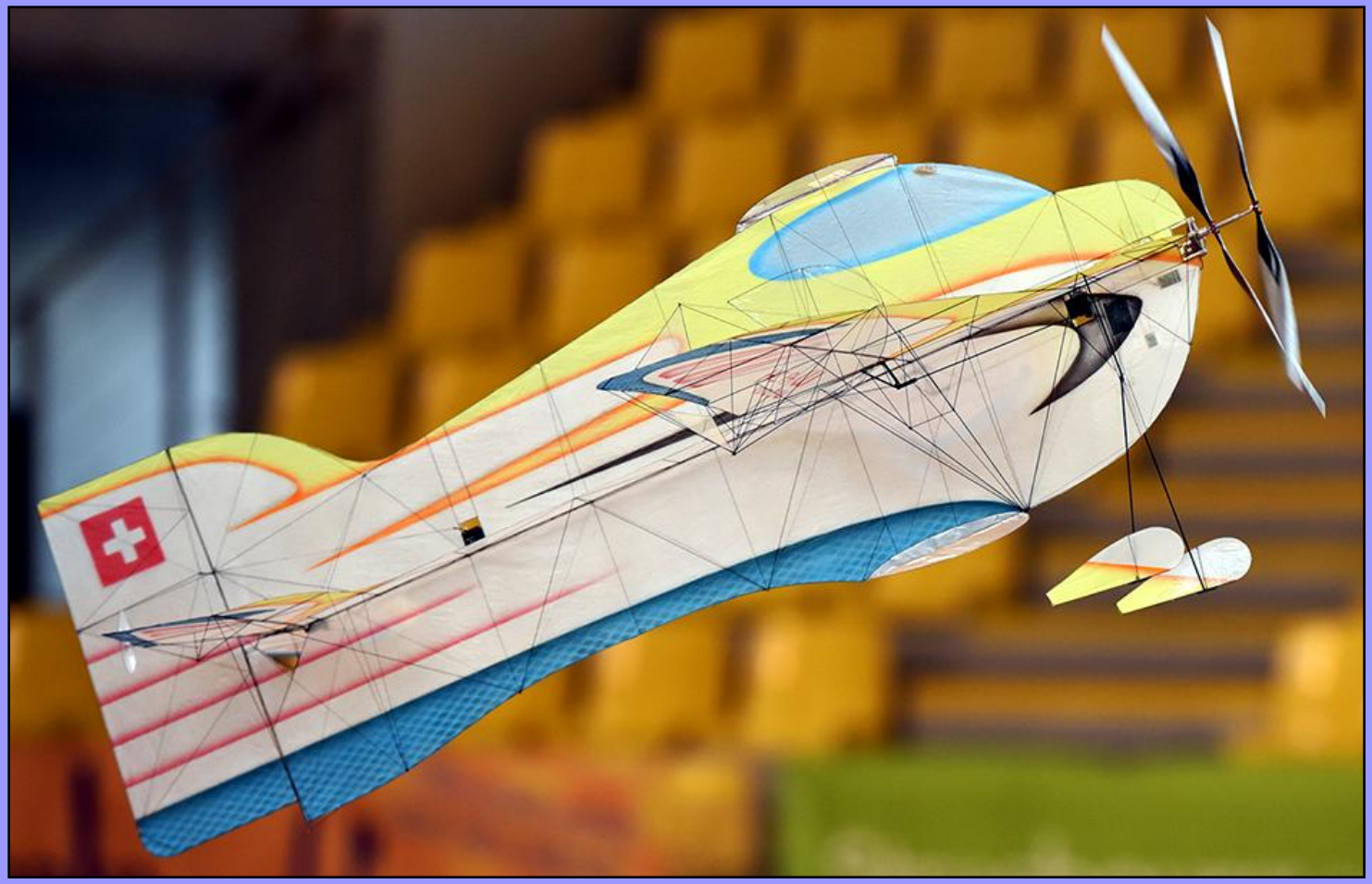
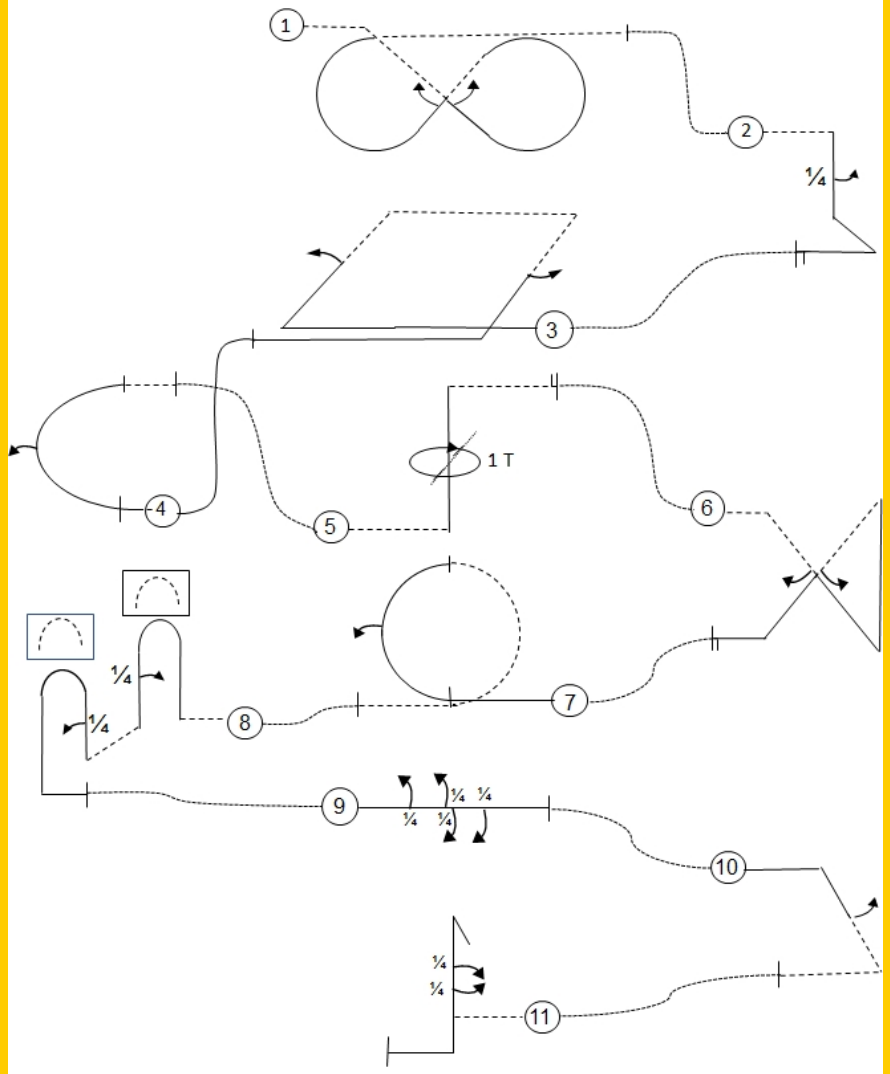
Class F3P Radio Control Indoor Aerobatic Model Aircraft



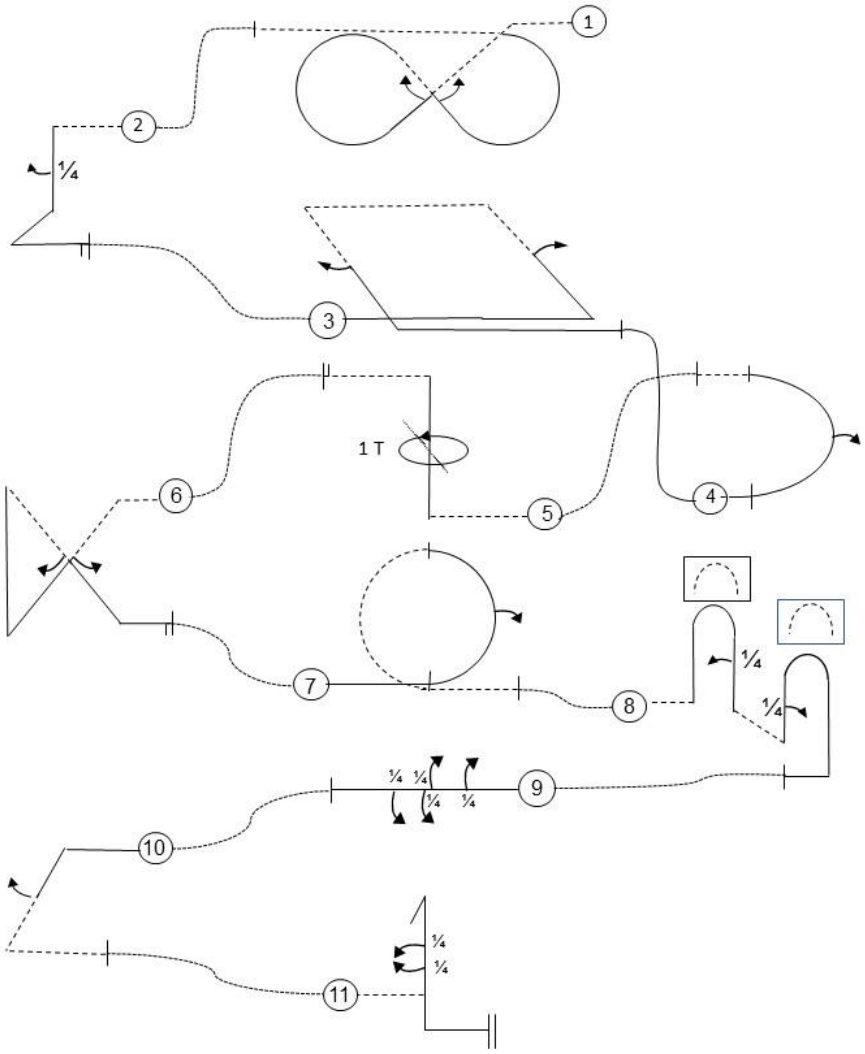
Advanced Schedule F3P-AA-27 (2026-2027)

Advanced Schedule F3P AA-27 (2026 – 2027)



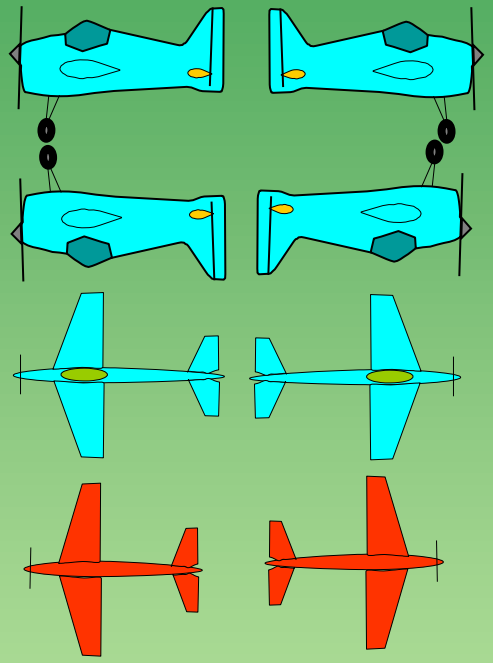
© CIAM F3 Aerobatics
Drawings by Peter Uhlig
October 2024

Advanced Schedule F3P AA-27 (2026 – 2027)



© CIAM F3 Aerobatics
Drawings by Peter Uhlig
October 2024

Explanations:



Aircraft upright

Aircraft inverted

Aircraft in Knife Edge
View from Top

Aircraft in Knife Edge
View from Below

Half roll

Roll

pos.

neg.

SnAA Rolls

Reference points

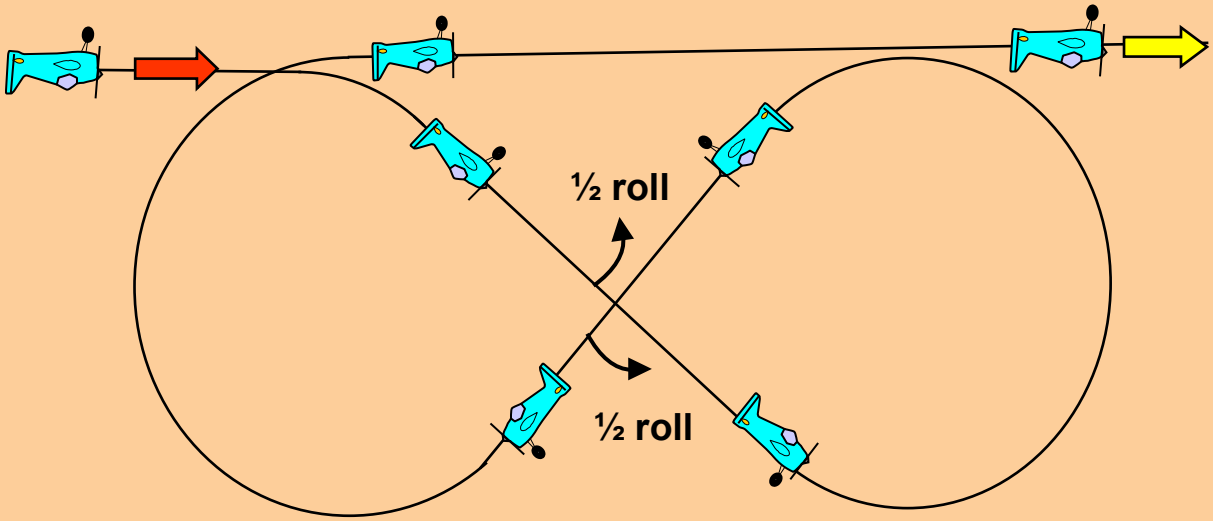
Take-off procedure

(not judged, not scored)

Safety line



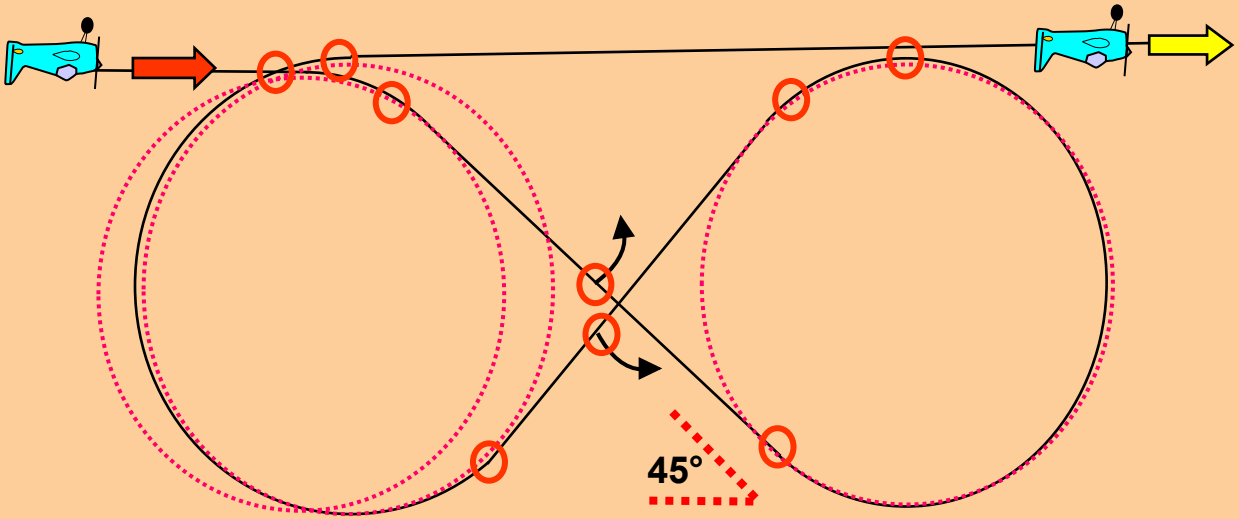
AA-27.01 Reverse Cuban Eight from Top with half roll, half roll



From inverted, before centre, pull through a ⅛ loop into a 45° degree downline, perform a ½ roll, pull through a ¾ loop, into a 45° downline, perform a ½ roll, pull through a ⅝ loop, exit inverted.

AA-27.01 Reverse Cuban Eight from Top with half roll, half roll

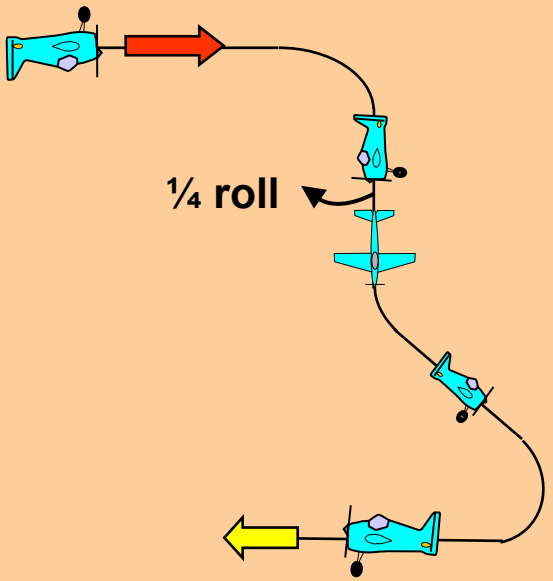
½ rolls on middle of the lines.



All radii are equal.



AA-27.02 Corner Combination with quarter roll

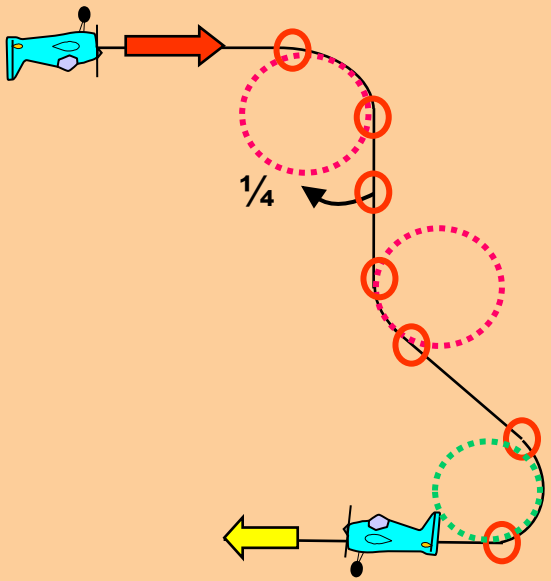


From inverted, pull through a ¼ loop into a vertical down-line, perform a ¼ roll, pull through a ¼ loop, perform a ¼ circle with wing level, exit upright.



AA-27.02 Corner Combination with quarter roll

¼ roll on middle of the line.



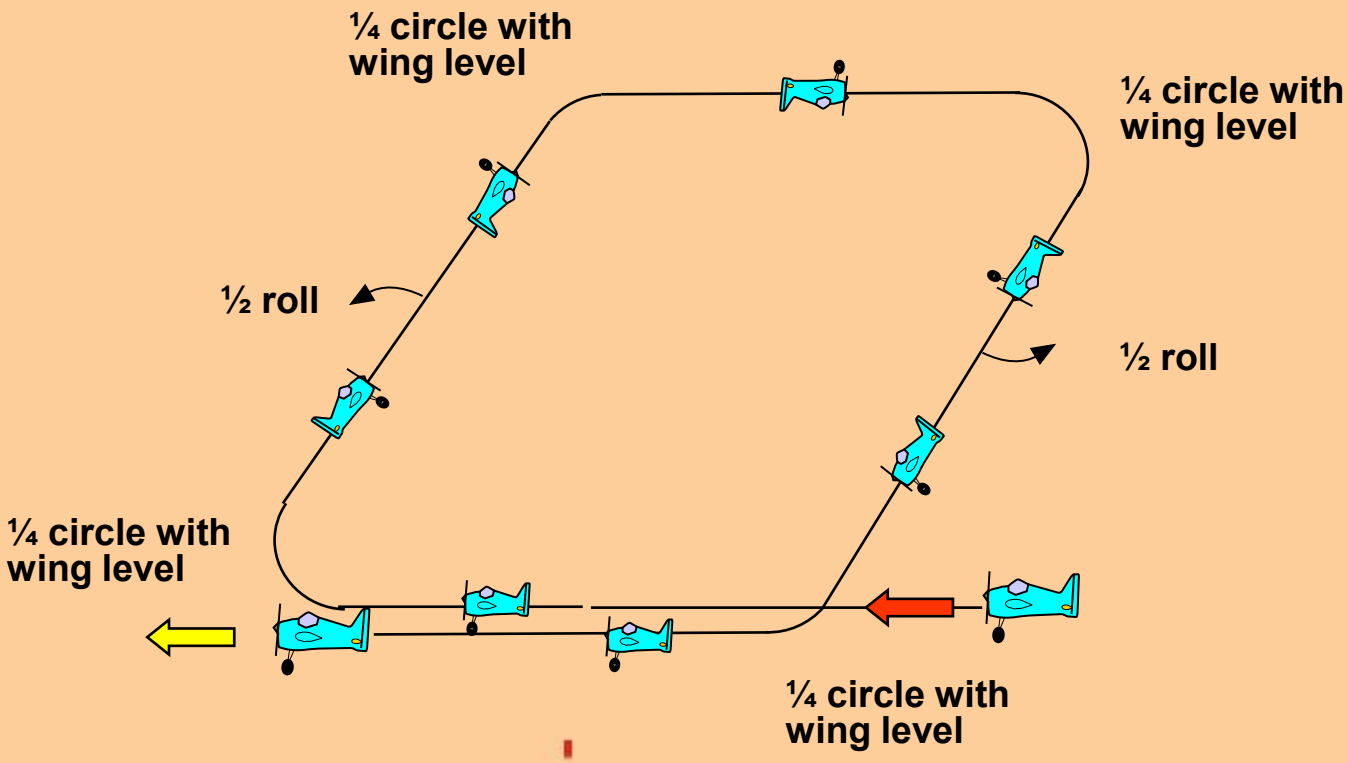
The radii of the part loops are equal.

The radius of the ¼ circle must not be equal to the radii of the part loops.

Part circle must be flown with wing level.



AA-27.03 Horizontal Square with half, half roll



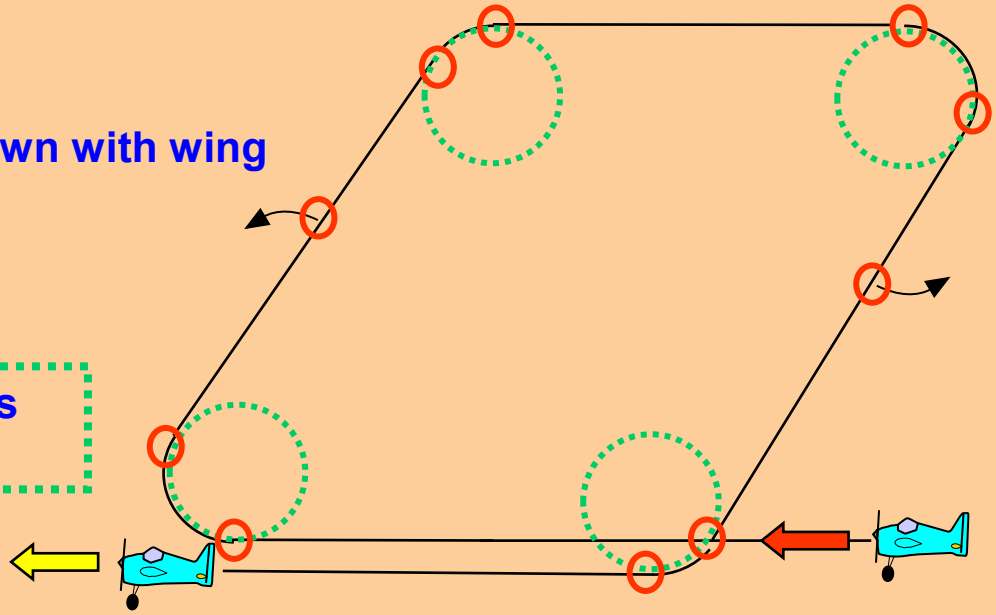
From upright, fly past center, perform a ¼ circle with wing level, perform a half roll, perform a ¼ circle with wing level, perform a ¼ circle with wing level, perform a ½ roll, perform a ¼ circle with wing level, exit upright.

AA-27.03 Horizontal Square with half, half roll

½ rolls on middle of the line.

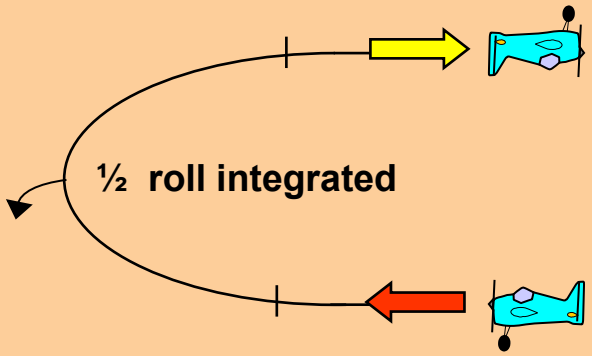
Part circles must be flown with wing level.

Radii of part circles are equal.

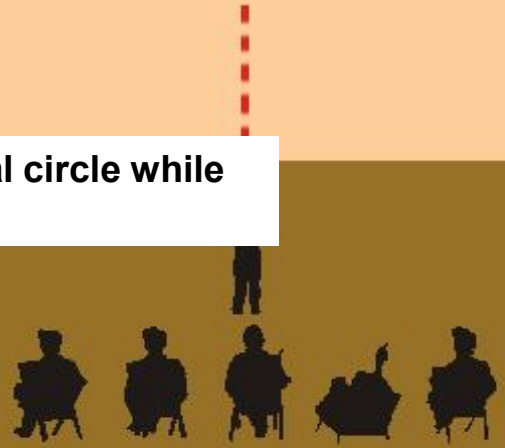




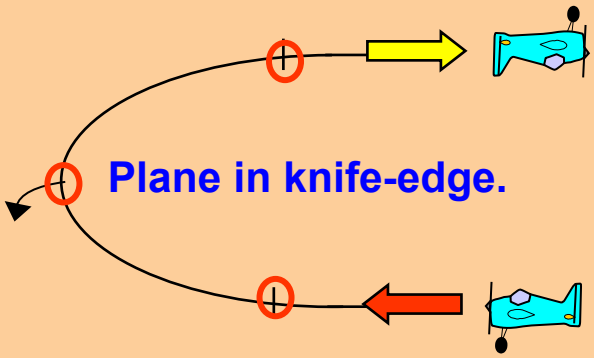
AA-27.04 Half Circle with half roll integrated



From upright, perform a ½ horizontal circle while integrating a ½ roll, exit inverted.

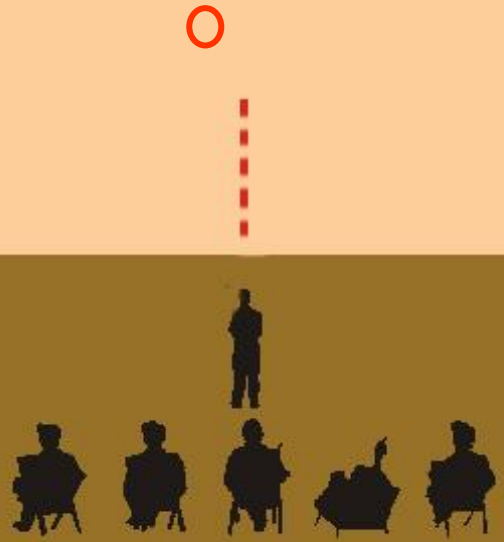


AA-27.04 Half Circle with half roll integrated

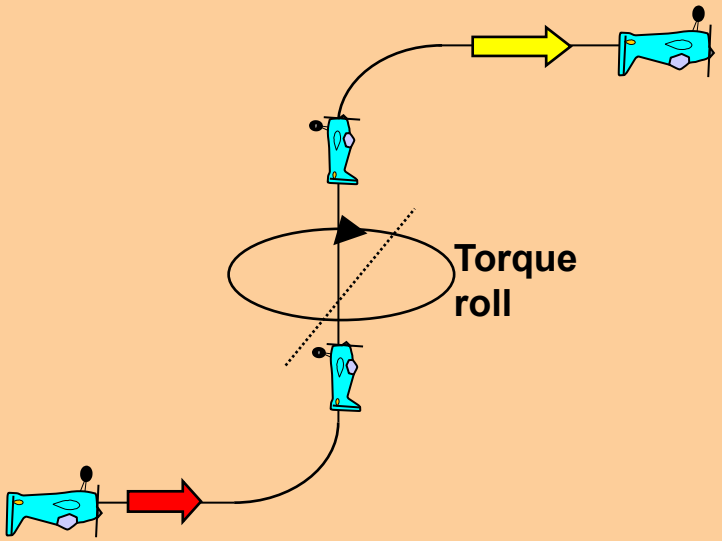


The ½ circle must be of constant radius.

The ½ roll must be integrated on circular flightpath of the ½ circle.



AA-27.05 Torque Roll

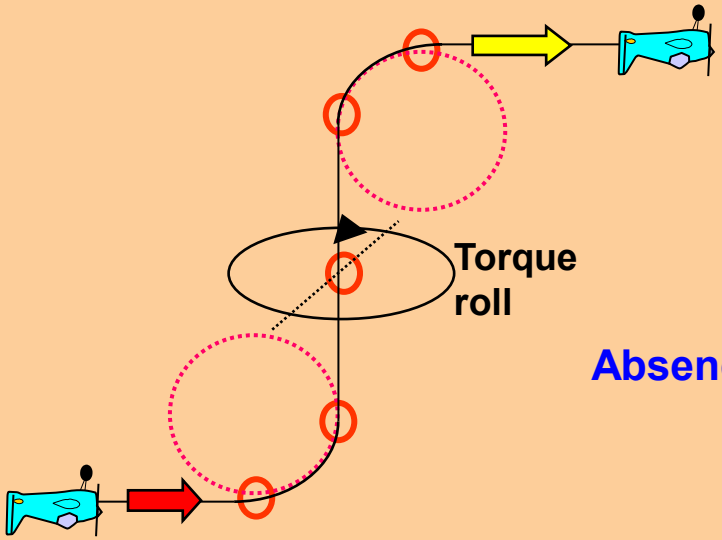


From inverted, push through a ¼ loop into a vertical upline, perform a torque roll, pull through a ¼ loop, exit inverted.

AA-27.05 Torque Roll

Rolling speed must be constant.

Torque roll on middle of the line.

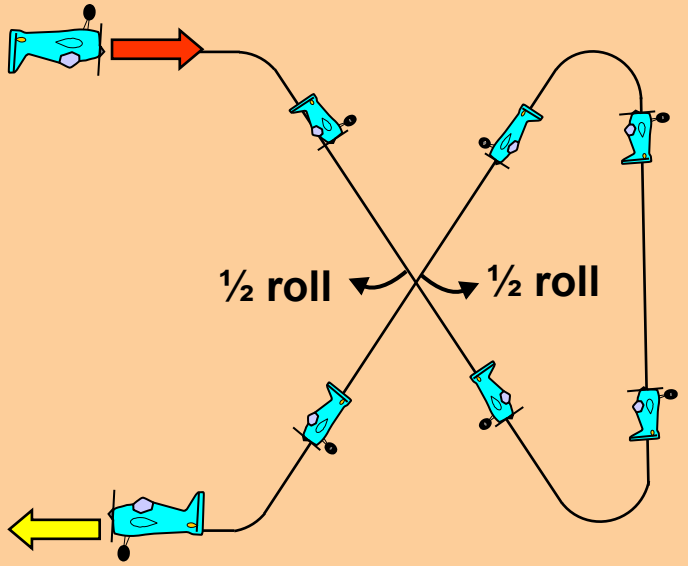


Absence of a hover = zero.

All radii are equal.



AA-27.06 Half Hourglass with half roll, half roll

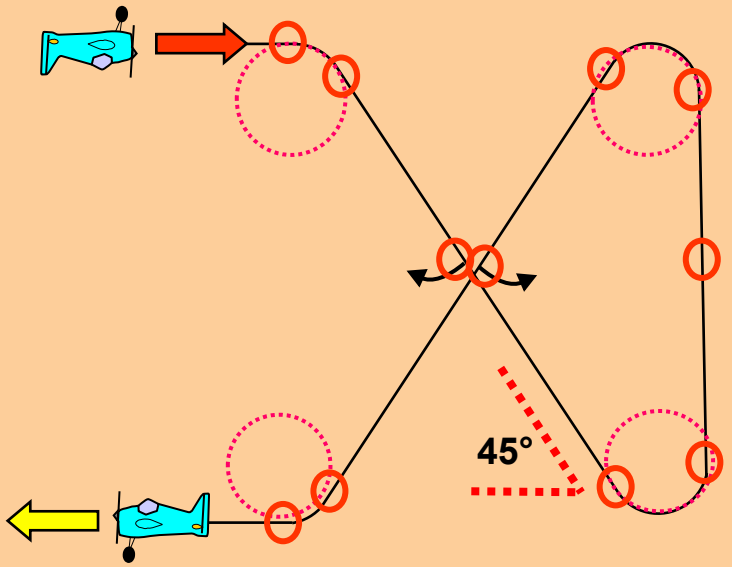


From inverted, pull though a ⅛ loop into a forty-five-degree downline, perform a ½ roll, pull through a ⅜ loop into a vertical upline, pull through ⅜ loop into a forty-five-degree downline, perform a half roll, pull through a ⅛ loop, exit upright.



AA-27.06 Half Hourglass with half roll, half roll

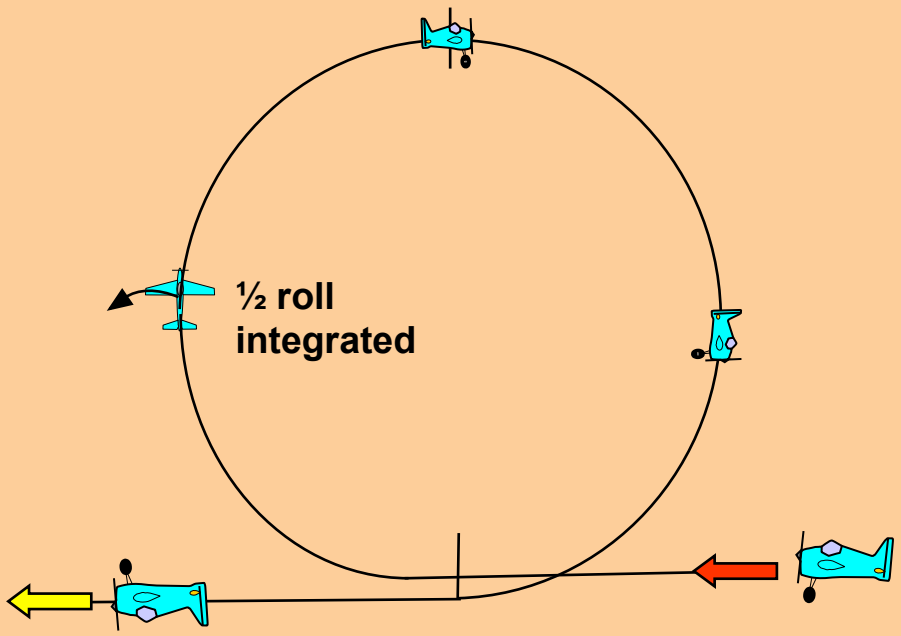
½ rolls on middle of the line.



All radii are equal.



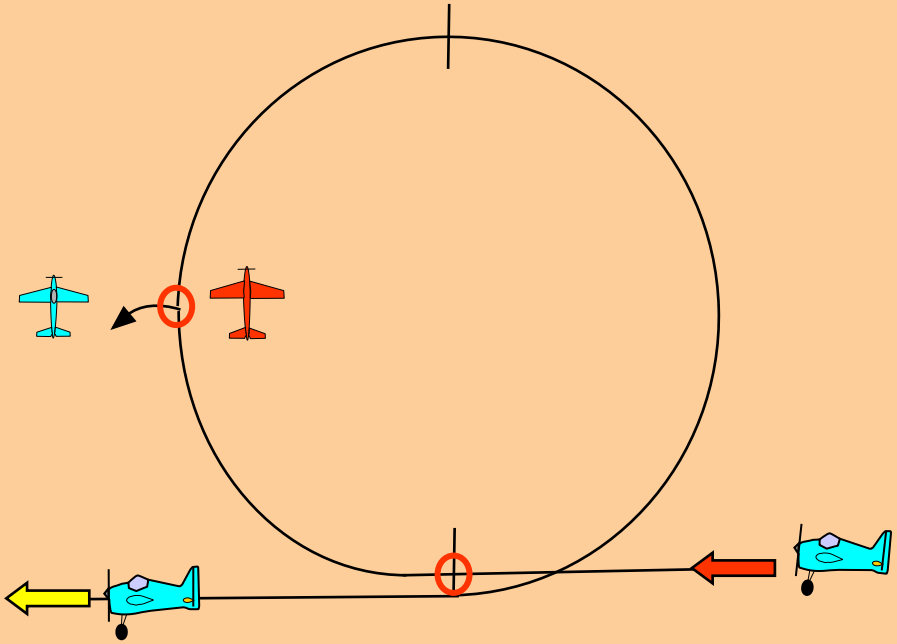
AA-27.07 Loop with half roll integrated in the first 180 degrees



From upright, pull through a ½ loop, while integrating a ½ roll, immediately push through another ½ loop, exit inverted.



AA-27.07 Loop with half roll integrated in the first 180 degrees

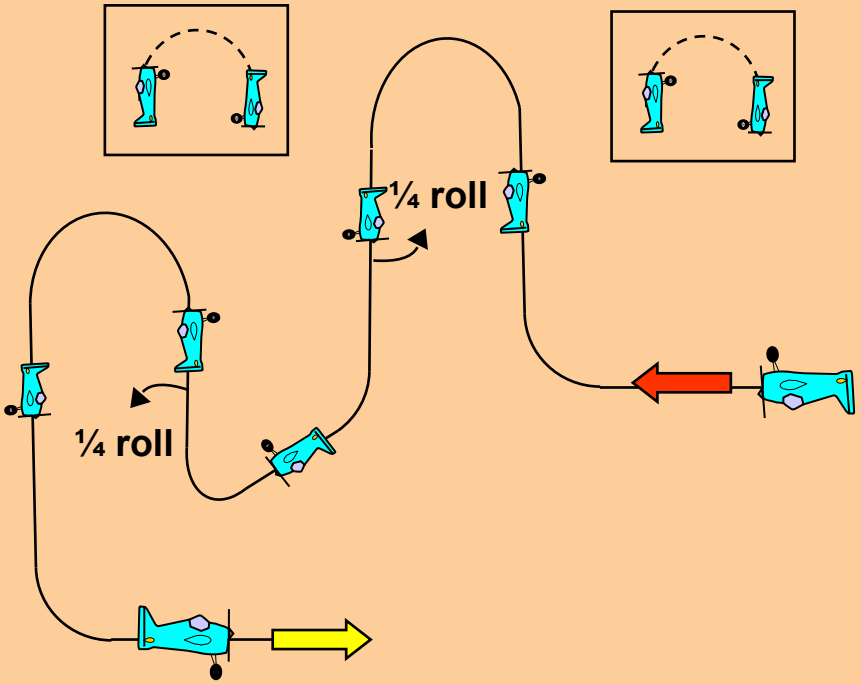


Loop must be round.

½ roll must be integrated on circular flightpath of the ½ loop.

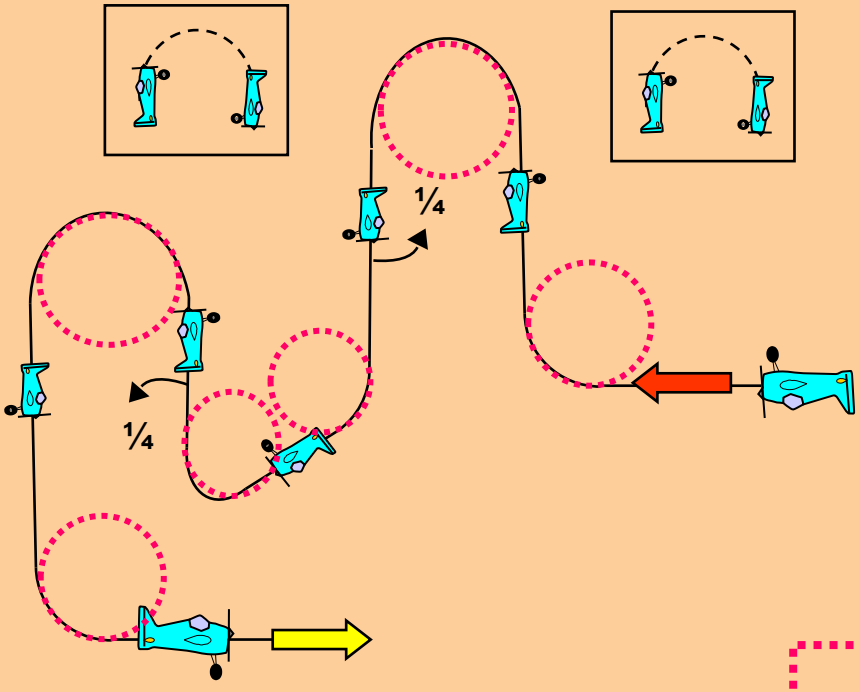


AA-27.08 Double Humpty Bump with quarter roll, quarter roll



From inverted, push through a ¼ loop into a vertical upline, pull or push through a half loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, push through a ¼ loop into a vertical upline, perform a ¼ roll, pull or push through a ½ loop into a vertical downline, pull through a ¼ loop, exit upright.



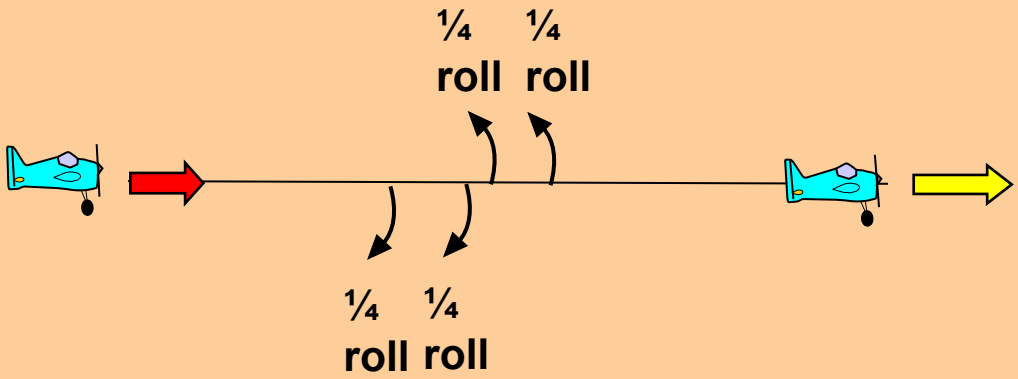


¼ rolls on middle of the line.

All radii are equal.



AA-27.09 Roll Combination with two consecutive quarter rolls, two consecutive quarter rolls opposite



From upright, perform consecutively two ¼ rolls, perform consecutively two ¼ rolls in opposite direction, exit upright.

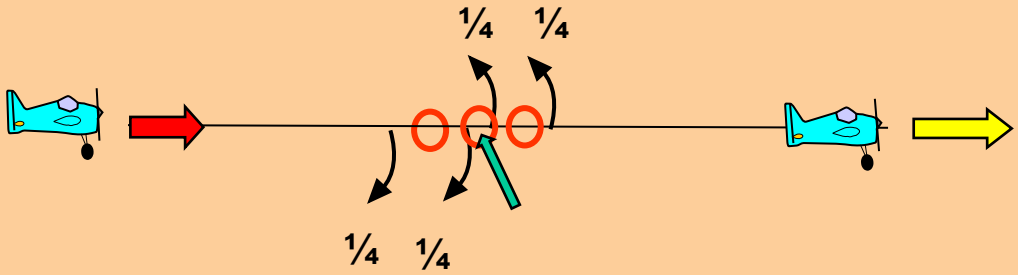


F3P-AA-27.09.01

AA-27.09 Roll Combination with two consecutive quarter rolls, two consecutive quarter rolls opposite

Part rolls must have the same roll rate.

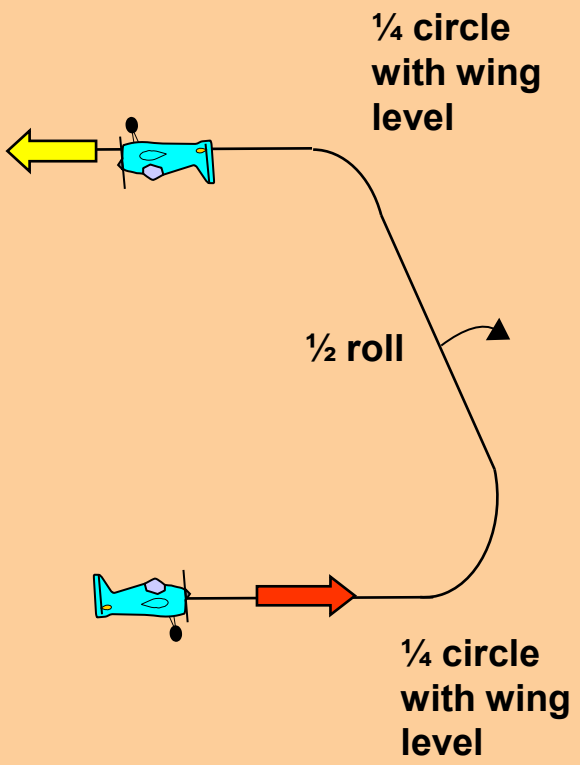
Lines between part rolls must be short and of recognisable length.



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



AA-27.10 Horizontal Half Square with half roll

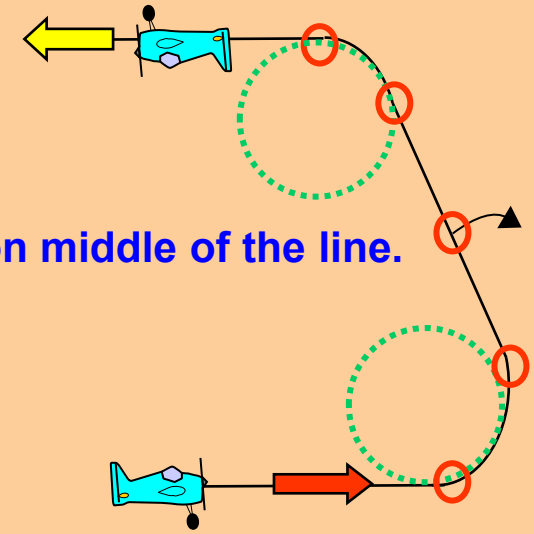


From upright, perform a ¼ circle with wing level, perform a ½ roll, perform a ¼ circle with wing level towards the centre, exit inverted.

F3P-AA-27.10.01

AA-27.10 Horizontal Half Square with half roll

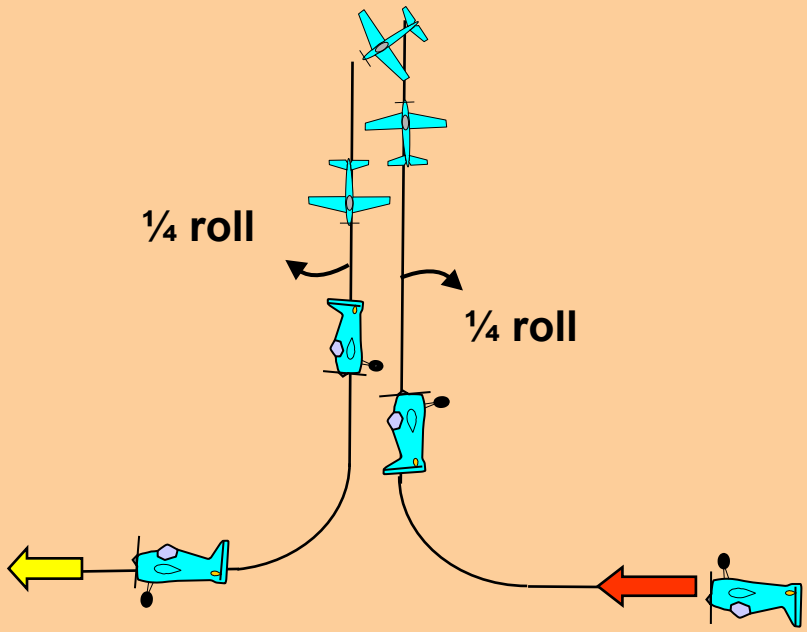
Part circles must be flown with wing level.



Radii of part circles are equal.



AA-27.11 Stall turn with quarter roll, quarter roll



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



F3P-AA-25.11.01

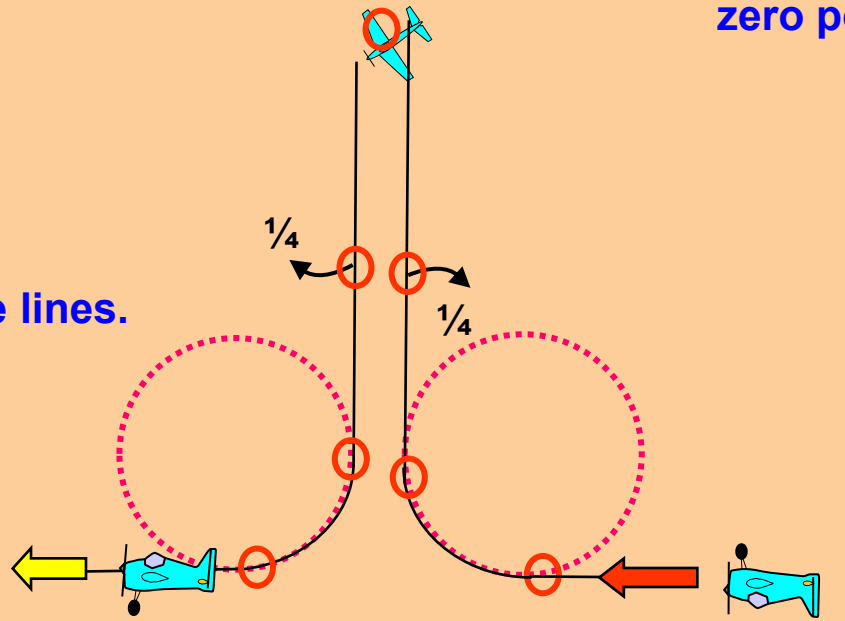
AA-27.11 Stall turn with quarter roll, quarter roll

Pivot on CG

Two wing spans or more – zero points!

Stop before pivot

¼ rolls on middle of the lines.



All radii are equal.



F3P-AA-25.11.02

Landing sequence
(not judged, not scored)

Forget WHO is flying

(friend, rival, countryman, flier from other nation)

Forget WHAT is flying

LOOK ONLY AT LINES DESCRIBED ....

Bob Skinner

Safety line



© Peter Uhlig, September 2025