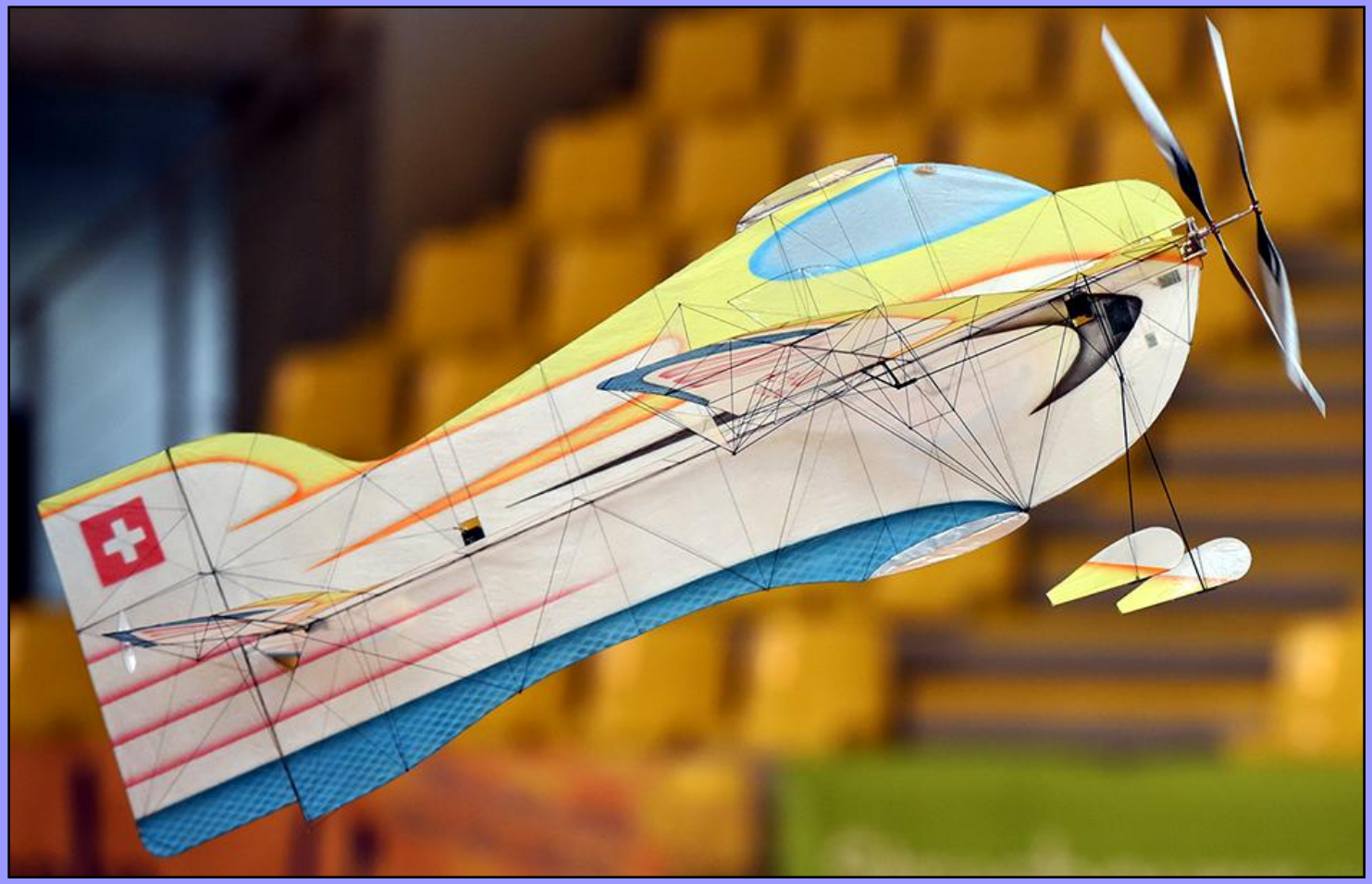
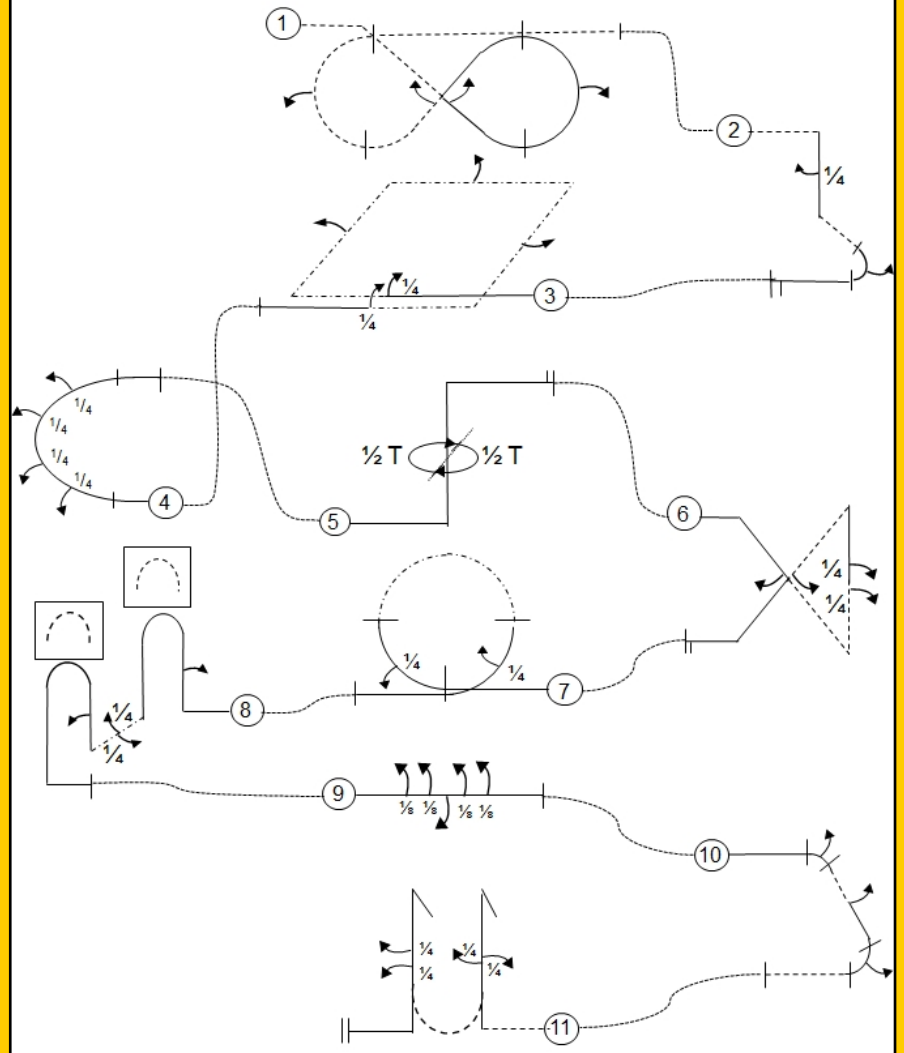
Class F3P Radio Control Indoor Aerobatic Model Aircraft



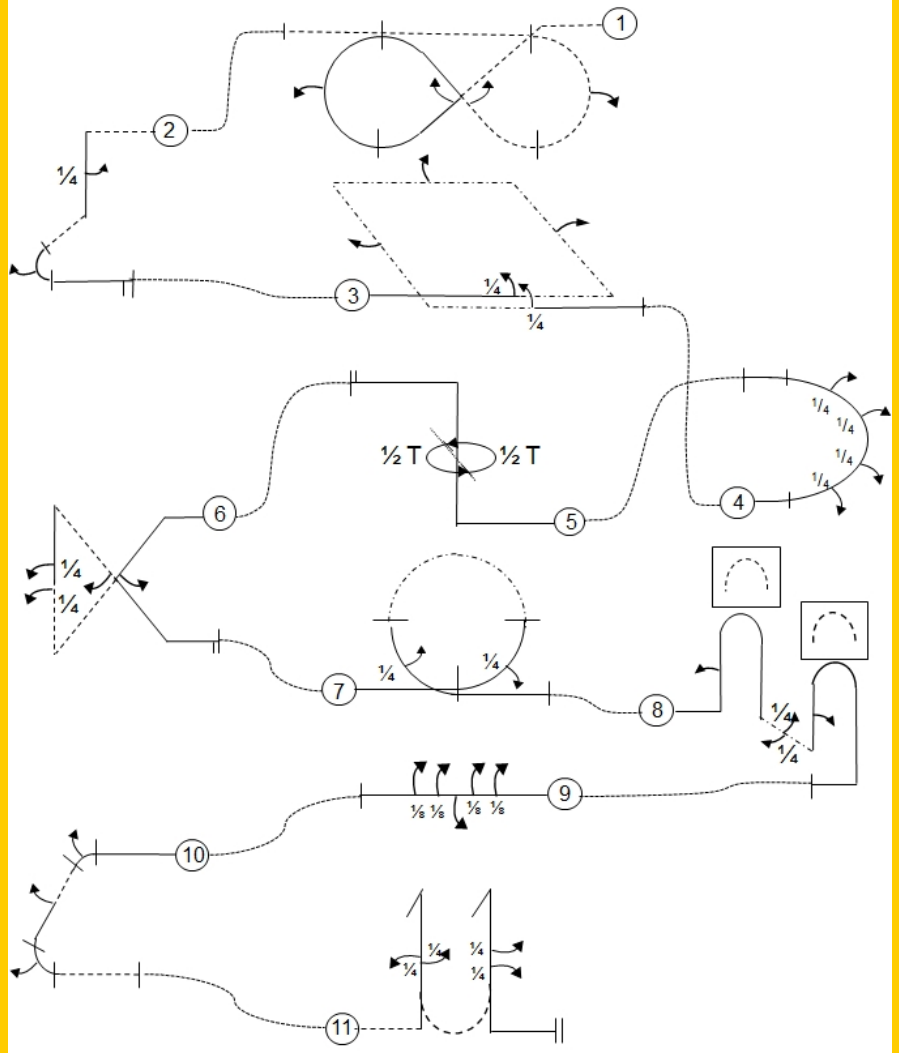
Preliminary Schedule F3P-AP 27 (2026-2027)

Preliminary Schedule F3P AP-27 (2026 – 2027)



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Drawings by Peter Uhlig
October 2024

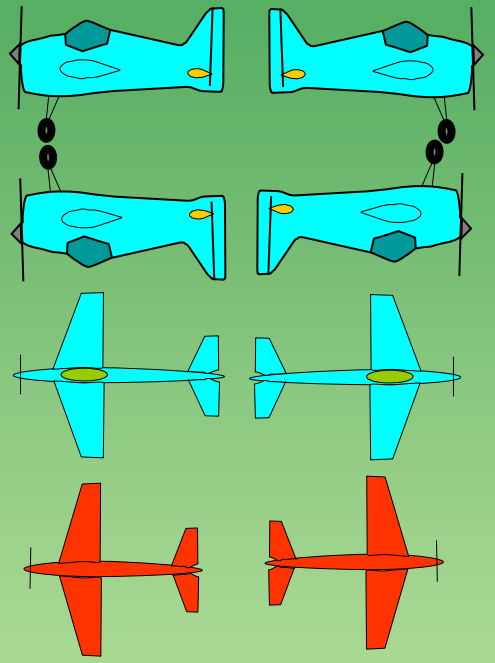
Preliminary Schedule F3P AP-27 (2026 – 2027)



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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.

Snap Rolls

Reference points

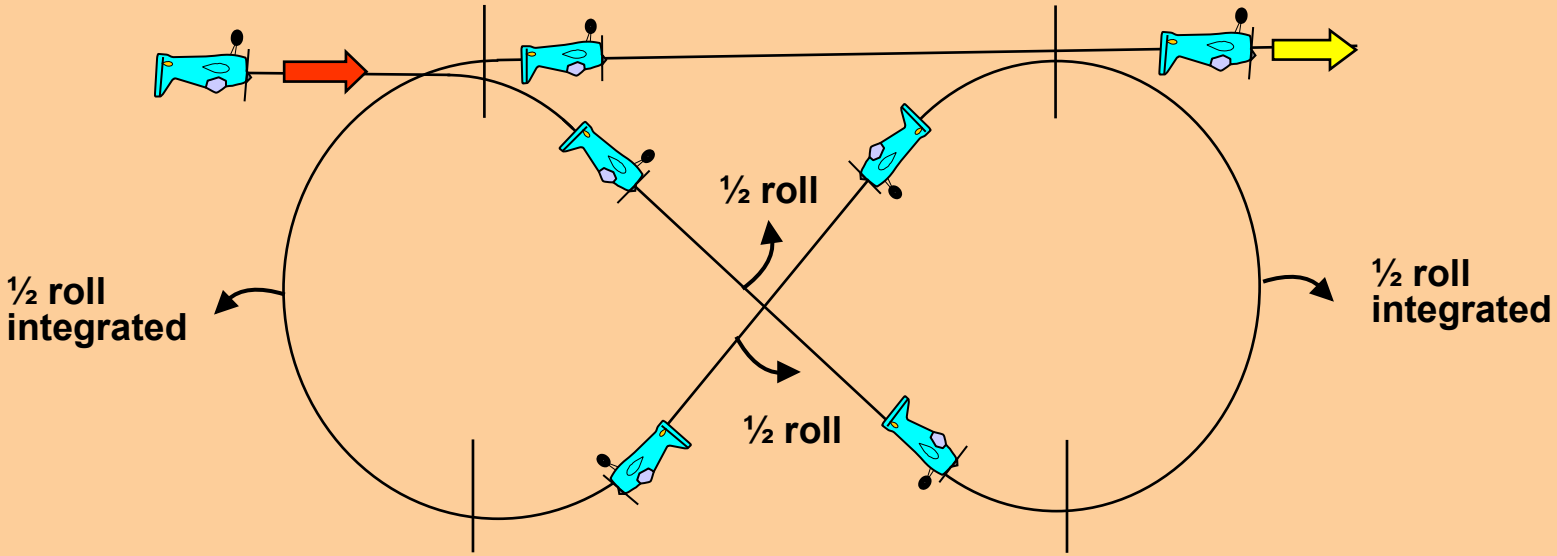
Take-off procedure

(not judged, not scored)

Safety line



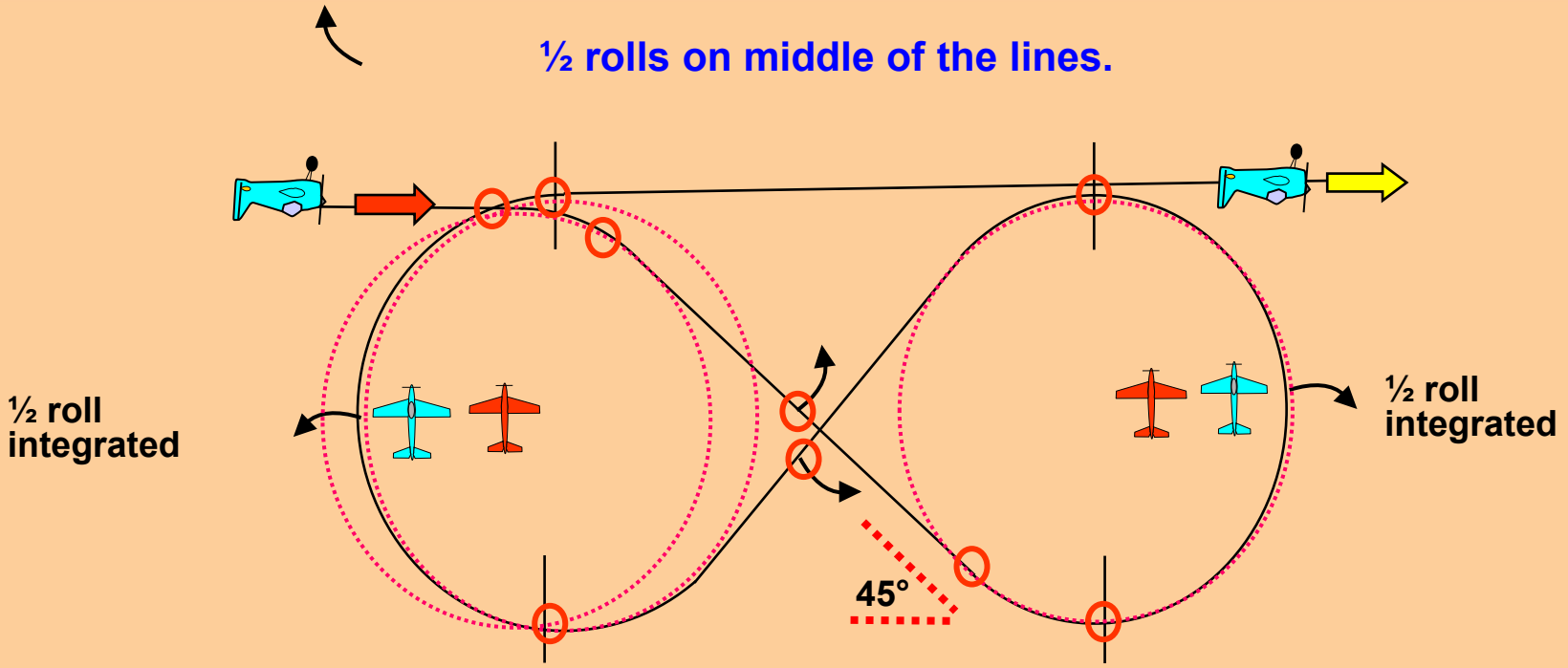
AP-27.01 Reverse Cuban Eight from Top with half roll, half roll integrated, half roll, half roll integrated



From inverted, before centre, pull through a ⅛ loop into a 45° degree downline, perform a ½ roll, pull through a ⅛ loop, immediately pull through a ½ loop, while integrating a ½ roll, immediately push through a ⅛ loop into a 45° downline, perform a ½ roll, push through a ⅛ loop, immediately push through ½ loop while integrating a ½ roll, exit inverted.



AP-27.01 Reverse Cuban Eight from Top with half roll, half roll integrated, half roll, half roll integrated

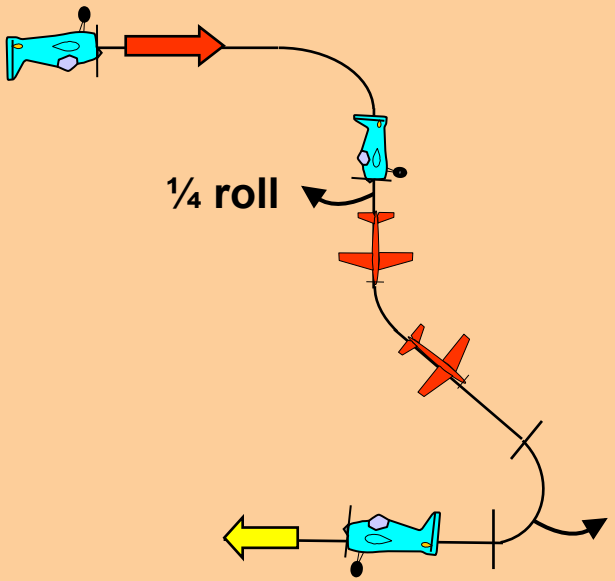


Integratd ½ rolls must be integrated on circular flightpath of the half loops.

All radii are equal.



AP-27.02 Corner Combination with quarter roll, half roll integrated



From inverted, pull through a ¼ loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, perform a ¼ circle, while integrating a ½ roll, exit upright.



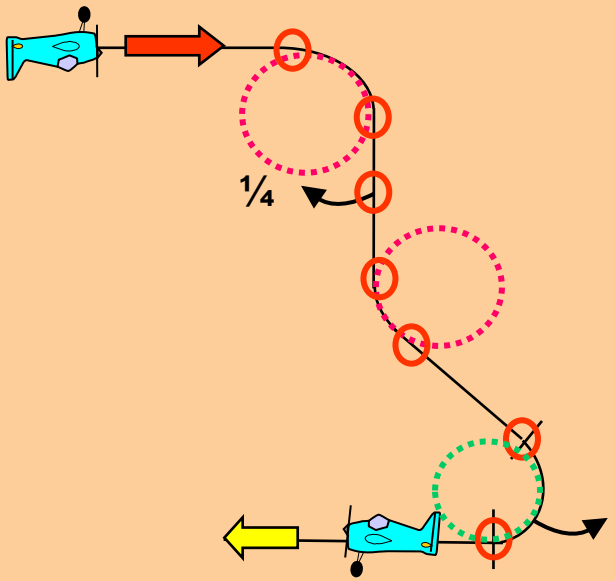
AP-27.02 Corner Combination with quarter roll, half roll integrated

¼ roll on middle of the line.

The ½ roll must be integrated on circular flightpath of the ¼ circle.

The radii of the part loops are equal.

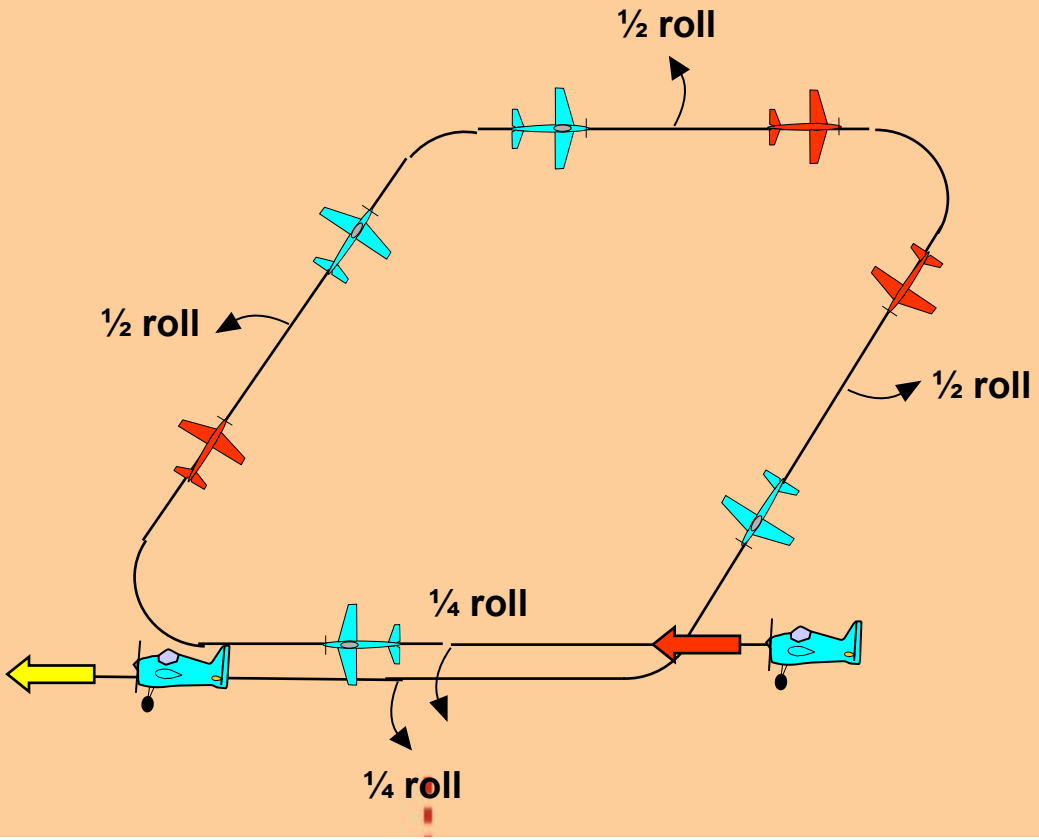
The radius of the ¼ circle must not be equal to the radii of the part loops.



½ roll inegrated



AP-27.03 Horizontal Square with quarter roll, half, roll, half roll, half roll, quarter roll



From upright, in the centre perform a ¼ roll into knife edge-flight, push through a ¼ knife edge circle, perform a half roll, pull through a ¼ knife edge circle, perform a ½ roll, push through a ¼ knife edge circle, perform a half roll, pull through a ¼ knife edge circle, perform a ¼ roll, exit upright.

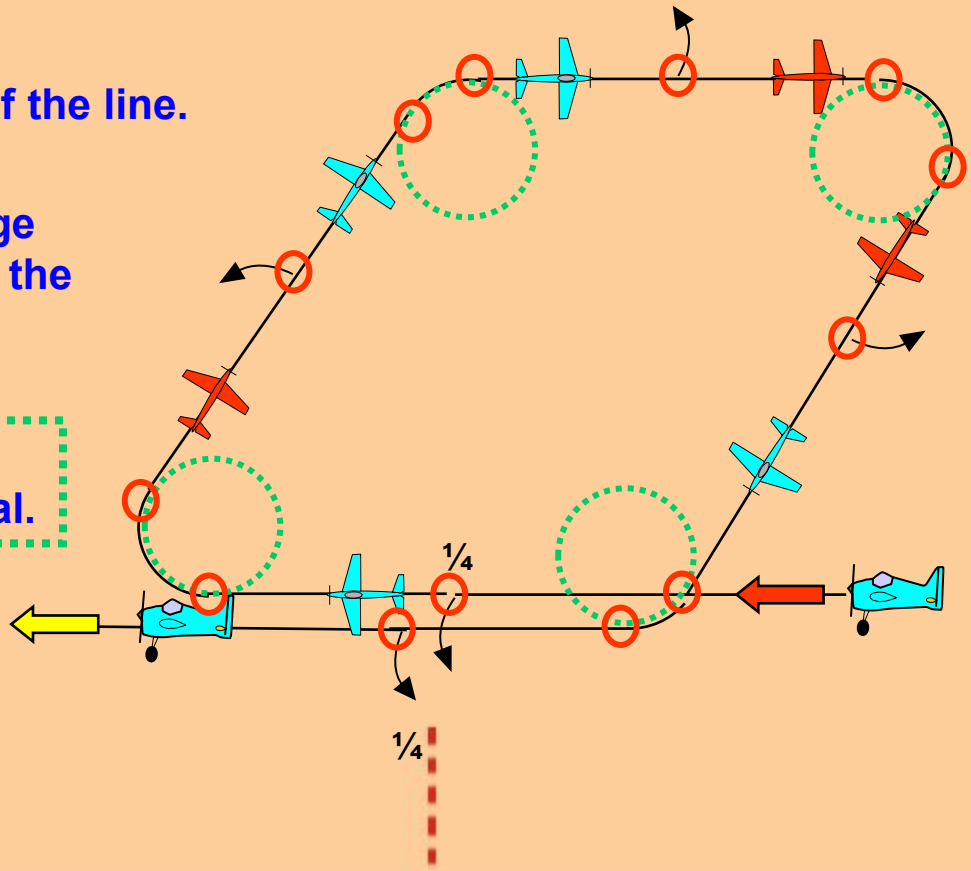


AP-27.03 Horizontal Square with quarter roll, half, roll, half roll, half roll, quarter roll

½ rolls on middle of the line.

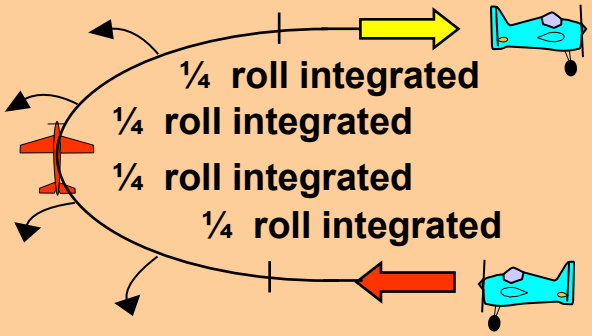
During the knife-edge the wing must be in the vertical plane.

Radii of knife-edge part circles are equal.

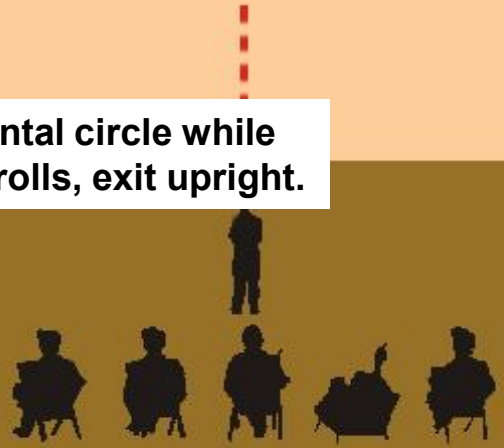




AP-27.04 Half Circle with four consecutive quarter rolls

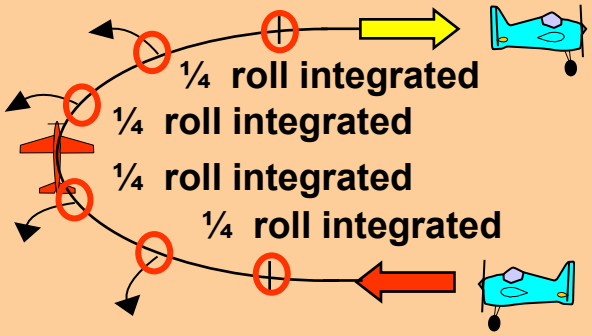


From upright, perform a ½ horizontal circle while integrating consecutively four ¼ rolls, exit upright.



F3P-AP-27.04.01

AP-27.04 Half Circle with four consecutive quarter rolls

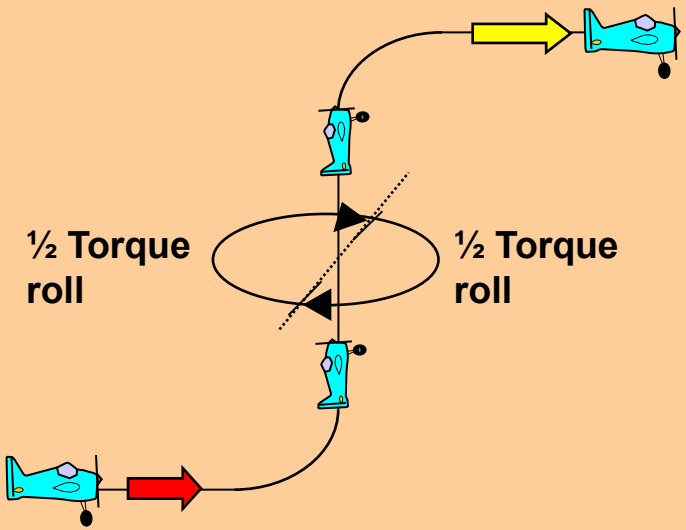


The ½ circle must be of constant radius.

The 1/4 rolls must be integrated on circular flightpath of the ½ circle.



AP-27.05 Two consecutive half Torque Rolls



From upright pull through a ¼ loop into a vertical upline, perform consecutively two ½ torque rolls, push through a ¼ loop, exit upright.

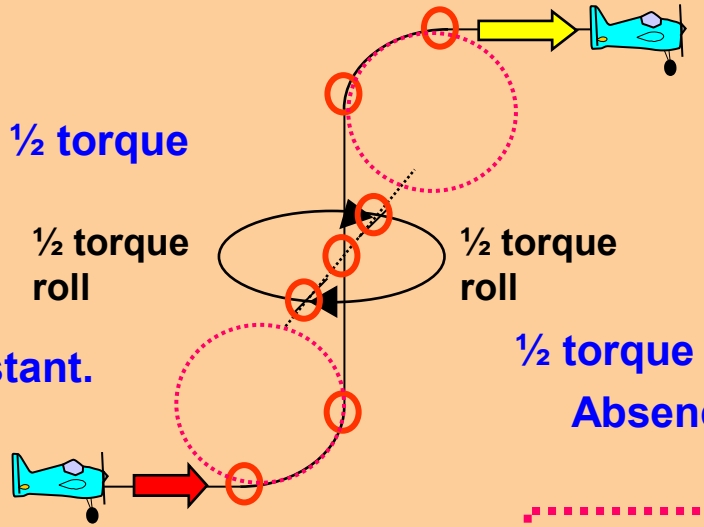


F3P-AP-27.05.01

AP-27.05 Two consecutive half Torque Rolls

Stop of rolling after the first ½ torque roll.

Rolling speed must be constant.



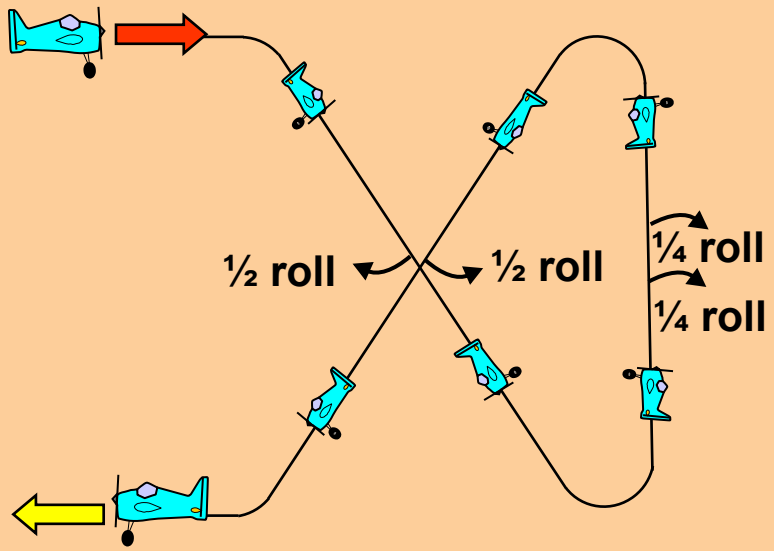
½ torque rolls on middle of the line.

Absence of a hover = zero.

All radii are equal.



AP-27.06 Half Hourglass with half roll, two consecutive quarter rolls, half roll



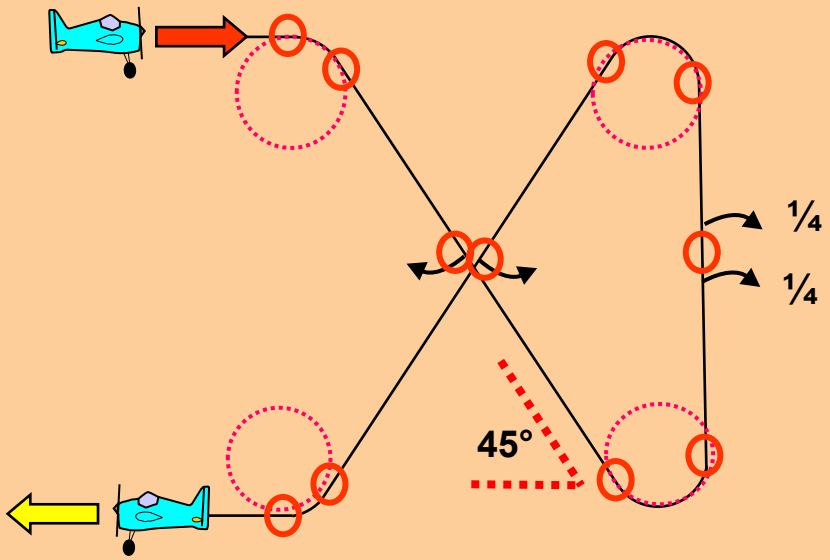
From upright, push though a ⅛ loop into a forty-five-degree downline, perform a ½ roll, push through a ⅜ loop into a vertical upline, perform consecutively two ¼ rolls, pull through ⅜ loop into a forty-five-degree downline, perform a half roll, pull through a ⅛ loop, exit inverted.



AP-27.06 Half Hourglass with half roll, two consecutive quarter rolls, half roll

¼ rolls centered on middle of the line.

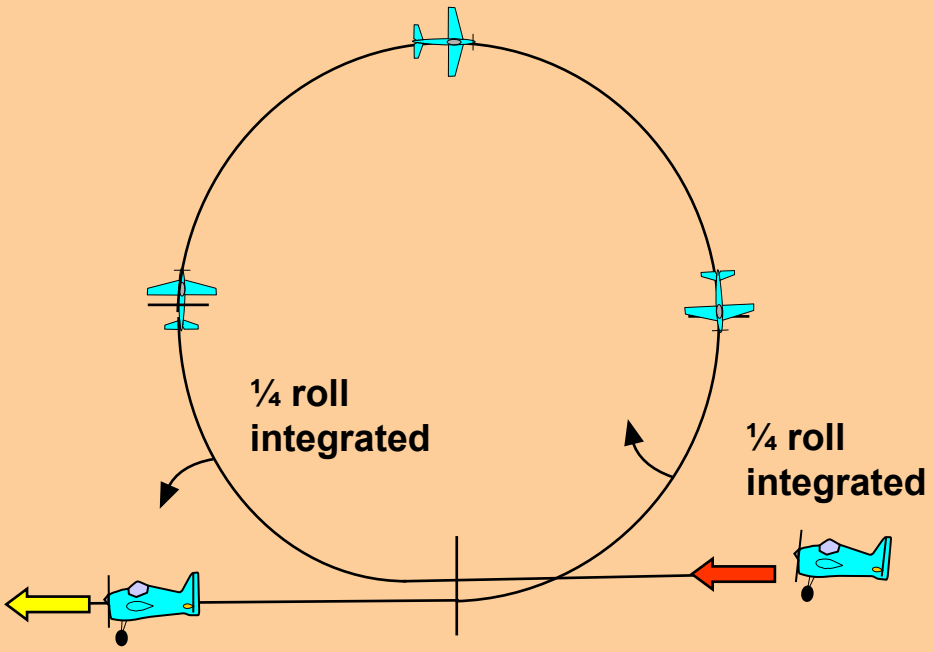
½ rolls on middle of the line.



All radii are equal.



AP-27.07 Loop with quarter roll integrated, quarter roll integrated

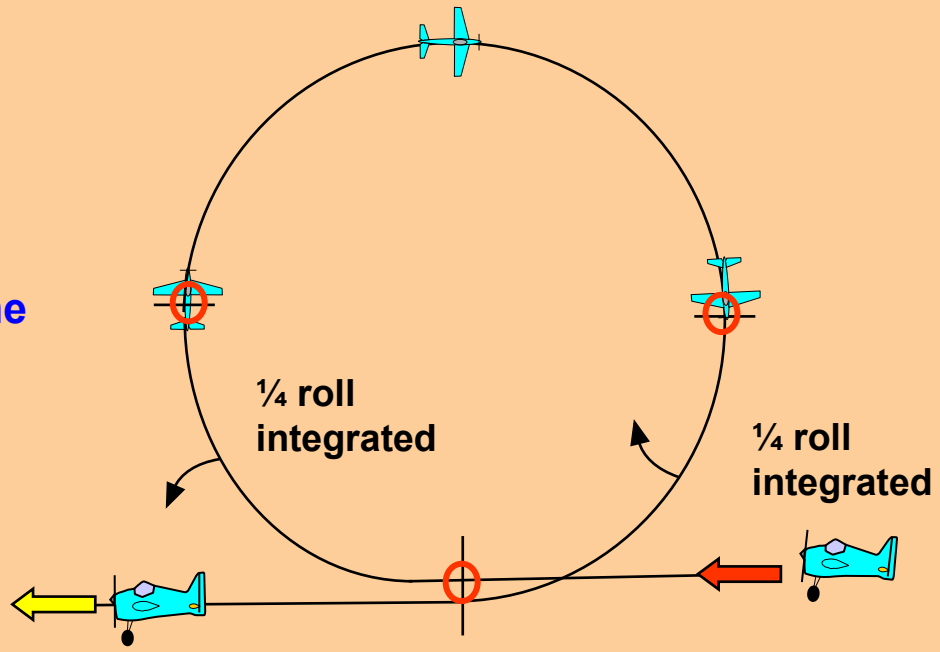


From upright, pull through a ¼ loop, while integrating a ¼ roll, immediately perform a ½ knife edge loop towards the centre, immediately pull through a ¼ loop, while integrating a ¼ roll, exit upright.



AP-27.07 Loop with quarter roll integrated, quarter roll integrated

During the knife-edge the wing must be in the vertical plane.

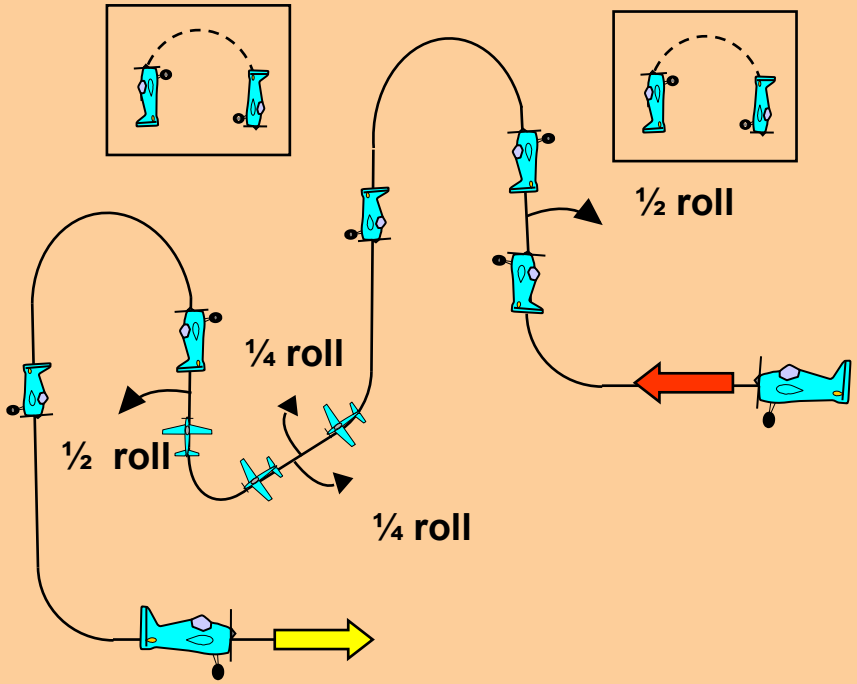


Loop must be round.

¼ rolls must be integrated on circular flightpath of the ¼ loops.



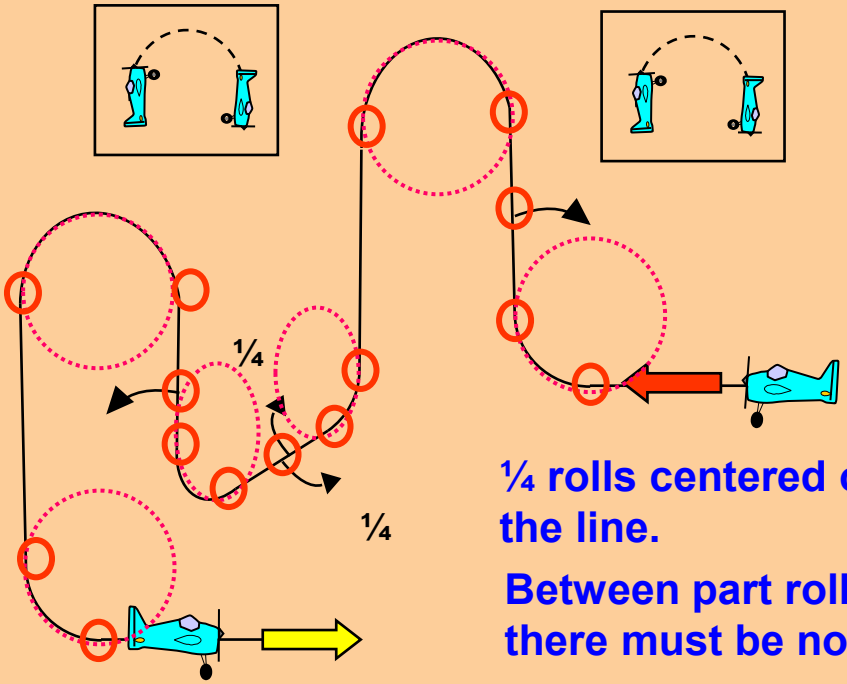
AP-27.08 Double Humpty Bump with half roll, two consecutive quarter rolls opposite, half roll



From upright, pull through a ¼ loop into a vertical upline, perform a ½ roll, pull or push through a half loop into a vertical downline, perform a ¼ knife-edge loop, perform consecutively two ¼ rolls in opposite direction, perfom a ¼ knife edge loop into a vertical upline, perform a ½ roll, pull or push through a ½ loop into a vertical downline, pull through a ¼ loop, exit upright.



AP-27.08 Double Humpty Bump with half roll, two consecutive quarter rolls opposite, half roll



½ rolls on middle of the line.

During Knife-Edge wing must be in the verticl plane.

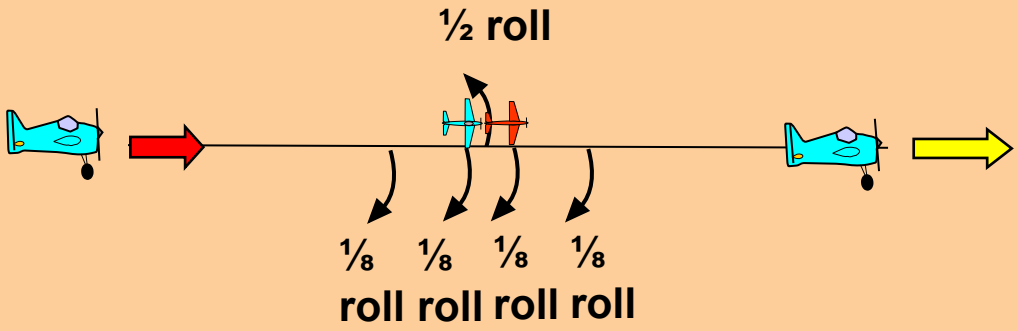
¼ rolls centered on middle of the line.

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

All radii are equal.



AP-27.09 Roll Combination with two consecutive one eighth rolls, half roll opposite, two consecutive one eighth rolls opposite to the half roll



From upright, perform consecutively two ⅛ rolls, perform a ½ roll in opposite direction, perform consecutively two ⅛ rolls in opposite direction to the ½ roll, exit upright.

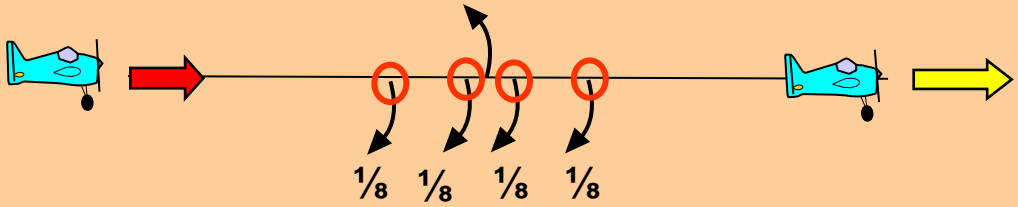


F3P-AP-27.09.01

AP-27.09 Roll Combination with two consecutive one eighth rolls, half roll opposite, two consecutive one eighth rolls opposite to the half roll

Part rolls must have the same roll rate.

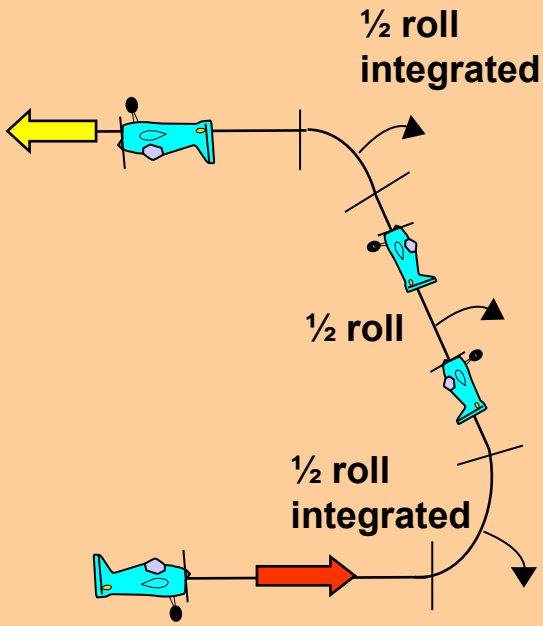
Between part rolls and rolls in opposite direction there must be no line.



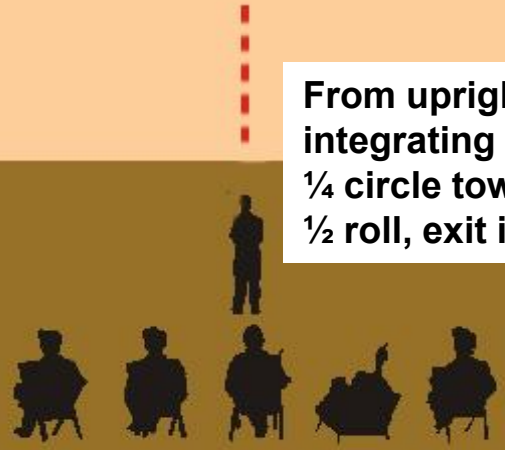
Lines between part rolls must be short and of recognisable length.



AP-27.10 Horizontal Half Square with integrated half roll, half roll, integrated half roll



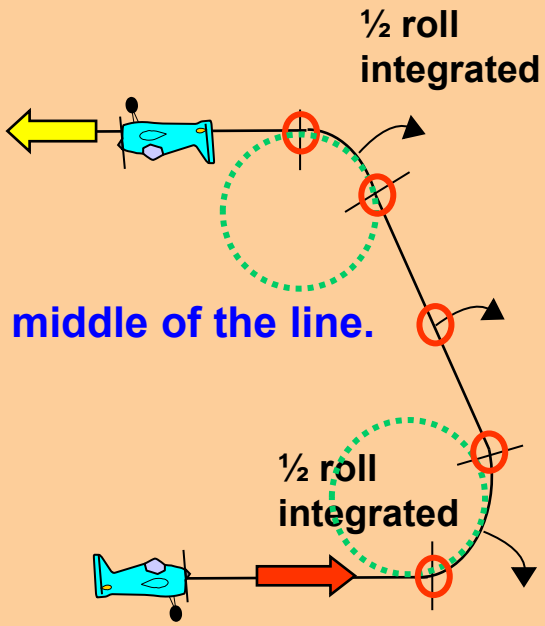
From upright, perform a ¼ circle, while integrating a ½ roll, perform a ½ roll, perform a ¼ circle towards the centre, while integrating a ½ roll, exit inverted.



F3P-AP-27.10.01

AP-27.10 Horizontal Half Square with integrated half roll, half roll, integrated half roll

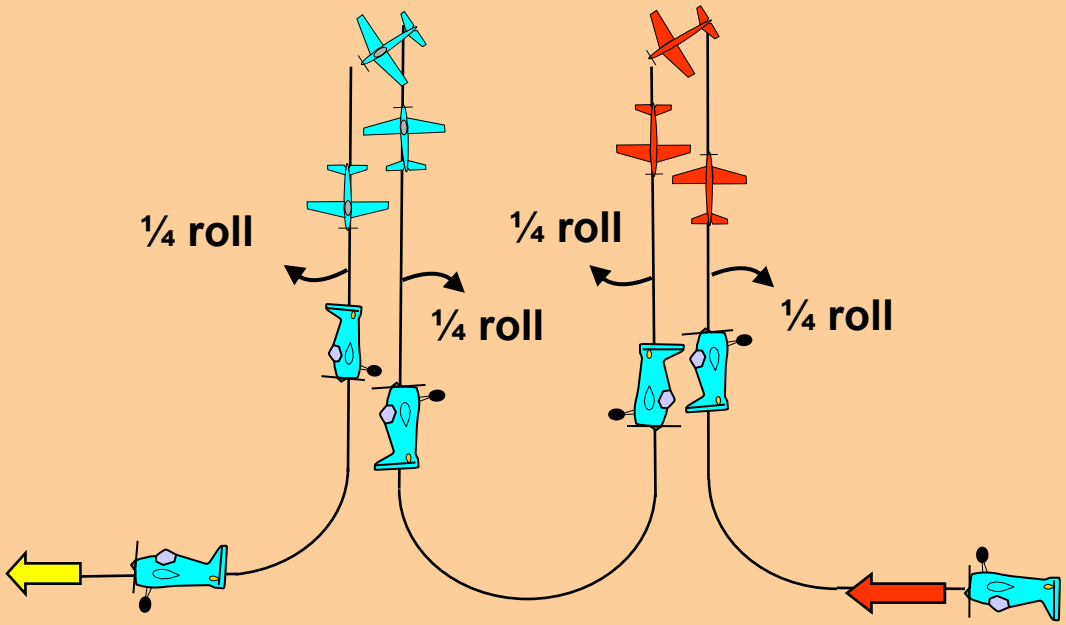
Integrated ½ rolls must be integrated on circular flightpath of the ¼ circles.



Radii of part circles are equal.



AP-27.11 Figure M with quarter roll, quarter roll, 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, push through a ½ 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



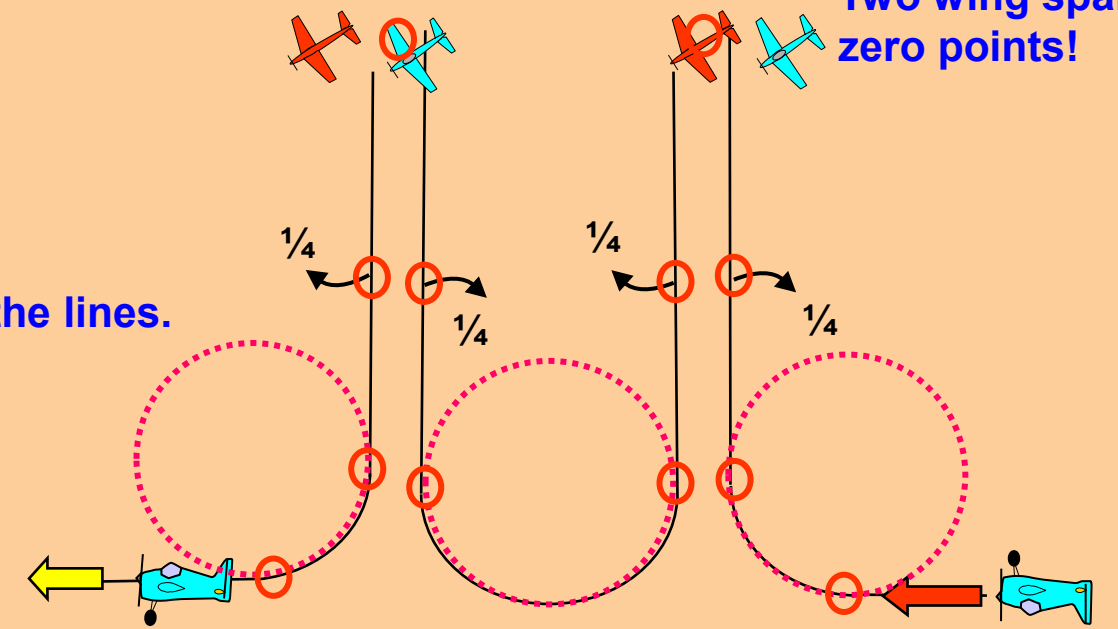
AP-27.11 Figure M with quarter roll, quarter roll, quarter roll, quarter roll

Pivot on CG

Stop before pivot

Two wing spans or more – zero points!

¼ rolls on middle of the lines.



All radii are equal.



F3P-AP-27.11.02

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