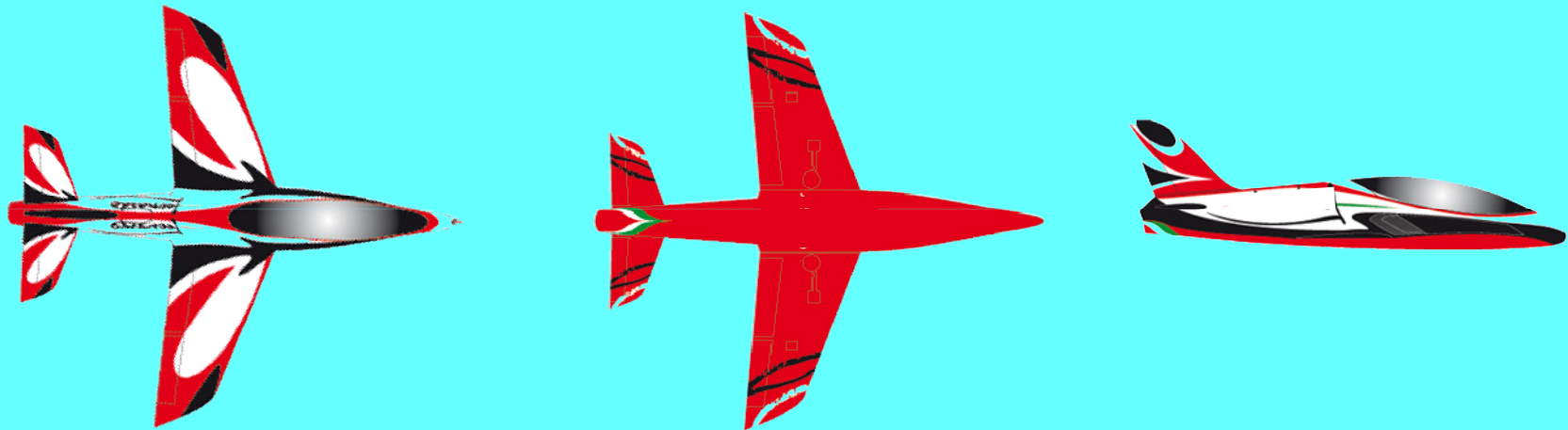


# Flying and Judging F3S

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SCHEMATIC MANOEUVRE ILLUSTRATIONS

**SCHEDULE EDF-23**



# Explanations:

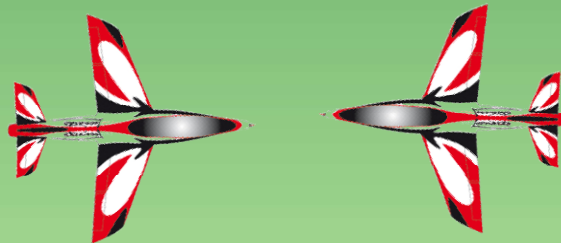
Manoeuvre drawings will show the flightpath.



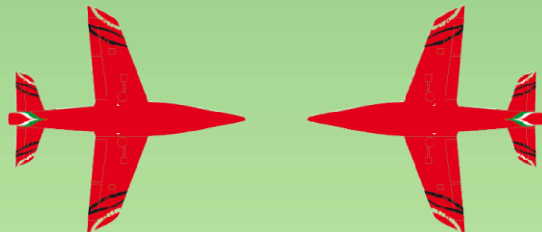
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge  
View of Top



Aircraft in Knife-Edge  
View of Bottom



Half roll



Roll

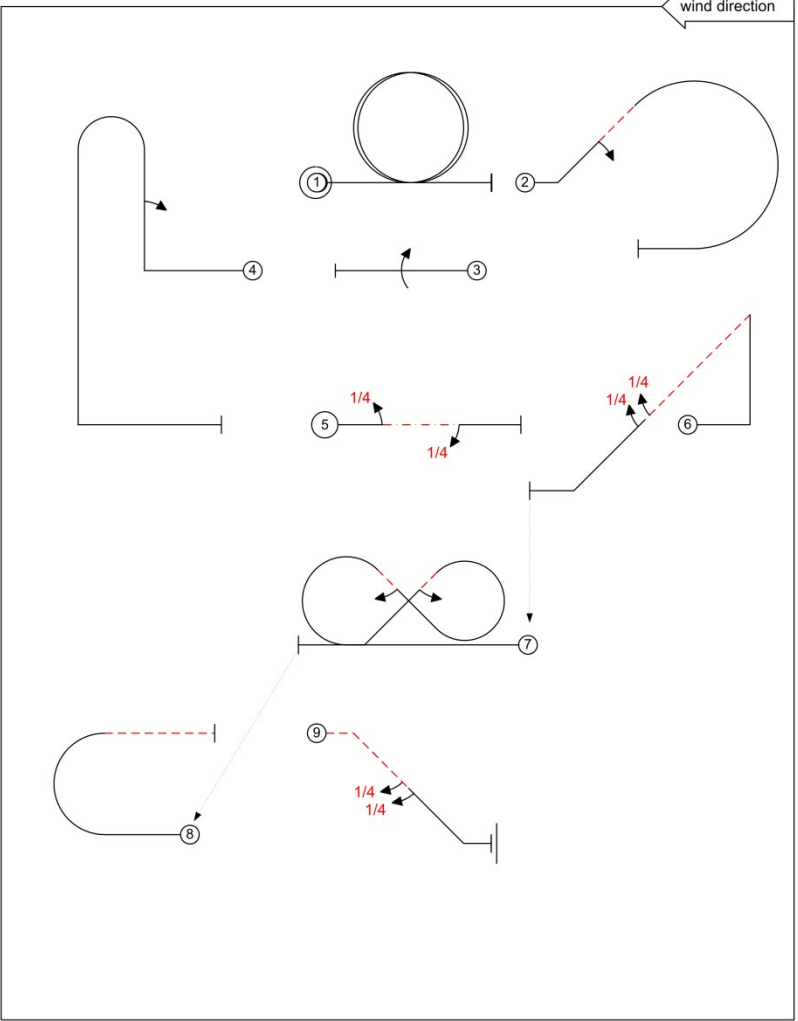


Reference points

<b>B</b>	Contest: Jet Precision Aerobatics
Date:	Program: 2023 EDF



wind direction ←

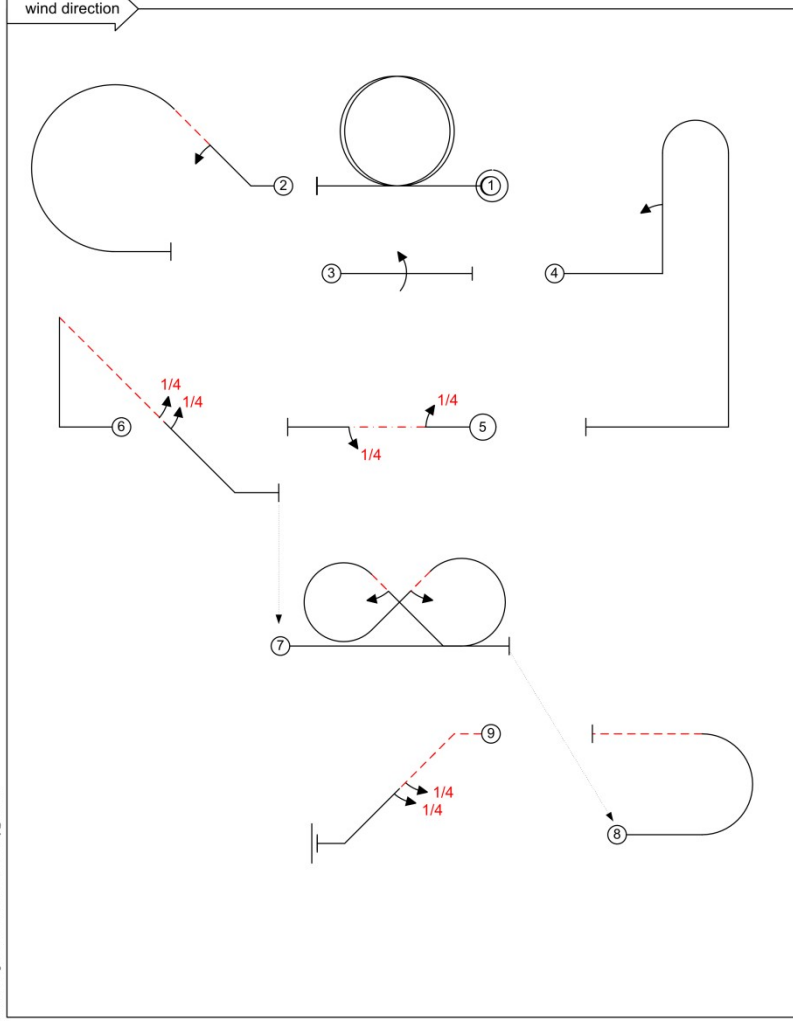


Created Using Anasoft's™ software. ACClassify@aol.com

<b>C</b>	Contest: Jet Precision Aerobatics
Date:	Program: 2023 EDF



wind direction →

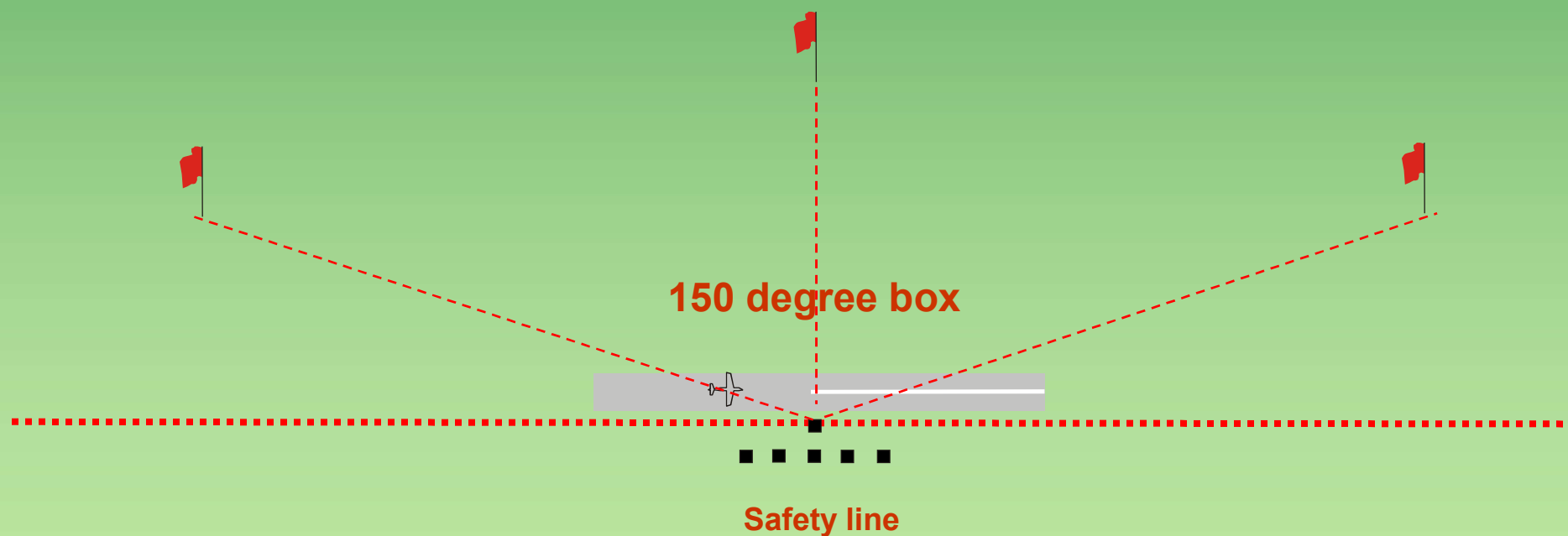


Created Using Anasoft's™ software. ACClassify@aol.com

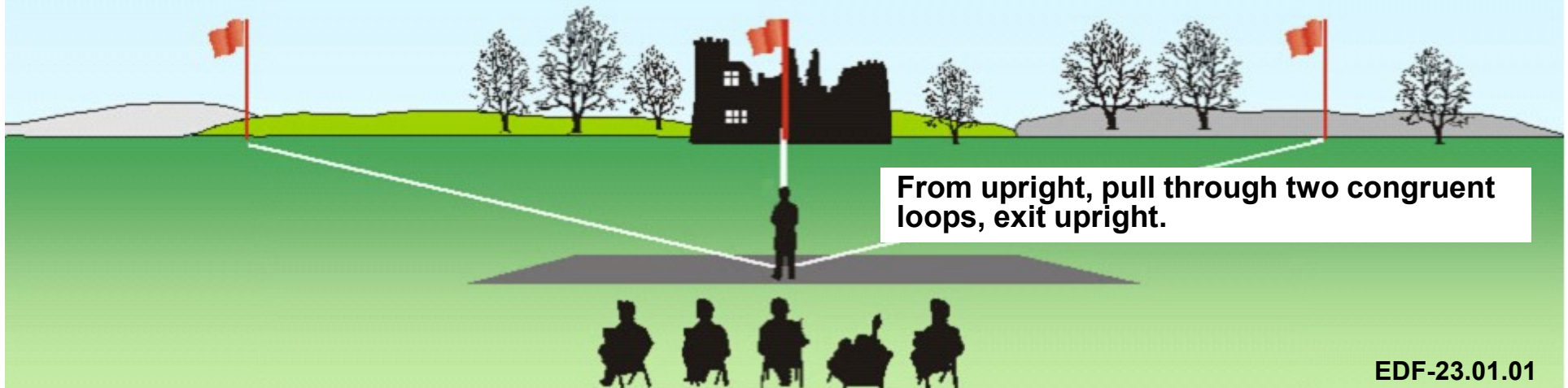
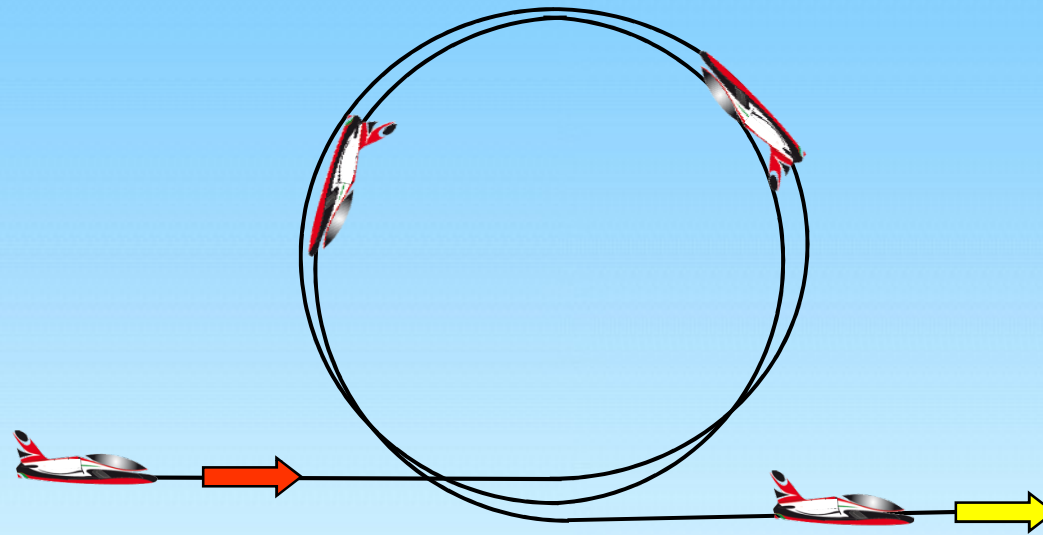


# Take-off procedure ( not judged, not scored )

 wind



# EDF-23.01 Two Loops

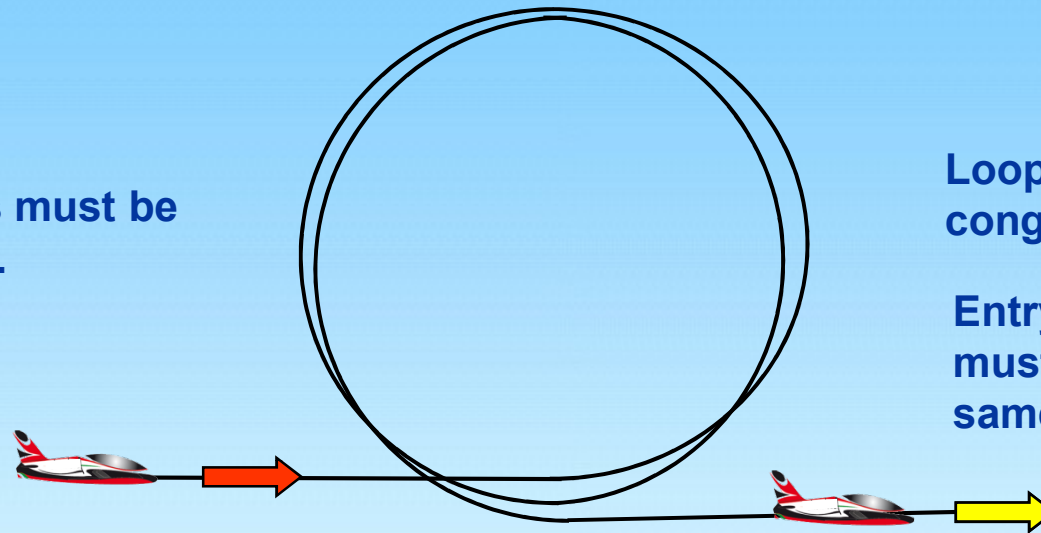


From upright, pull through two congruent loops, exit upright.

## EDF-23.01 Two Loops



Loops must be round.

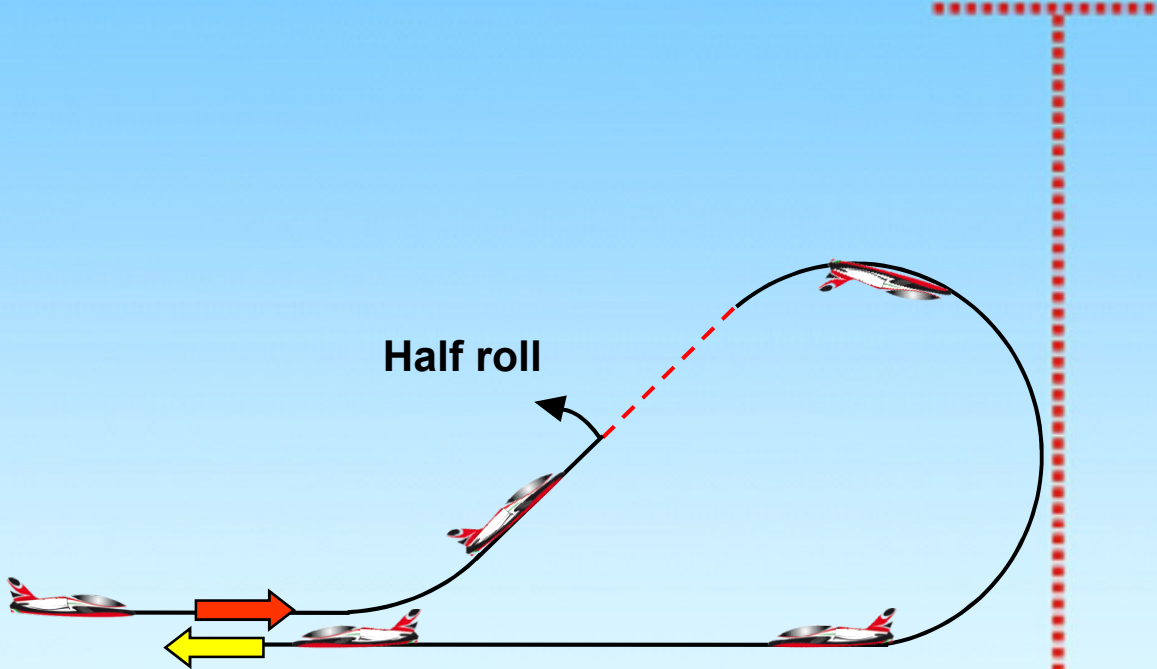


Loops must be congruent.

Entry and exit must be at the same altitude.



# EDF-24.02 Half Reverse Cuban 8 with 1/2 roll.



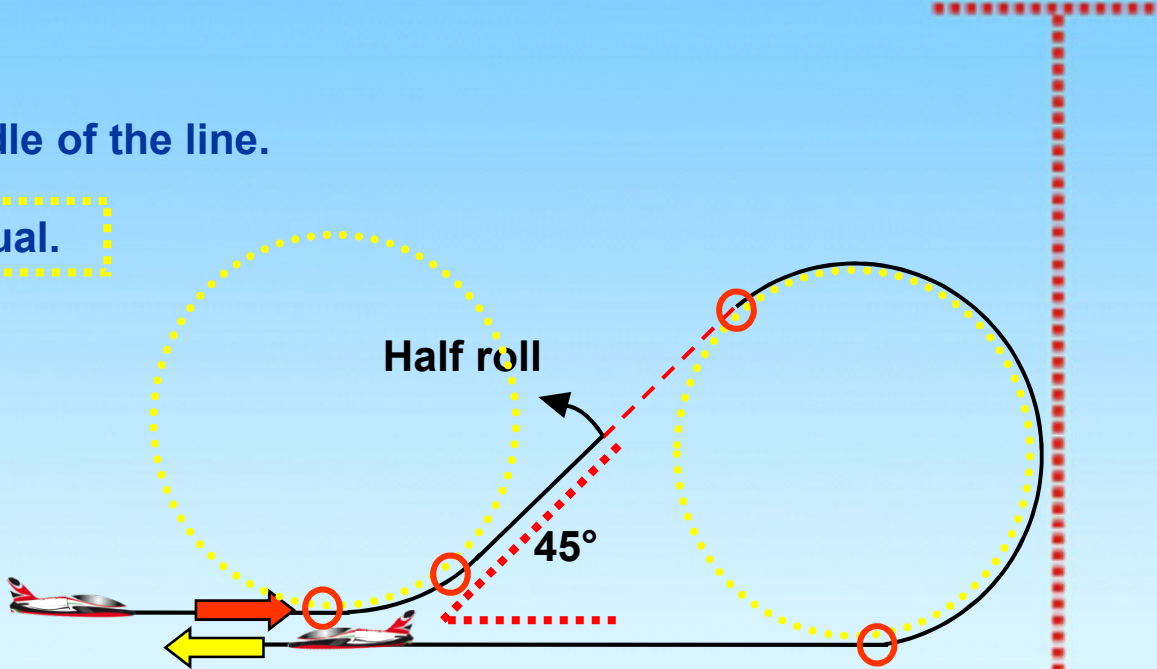
From upright, pull through a 1/8 loop into a 45° upline, perform a 1/2 roll, pull through a 5/8 loop, exit upright.

# EDF-24.02 Half Reverse Cuban 8 with 1/2 roll.



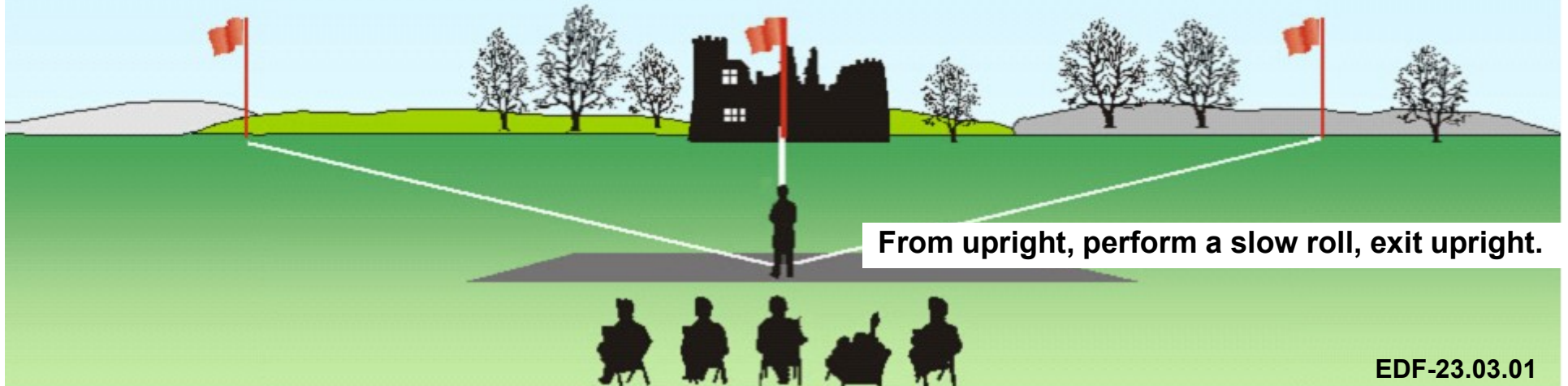
1/2 roll on middle of the line.

All radii are equal.





# EDF-23.03 Slow Roll



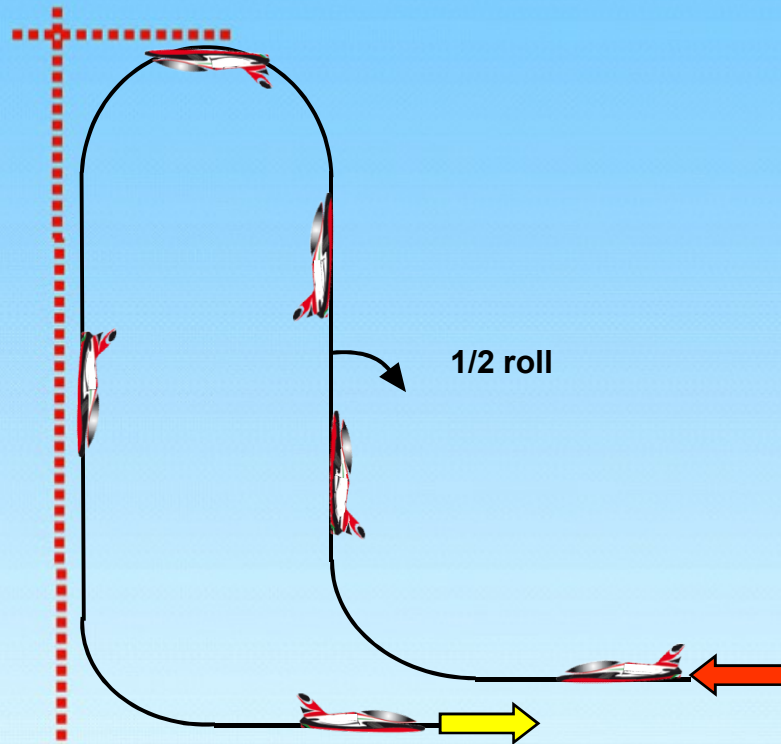
# EDF-23.03 Slow Roll



Rolling speed must be constant.



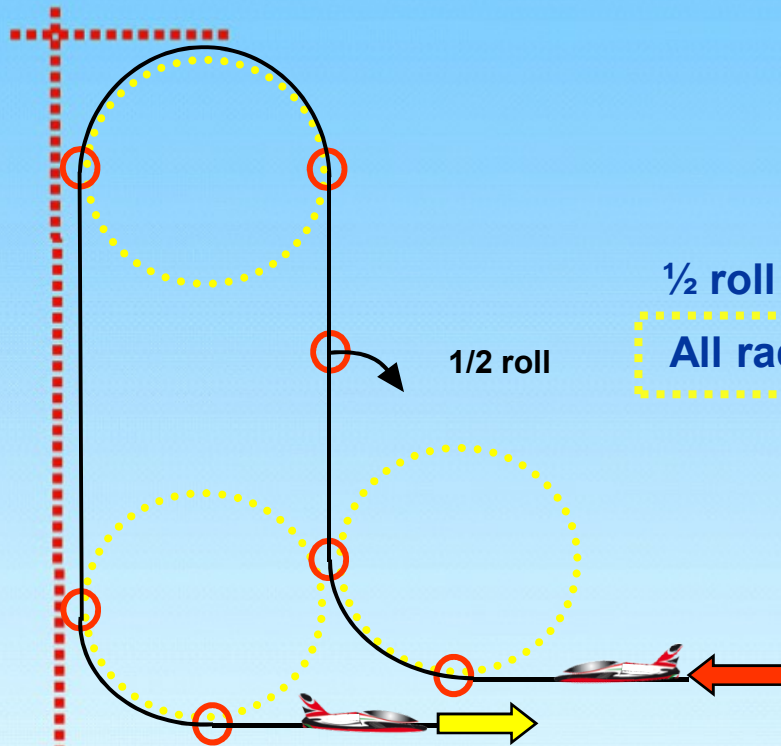
# EDF-23.04 Pull-Pull-Pull Humpty Bump with half roll up



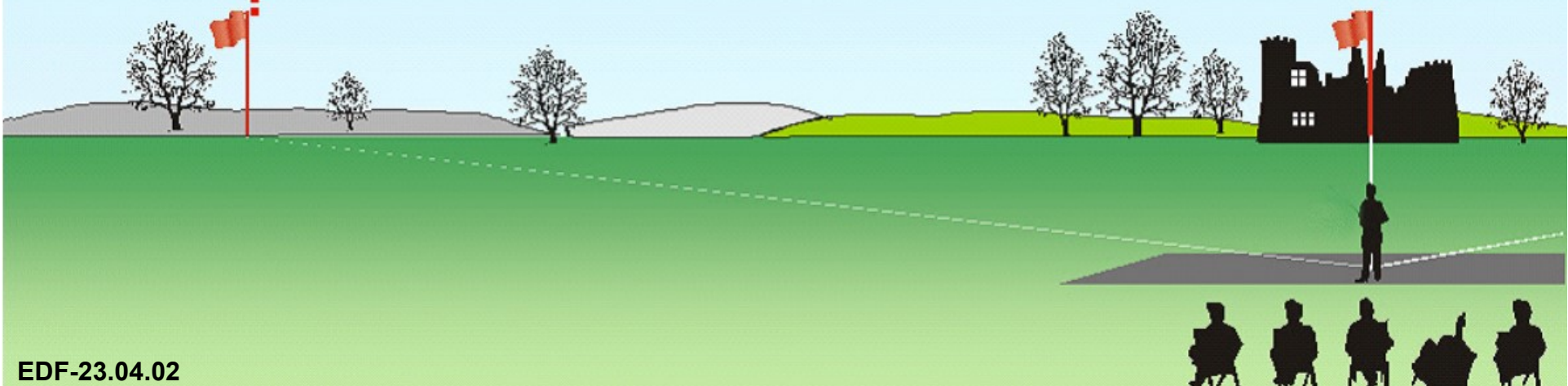
From upright, pull through a  $\frac{1}{4}$  loop to a vertical upline, perform a  $\frac{1}{2}$  roll, pull through a half loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.



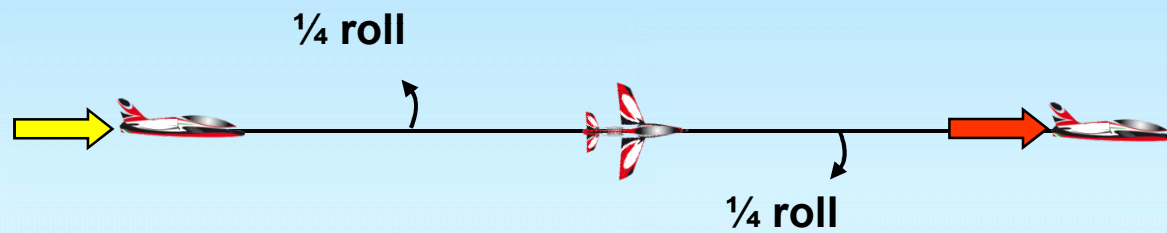
# EDF-23.04 Pull-Pull-Pull Humpty Bump with half roll up.



$\frac{1}{2}$  roll on middle of the line.  
All radii are equal.



# EDF-23.05 Knife Edge flight.

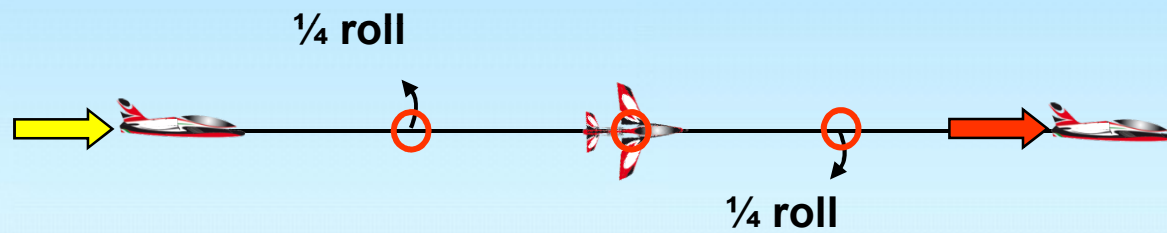


**From upright, perform a  $\frac{1}{4}$  roll to sustained knife-edge flight, perform a  $\frac{1}{4}$  roll, exit upright.**

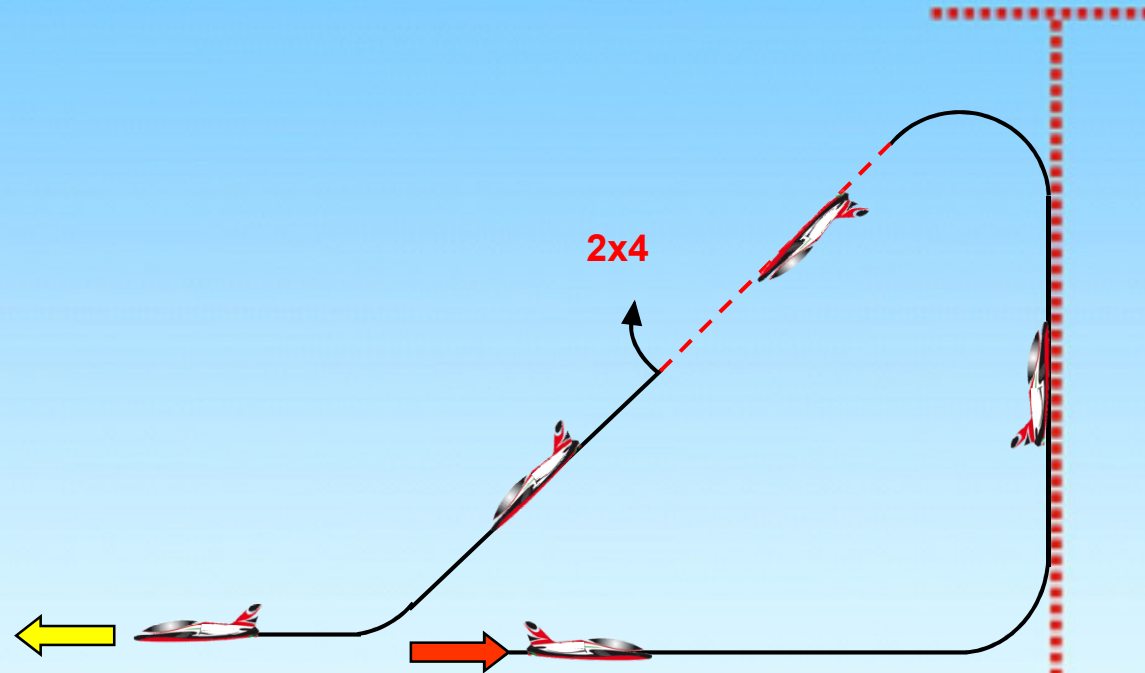
# EDF-23.05 Knife Edge Flight



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



## EDF-23.06 Shark Fin, with two consecutive $\frac{1}{4}$ rolls



From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, pull through a  $\frac{3}{8}$  loop into an inverted  $45^\circ$  downline, perform consecutively two  $\frac{1}{4}$  rolls, pull through a  $\frac{1}{8}$  loop, exit upright.

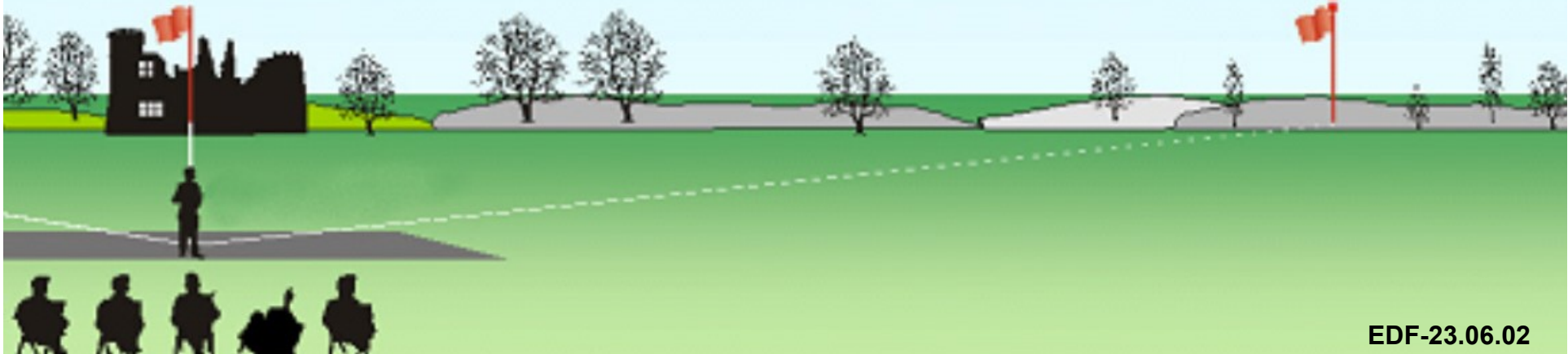
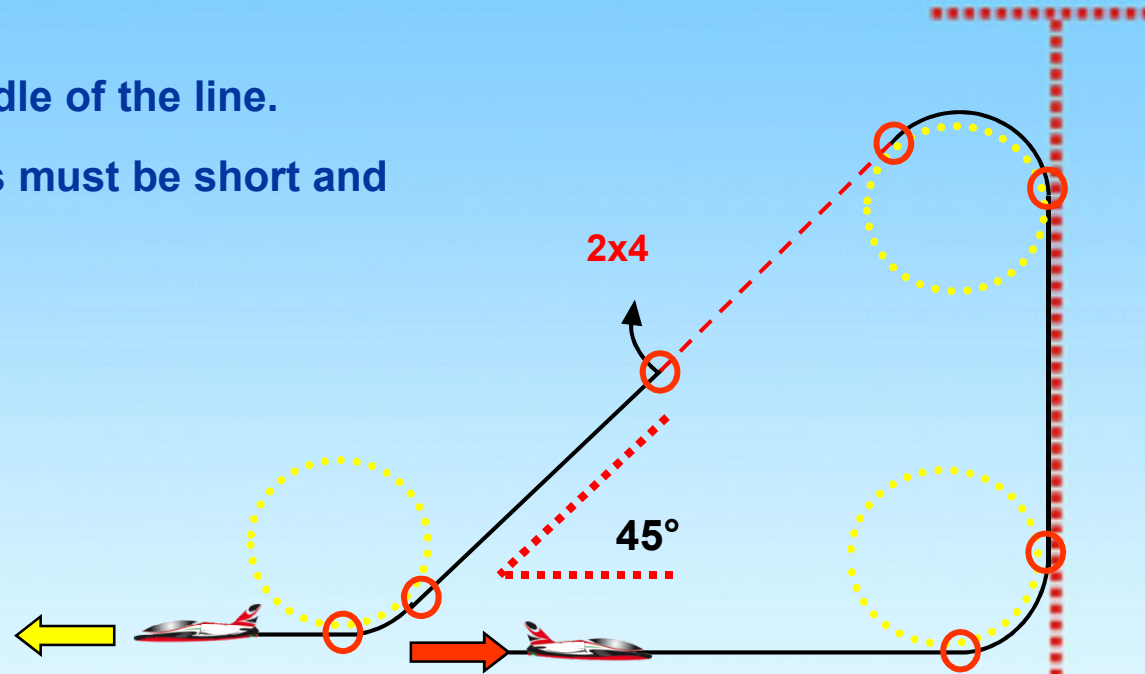
# EDF-23.06 Shark Fin, with two consecutive ¼ rolls



¼ rolls centered on middle of the line.

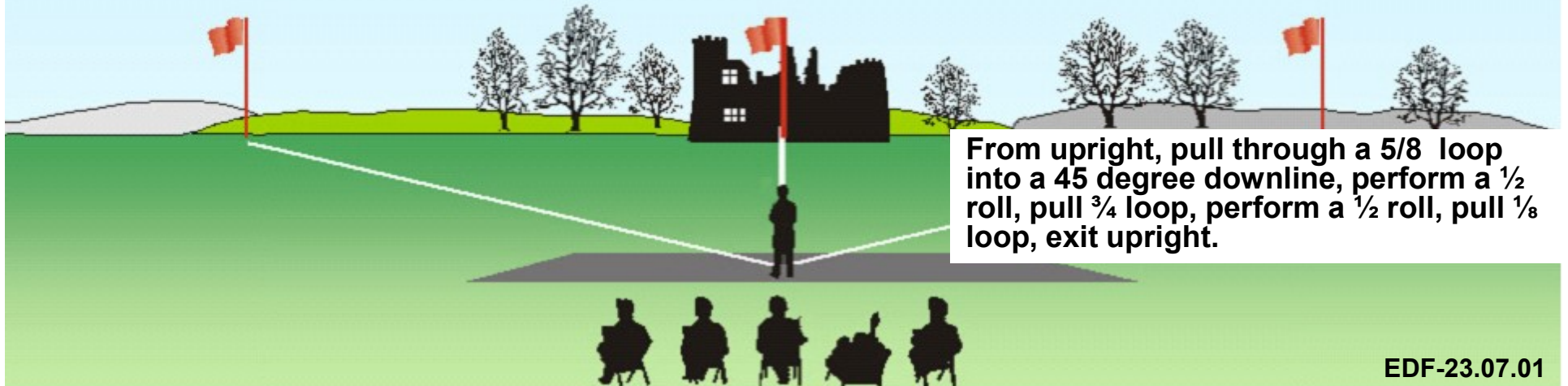
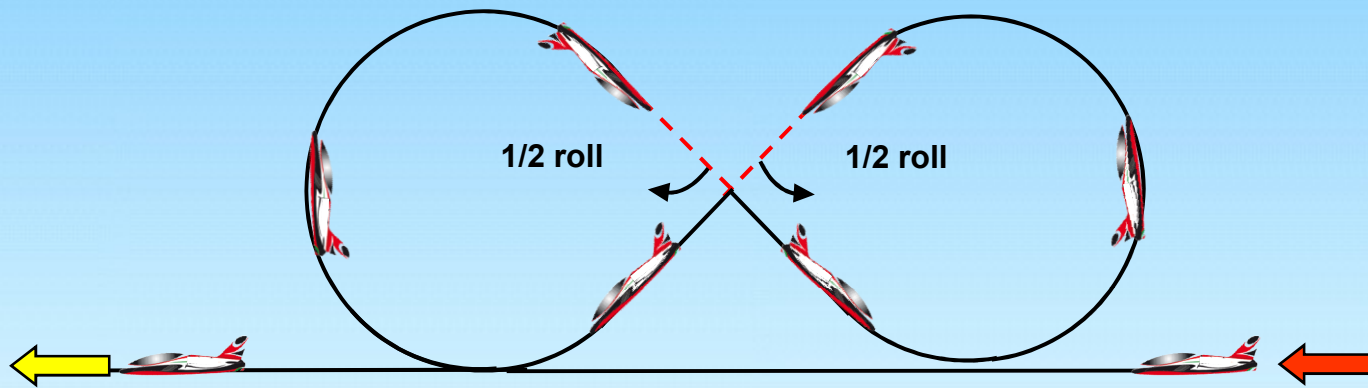
Lines between part rolls must be short and of recognisable length.

All radii are equal.





# EDF-23.07 Cuban 8 with half rolls



From upright, pull through a 5/8 loop into a 45 degree downline, perform a 1/2 roll, pull 3/4 loop, perform a 1/2 roll, pull 1/8 loop, exit upright.

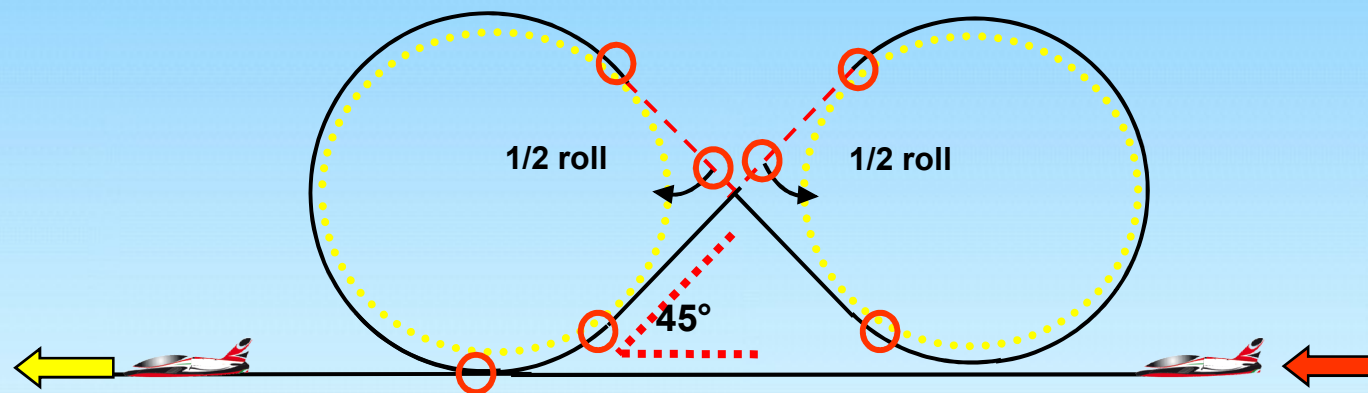
## EDF-23.07 Cuban 8 with half rolls



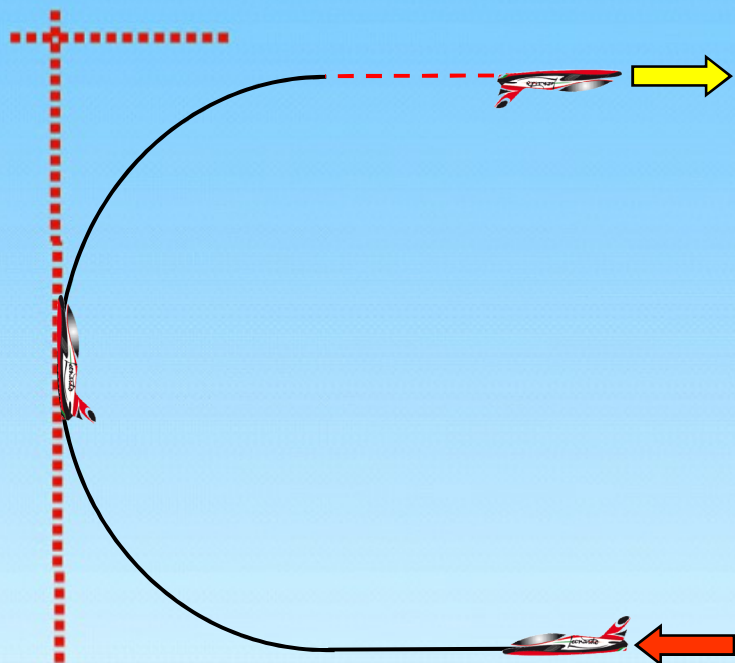
Entry and exit must be at the same altitude.

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

All radii are equal.



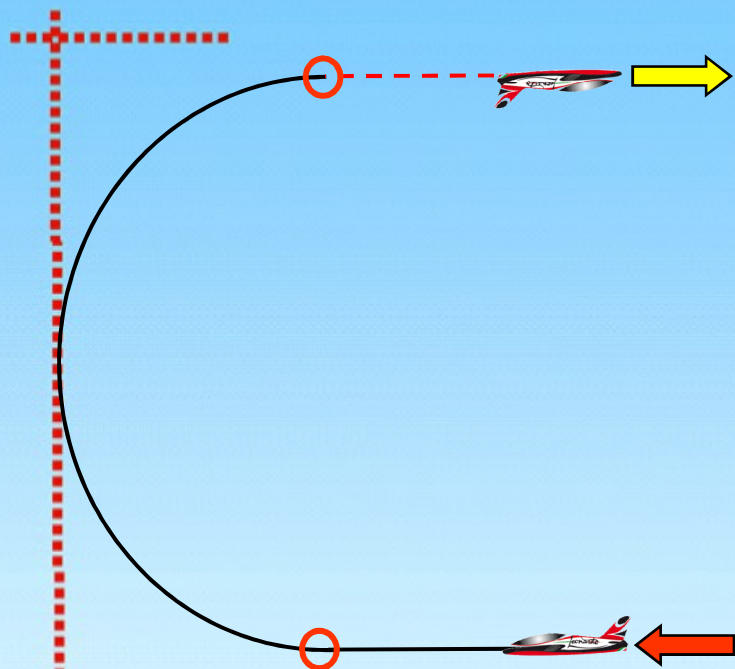
# EDF-23.08 Half Loop



From upright, pull through a 1/2 loop exit inverted.



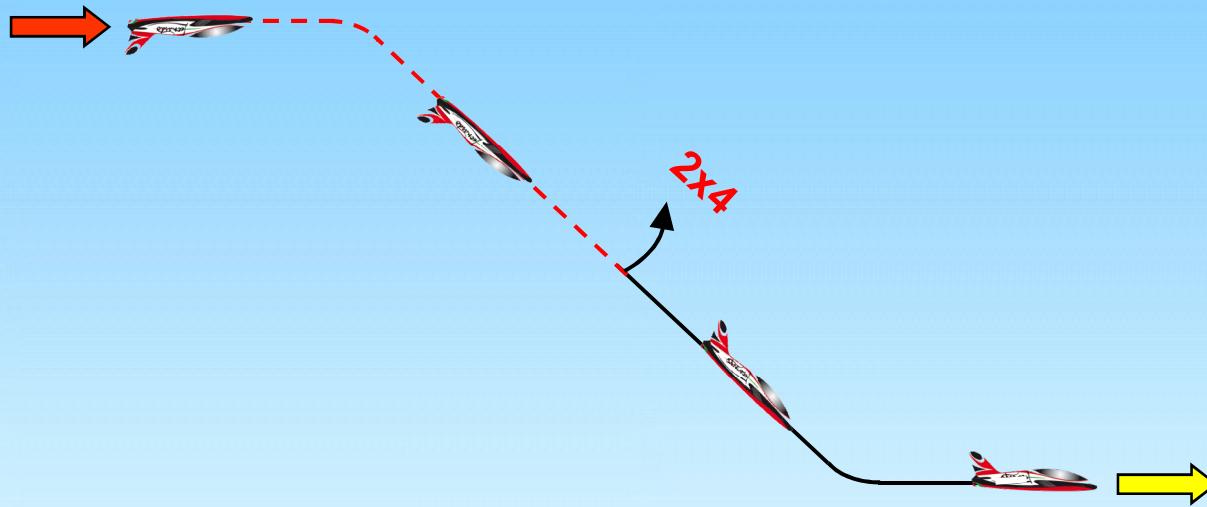
# EDF-23.08 Half Loop



EDF-23.08.02

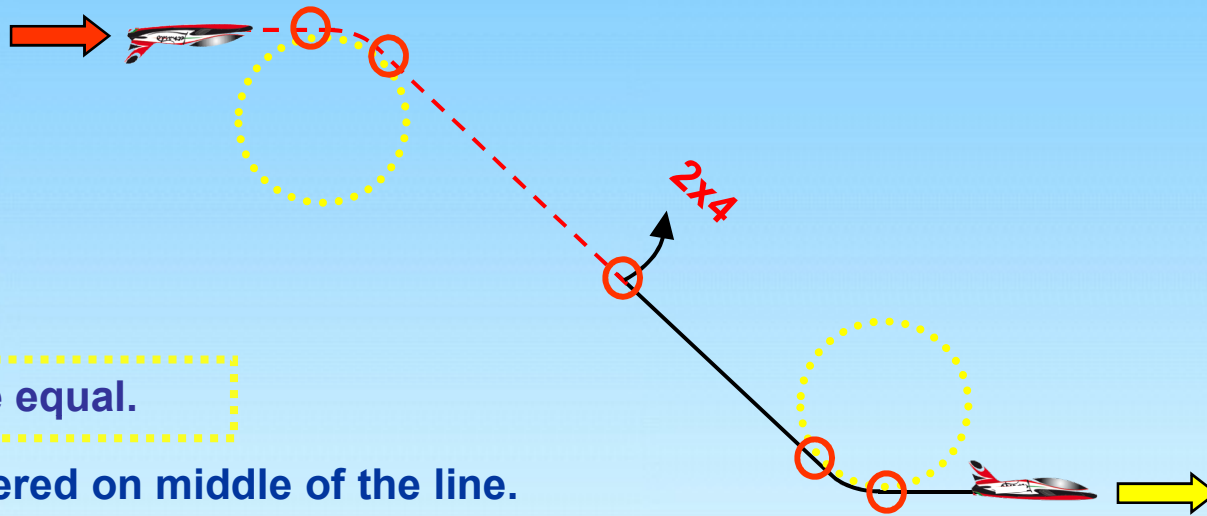


# EDF-23.09 45° Downline with two consecutive 1/4 rolls.



From inverted, pull 1/8 loop to a 45 degree inverted downline, perform consecutively two 1/4 rolls, pull through 1/8 loop, exit upright.

# EDF-23.09 45° Downline with two consecutive 1/4 rolls.



All radii are equal.

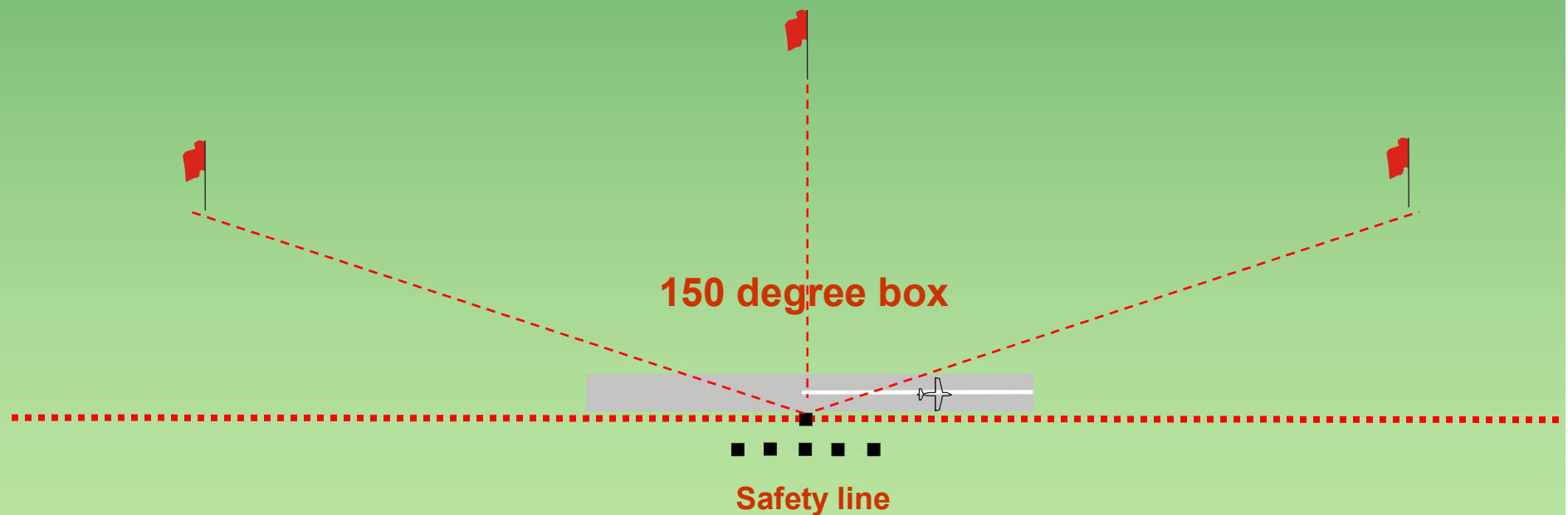
1/4 Rolls centered on middle of the line.





# Landing procedure ( not judged, not scored )

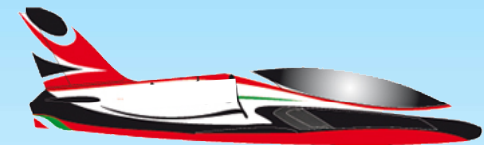
The direction of the landing may be different to the take off.



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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