## Flying and Judging F3A



SCHEMATIC MANOEUVRE ILLUSTRATIONS SCHEDULE A-23

ADVANCED SCHEDULE A-23 (2021-2023)


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## Explanations:



Aircraft upright

Aircraft inverted


Aircraft in Knife-Edge View from Below



## A-23.01 Top Hat with half roll on top






A-23.03 Push-Pull-Push Humpty-Bump with half roll, half roll


A-23.03 Push-Pull-Push Humpty-Bump with half roll, half roll

All radii are equal.




A-23.05 Forty Five degree Upline, with roll



A-23.05 Forty Five degree Upline, with roll

Roll on middle of the line.

> All radii are equal.


A-23.06 Half Eight Sided Loop


From upright push through a one eighth loop into a forty five degree downline, push through a one eighth loop into a vertical downline, push through a one eighth loop into a forty five degree downline, push through a one eighth loop, exit inverted.

## 年 <br> A-23.06 Half Eight Sided Loop

$45^{\circ}$ lines and vertical line must be of equal length.


All radii are equal.



## A-23.07 Roll Combination with two consecutive half rolls in opposite direction



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




## $1=23$ <br> A-23.09 Inverted Spin two and a half turns



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Snap entry - 0 points!
Spiral dive - 0 points!
Forced entry: downgrade.
Line after the spins.


A-23.10 Pull-Pull-Pull Humpty-Bump, with half roll. Option: (quarter roll, quarter roll)


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

A-23.10 Pull-Pull-Pull Humpty-Bump, with half roll. Option: (quarter roll, quarter roll)
$1 / 2$ roll on middle of the line.

All radii are equal.


## A-23.10 Pull-Pull-Pull Humpty-Bump, with half roll.

 Option: (quarter roll, quarter roll)
## Option



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


## A-23.10 Pull-Pull-Pull Humpty-Bump, with half roll.

 Option: (quarter roll, quarter roll)
## Option

Rolls on middle of the line.

All radii are equal.


## A-23.11 Reverse Figure ET




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All radii are equal.




A-23.13 Figure M, with quarter rolls

$1=\frac{3}{2}$

## A-23.13 Figure M, with quarter rolls

Stop before pivot Pivot on CG $\begin{aligned} & \text { Two wing spans or more } \\ & \text { - zero points! }\end{aligned}$
$1 / 4$ rolls on middle of the lines.



A-23.14 Trombone


From upright pull through a one eighth loop into a forty five degree upline, perform a half roll, pull through a half loop into a forty five degree downline, pull through a one eighth loop, exit upright.

## $\rightarrow 3$ <br> A-23.14 Trombone

$1 / 2$ roll on middle of the line.

All radii are equal.


## A-23.15 Triangle with two consecutive quarter rolls, two consecutive quarter rolls



From upright, pull through a three eighths loop into a forty five degree upline, perform consecutively two quarter rolls, push through quarter loop into a forty five degree downline, perform consecutively two quarter rolls, pull through a three eighths loop, exit upright.

## A-23.15 Triangle with two consecutive quarter rolls,

 two consecutive quarter rollsAll radii are equal.





## A-23.17 Loop with Knife-Edge Flight





## 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
(and the precision, smoothness, positioning, and size)

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