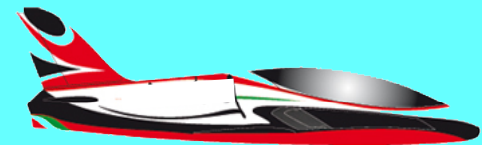
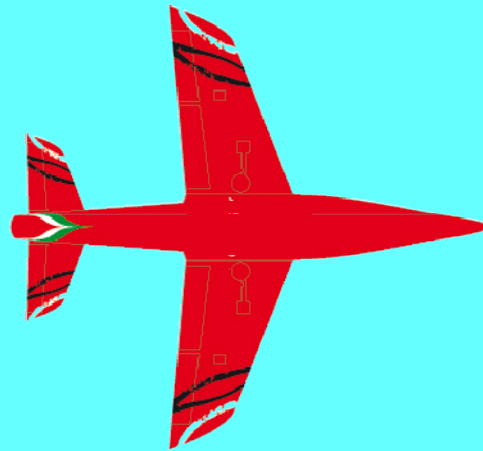
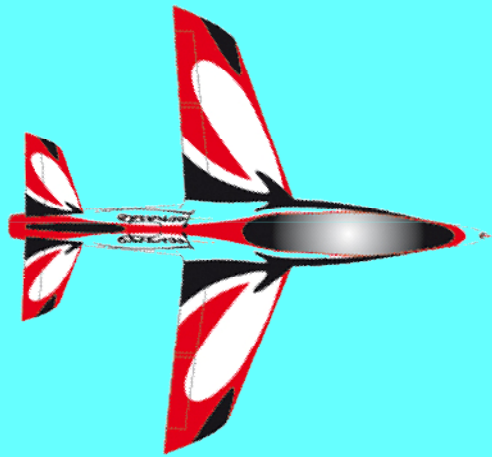


Flying and Judging F3S



SCHEMATIC MANOEUVRE ILLUSTRATIONS

SCHEDULE SCALE-24



Explanations:

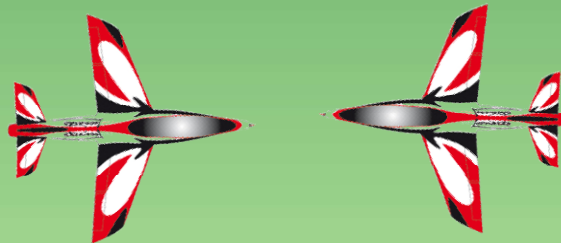
Manoeuvre drawings will show the flightpath.



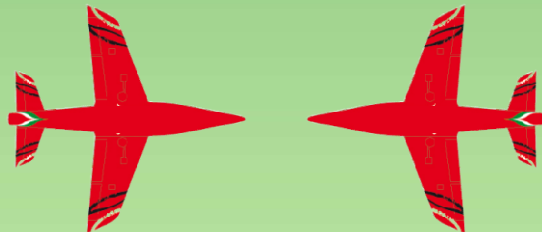
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge
View of Top



Aircraft in Knife-Edge
View of Bottom



Half roll



Roll



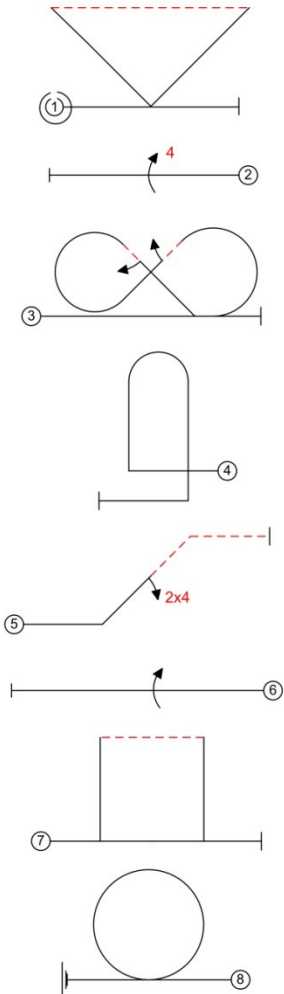
Reference points

B Contest: Jet Precision Aerobatics
 Date: _____ Program: 2024 Jet Aerobatics SCALE



wind direction ←

TAKE-OFF JUDGED



LANDING JUDGED

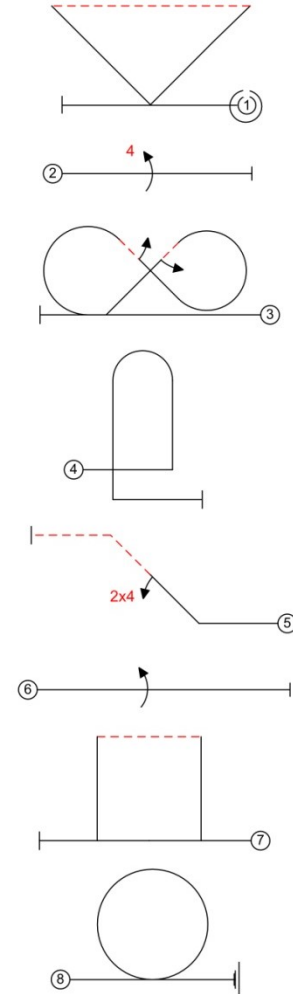
Created Using Aviaii 6™ software. ACCasidy@aol.com

C Contest: Jet Precision Aerobatics
 Date: _____ Program: 2024 Jet Aerobatics SCALE



wind direction →

TAKE-OFF JUDGED



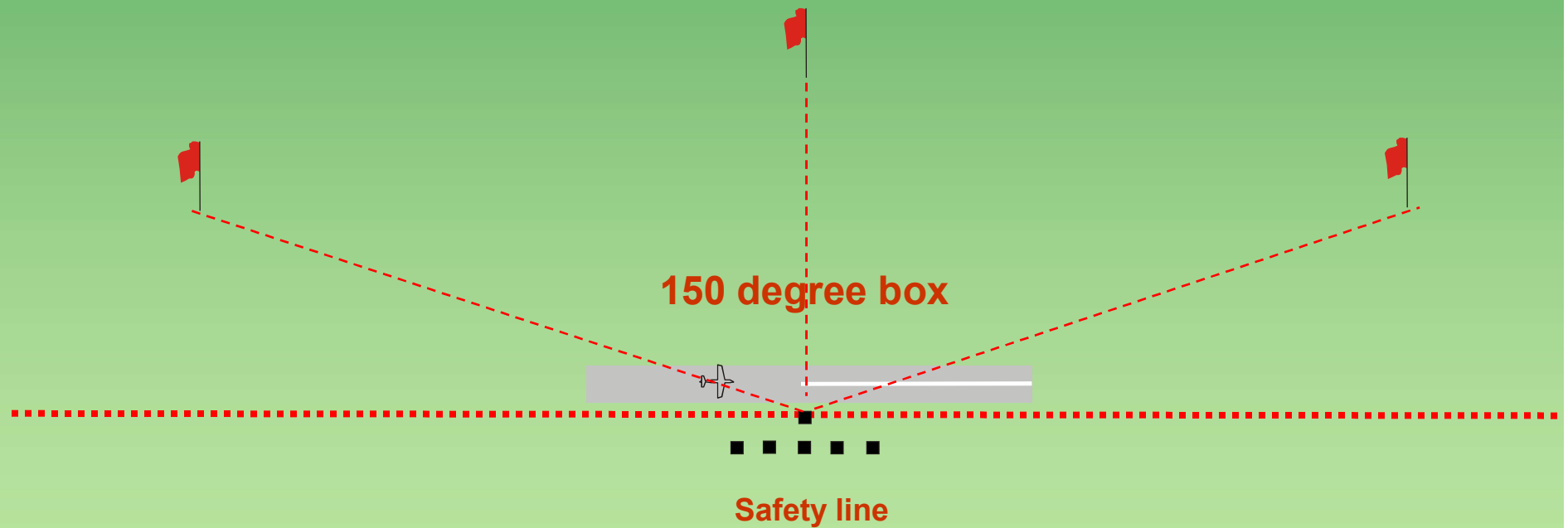
LANDING JUDGED

Created Using Aviaii 6™ software. ACCasidy@aol.com



Take-off procedure (Is judged, and scored)

← wind



Takeoff Description:



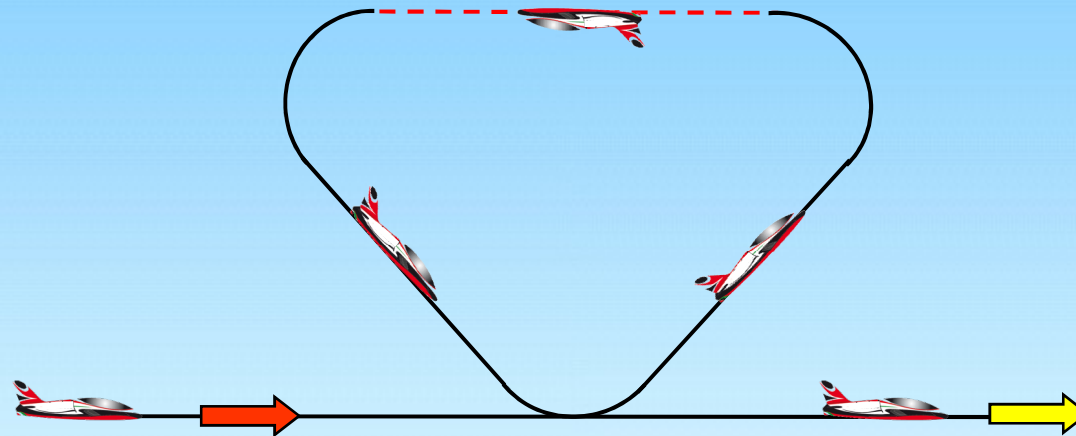
- ❖ The takeoff maneuver will be scored in half-point increments from 10 to 0.
- ❖ The model is smoothly accelerated to takeoff speed.
- ❖ When flying speed is reached, it gently lifts off the ground and climbs at a gradual angle.
- ❖ The aircraft must not deviate in track during takeoff but may change heading after liftoff to maintain a straight track with the takeoff roll.
- ❖ The maneuver is complete when the model is approximately 2 meters (6 1/2 feet) from the ground.
- ❖ It is also not necessary for the model to reach 2 meters in the same distance as the takeoff roll.
- ❖ The takeoff should not be downgraded for wing dips caused by air turbulence, unless the wings are not immediately leveled.

Downgrades:

- ❖ Model jumps from the ground.
- ❖ Model retouches the ground after becoming airborne.
- ❖ Steep climb angle.
- ❖ Gallops in elevation during climb.
- ❖ Wings not level.
- ❖ Throttle not smoothly advanced.
- ❖ Track not maintained through completion of maneuver (6 1/2 feet from ground)
- ❖ Failure to call start of maneuver.
- ❖ Model passes behind the judges line, scored 0 points.

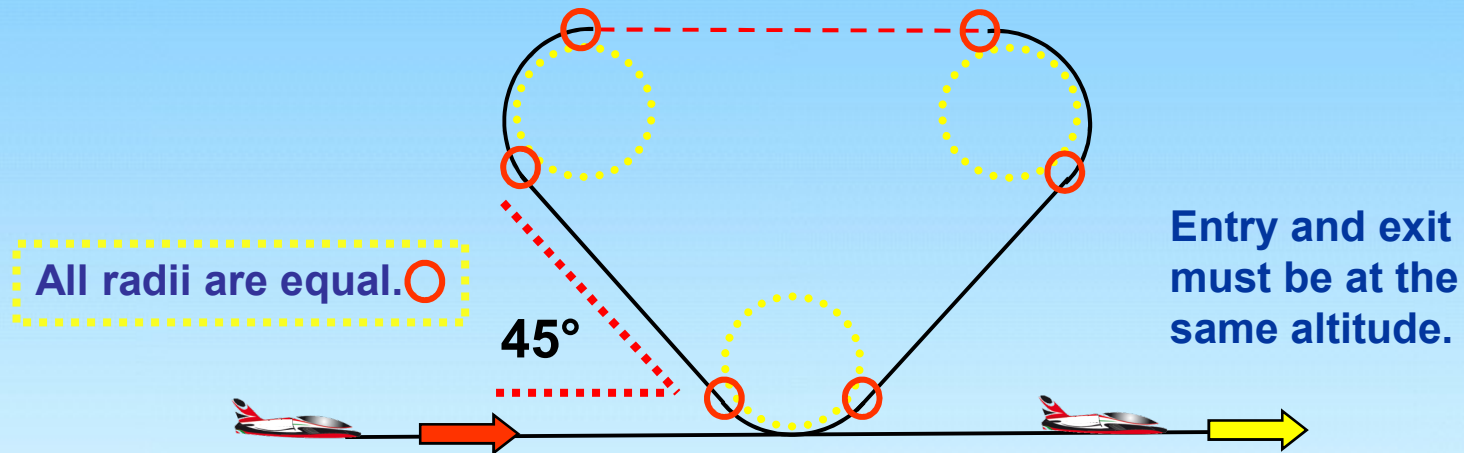


Scale-24.01 Triangle loop

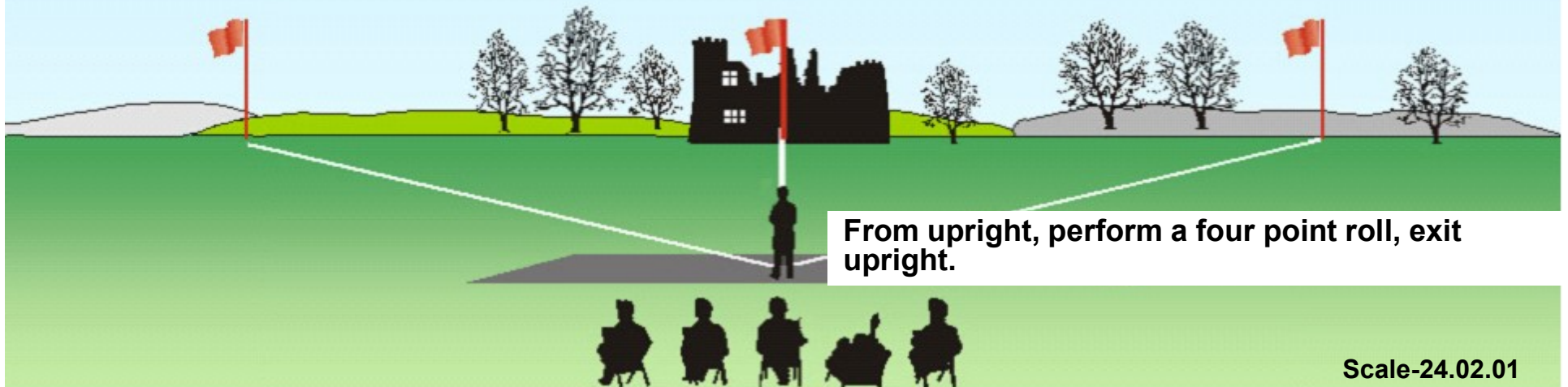
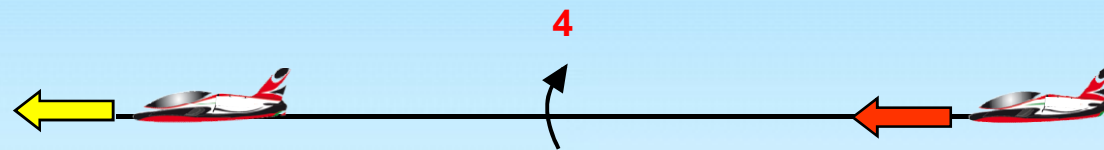


From upright, pull through a $\frac{1}{8}$ loop into a 45 degree upline, pull through a $\frac{3}{8}$ loop into an inverted horizontal line, pull through a $\frac{3}{8}$ loop into a 45 degree downline, pull through a $\frac{1}{8}$ loop into a horizontal line, exit upright.

Scale-24.01 Triangle loop



Scale-24.02 Four Point Roll

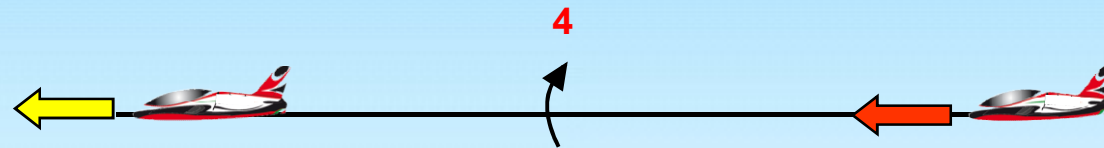


Scale-24.02 Four Point Roll

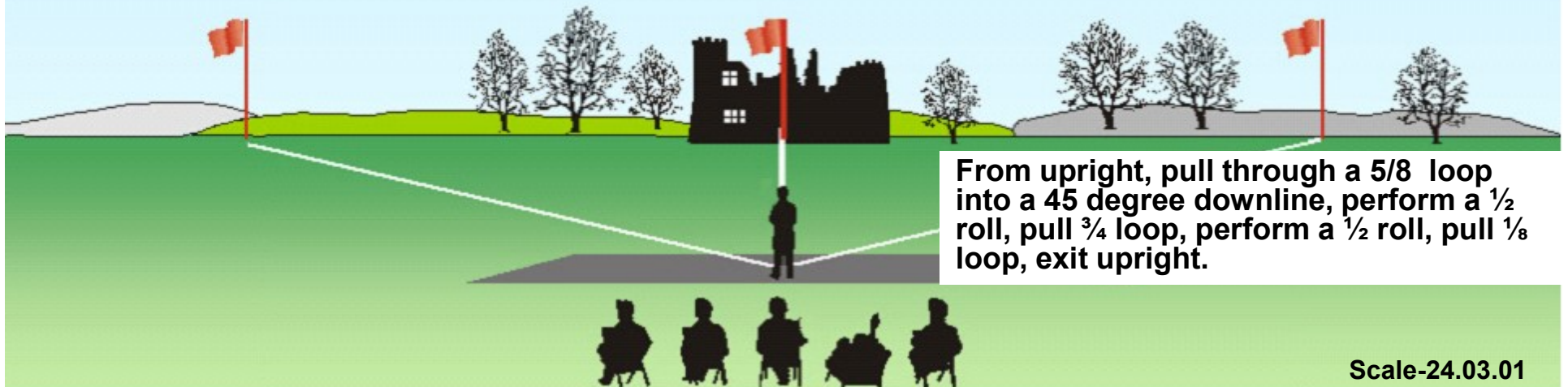
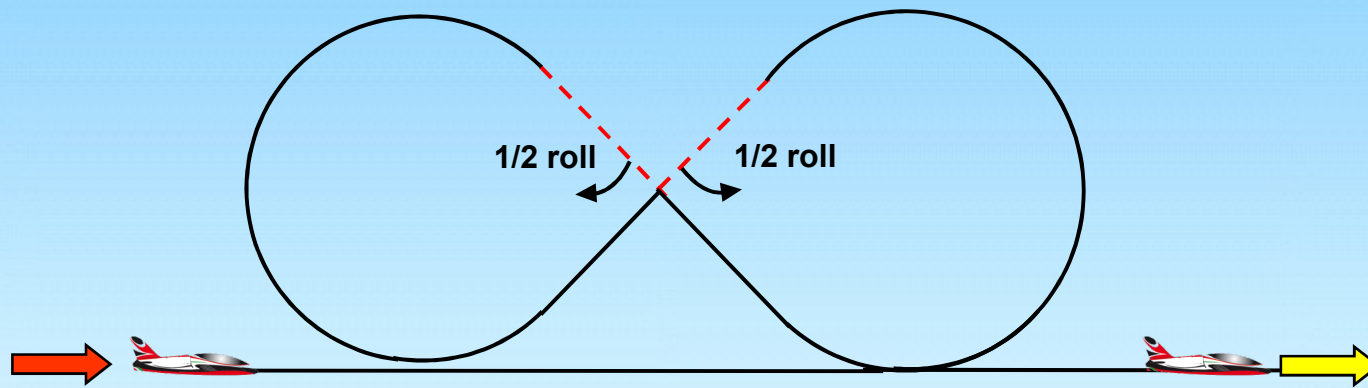


Roll rate must be consistent.

Aircraft must maintain a horizontal line.



Scale-24.03 Cuban 8.



From upright, pull through a $\frac{5}{8}$ loop into a 45 degree downline, perform a $\frac{1}{2}$ roll, pull $\frac{3}{4}$ loop, perform a $\frac{1}{2}$ roll, pull $\frac{1}{8}$ loop, exit upright.

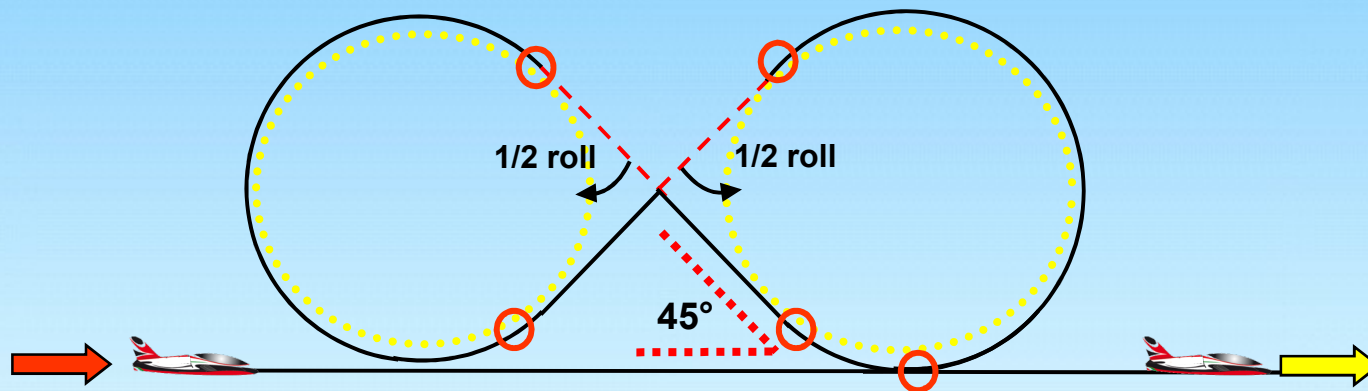
Scale-24.03 Cuban 8.



All radii are equal.

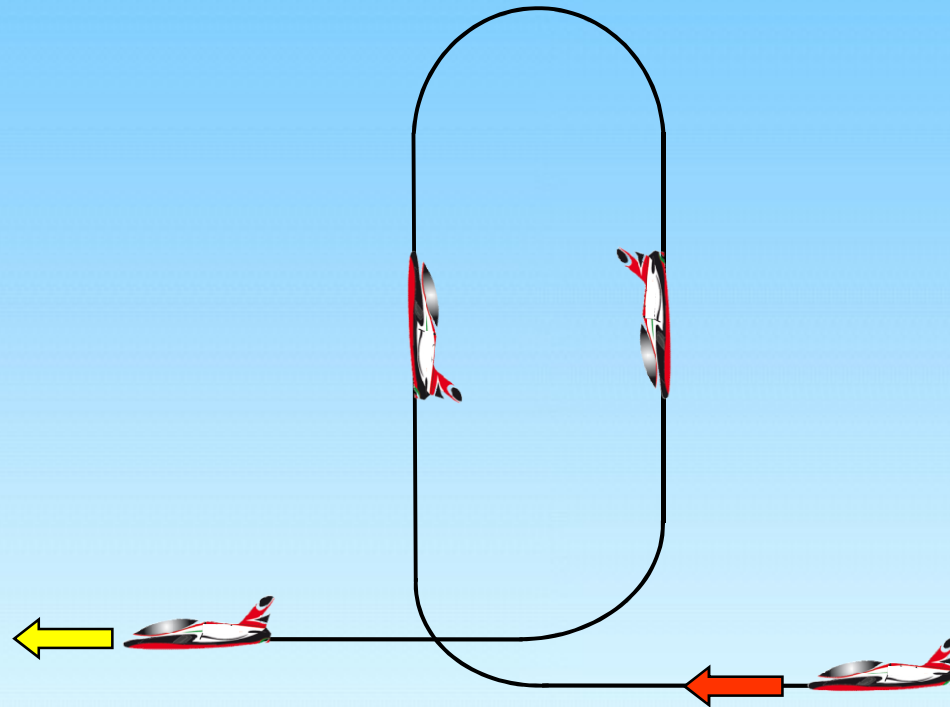
$\frac{1}{2}$ rolls on middle of the lines.

Entry and exit must be at the same altitude.



SB-24.03.02

Scale-24.04 Humpty Bump



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

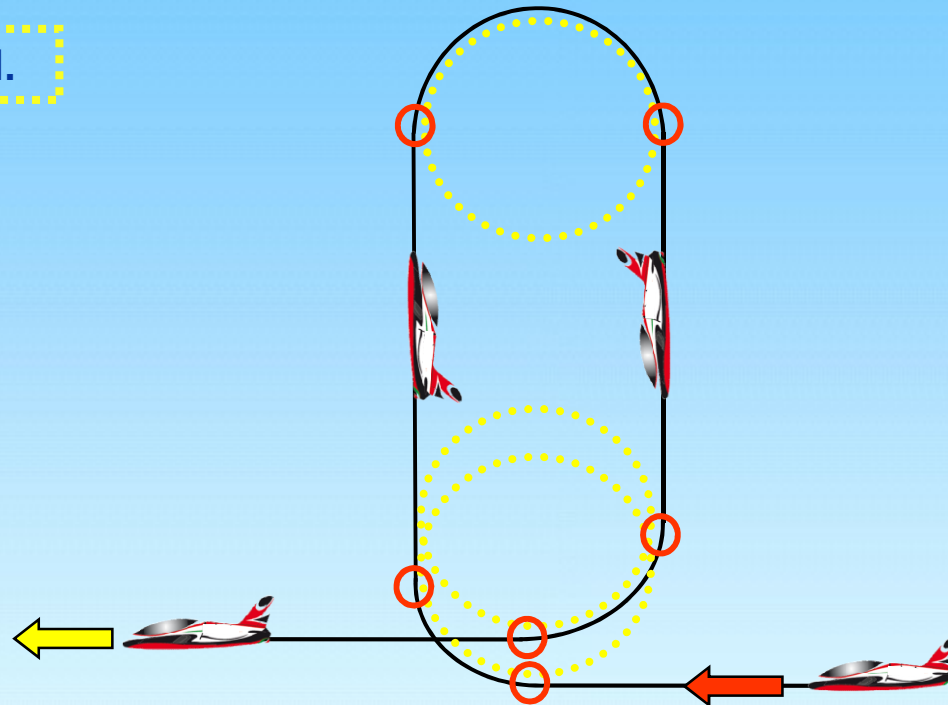


Scale-24.04 Humpty Bump

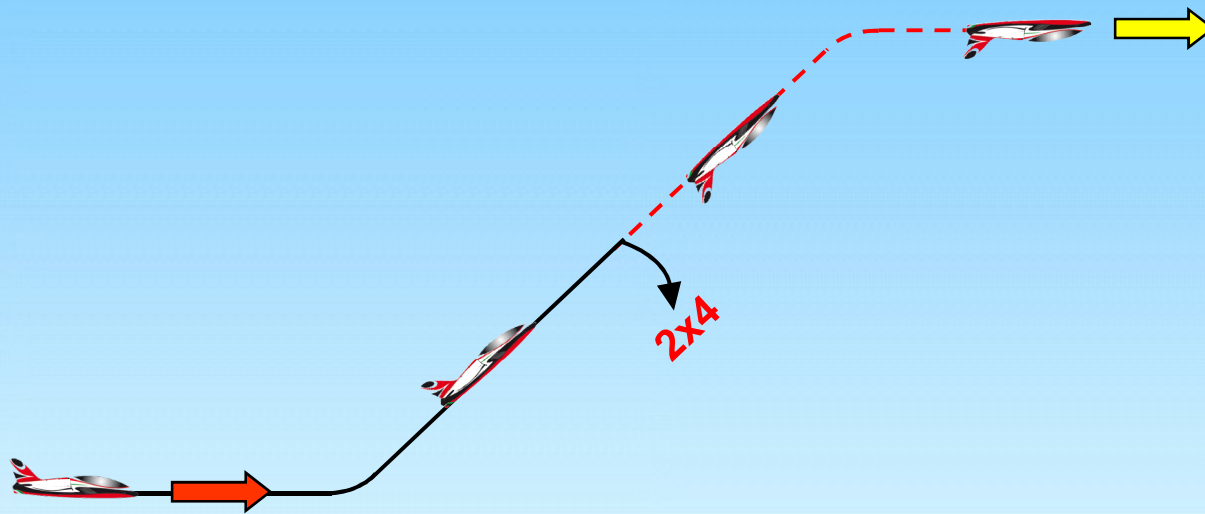


Entry and exit must be at the same altitude.

All radii are equal.



Scale-24.05 45° Upline with two consecutive 1/4 rolls



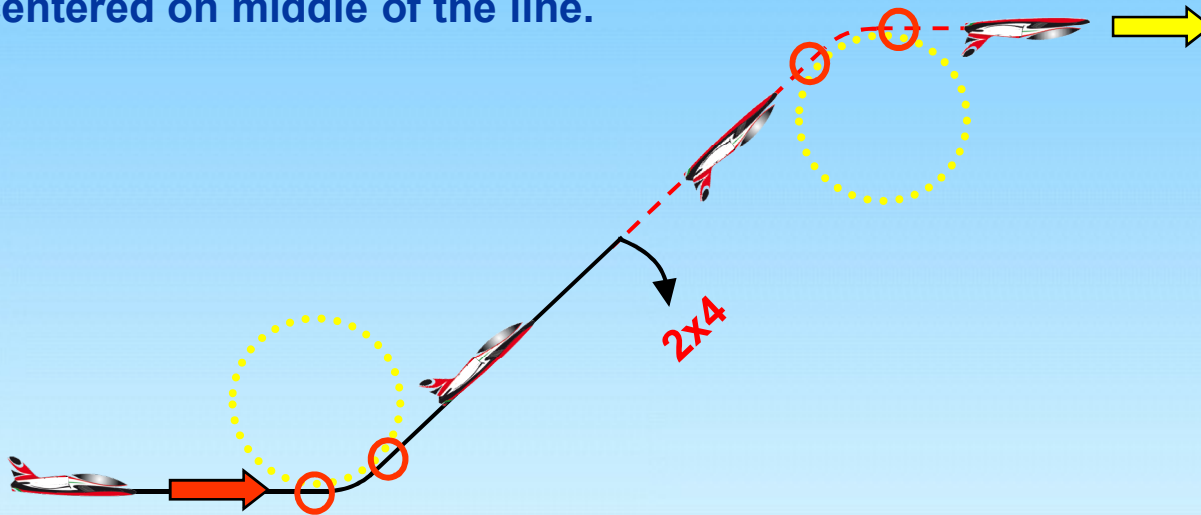
From upright, pull into a 45 degree upline, perform consecutively two 1/4 rolls, pull through 1/8 loop, exit inverted.

SB-24.05 45° Upline with two consecutive ¼ rolls

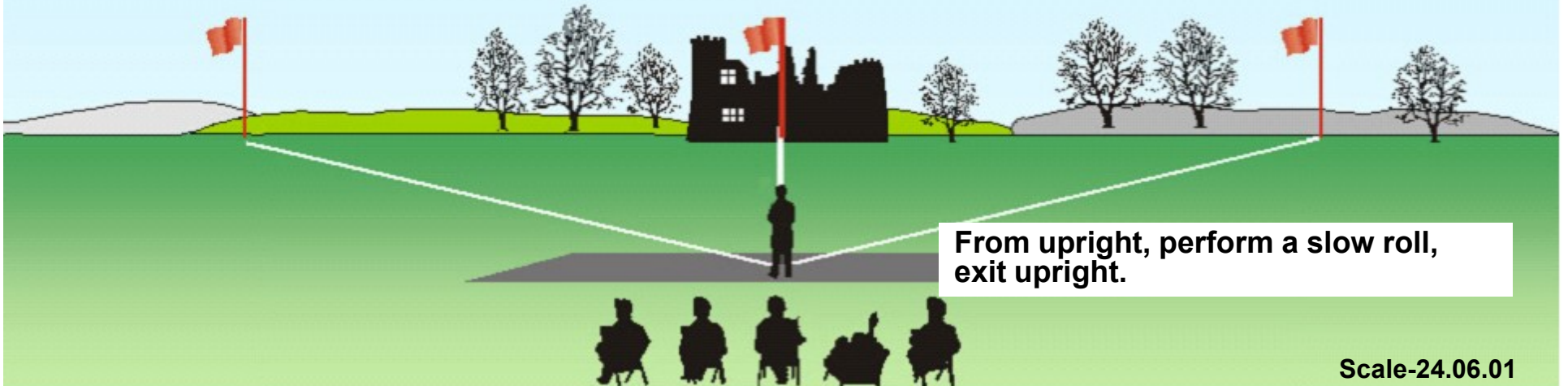


All radii are equal.

Point Roll centered on middle of the line.



Scale-24.06 Slow roll



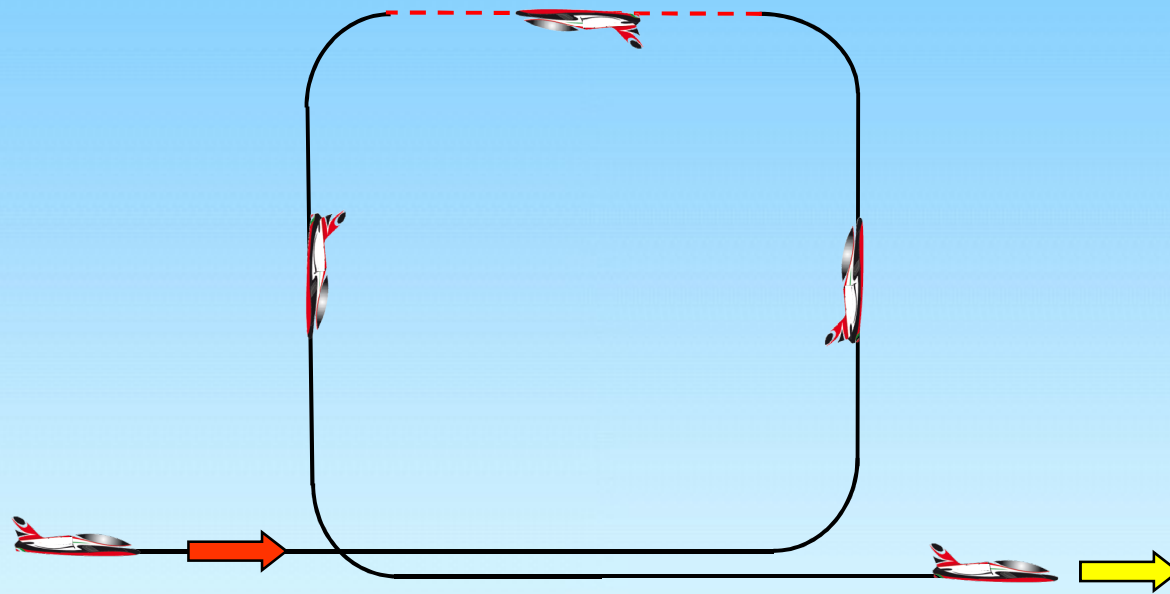
Scale-24.06 Slow roll



Rolling speed must be constant.



Scale-24.07 Square Loop



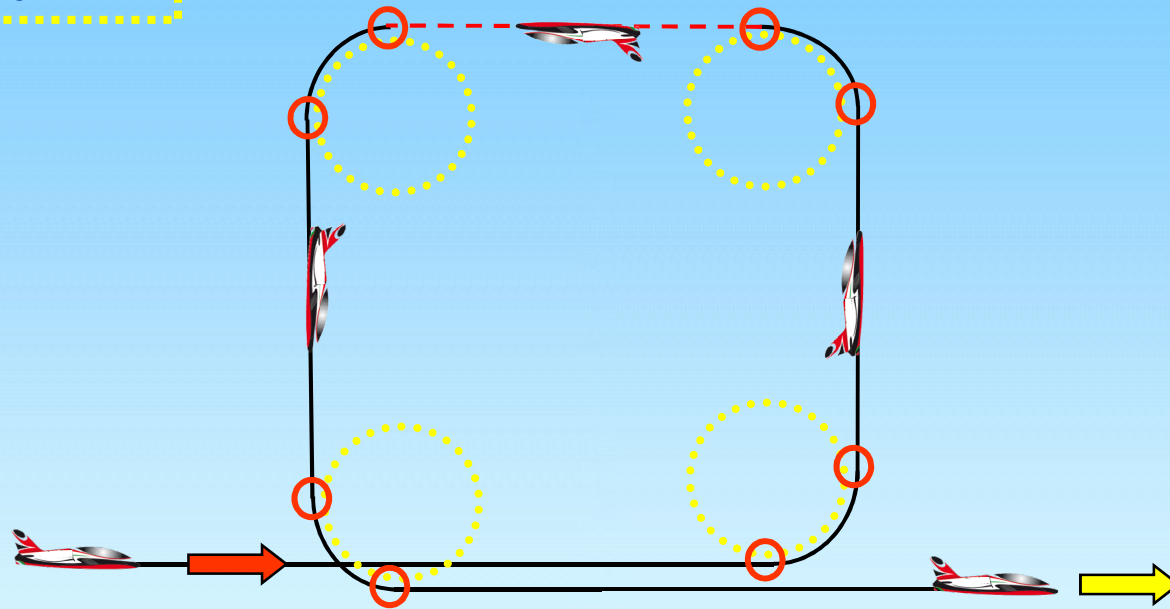
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{1}{4}$ loop, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

Scale-24.07 Square Loop



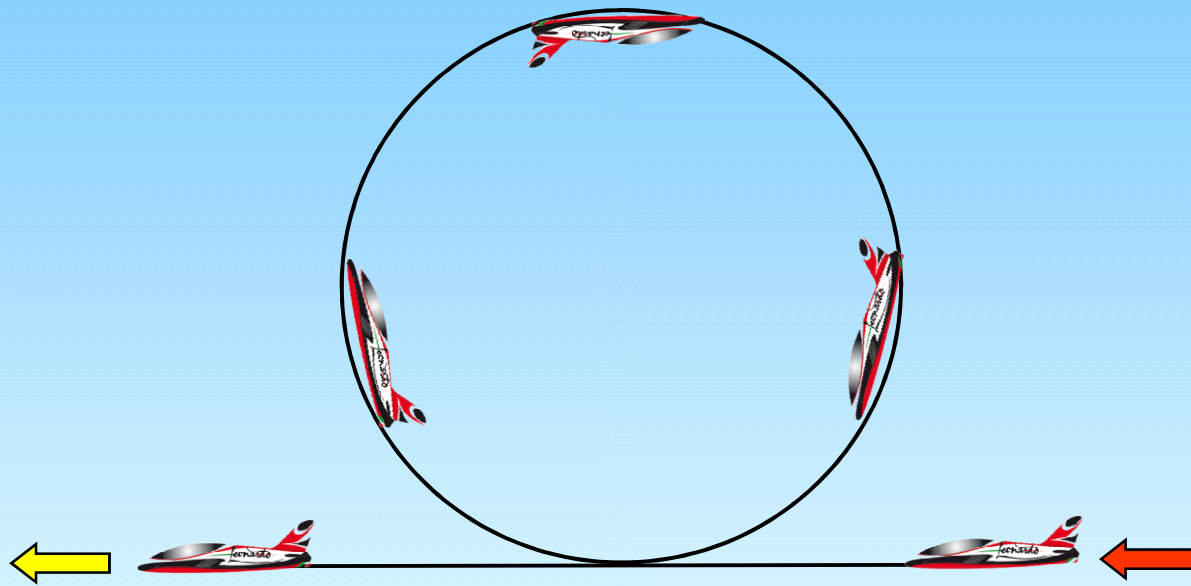
Entry and exit must be on the the same level.

All radii are equal.



Scale-24.07.02

Scale-24.08 Loop

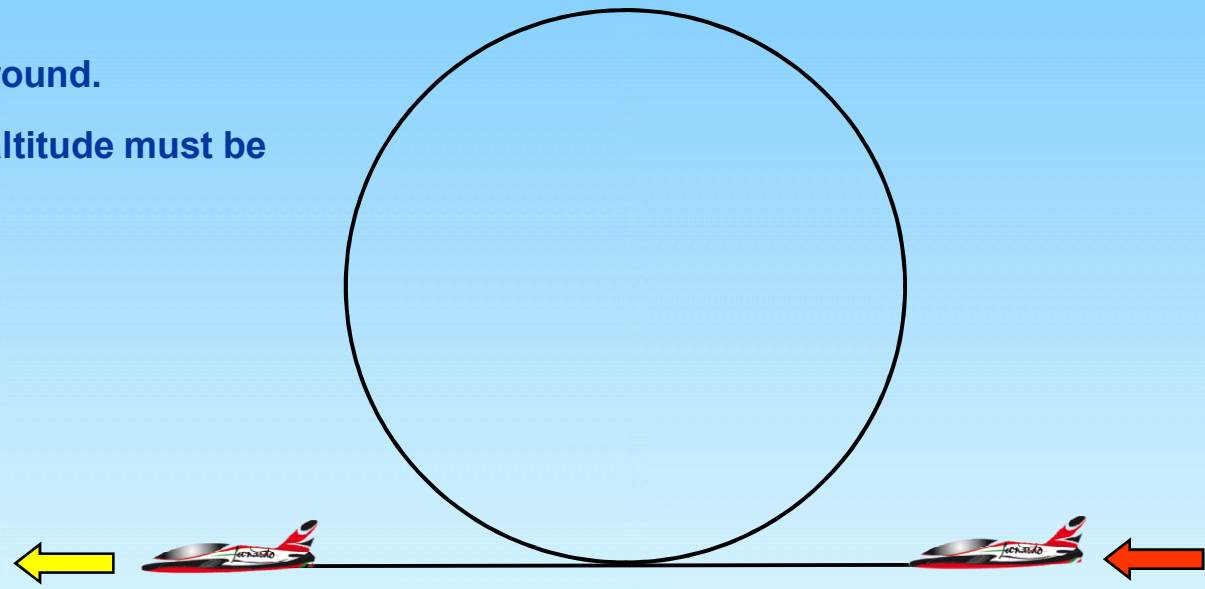


From upright, pull through a loop, exit upright.

Scale-24.08 Loop



Loop must be round.
Entry and exit altitude must be the same.



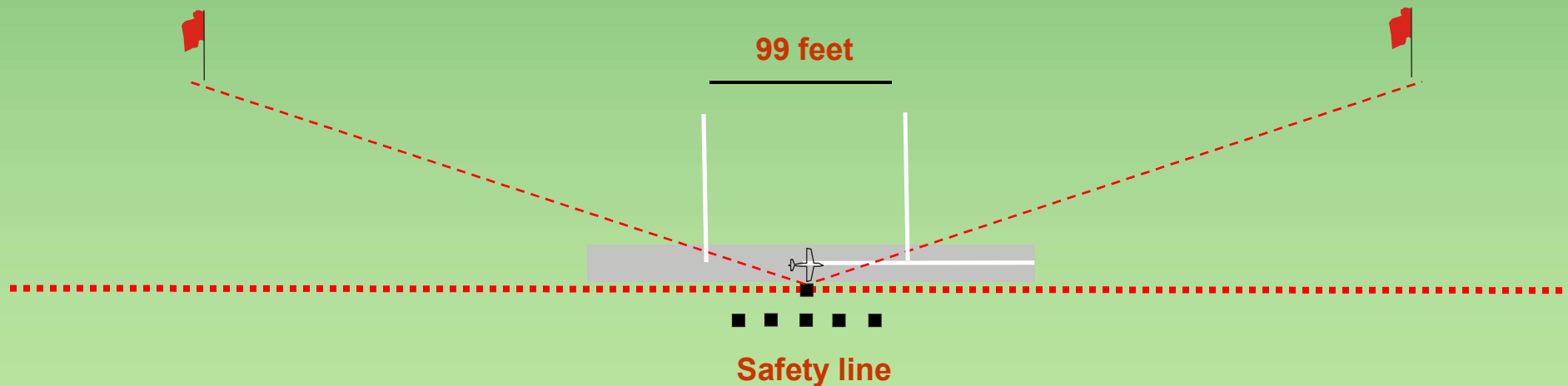


Landing procedure (Is judged, And scored)

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



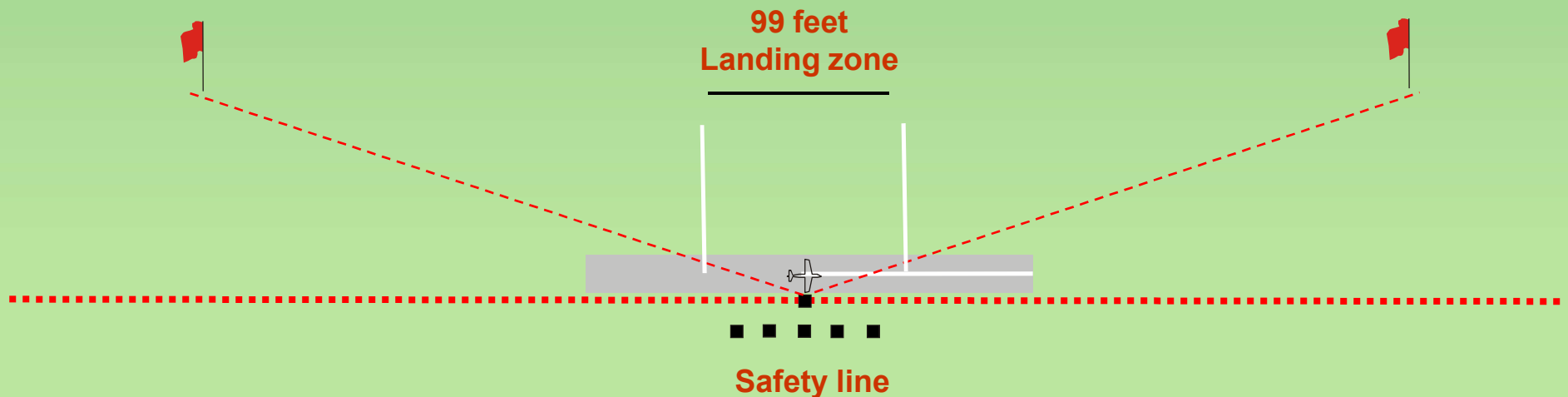
150 degree box



Landing Description



- ❖ The landing maneuver will be scored in half point increments from 10 to 0.
 - ❖ The maneuver will start two (2) meters from the ground.
 - ❖ The model flares smoothly, dissipating flying speed, and then smoothly touches the ground, within the landing zone.
 - ❖ The maneuver should be considered complete once the plane has slowed below flying speed and rolled 10 meters or comes to a stop and no further downgrades shall be applied after that point.
-
- ❖ The landing zone shall be marked by lines placed perpendicular across the runway and spaced 30 meters apart.
 - ❖ The width of the landing zone is normally the width of the runway but in no case shall exceed 30 meters.
 - ❖ **Landing is not a centered maneuver and there is no downgrade for displacement of the touchdown point left or right from center as long as the landing is in the landing zone.**
 - ❖ If the touchdown is within the runway but not in the landing zone it should be downgraded proportionate to the distance outside the landing zone.
 - ❖ The Contest Director may designate any landing zone appropriate to the field if safety considerations dictate.
 - ❖ If the landing zone is anything other than standard it should be thoroughly discussed with the pilots and judges before flying is started and no downgrade shall be applied due to the touchdown in the non-standard landing zone.



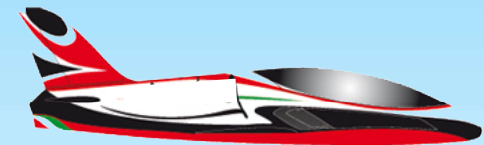


Forget **WHO** is flying

(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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