

Intermediate Description

1. Takeoff

The model must stand still on the ground with the motor running, without being held, and must then take off. The takeoff run should be straight, the model should lift gently from the ground and climb at a gradual angle. The takeoff is completed when the model is approximately two meters from the ground.

2. Reverse Cuban Eight

Model pulls up into a 45° climb, half rolls, executes a 3/4 loop, half rolls to inverted and loops back to level flight at the same point as entry.

3. Pull-Push-Pull Humpty Bump, ½ Roll Down

Model pulls into a vertical attitude, pauses, then pushes into a half outside loop, executes a half roll, and then recovers into level flight.

4. Point Roll

Model rolls through 360° in either direction, hesitating when inverted.

5. Stall Turn

Model pulls up into a vertical flight path, stall turns through 180° to a vertical dive, then pulls up to recover in level flight.

6. Three Inside Loops

Model pulls up and executes three consecutive loops, all loops should be round and superimposed.

7. Half Reverse Cuban Eight

Model pulls into a 45-degree climb, half rolls, and then executes part of a loop back to level flight.

8. 2 Horizontal Rolls

Model rolls at a uniform rate through 2 complete revolutions in either direction.

9. Half Cuban Eight

Model pulls up and commences an inside loop, when at 45 degrees inverted model does a half roll then pulls up to recover in level flight.

10. Stall Turn, 1/4 Roll Up and Down

Model pulls up into a vertical flight path, performs a 1/4 roll, stall turns through 180° to vertical, performs a second ¼ roll then pulls up to recover in level flight.

11. Straight and Level Flight

The model flies straight and level.

12. One Outside Loop (From the Top)

Model pushes over and executes outside loop. The one loop should be round.

13. Split S

Model half rolls to inverted then immediately executes half an inside loop to level flight at a lower altitude than entry.

14. Square Loop - I.14

Model pulls up and executes a square loop.

15. Landing

The model flares smoothly to touch the ground within the landing circle with no bouncing or changes in heading and rolls to a stop. Landing maneuver will start two meters from the ground. The landing maneuver ends when the aircraft comes to a rest or has rolled 10 meters, whichever comes first.

