

Figuren F3P-AP-25 Programma (2024-2025)

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F3P A Programma AP-25 (2024 – 2025)

AP-25.01 Triangle with half roll, quarter roll, quarter roll, half roll

From upright, at center, perform a $\frac{1}{2}$ roll, push through a $\frac{3}{8}$ loop into a 45° upline, push through a $\frac{1}{4}$ loop into a 45° downline, push through a $\frac{3}{8}$ loop, perform a $\frac{1}{2}$ roll, exit upright

AP-25.02 Knife-Edge Humpty Bump with three quarter roll, quarter roll

From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a half knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

AP-25.03 Horizontal Circle with half roll integrated, roll integrated

From inverted, perform a horizontal circle with a $\frac{1}{2}$ roll integrated in the first 180° , one roll in opposite direction integrated in next 180° , exit upright.

Note: First half roll is to the outside.

AP-25.04 Corner Stall Turn Combination with half roll integrated, two consecutive one eighth rolls

From upright, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{8}$ rolls, perform a stall turn into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

AP-25.05 Roll Combination with quarter roll, roll, quarter roll

From inverted, perform consecutively a $\frac{1}{4}$ roll, a roll in opposite direction, another $\frac{1}{4}$ roll in opposite direction of the roll, exit upright.

AP-25.06 Half Loop with roll integrated

From upright, pull through a half loop while integrating a roll, exit inverted.

AP-25.07 Knife-Edge forty-five-degree downline with quarter roll, half roll, quarter roll

From inverted, before center, perform a $\frac{1}{4}$ roll into knife-edge flight, perform a $\frac{1}{8}$ knife-edge loop into a 45° downline, perform a $\frac{1}{2}$ roll, perform $\frac{1}{8}$ knife edge loop, perform a $\frac{1}{4}$ roll, exit inverted.

AP-25.08 Shark Fin with two quarter rolls in opposite direction, two quarter rolls

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls in opposite direction, push through a $\frac{3}{8}$ loop into a 45° downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{8}$ loop, exit inverted.

AP-25.09 Loop with half Torque Roll

From inverted, push through a $\frac{1}{4}$ loop, immediately perform a $\frac{1}{2}$ torque roll. immediately pull through a $\frac{3}{4}$ loop, exit upright.

Note: There are no straight lines in the manoeuvre (except entry and exit line).

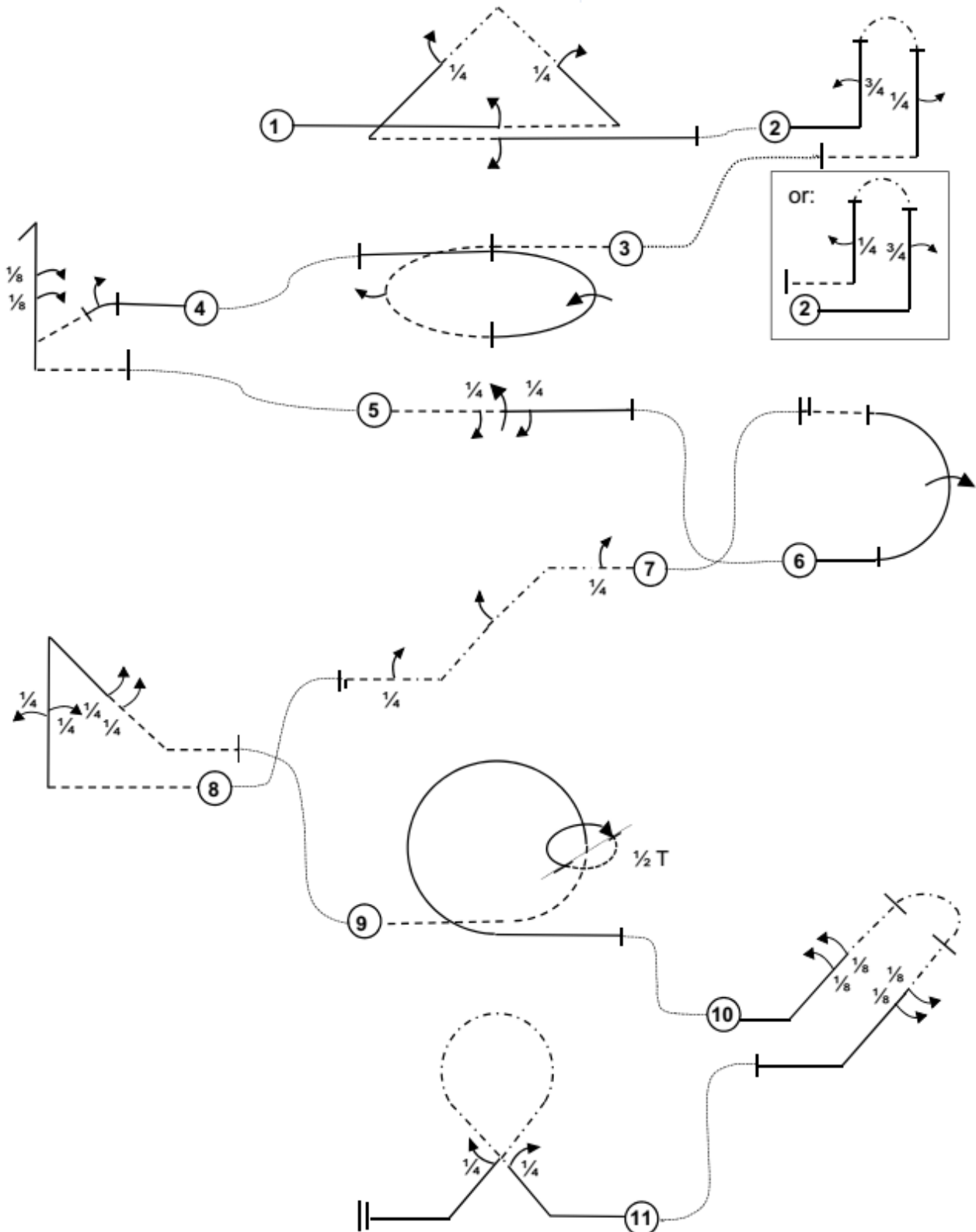
AP-25.10 Fighter Turn with two consecutive one eighth rolls, two consecutive one eighth rolls

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{8}$ rolls, push or pull through a half knife-edge circle into a 45° downline, perform consecutively two $\frac{1}{8}$ rolls, pull through a $\frac{1}{8}$ loop, exit upright.

AP-25.11 Golf ball, with quarter roll, quarter roll

From upright, before center, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a quarter roll, perform a $\frac{3}{4}$ knife-edge loop into a 45° degree downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.

Preliminary Schedule F3P AP-25 (2024 – 2025)



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