half Loop with integrated roll



From inverted, pull through a $\frac{1}{2}$ loop while integrating a roll, exit upright.



AF-21.08 Half Loop with integrated roll

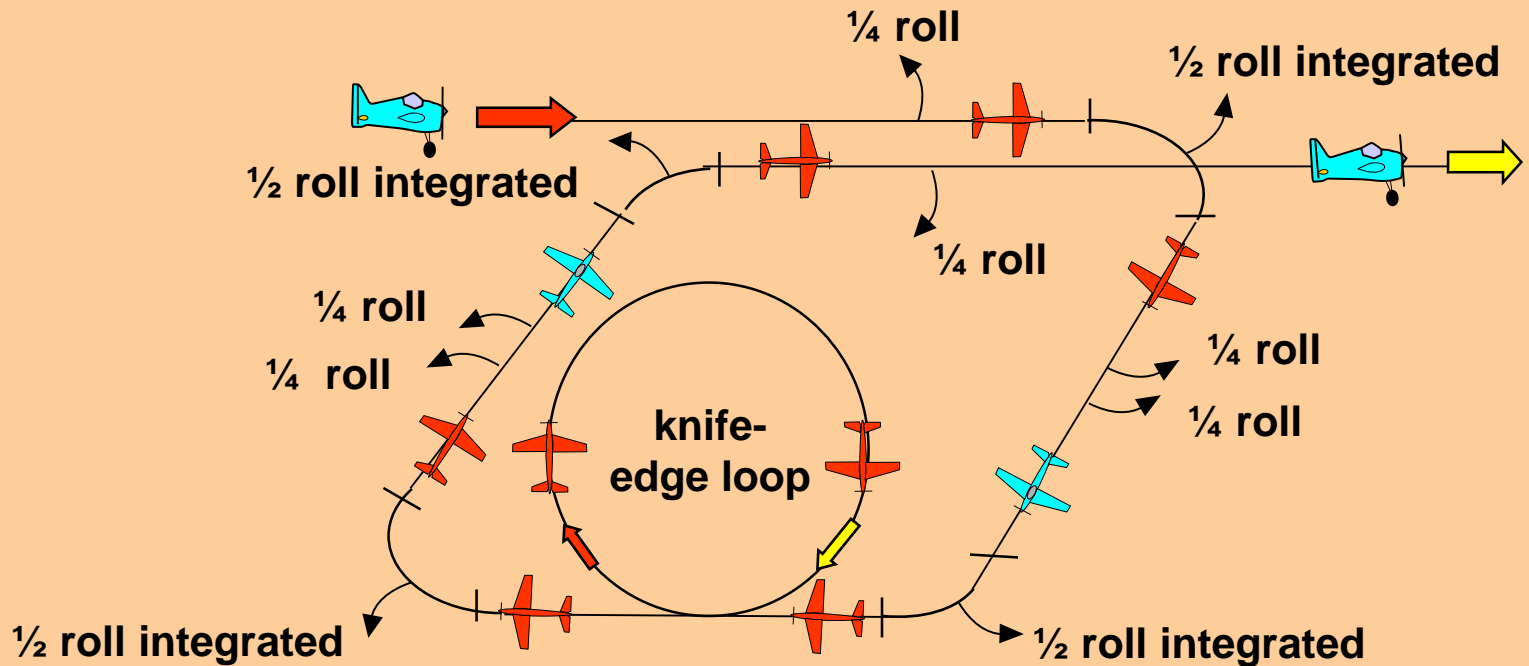


$\frac{1}{2}$ loop has to be round.

The roll must be integrated on circular flightpath of the $\frac{1}{2}$ loop.



AF-21.09 Horizontal Square with quarter roll, quarter circle with half roll integrated, two consecutive quarter rolls, quarter circle with half roll integrated, knife edge loop, quarter circle with half roll integrated, two consecutive quarter rolls, quarter circle with half roll integrated, quarter roll

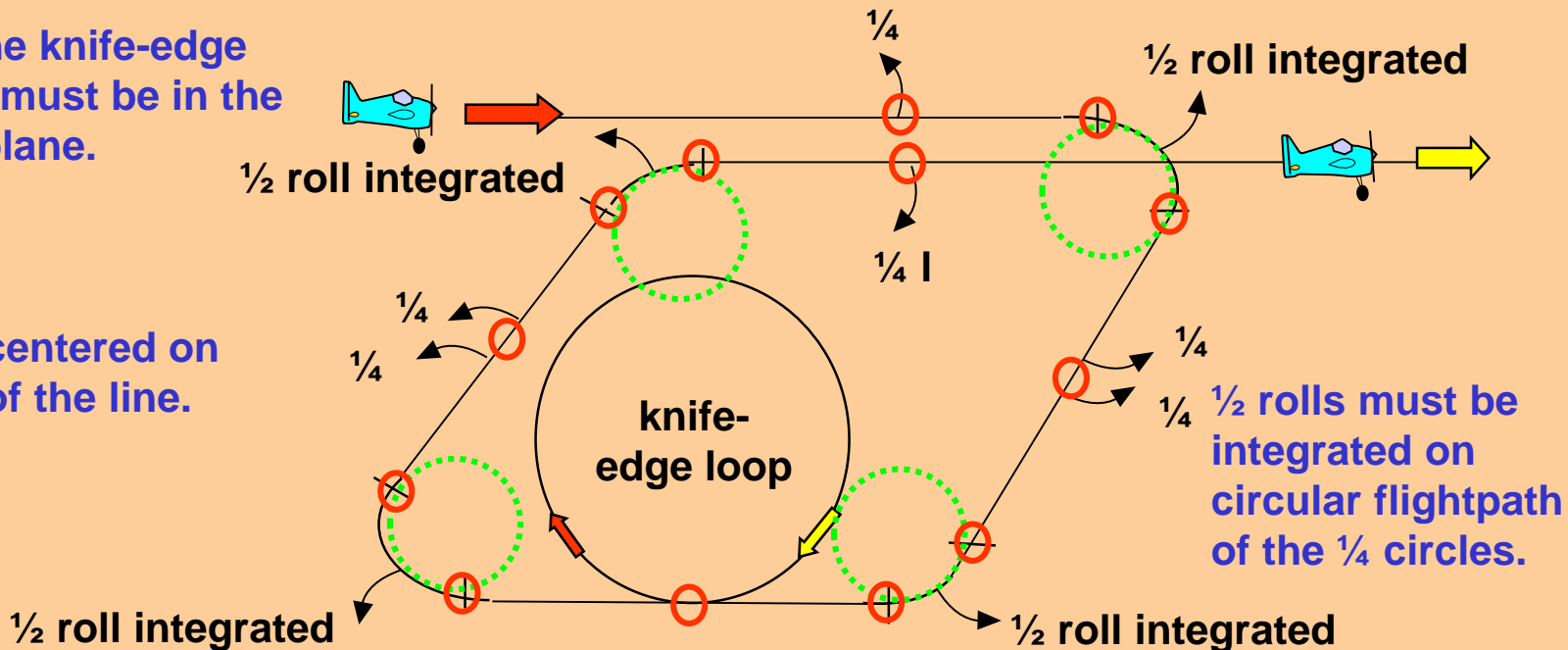


From upright, perform a $\frac{1}{4}$ roll in the center, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, perform consecutively two $\frac{1}{4}$ rolls, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, perform a knife edge-loop, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, perform consecutively two $\frac{1}{4}$ rolls, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, perform a $\frac{1}{4}$ roll, exit upright.

AF-21.09 Horizontal Square with quarter roll, quarter circle with half roll integrated, two consecutive quarter rolls, quarter circle with half roll integrated, knife edge loop, quarter circle with half roll integrated, two consecutive quarter rolls, quarter circle with half roll integrated, quarter roll

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

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



$\frac{1}{2}$ rolls must be integrated on circular flightpath of the $\frac{1}{4}$ circles.

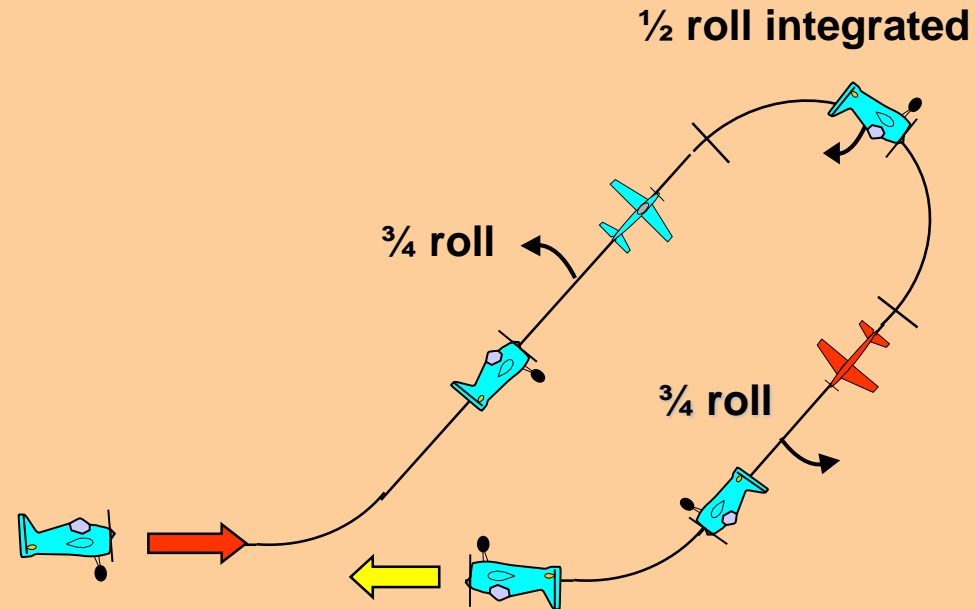
Radii of $\frac{1}{4}$ circles are equal.

Knife-edge loop must be round.

Lines between part rolls must be short and of equal recognizable length.



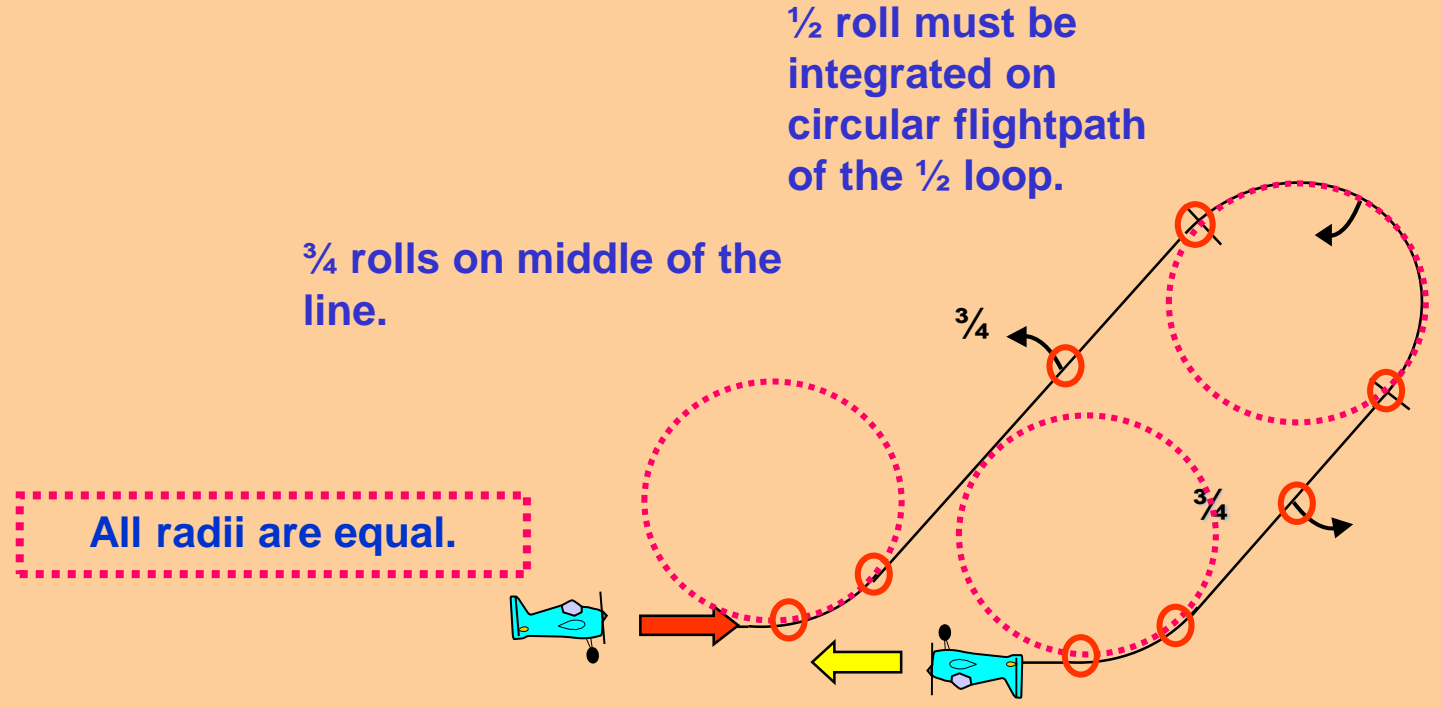
AF-21.10 Trombone with three quarter roll, half roll integrated, three quarter roll



From upright, perform a 1/8 loop into a 45° upline, perform a 3/4 roll, perform a 1/2 knife-edge loop into a 45 degree downline while integrating a 1/2 roll, perform a 3/4 roll, push through a 1/8 loop, exit inverted.

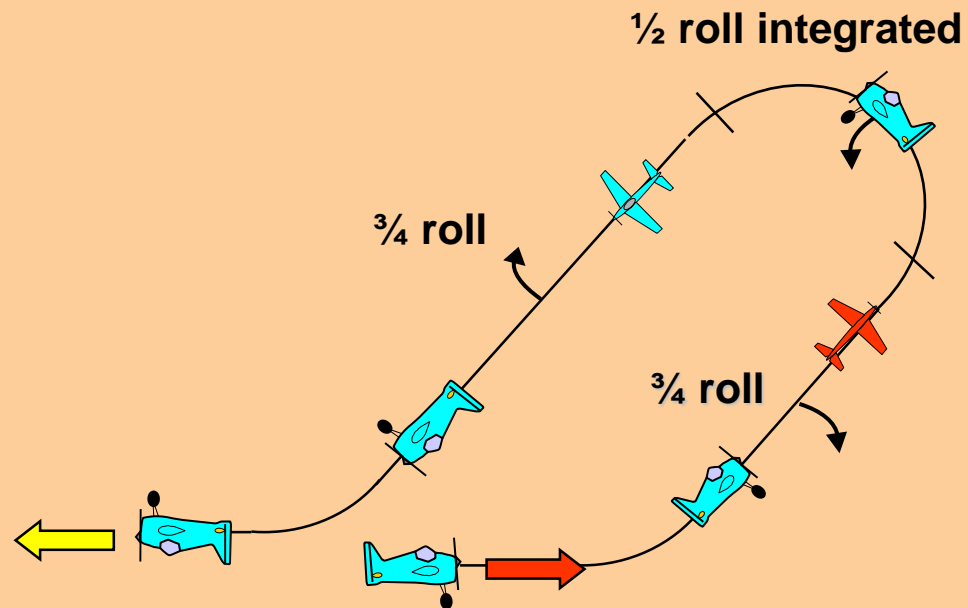


AF-21.10 Trombone with three quarter roll, half roll integrated, three quarter roll



AF-21.10 Trombone with three quarter roll, half roll integrated, three quarter roll

or



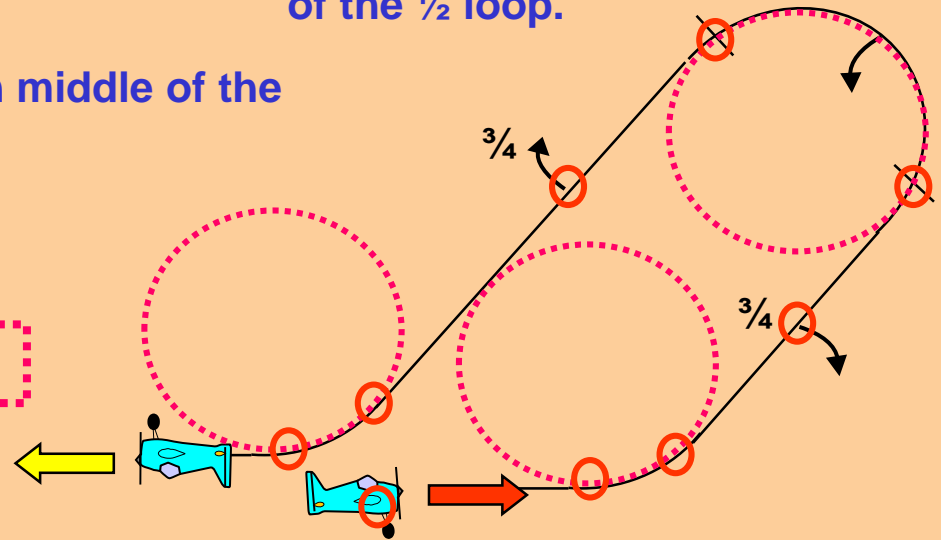
AF-21.10 Trombone with three quarter roll, half roll integrated, three quarter roll

or

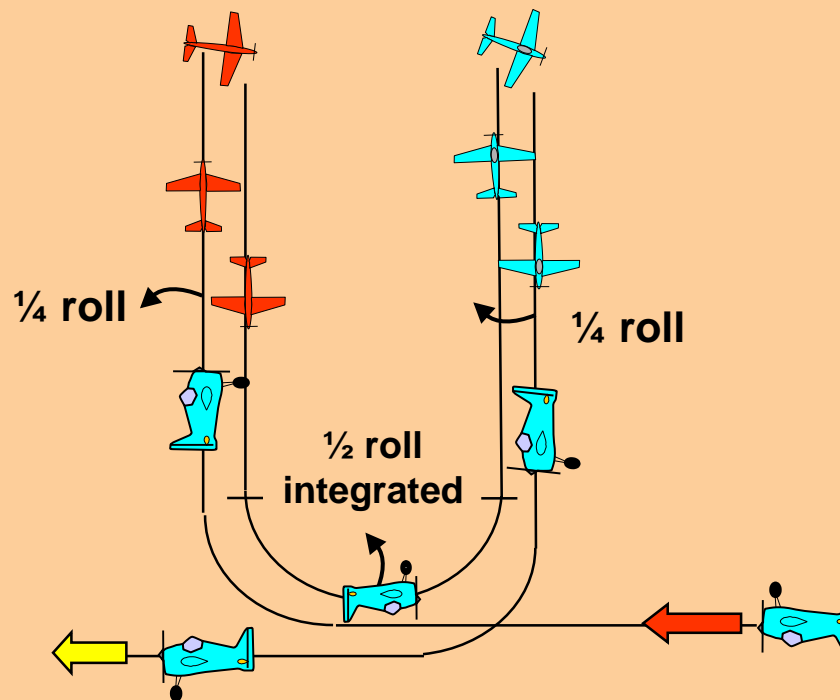
$\frac{1}{2}$ roll must be integrated on circular flightpath of the $\frac{1}{2}$ loop.

$\frac{3}{4}$ rolls on middle of the line.

All radii are equal.



AF-21.11 Double Stall Turn with quarter roll, half roll integrated, quarter roll



From inverted, fly past center, push through a 1/4 loop into a vertical upline, perform a 1/4 roll, perform a stall turn into a vertical downline, perform a 1/2 knife-edge loop into a vertical upline, while integrating a half roll, perform a stall turn into a vertical downline, perform a 1/4 roll, pull through a 1/4 loop, exit upright.

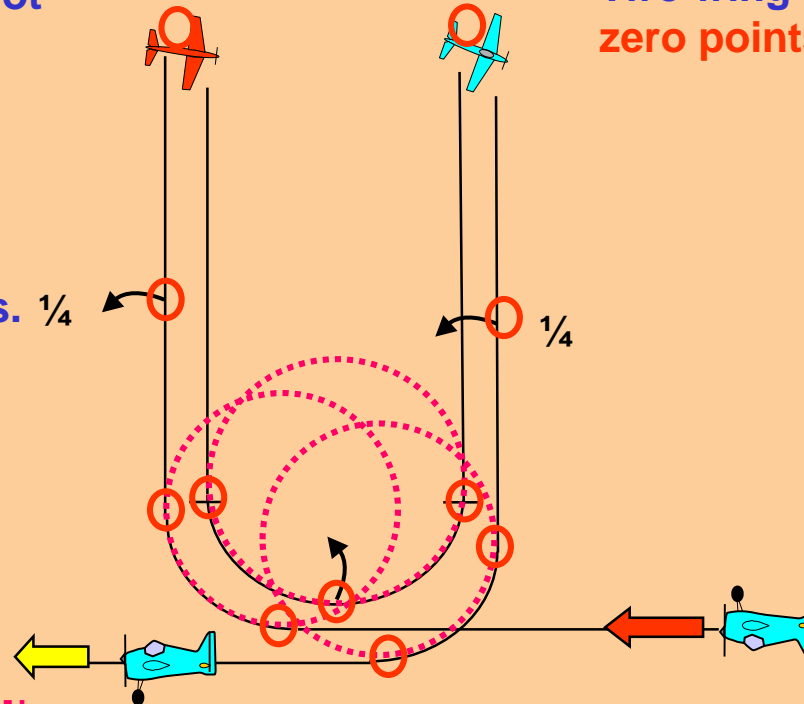
AF-21.11 Double Stall Turn with quarter roll, half roll integrated, quarter roll

Stop before pivot

Pivot on CG

Two wing spans or more –
zero points!

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



All radii are equal.

$\frac{1}{2}$ roll must be integrated on
circular flightpath of the $\frac{1}{2}$ loop.



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

Safety line



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