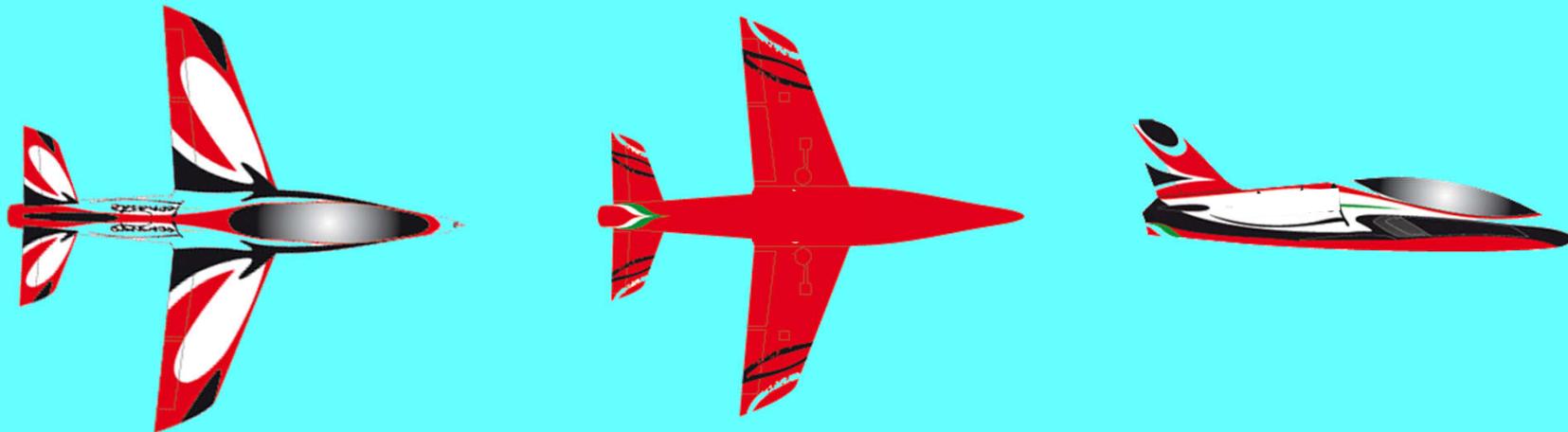


# Flying and Judging F3S

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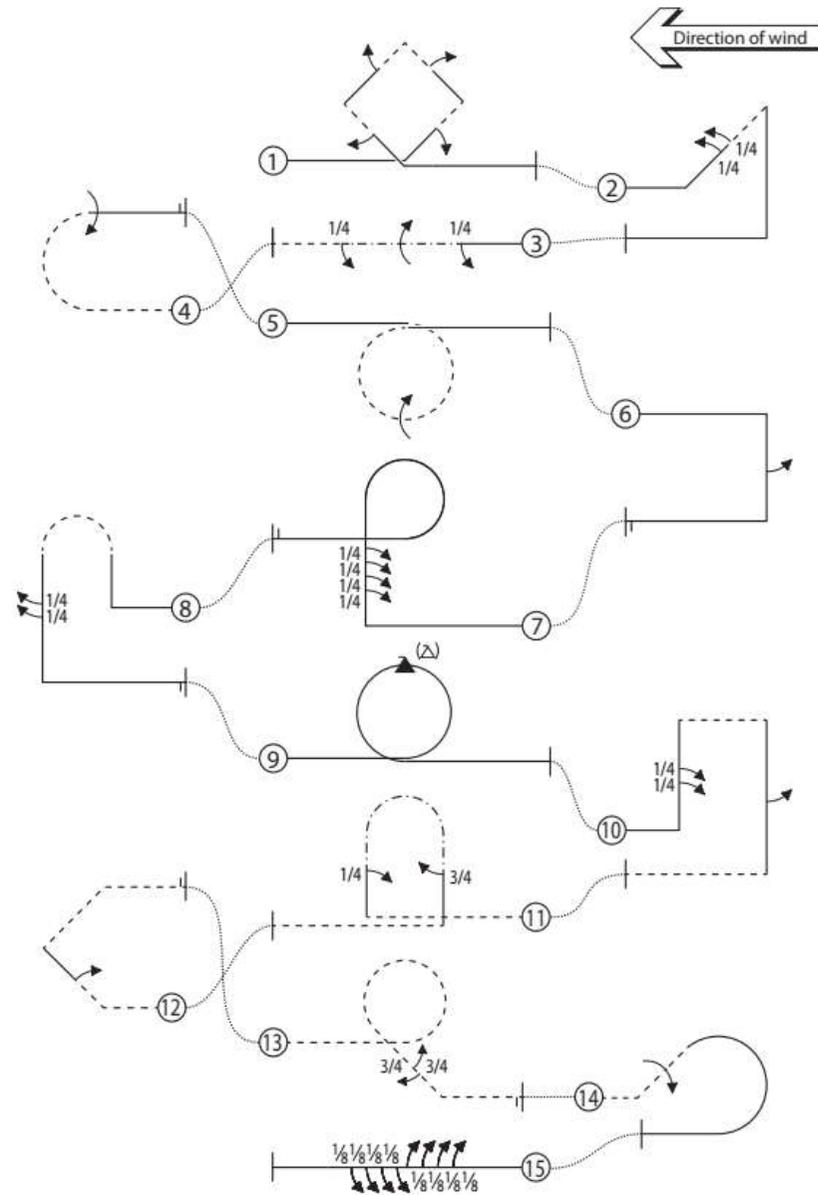


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**SCHEMATIC MANOEUVRE ILLUSTRATIONS**

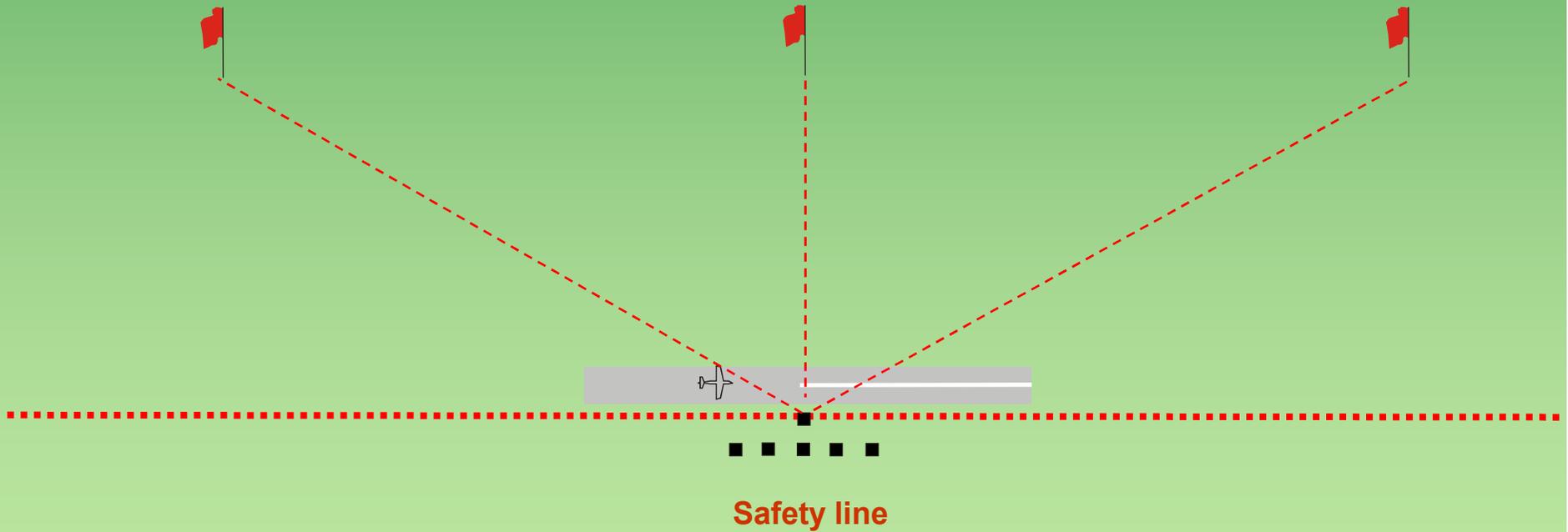
**SCHEDULE SF-19**

# FINAL SCHEDULE F3S SF-19 (From 2019)

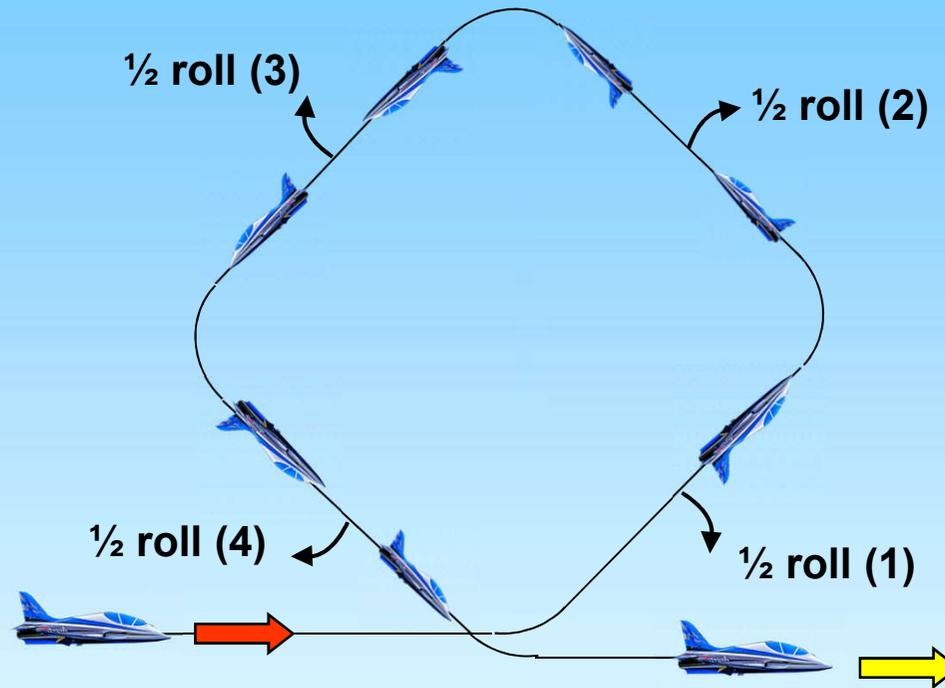


# Take-off procedure ( not judged, not scored )

← wind



# SF-19.01 Square Loop on corner with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll,



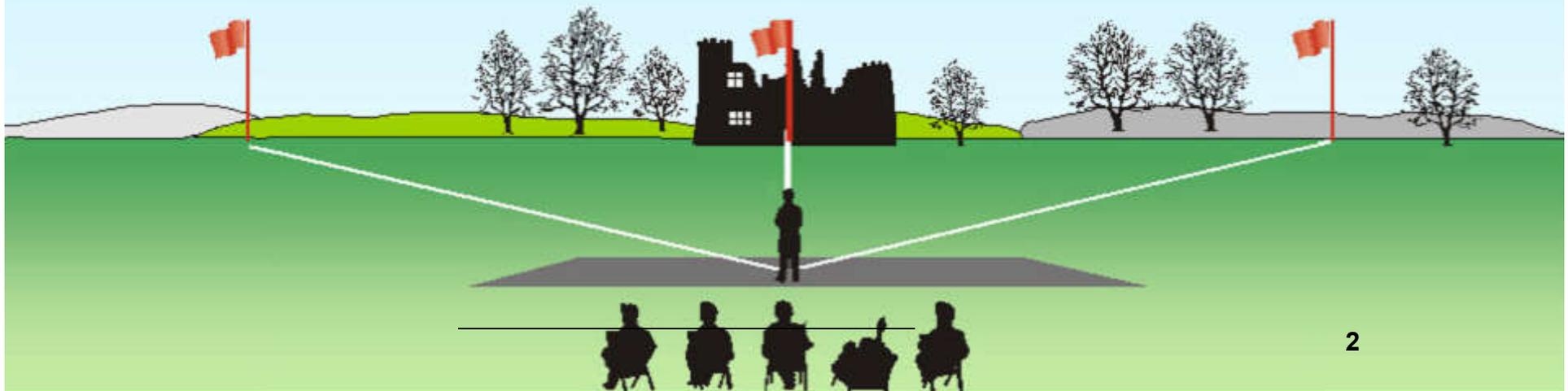
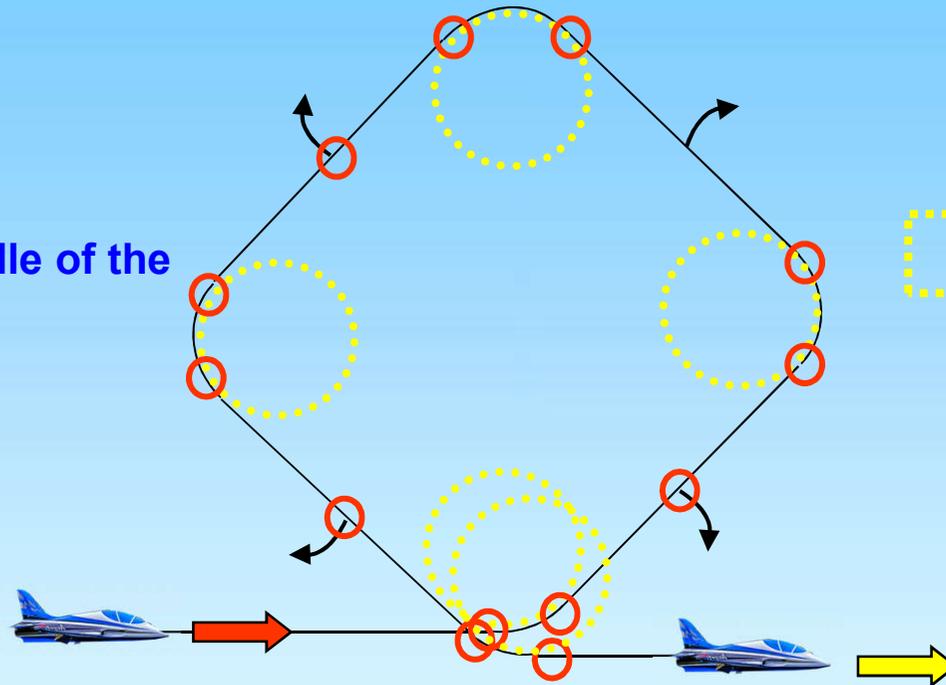
From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, , pull through a  $\frac{1}{8}$  loop, exit upright.

# SF-19.01 Square Loop on corner with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll,

$\frac{1}{2}$  rolls on middle of the lines.

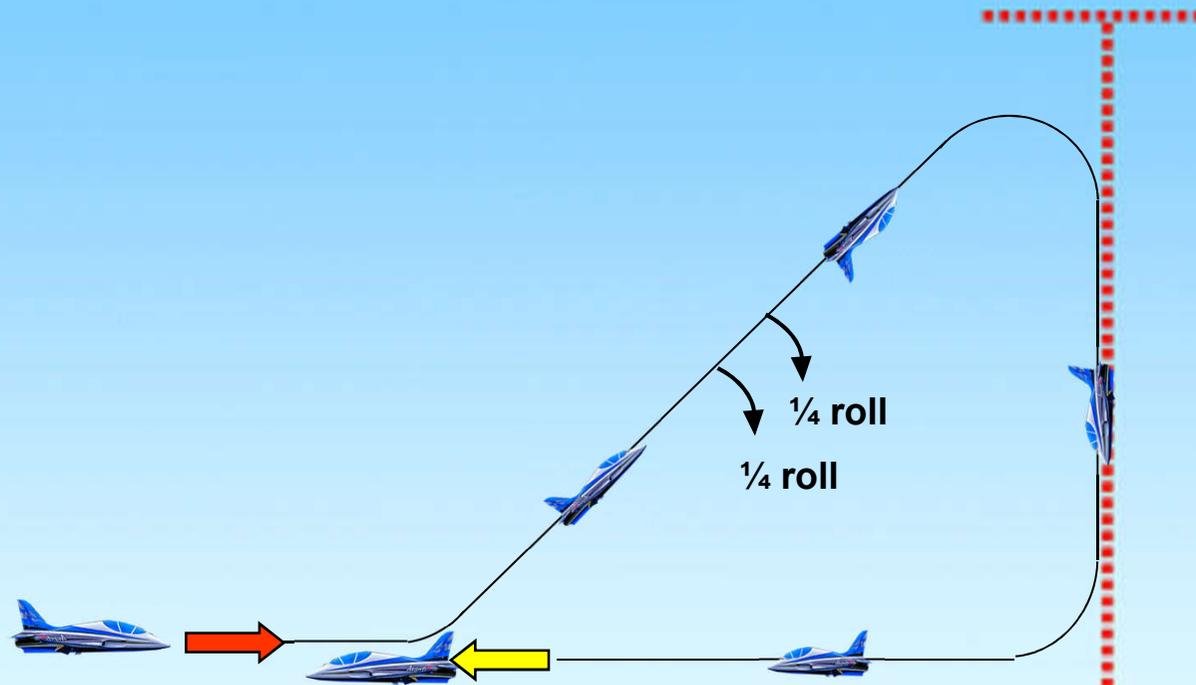
All radii are equal.

Entry and exit must be on the the same level.



SF-19.02

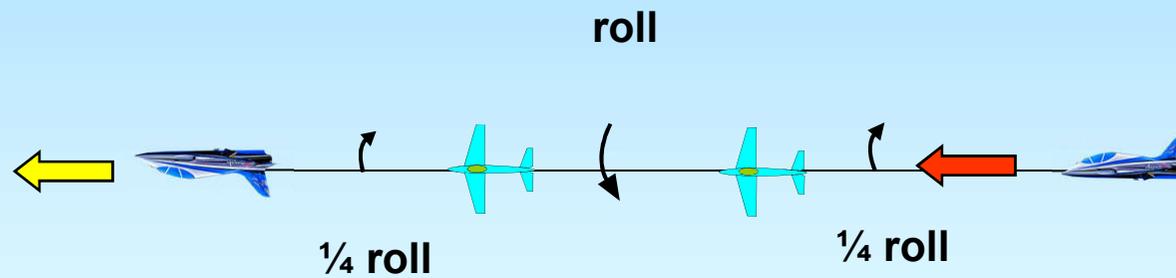
*Shark Fin with two consecutive 1/4 rolls*



From upright, pull through a 1/8 loop into a 45 degree upline, perform consecutively two 1/4 rolls, pull through a 3/8 loop, pull through a 1/4 loop, exit upright.



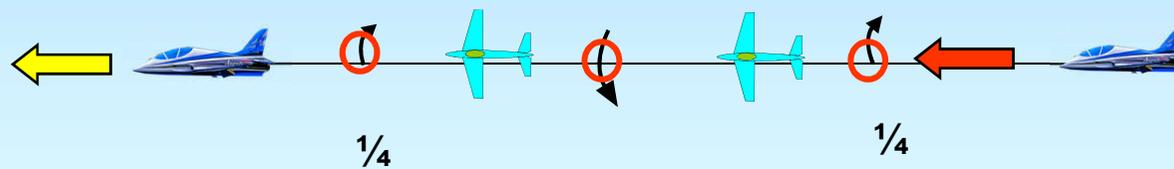
## SF-19.03 Knife-edge Flight with roll



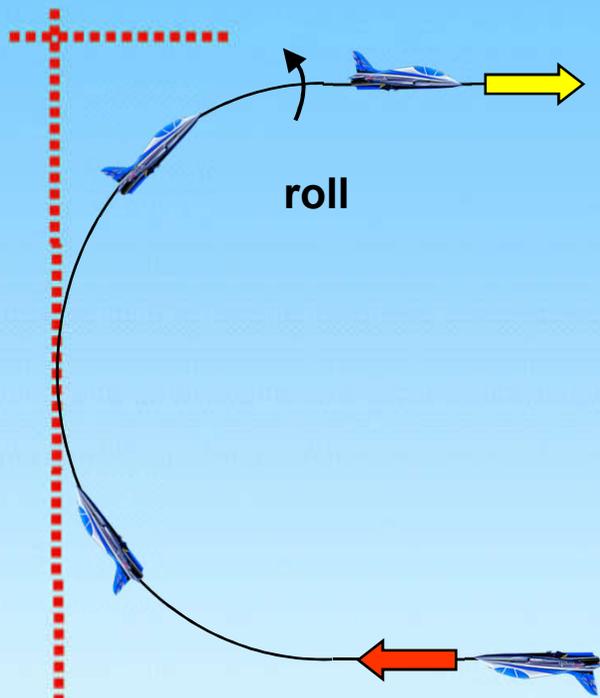
From upright, perform a  $\frac{1}{4}$  roll, perform a knife-edge flight, perform a roll in opposite direction to the  $\frac{1}{4}$  roll, perform a knife-edge flight, perform a  $\frac{1}{4}$  roll in opposite direction to the roll, exit inverted..

## SF-19.03 Knife-edge Flight with roll

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



## SF-19.04 Pushed Immelmann with roll

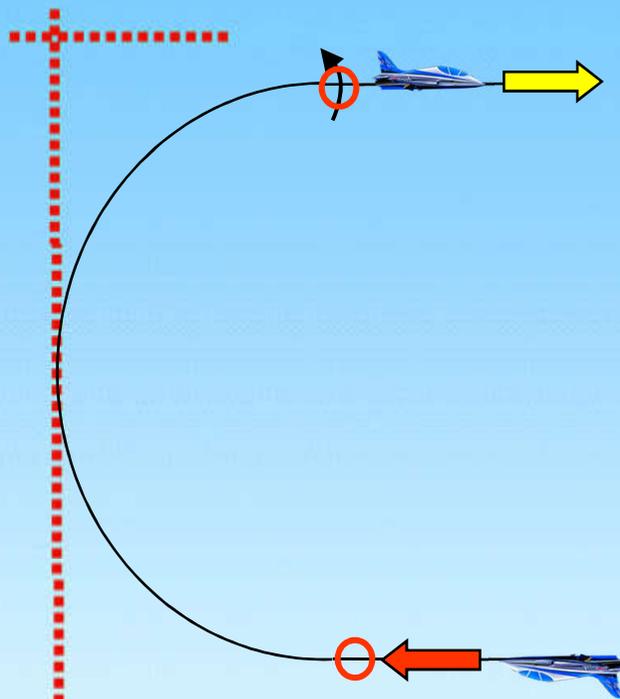


From inverted, push through a half loop, immediately followed by a roll, exit upright.

SF-19.04.01



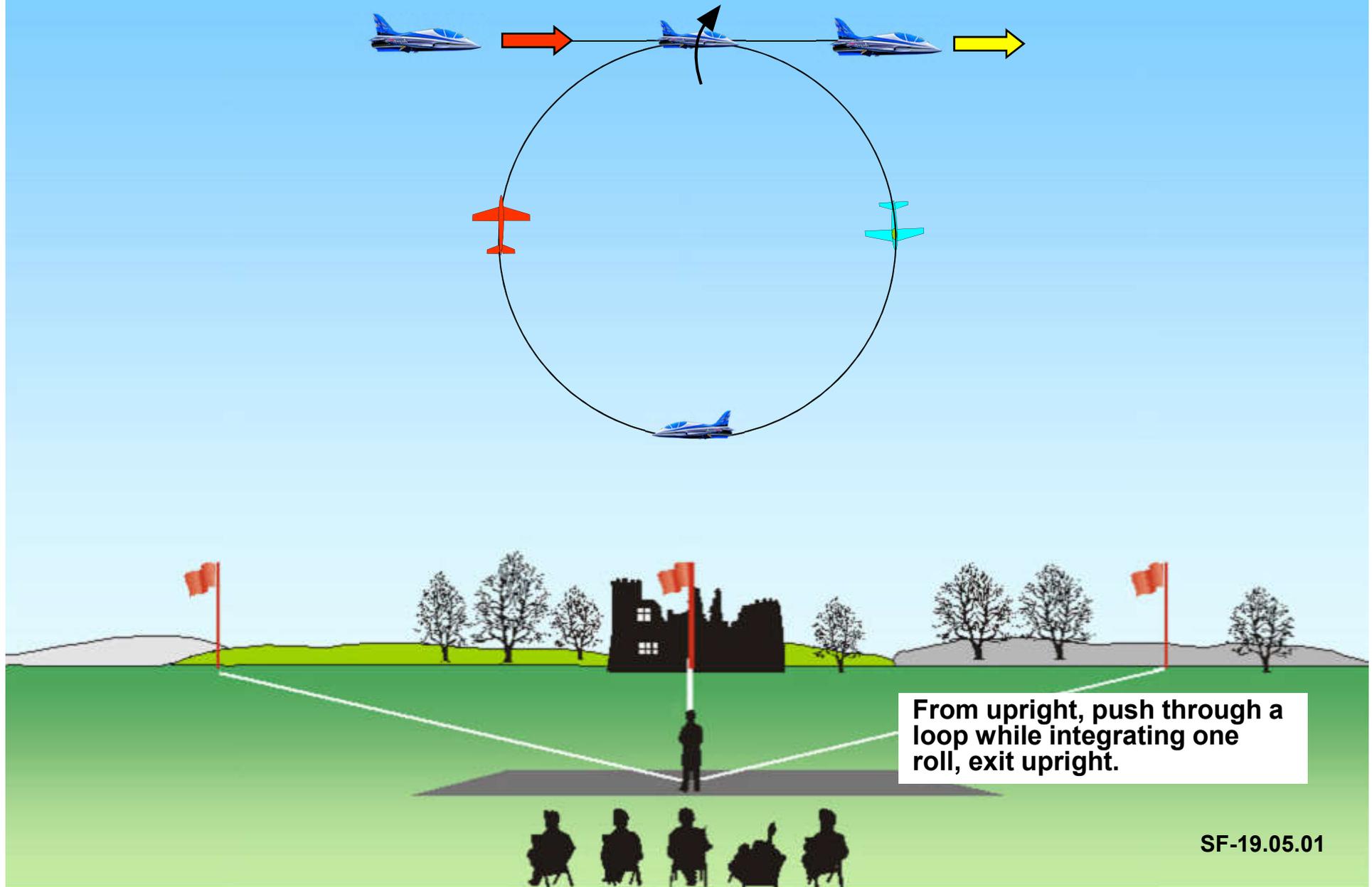
## SF-19.04 Pushed Immelmann with roll



The roll must follow immediately after the  $\frac{1}{2}$  loop.

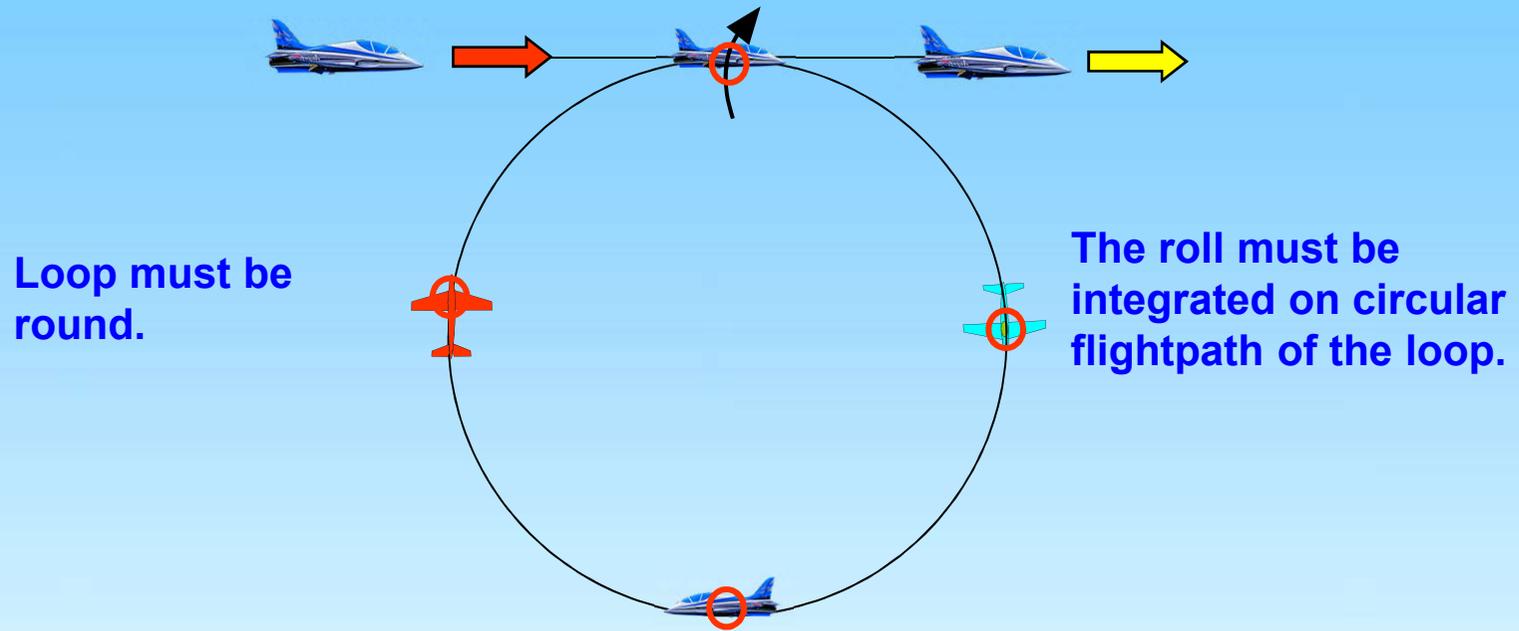


## SF-19.05 Rolling Loop



From upright, push through a loop while integrating one roll, exit upright.

# SF-19.05 Rolling Loop

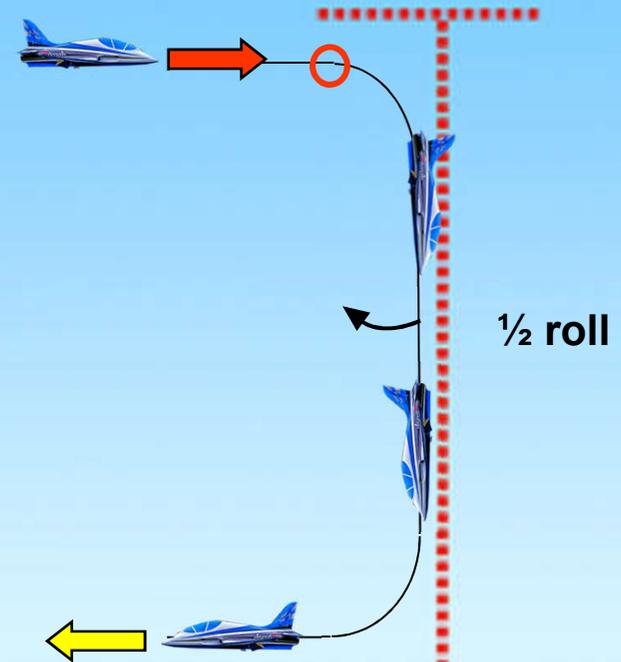


Loop must be round.

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



## SF-19.06 Half Square Loop with $\frac{1}{2}$ roll

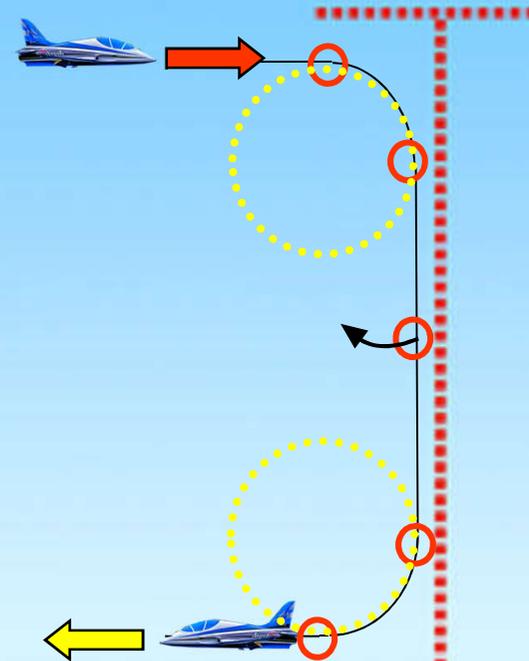


From upright,, push through a  $\frac{1}{4}$  loop,  
perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop,  
exit upright.

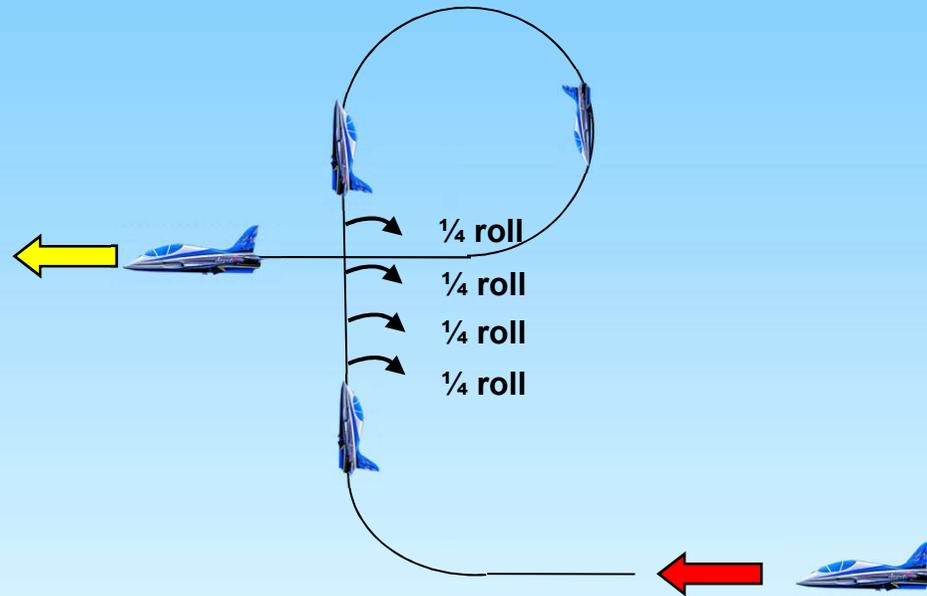
# SF-19.06 Half Square Loop with 1/2 roll

1/2 roll on middle of the line.

All radii are equal.

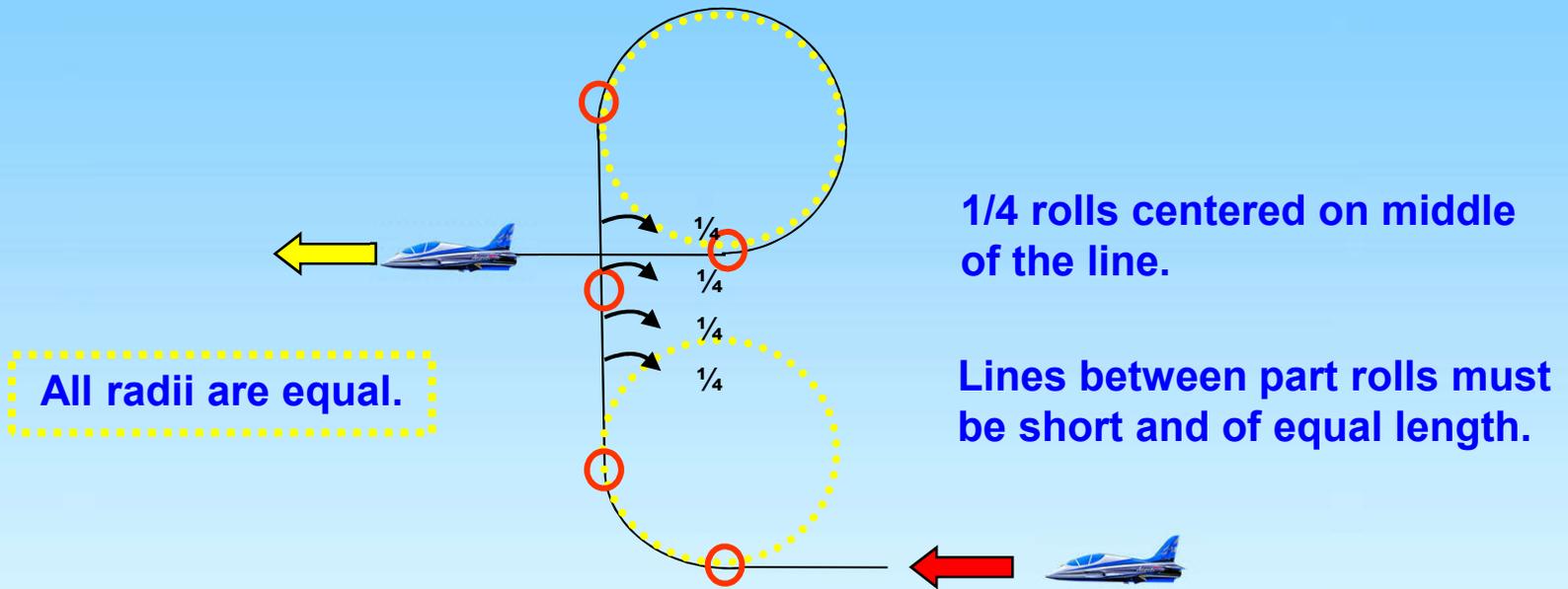


# SF-19.07 Figure 9 with four consecutive $\frac{1}{4}$ rolls

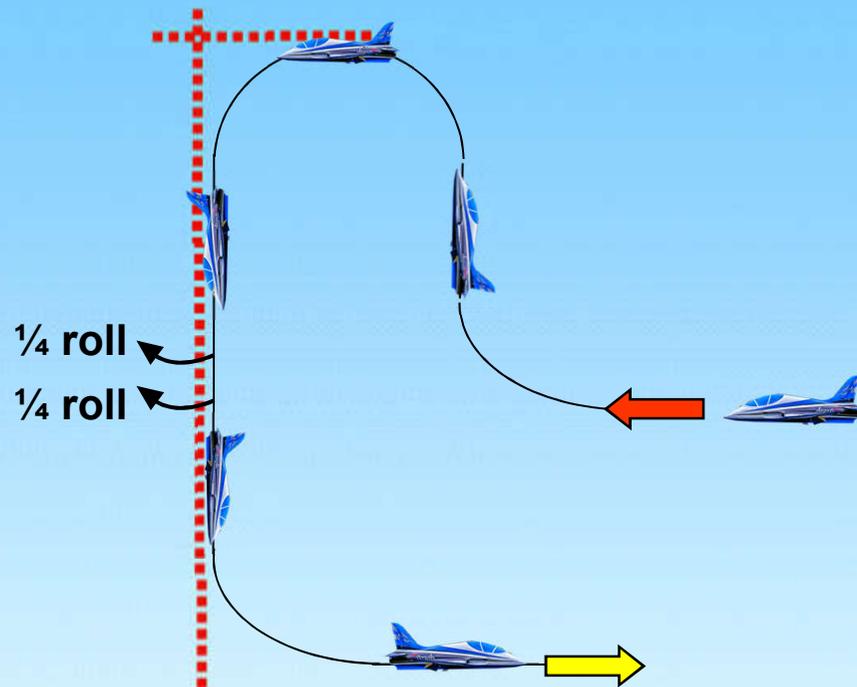


From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively four  $\frac{1}{4}$  rolls, pull through a  $\frac{3}{4}$  loop, exit upright.

# SF-19.07 Figure 9 with four consecutive $\frac{1}{4}$ rolls



# SF-19.08 Pull-push-pull Humpty Bump with consecutive two 1/4 rolls

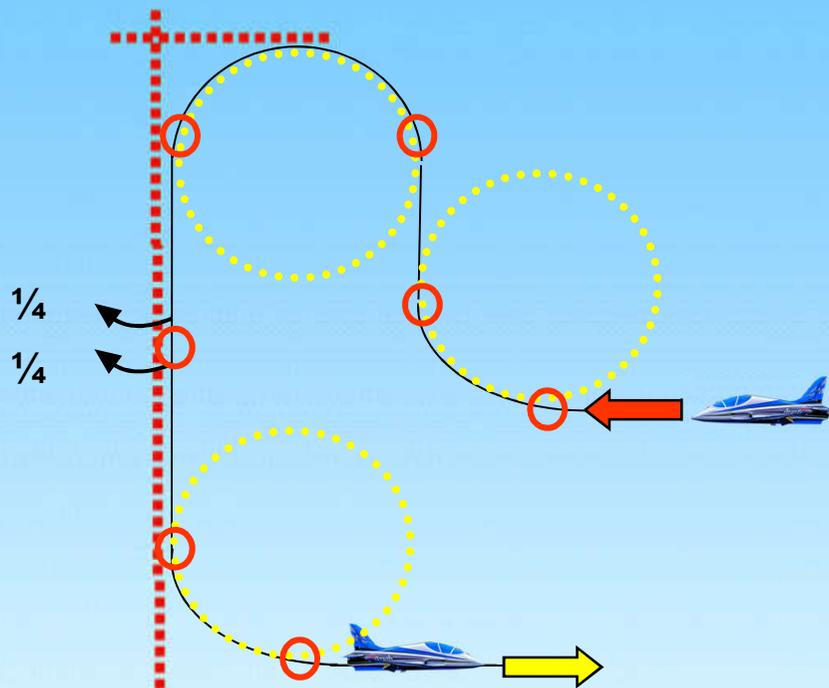


From upright, pull through a 1/4 loop to a vertical upline, push through a 1/2 loop into a vertical downline, perform consecutively two 1/4 rolls, pull through a 1/4 loop, exit upright.

SF-19.08.01



# SF-19.08 Pull-push-pull Humpty Bump with consecutive two $\frac{1}{4}$ rolls



$\frac{1}{4}$  rolls centered on middle of the line.

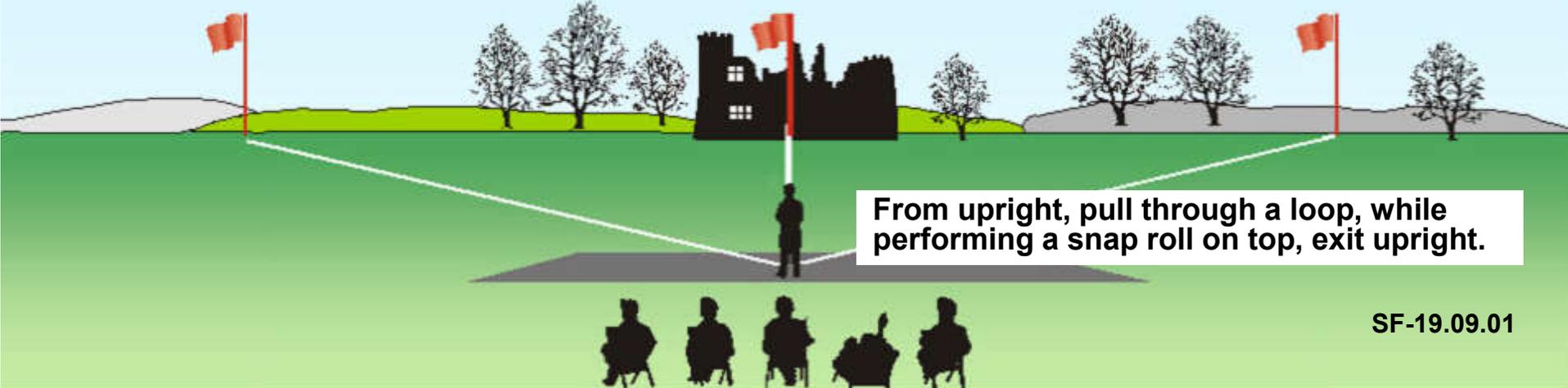
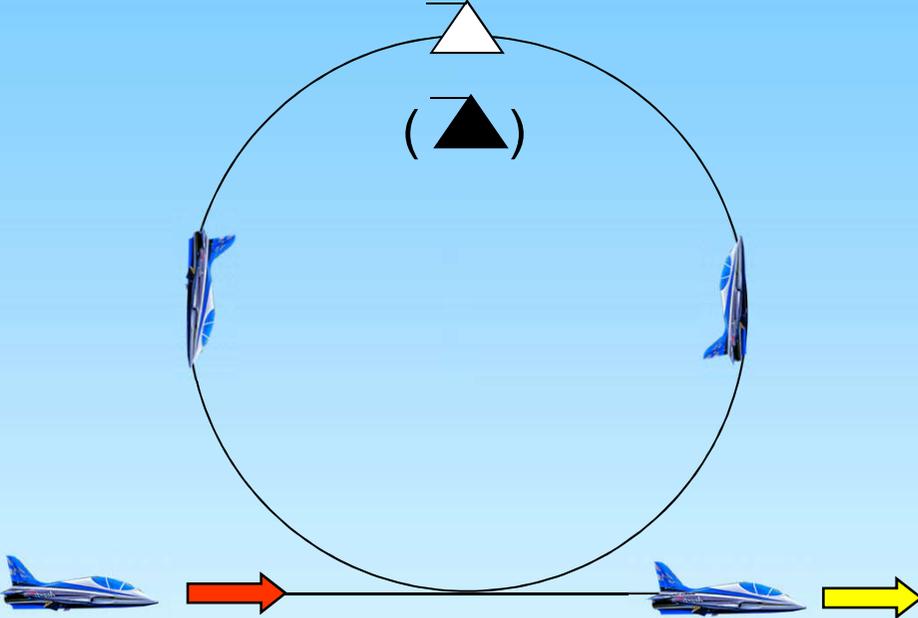
Lines between part rolls must be short and of recognizable length.

All radii are equal.



# SF-19.09 Avalanche

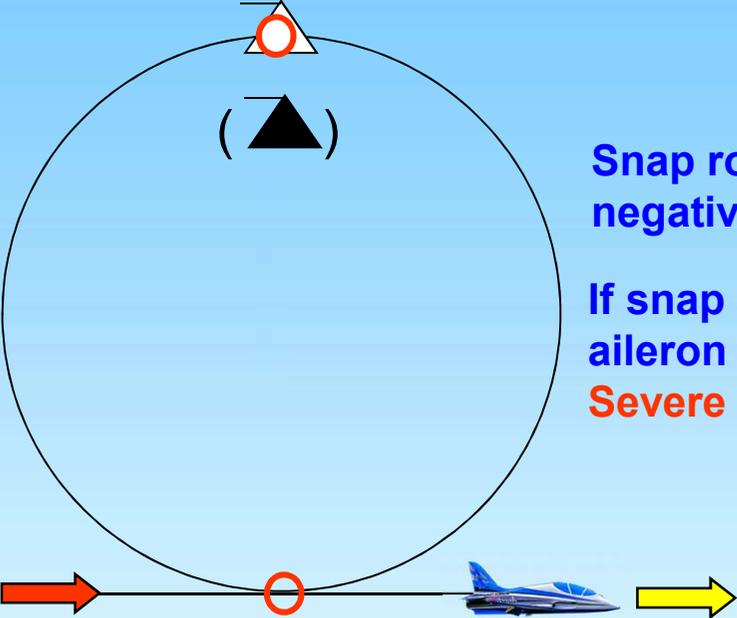
snap roll



From upright, pull through a loop, while performing a snap roll on top, exit upright.

# SF-19.09 Avalanche

Loop must be round.

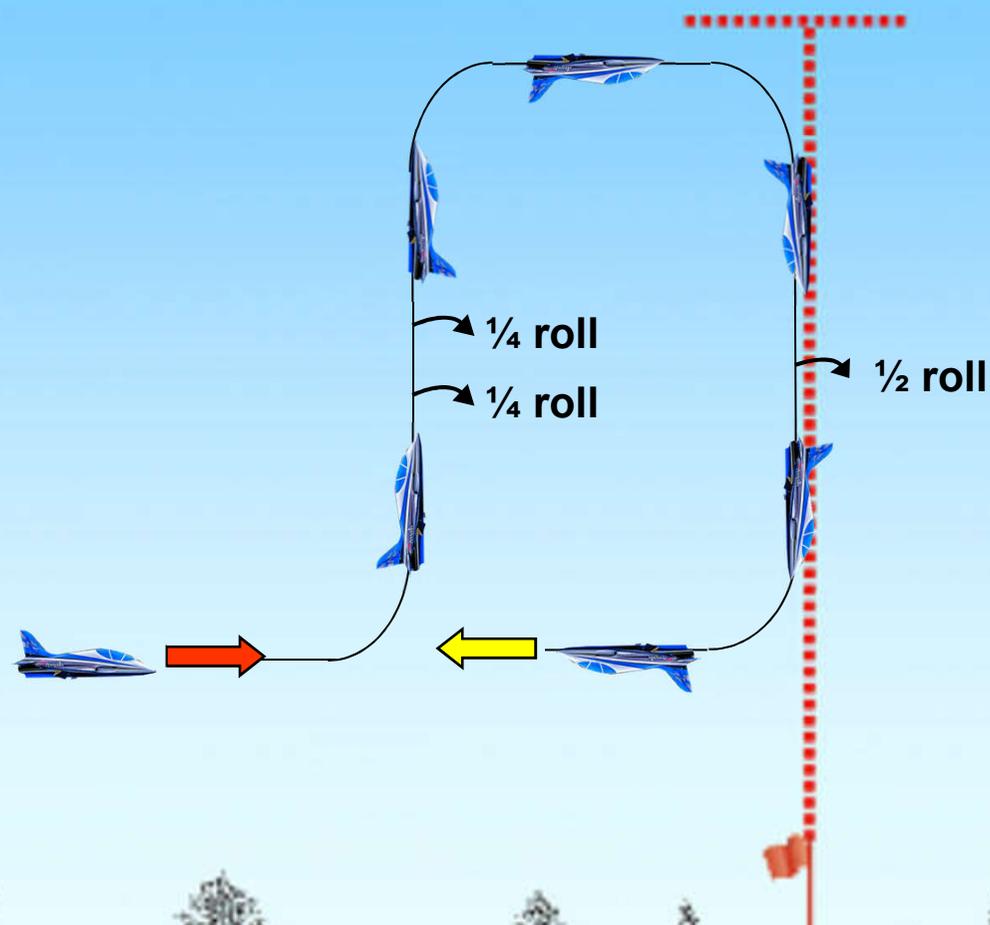


Snap roll may be positive or negative.

If snap roll = barrel roll or aileron roll:  
**Severe downgrade > 5 pts.**



## SF-19.10 Top Hat with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll



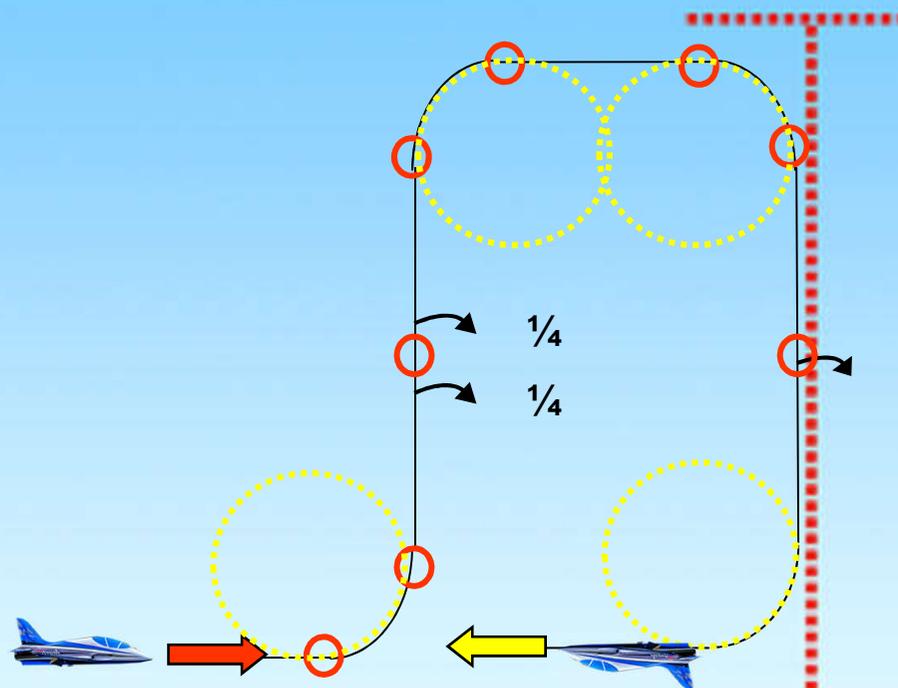
From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively two  $\frac{1}{4}$  rolls, pull through a  $\frac{1}{4}$  loop into a horizontal line, pull through a  $\frac{1}{4}$  loop into a vertical downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop, exit inverted.

# SF-19.10 Top Hat with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll

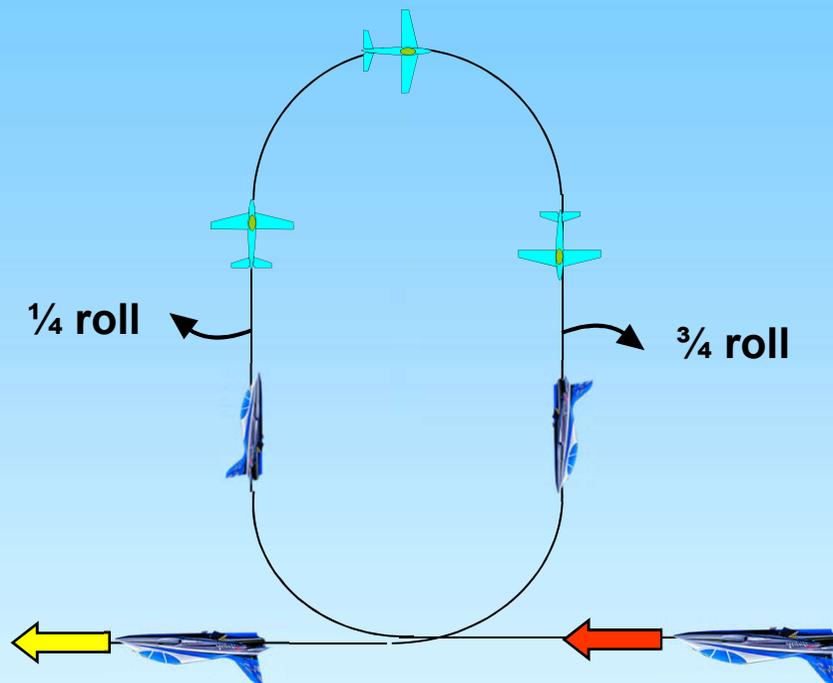
$\frac{1}{4}$  rolls and  $\frac{1}{2}$  roll centered on middle of the line.

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

All radii are equal.



## SF-19.11 Knife Edge Humpty Bump with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll



From inverted, fly past center, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a  $\frac{1}{2}$  knife edge loop into a vertical downline, perform a  $\frac{3}{4}$  roll, push through a  $\frac{1}{4}$  loop, exit inverted.

# SF-19.11 Knife Edge Humpty Bump with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll

During Knife Edge the wing must be in the vertical plane.

$\frac{1}{4}$  roll on middle of the line.

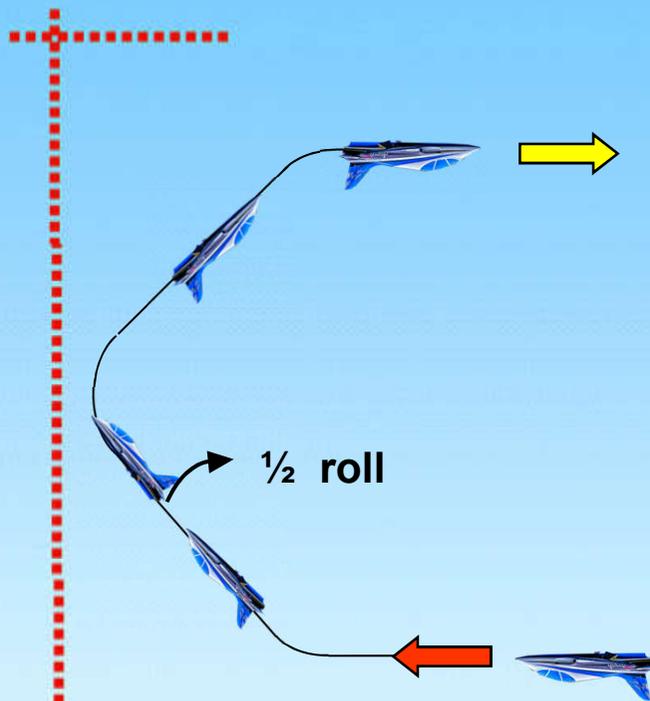


$\frac{3}{4}$  roll on middle of the line.

All radii are equal.



## SF-19.12 Half Square Loop on corner with half roll

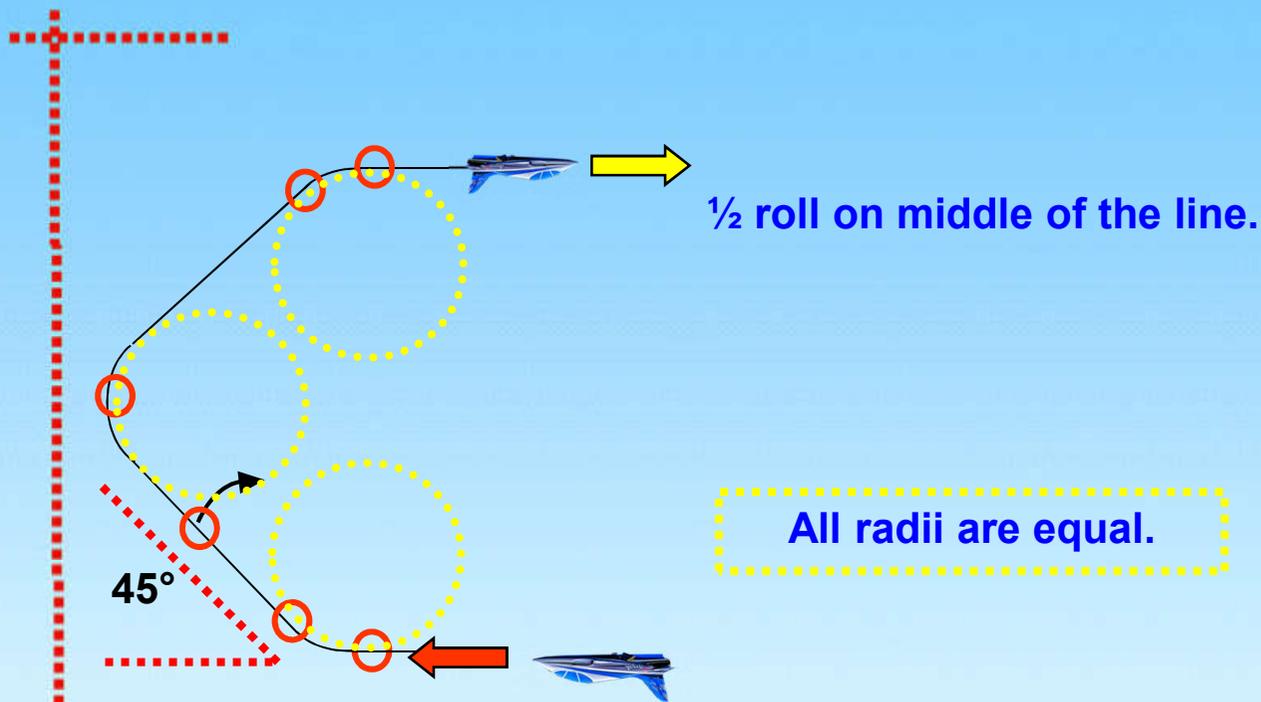


From inverted, push through a 1/8 loop into a 45° upline, perform a 1/2 roll, pull through a 1/4 loop into a 45° degrees upline, push through a 1/8 loop, exit upright.

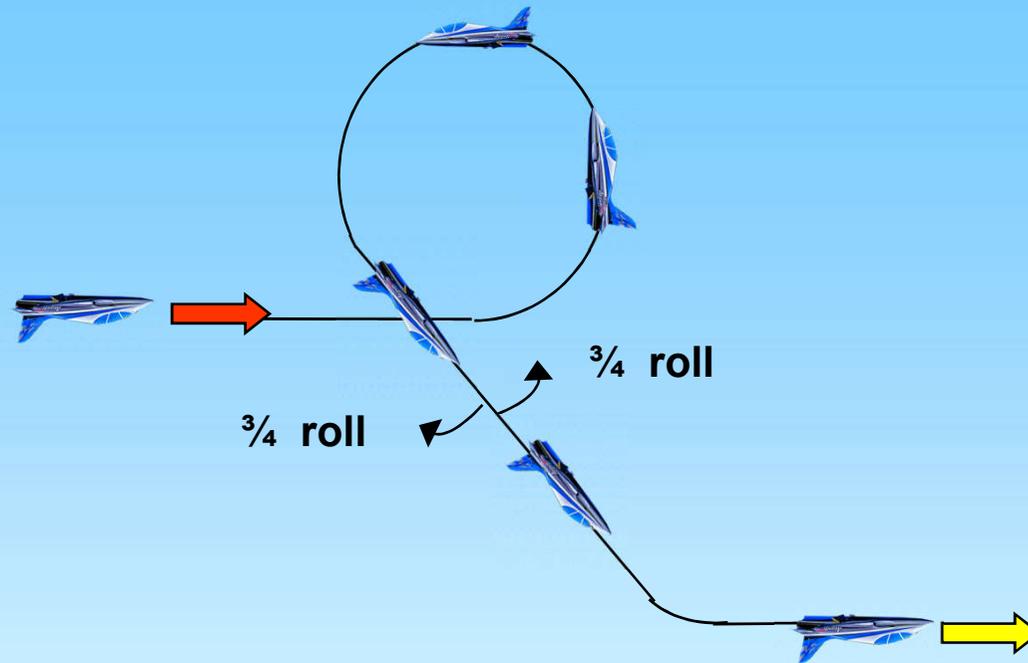
P-19.12.01



# SF-19.12 Half Square Loop on corner with half roll

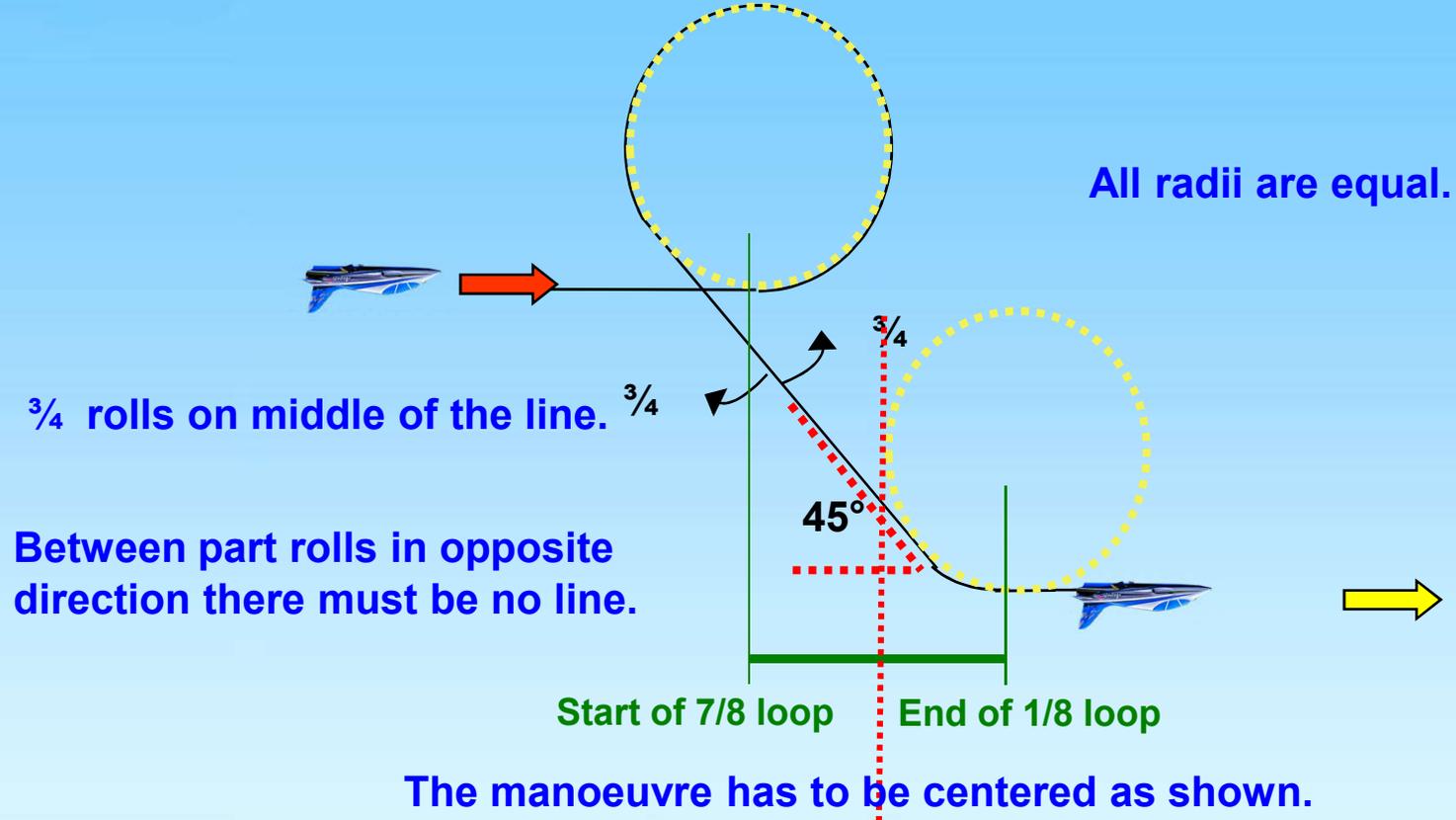


## SF-19.13 Reverse Nine with 3/4 roll, 3/4 roll

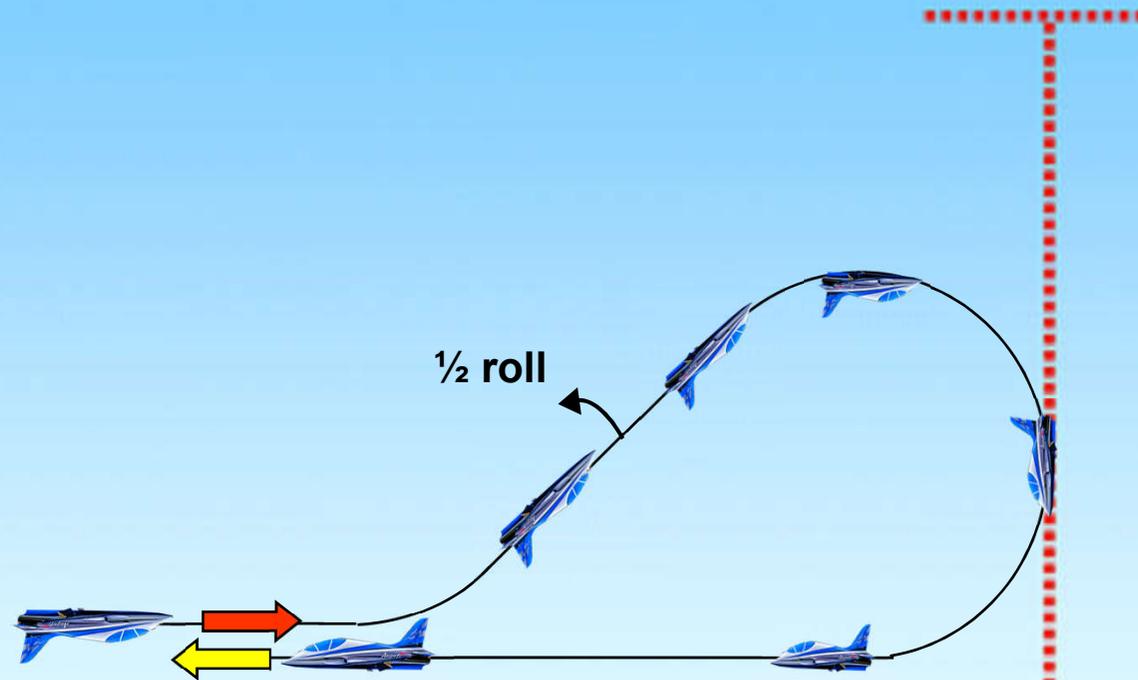


From inverted push through a 7/8 loop into a 45 degree downline perform consecutively two 3/4 rolls in opposite direction, push through a 1/8 loop, exit inverted.

# SF-19.13 Reverse Nine with 3/4 roll, 3/4 roll



## SF-19.14 Half reverse Cuban 8 with consecutive two $\frac{1}{4}$ rolls



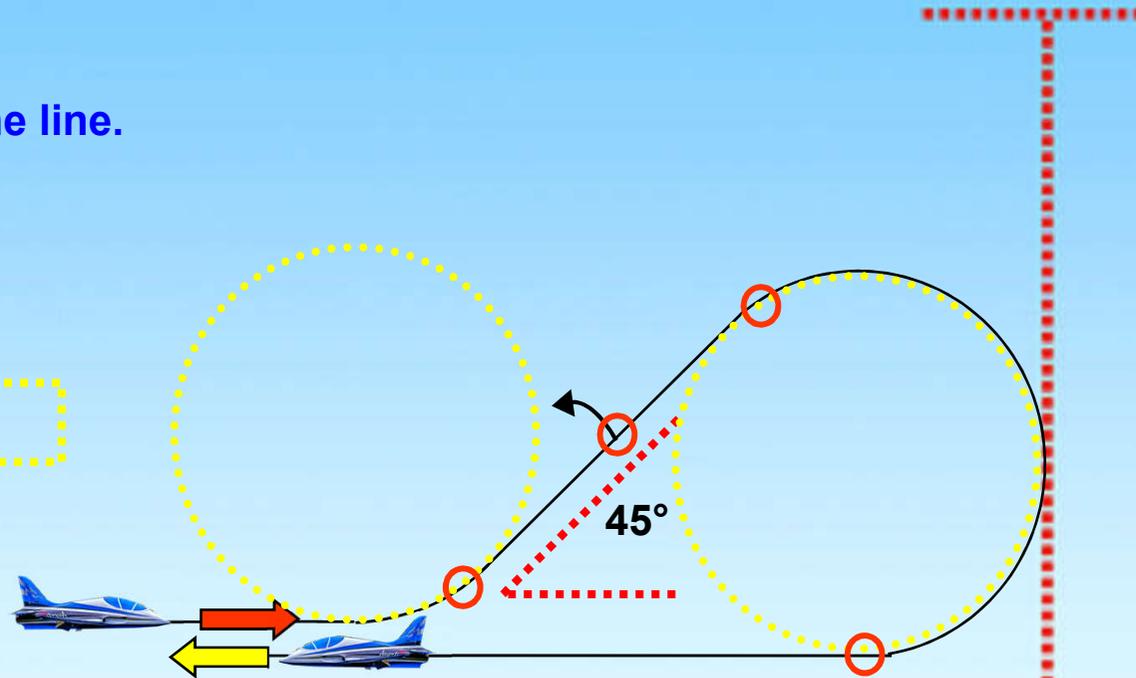
From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{5}{8}$  loop, exit upright.

SF-19.14.01

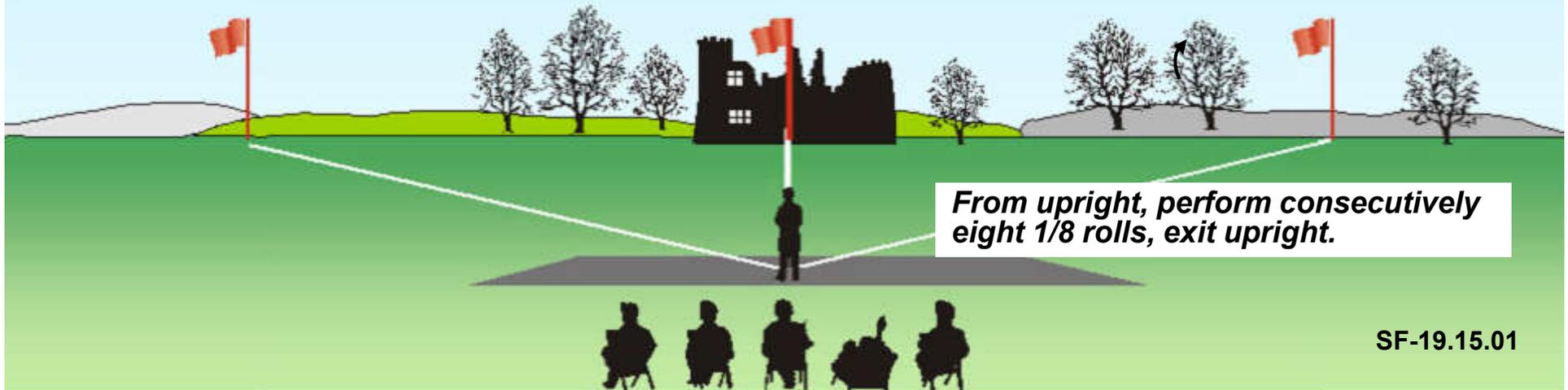
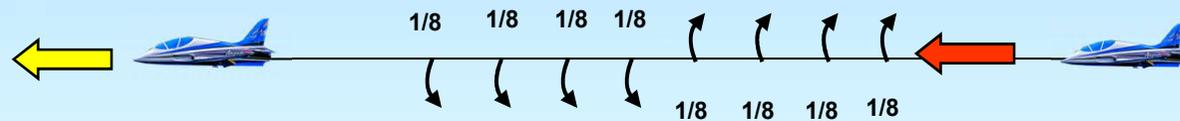
# SF-19.14 Half reverse Cuban 8 with consecutive two $\frac{1}{4}$ rolls

$\frac{1}{2}$  roll on middle of the line.

All radii are equal.



# SF-19.15 Roll Combination with four consecutive 1/8 rolls, four 1/8 rolls in opposite direction

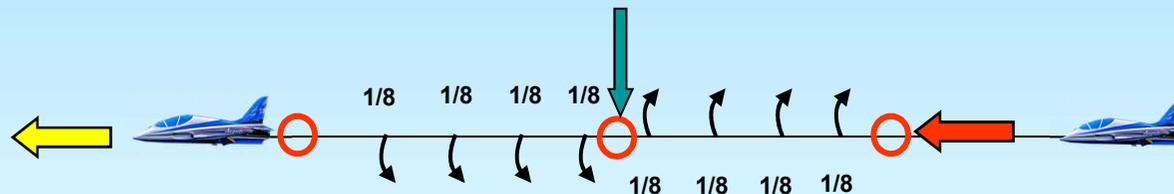


*From upright, perform consecutively eight 1/8 rolls, exit upright.*

## SF-19.15 Roll Combination with four consecutive 1/8 rolls, four 1/8 rolls in opposite direction

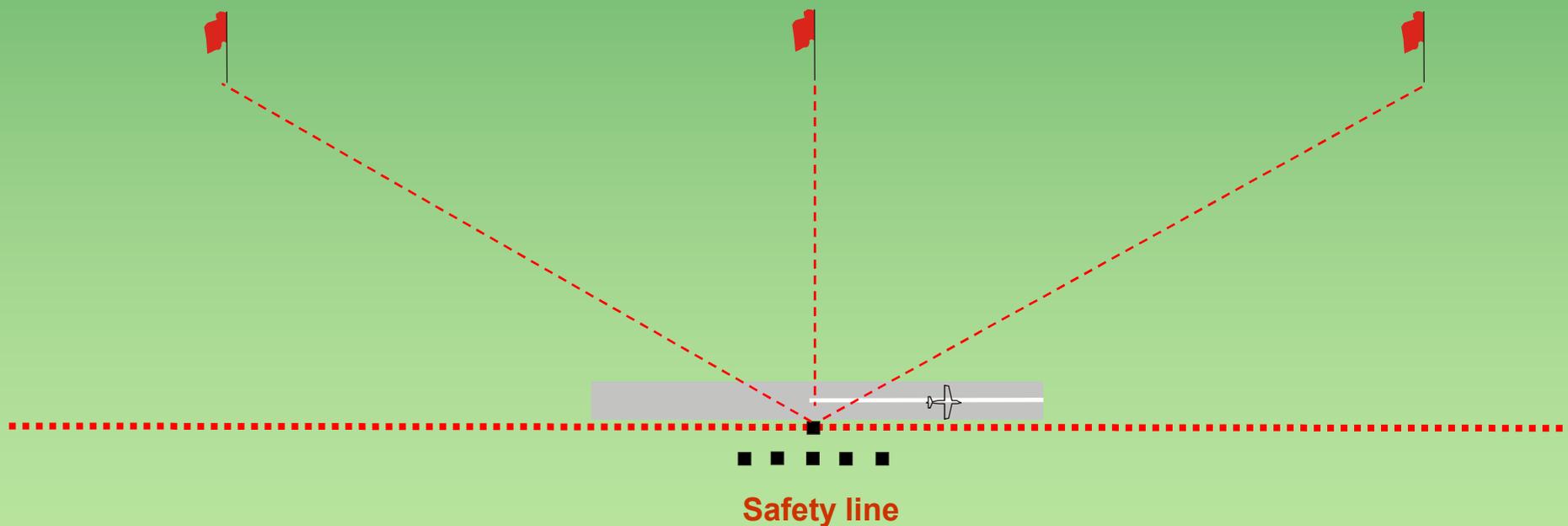
Lines between part rolls must be short and of equal length.

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



# Landing procedure ( not judged, not scored )

The direction of the landing may be different to the take off.



Forget **WHO** is flying

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

Forget **WHAT** is flying

**LOOK ONLY AT LINES DESCRIBED IN THE SKY!**



**Thank you!**

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