

ANNEX 5M
F3P – RADIO CONTROLLED INDOOR AEROBATIC AIRCRAFT
DESCRIPTION OF MANOEUVRES

BASIC SCHEDULE F3P AB-24 (from 2024)

AB-24 is a basic schedule for beginners. Difficulty of manoeuvres is much lower than in other F3P schedules. Simple foam models can be used.

The manoeuvres must be flown one after the other. Turnaround manoeuvres are pilot's choice and will be not judged and scored, except AB-24.04

AB-24.01 Take-off sequence

The model is placed on the runway, takes off, performs a ½ circle away from judges line into a straight line parallel to judges line. Then another ½ circle towards the judges line to start with first manoeuvre.

Notes:

- Procedure not followed, zero (0) points
- Model passes behind the judges line, zero points
- Half circles may be of different Radius
- Only two scores, a zero or a 10 may be awarded.

AB-24.02 Forty Five Degrees upline, Forty Five degrees downline

From upright before center, pull through a ⅛ loop into a 45° upline, push through a ¼ loop into a 45° downline, pull through a ⅛ loop, exit upright.

AB-24.03 Roll

From upright, perform a roll, exit upright.

AB-24.04 Stall Turn

From upright, pull through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a ¼ loop, exit upright.

Note: The manoeuvre must be flown as turnaround manoeuvre after AB-24.03

AB-24.05 Loop

From upright, at center, pull through a loop, exit upright.

AB-24.06 Inverted Flight

From upright, before center, perform a ½ roll into inverted flight, perform an inverted flight, perform a ½ roll, exit upright.

AB-24.07 Horizontal Eight Circle

From upright, before center, start with 90° of a circle, immediately followed by a 360° circle in opposite direction, immediately followed by a 270° circle in opposite direction to finish first circle, exit upright.

AB-24.08 Knife Edge Flight

From upright, before center, perform a ¼ roll into sustained knife-edge, perform a knife-edge flight, perform a ¼ roll, exit upright.

AB-24.09 Landing sequence:

After AB-24.08 perform a 1/2° circle and land the model aircraft

Notes :

- Procedure not followed, zero (0) points
- Model passes behind the judges line, zero points
- Only two scores, a zero or a 10 may be awarded.

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