

Sportsman Descriptions

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. Straight Flight Out (Upwind)

The model will be flown in an absolutely straight and level path into the wind for three to five seconds centered in front of the judges (center line).

3. Procedure turn

After the Straight Flight Out, model makes a 90° turn in the direction away from the flight line and then a 270° turn in the opposite direction back to the reverse flight path of the Straight Flight Out.

4. Straight Flight Back (Downwind)

The model flies straight and level on the same line and altitude as the Straight Flight Out.

5. One Inside Loop (Upwind)

Model flies straight and level, pulls up and performs one complete loop and finishes at the same altitude and direction.

6. Immelmann Turn (Upwind)

Model pulls up and completes a half inside loop then immediately half rolls to recover in level flight at a higher altitude than entry.

7. Split S

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

8. One Horizontal Roll (Downwind)

Model rolls through 360° on a straight and level path.

9. Half Reverse Cuban Eight

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

10. Cobra without Rolls (Upwind)

Model pulls up to 45-degree upline, Push to a 45-degree downline, then pulls to recover in level Flight.

11. Straight and Level Flight (Downwind)

The model flies straight and level.

12. 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.

13. Straight and Level Flight (Upwind)

The model flies straight and level.

14. 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.

15. Rectangular Approach

The manoeuvre commences with the model flying straight and level into wind over the takeoff line, a turn of 90 degrees, a crosswind leg, a second turn of 90 degrees, a downwind leg, a third turn of 90 degrees, a crosswind leg, a fourth turn of 90 degrees and straight flight towards the point of touchdown. The first three legs will be at constant altitude, the descent to touchdown will commence after the second crosswind leg. The maneuver is completed just prior to two meters from the ground.

16. 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.