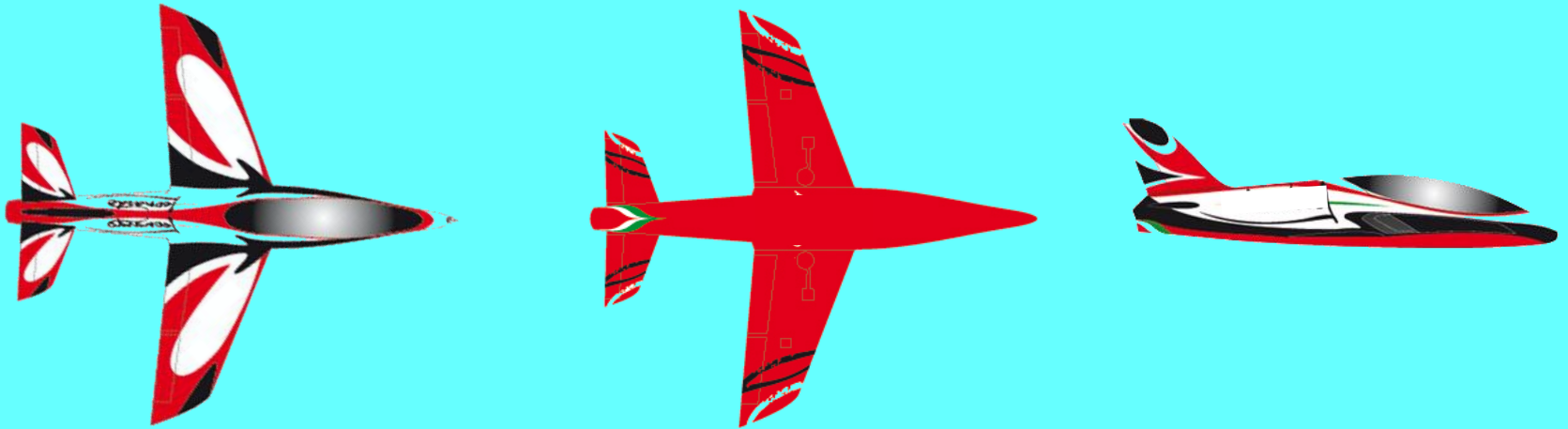


Flying and Judging F3S



SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE SB-24

Explanations:

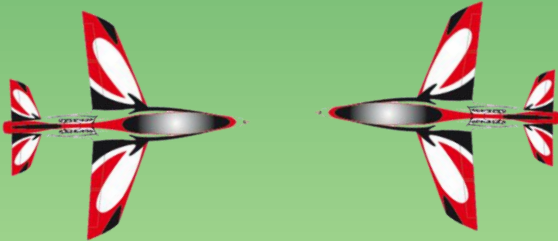
Manoeuvre drawings will show the flightpath.



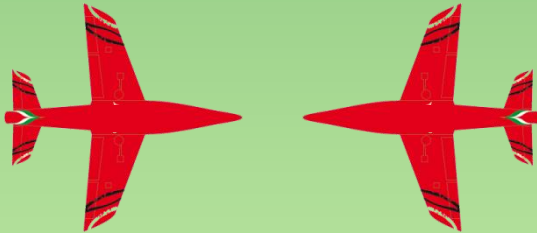
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge
View from Top



Aircraft in Knife-Edge
View from Below

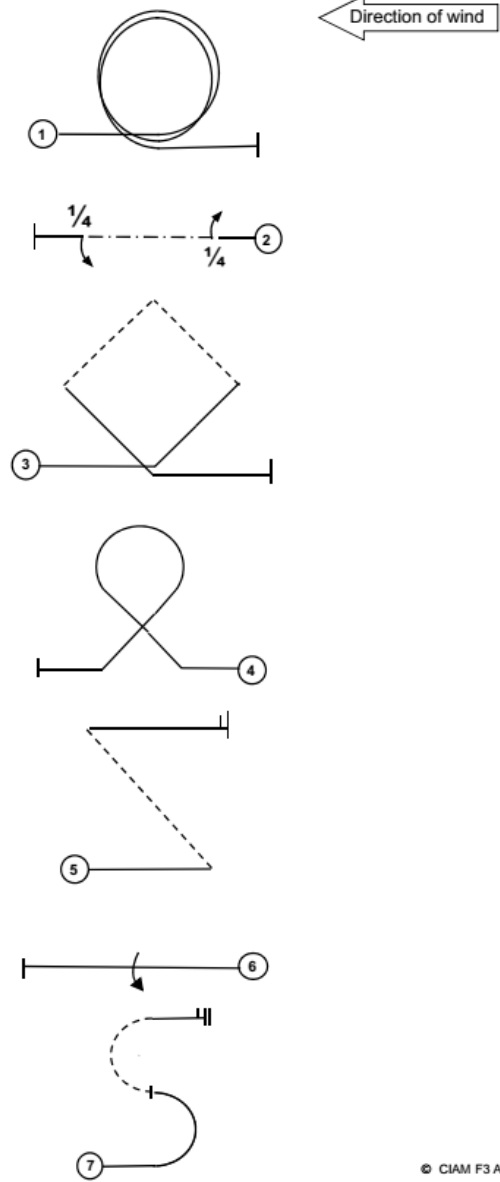
↶ Half roll

↷ Roll

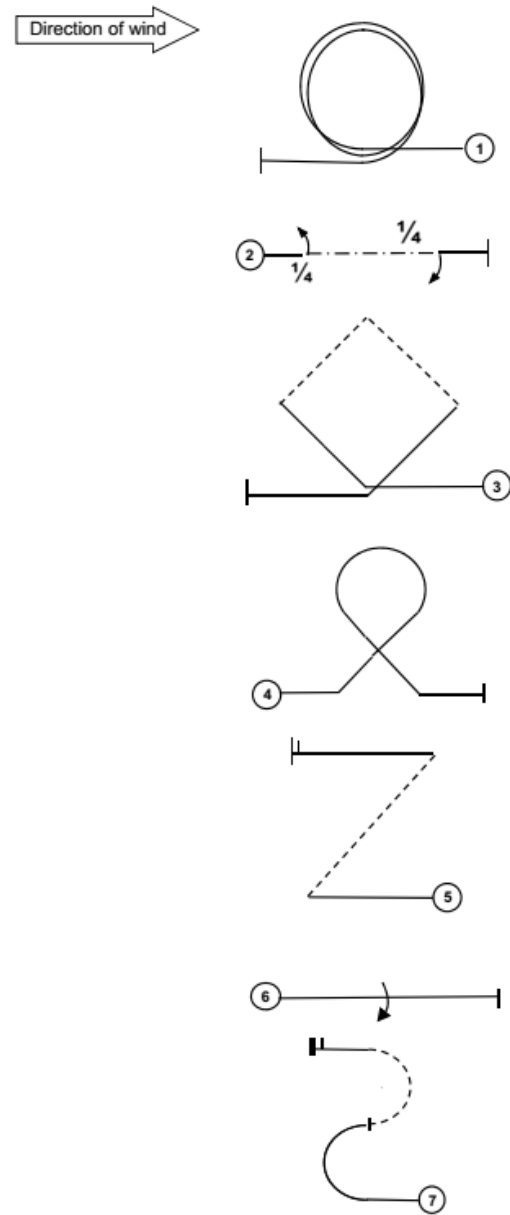


Reference points

Basic Schedule F3S SB-24 (From 2024)

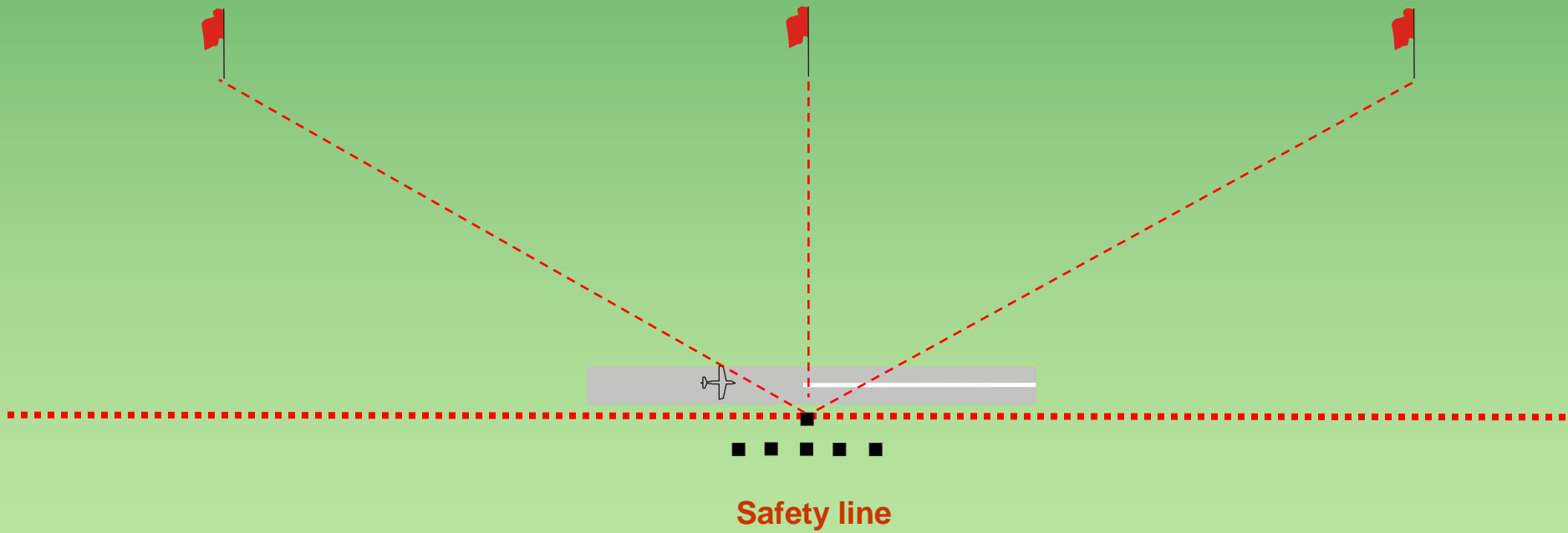


Basic Schedule F3S SB-24 (From 2024)

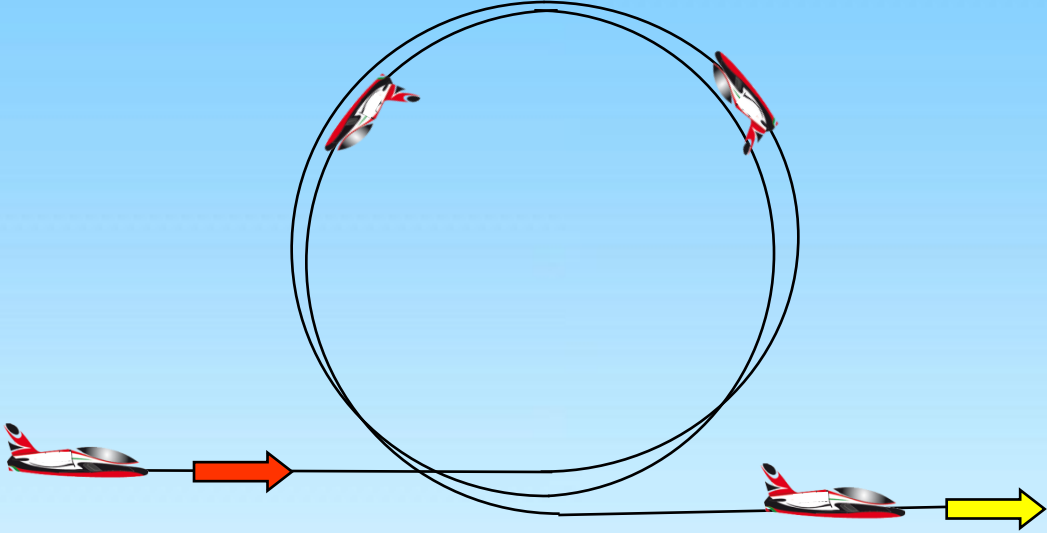


Take-off procedure (not judged, not scored)

 wind



SB-24.01 Two Loops



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

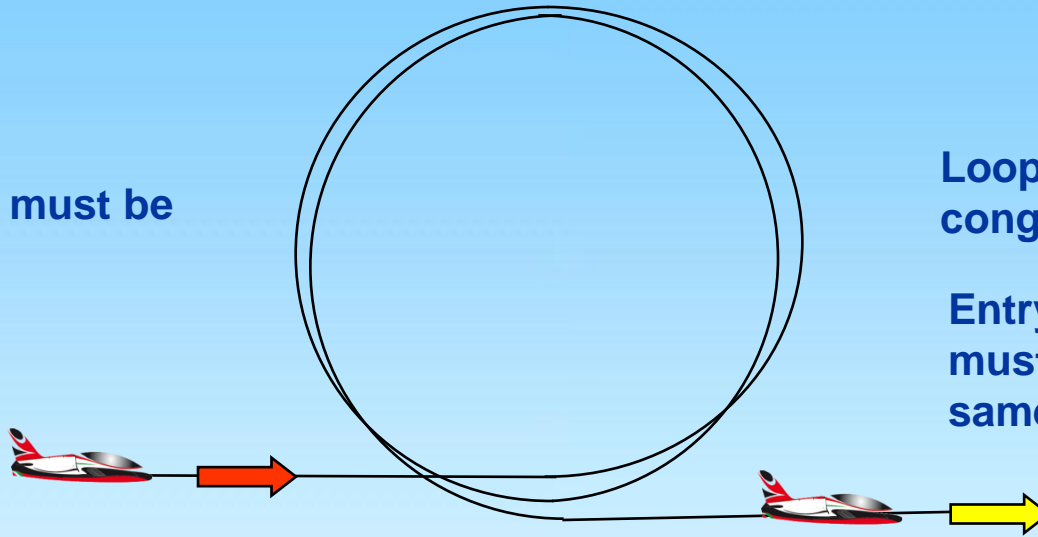


SB-24.01 Two Loops

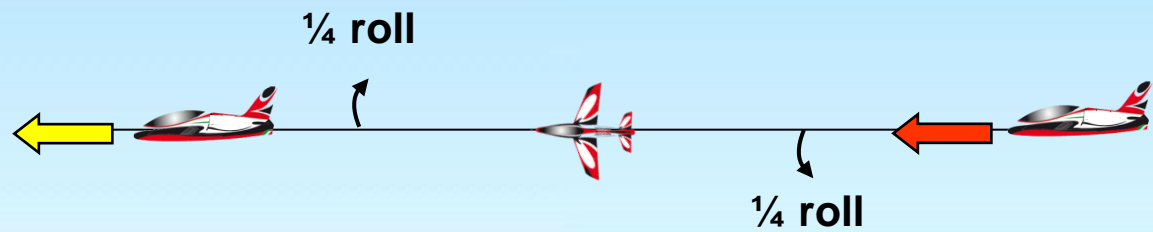
Loops must be round.

Loops must be congruent.

Entry and exit must be at the same altitude.



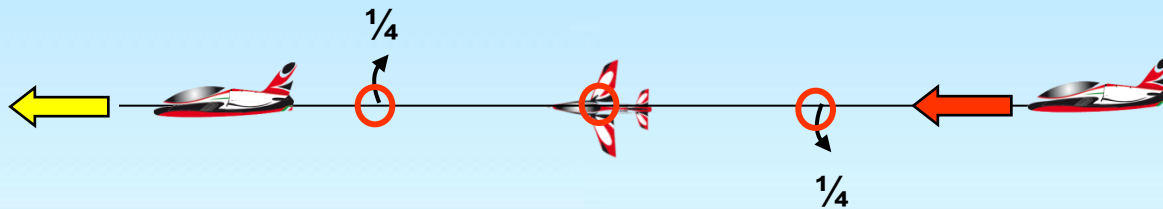
SB-24.02 Knife-edge Flight



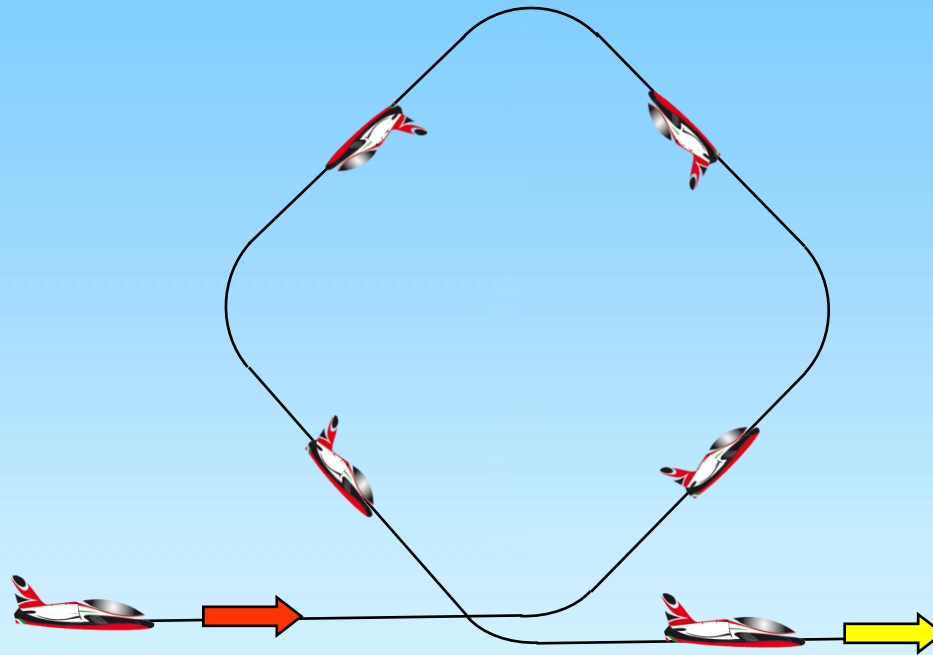
From upright, perform a 1/4 roll to sustained knife-edge flight, perform a 1/4 roll, exit upright.

SB-24.02 Knife-edge Flight

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



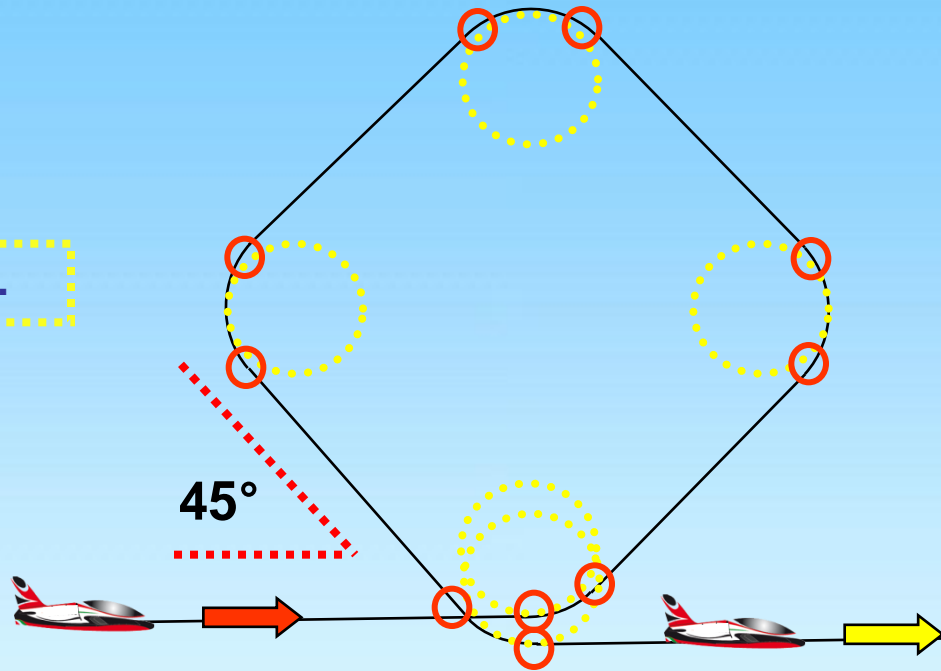
SB-24.05 Square Loop on corner.



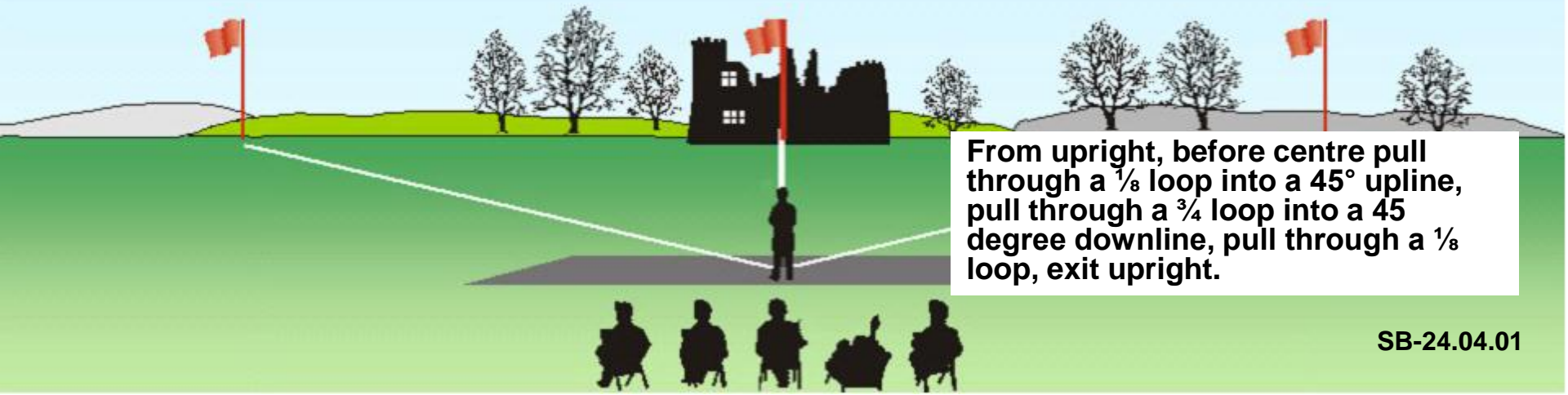
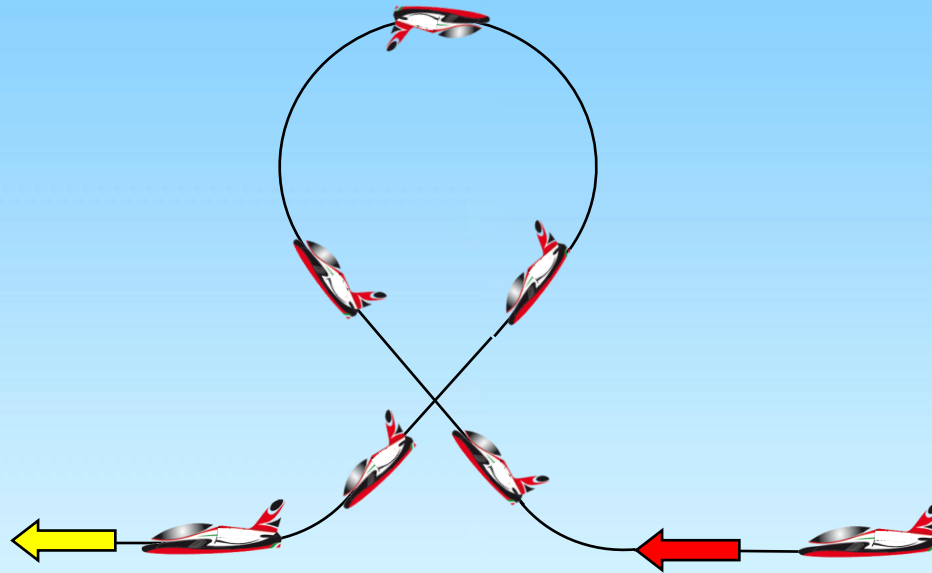
From upright, at centre, pull through a $\frac{1}{8}$ loop into a 45 degree upline, pull through a $\frac{1}{4}$ loop into a 45 degree upline, pull through a $\frac{1}{4}$ loop into a 45 degree downline, pull through a $\frac{1}{4}$ loop into a 45 degree downline, pull through a $\frac{1}{8}$ loop, exit upright.

SB-24.05 Square Loop on corner.

All radii are equal.

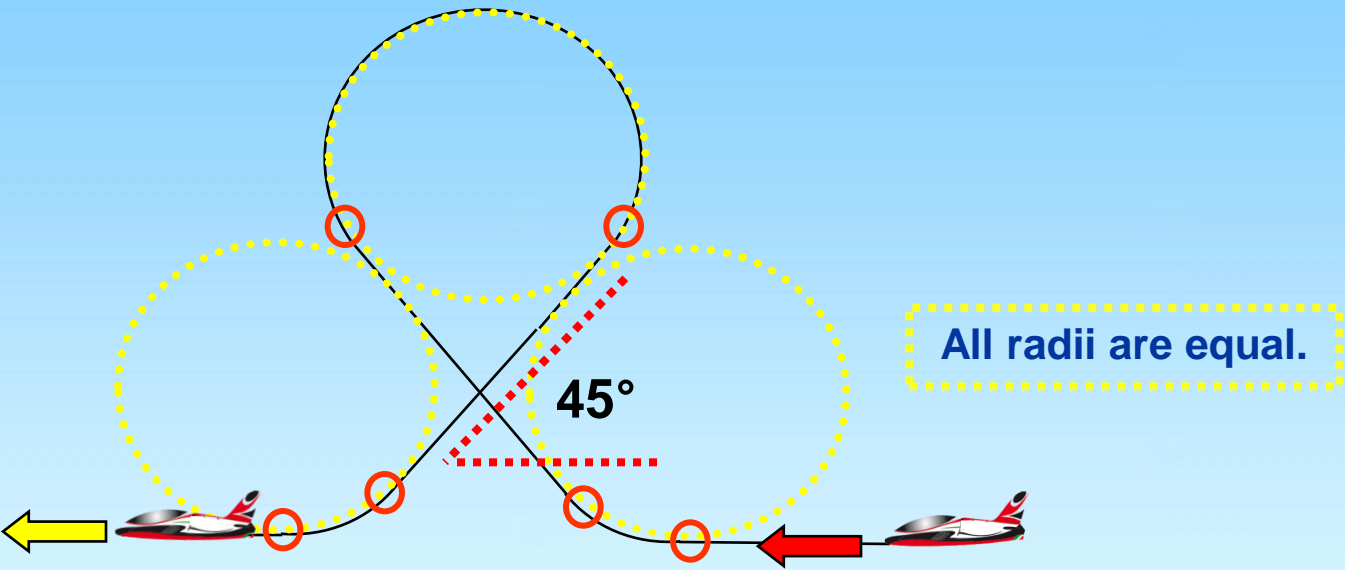


SB-24.04 Golfball

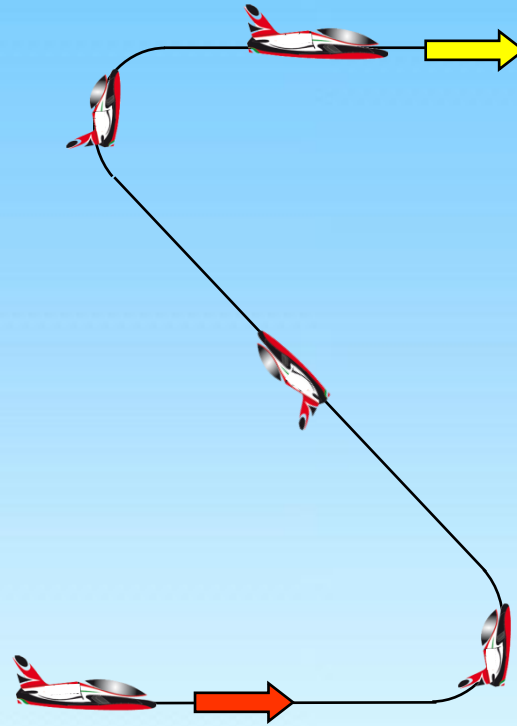


From upright, before centre pull through a $\frac{1}{8}$ loop into a 45° upline, pull through a $\frac{3}{4}$ loop into a 45° downline, pull through a $\frac{1}{8}$ loop, exit upright.

SB-24.04 Golfball



SB-24.05 Figure Z

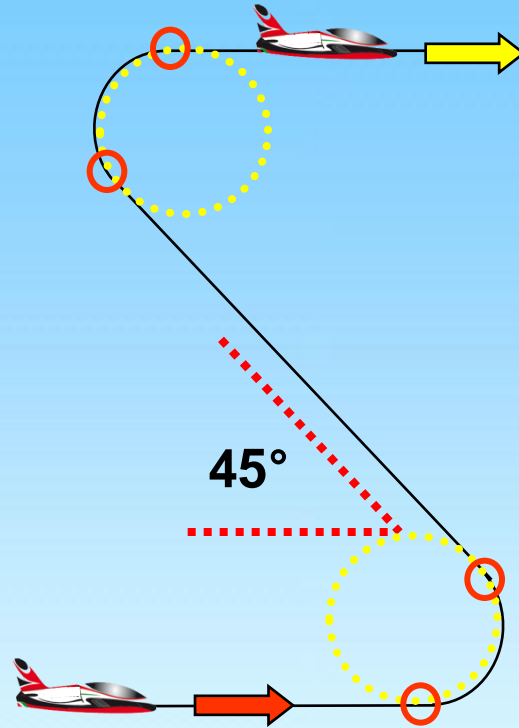


From upright fly past centre pull through a $\frac{3}{8}$ loop into a 45 degree upline, push through a $\frac{3}{8}$ loop, exit upright.

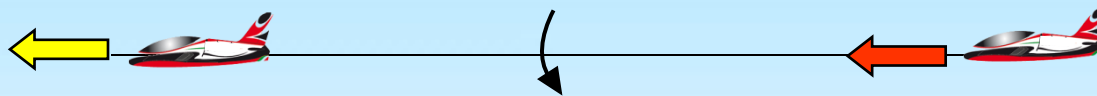


SB-24.05 Figure Z

All radii are equal.



SB-24.06 Slow roll



From upright, perform a slow roll,
exit upright.

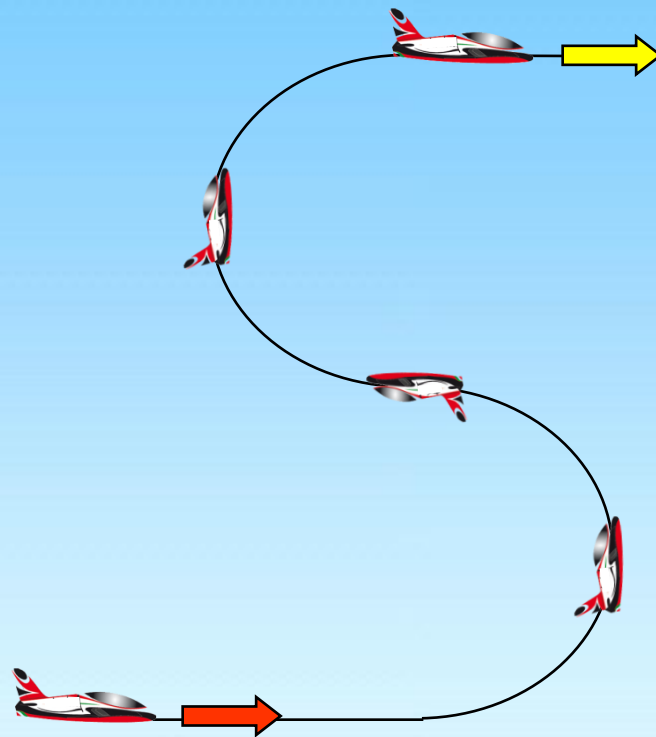


SB-24.06 Slow roll

Rolling speed must be constant.

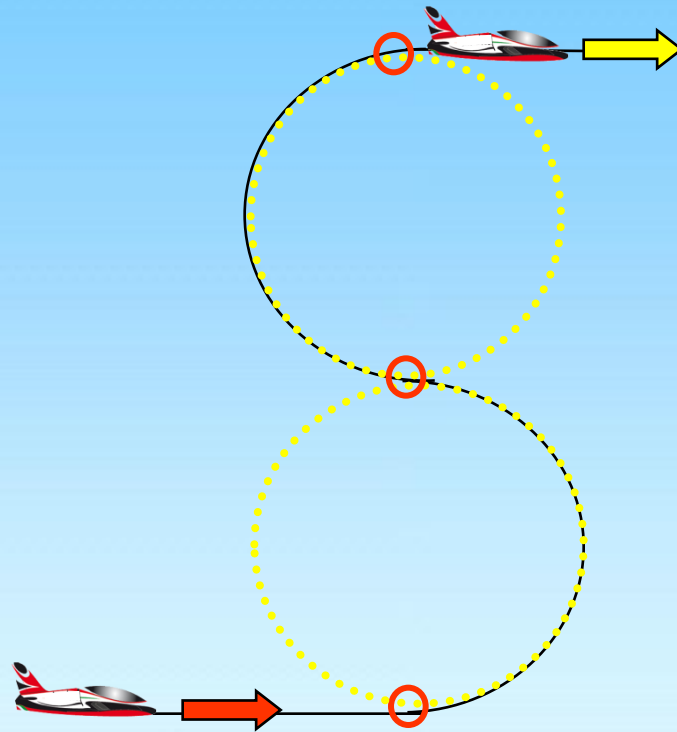


SB-24.07 Figure S

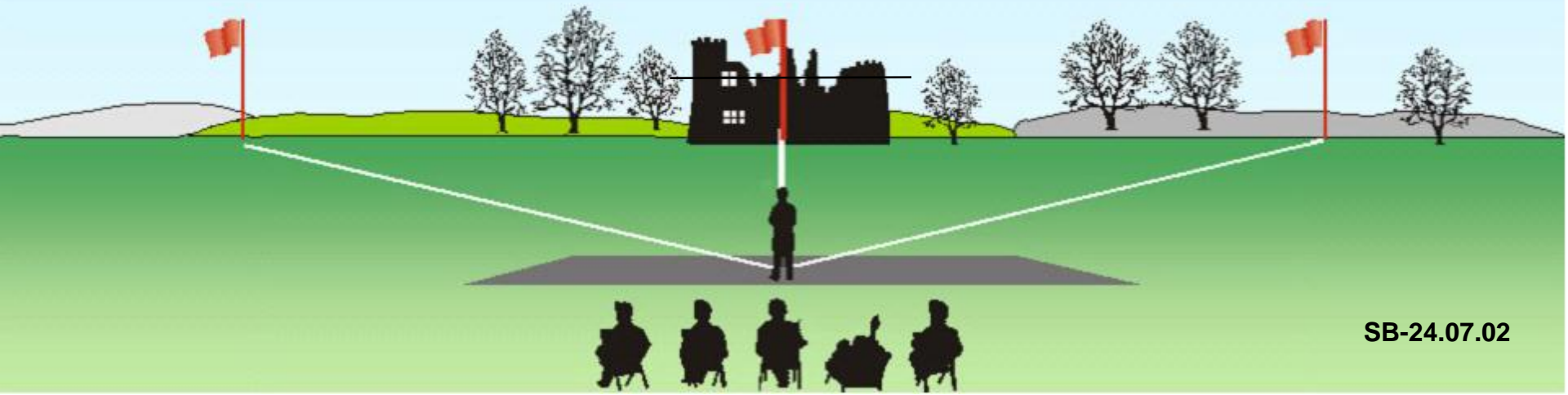


From upright, pull through a half loop, push through a $\frac{1}{2}$ loop, exit upright.

SB-24.07 Figure S

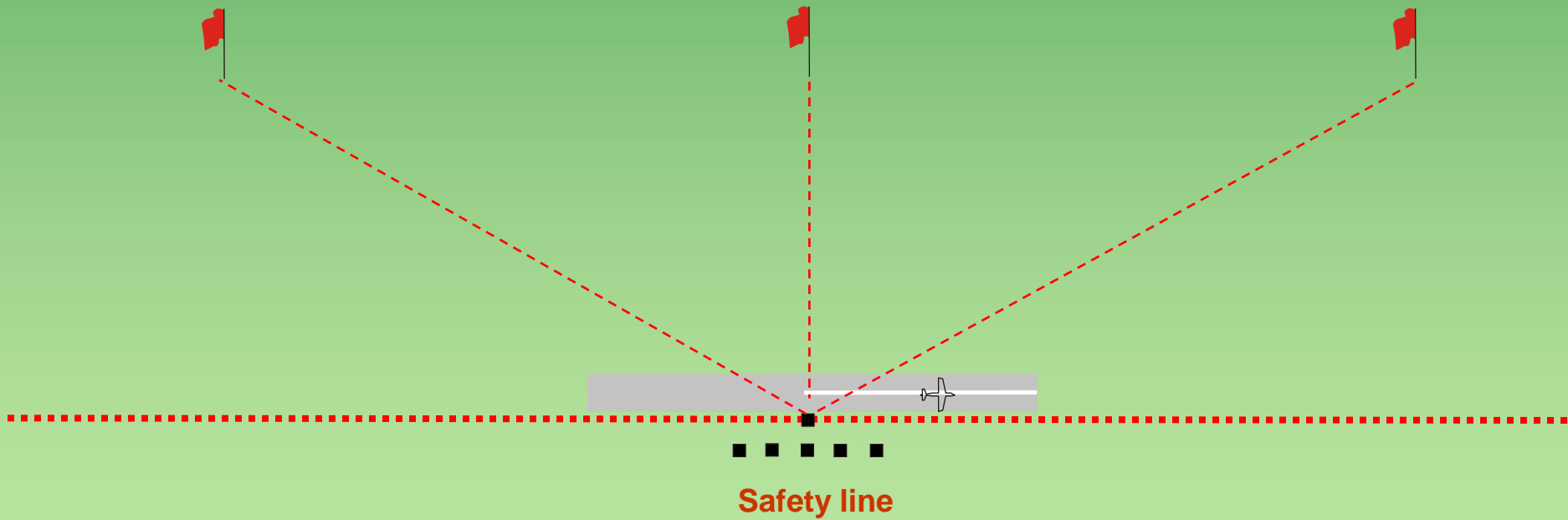


All radii are equal.



Landing procedure (not judged, not scored)

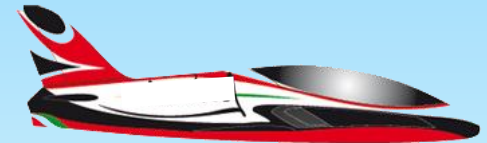
The direction of the landing may be different to the take off.



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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