



Australian Precision  
Aerobatics

www.f3a.com.au

# Sportsman Class – 2020-21

## Description of Manoeuvres

- Take Off (Into wind)
- Trim Pass (Downwind)

### 1. Double Immelman K=3

The model flies upright straight and level at a base height past the centre then pulls up into 1/2 an inside loop. When inverted, immediately performs a 1/2 roll to upright, flies a straight line, pushes into 1/2 an outside loop followed immediately by a 1/2 roll and exits upright straight and level at a base height.

**FREE TURN**

### 2. Slow Roll K=3

The model flies upright straight and level at a base height, and then rolls slowly through one revolution, exit upright straight and level at a base height.

**FREE TURN**

### 3. Loop K=3

The model flies upright, straight and level at a base height then pulls up into an inside loop, exits upright, straight and level at a base height.

### 4. Immelman Turn K=2

The model flies upright, straight and level at a base height then pulls up into 1/2 an inside loop. When inverted, it performs a 1/2 roll to upright, then flies a straight line to exit.

### 5. Outside Loop K=3

The model flies upright, straight and level on a high entry line then pushes into an outside loop and exits upright, straight and level on a high line.

### 6. Split S K=2

The model flies upright, straight and level on a high entry line then performs a 1/2 roll to inverted. When inverted, immediately pulls into a 1/2 inside loop to exit upright, straight and level at a base height.



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### 7. Stall Turn K=3

The model flies upright, straight and level at a base height. Pulls up into a  $\frac{1}{4}$  inside loop to a short vertical upline on centre, performs a  $\frac{1}{4}$  roll at mid upline, flies a second short vertical upline, completes a stall turn into a short vertical downline, at mid downline performs a  $\frac{1}{4}$  roll, a second short vertical downline then pulls into  $\frac{1}{4}$  inside loop, exit upright, straight and level at a base height.

**FREE TURN**

### 8. Inverted Flight K=2

The model flies upright, straight and level on a base height then  $\frac{1}{2}$  rolls to inverted, flies a straight and level inverted flight path of three to five seconds duration and then  $\frac{1}{2}$  rolls to exit upright, straight and level. The  $\frac{1}{2}$  rolls in and out are part of the judged manoeuvre.

**FREE TURN**

### 9. Top Hat K=4

The model flies upright, straight and level at a base height then pulls into a  $\frac{1}{4}$  inside loop to a short vertical upline, performs a  $\frac{1}{2}$  roll at mid upline then flies a second short vertical line, pulls a  $\frac{1}{4}$  inside loop to an inverted horizontal flight path on a high line, then pulls into a  $\frac{1}{4}$  inside loop to a short vertical downline, performs a  $\frac{1}{2}$  roll at mid downline followed by a second short vertical downline, pulls into a  $\frac{1}{4}$  inside loop, exit upright, straight and level at a base height.

**FREE TURN**

### 10. Cuban Eight K=3

The model flies upright, straight and level at a base height past the centre line then pulls up into  $\frac{5}{8}$  of an inside loop. When at  $45^\circ$  inverted, the model flies a short straight line then performs a  $\frac{1}{2}$  roll at mid downline to upright followed by a second straight  $45^\circ$  line, then pulls into  $\frac{3}{4}$  of an inside loop to a second  $45^\circ$  inverted line, flies a short straight line,  $\frac{1}{2}$  roll at mid downline to upright, a second straight  $45^\circ$  line and pull into an  $\frac{1}{8}$  inside loop to exit upright, straight and level at a base height.

**FREE TURN**

### 11. Two Turn Spin K=3



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The model establishes a heading straight and level on a high line and, with reduced power, is held in a nose high attitude until the nose drops and the wing simultaneously drops in the direction of the spin. The model auto rotates through two 360 degree turns, holds a near vertical down line, and then pulls into  $\frac{1}{4}$  inside loop to exit at a base height on the same heading as the entry. • Landing Note. Take off, trim pass and landing are not judged or scored