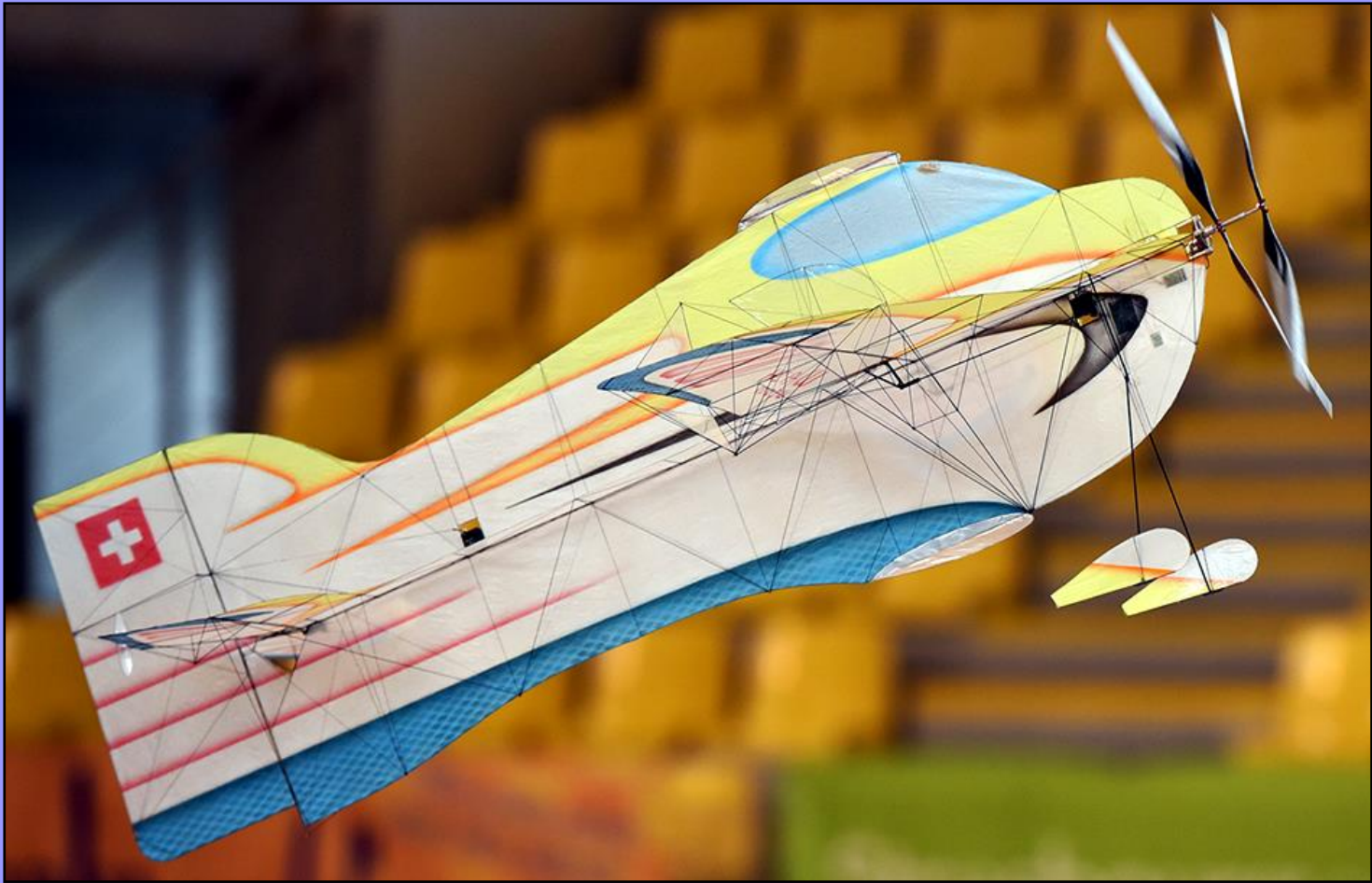# Class F3P Radio Control Indoor Aerobatic Model Aircraft
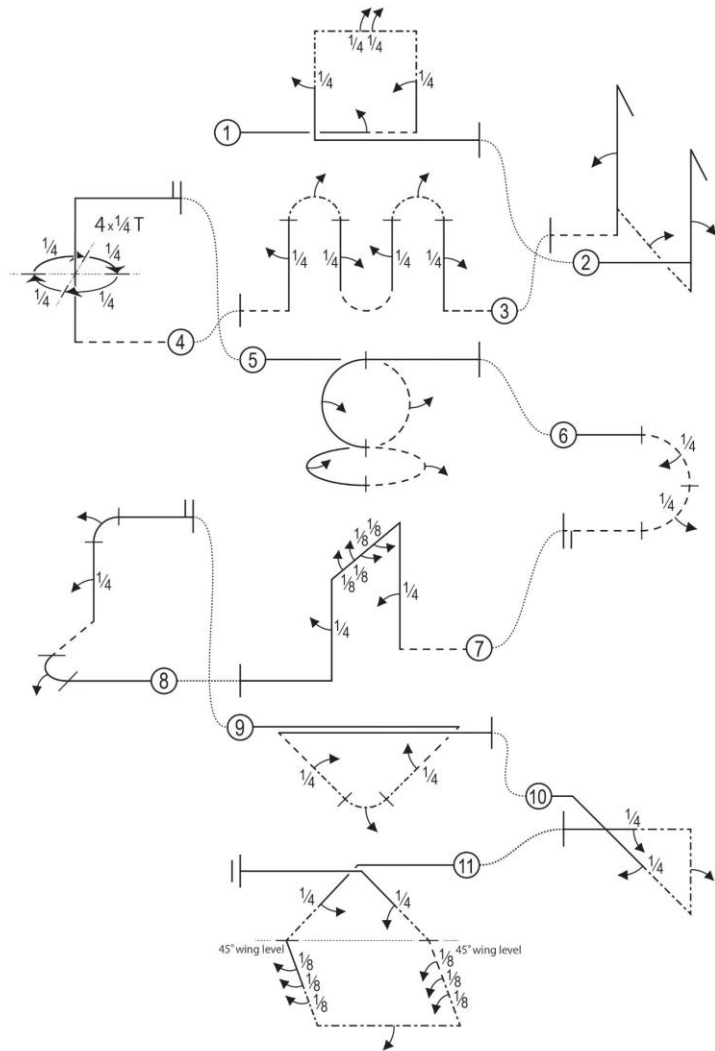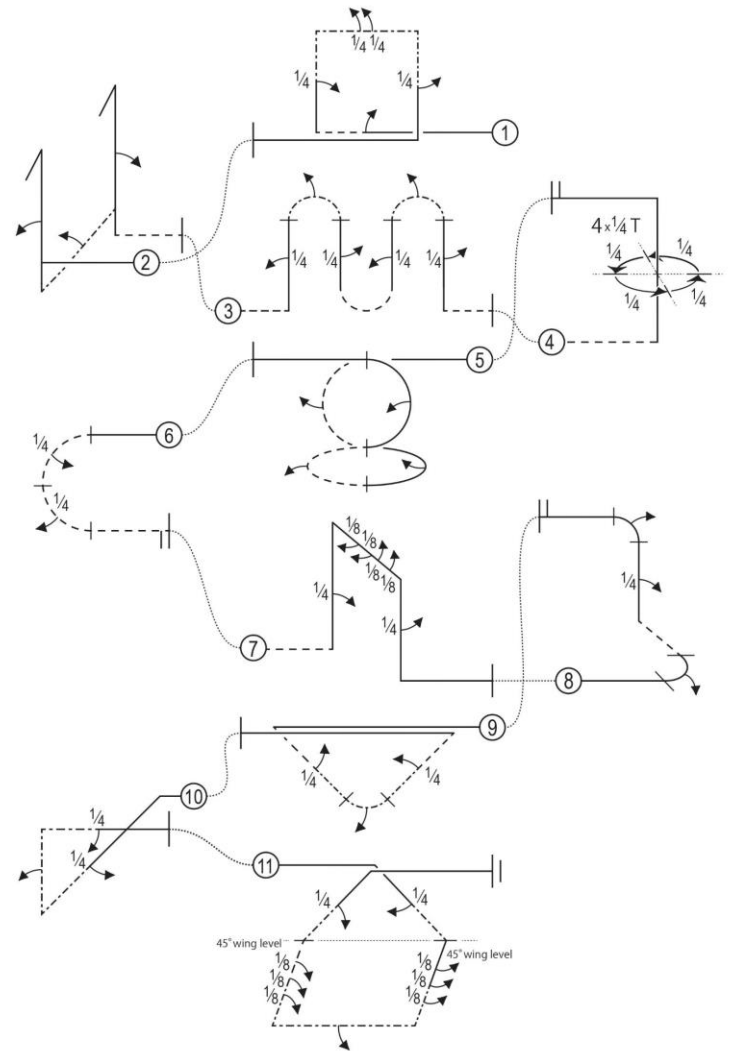

Final Schedule F3P-AF 23   (2022-2023)

FINAL SCHEDULE AF-23 (2022-2023)

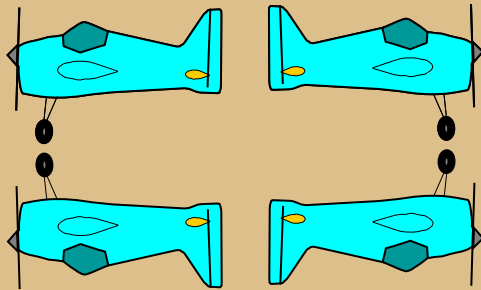# Take-off procedure
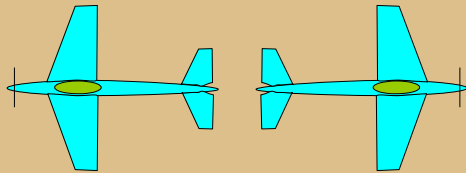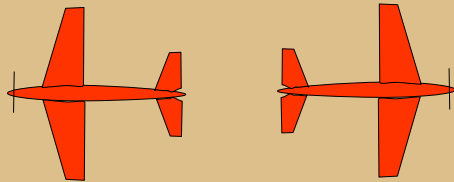## (not judged, not scored)

Explanations:

Aircraft upright

Aircraft inverted

Aircraft in Knife Edge
View from Top

Aircraft in Knife Edge
View from Below

Reference points

Safety line

AF-23.01 Square Loop with half roll, quarter roll, two consecutive quarter rolls, quarter roll

¼ roll   ¼ roll

¼ roll

¼ roll

½ roll
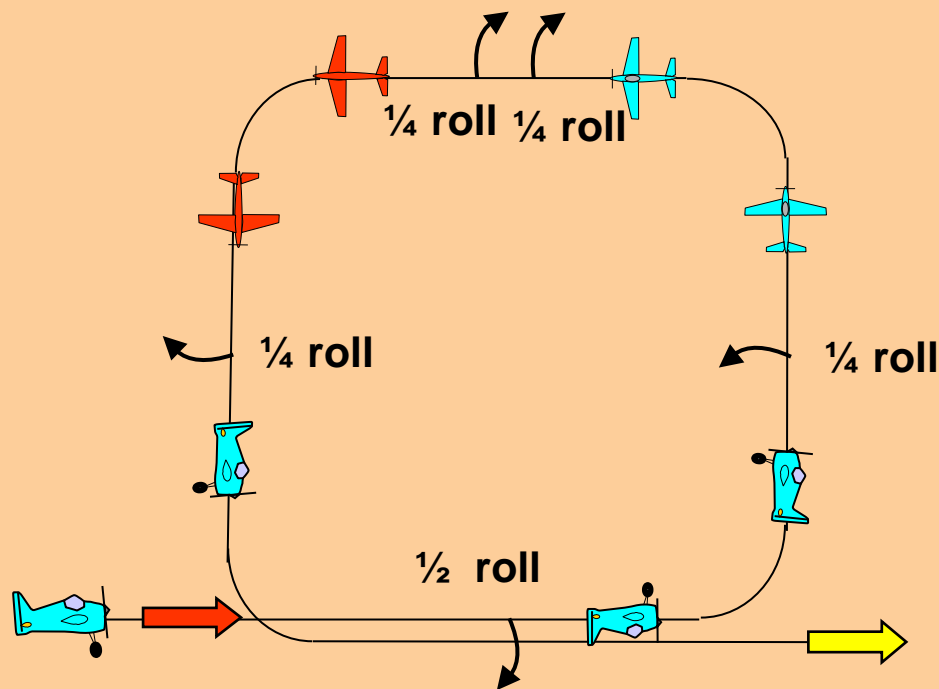
From upright, perform a half roll in the center, push through a quarter loop into a vertical upline, perform a quarter roll, perform a quarter knife-edge loop into knife-edge flight, perform consecutively two consecutive quarter rolls in the center, perform a quarter knife-edge loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.
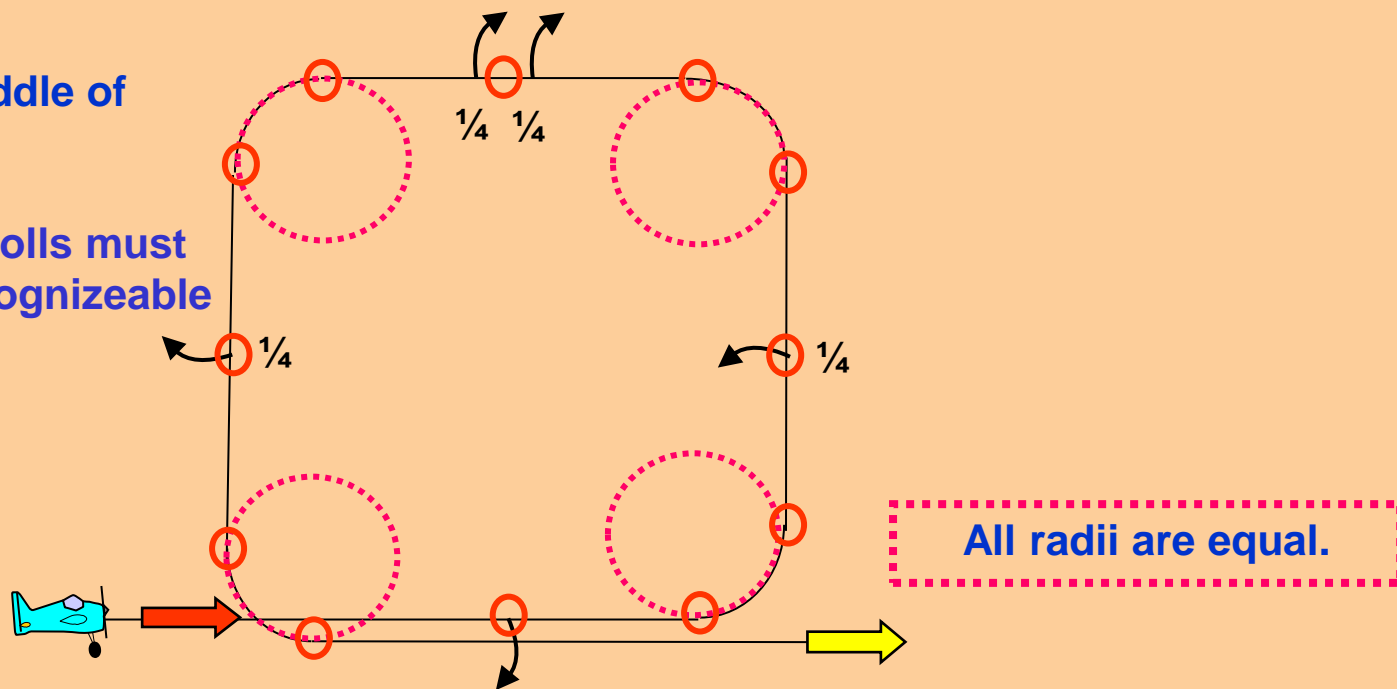
AF-23.01 Square Loop with half roll, quarter roll, two consecutive quarter rolls, quarter roll

All part rolls on middle of the lines.

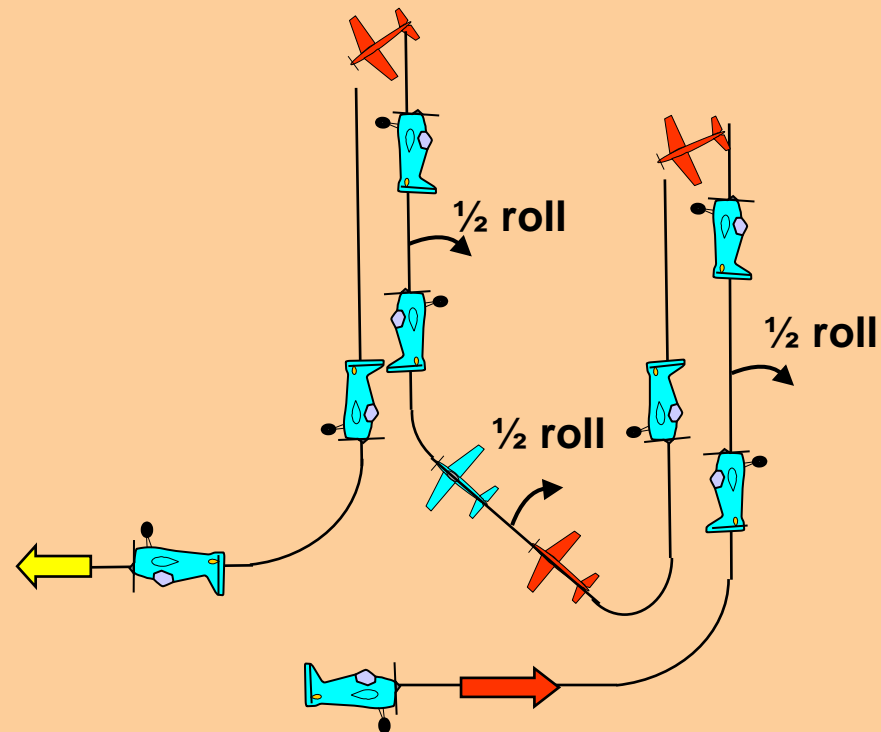**Line between part rolls must be short and of recognizeable length.**

¼ ¼

¼

¼

All radii are equal.

Entry and exit must be at the same altitude.

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

AF-23.02 Double Stall Turn with half roll, half roll, half roll

½ roll

½ roll

½ roll

From upright, pull through a quarter loop into a vertical upline, perform a half roll, perform a stall turn into a vertical downline, perform a quarter knife-edge loop into a knife-edge crossbox line, perform a half roll, perform a quarter knife-edge loop into a vertical upline, perform a half roll, perform a stall turn into a vertical downline, push through a quarter loop, exit inverted.

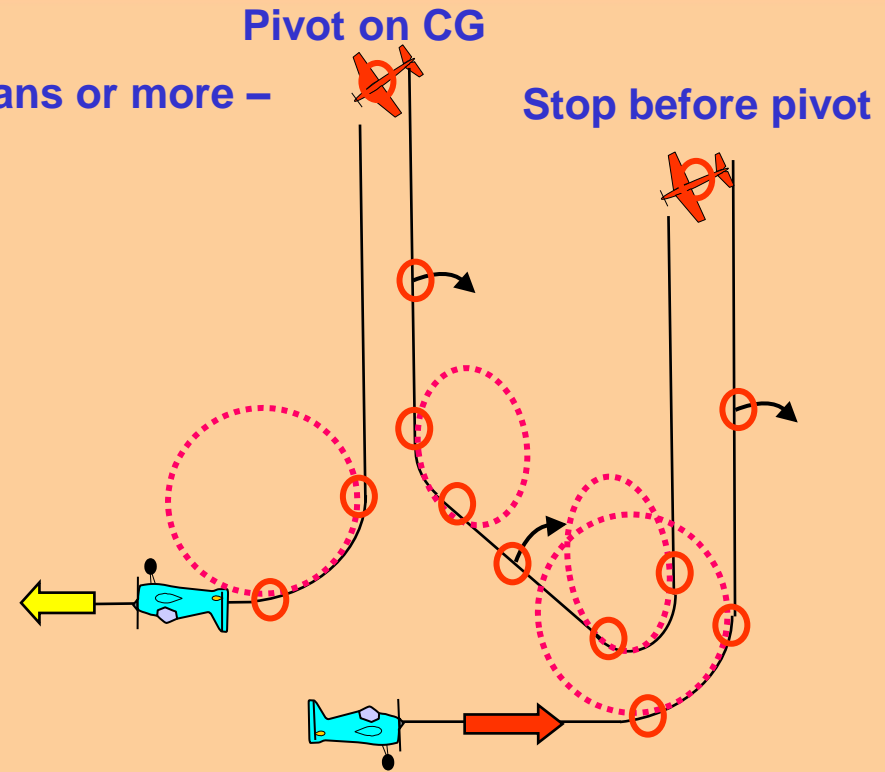# AF-23.02 Double Stall Turn with half roll, half roll, half roll

Pivot on CG

Two wing spans or more – zero points!

Stop before pivot

½ rolls on middle of the lines.

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

All radii are equal.

AF-23.03 Double Humpty Bump with quarter roll, half roll integrated, quarter roll, quarter roll, half roll integrated, quarter roll

½ roll
integrated

½ roll
integrated

¼ roll

¼ roll

¼ roll

¼ roll
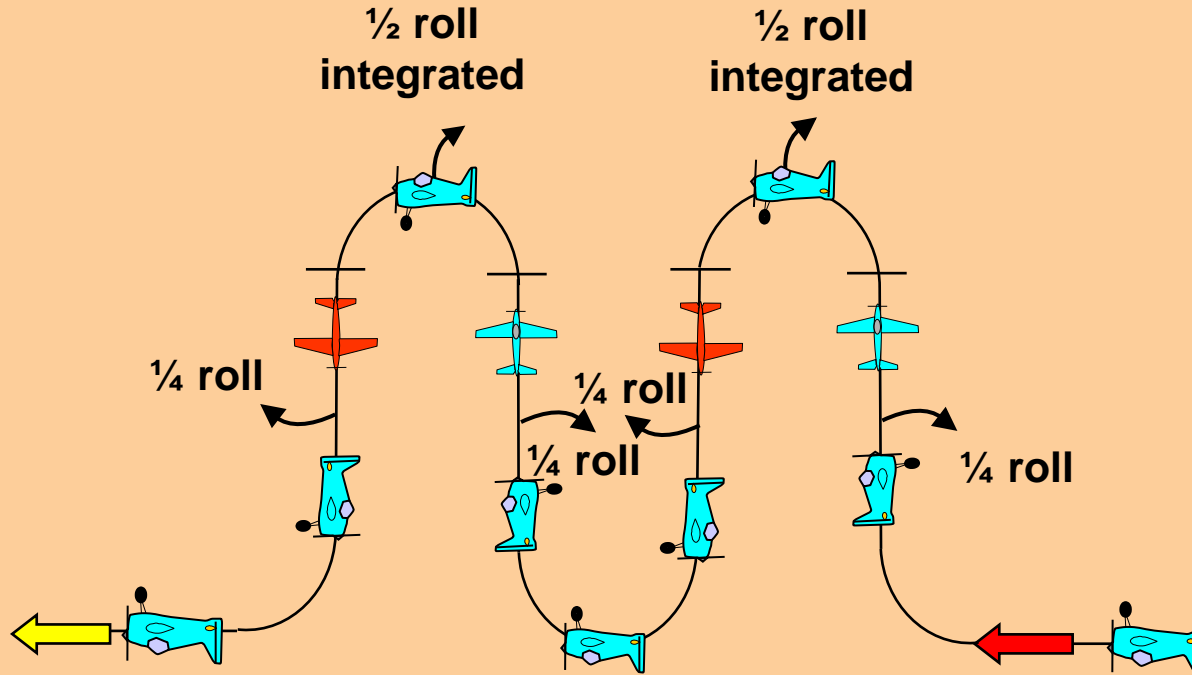
From inverted, before the center push through a quarter loop into a vertical upline, perform a quarter roll, perform a half knife-edge loop (towards the center) with integrated half roll into a vertical downline, perform a quarter roll, push through a half loop in the center into a vertical upline, perform a quarter roll, perform a half knife-edge loop (away from the center) with integrated half roll into a vertical downline, perform a quarter roll, push through a quarter loop, exit inverted.

F3P-AF-23.03.01

AF-23.03 Double Humpty Bump with quarter roll, half roll integrated, quarter roll, quarter roll, half roll integrated, quarter roll

The ½ rolls must be integrated on circular flightpath of the ½ loop.

¼ rolls on middle of the lines.

¼

¼

¼

¼
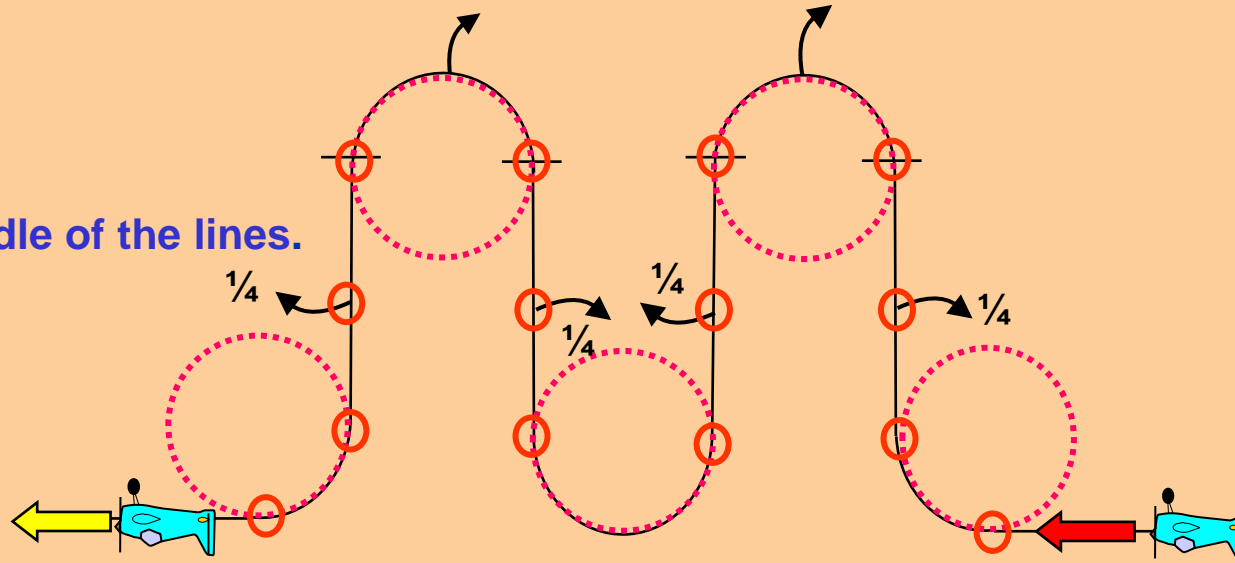
Entry and exit must be at the same altitude.

All radii are equal.

F3P-AF-23.03.02

AF-23.04 Half Square Loop with four consecutive one quarter torque rolls

¼ torque roll

¼ torque roll

¼ torque roll
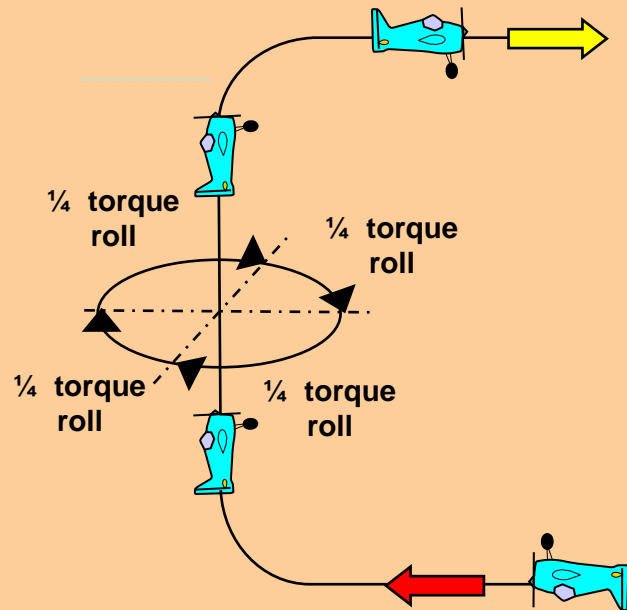
¼ torque roll

From inverted, push through a quarter loop into a vertical upline, perform consecutively four one quarter torque rolls on same level, push through a quarter loop, exit upright.

AF-23.04 Half Square Loop with four consecutive one quarter torque rolls

¼ torque roll

¼ torque roll

¼ torque roll
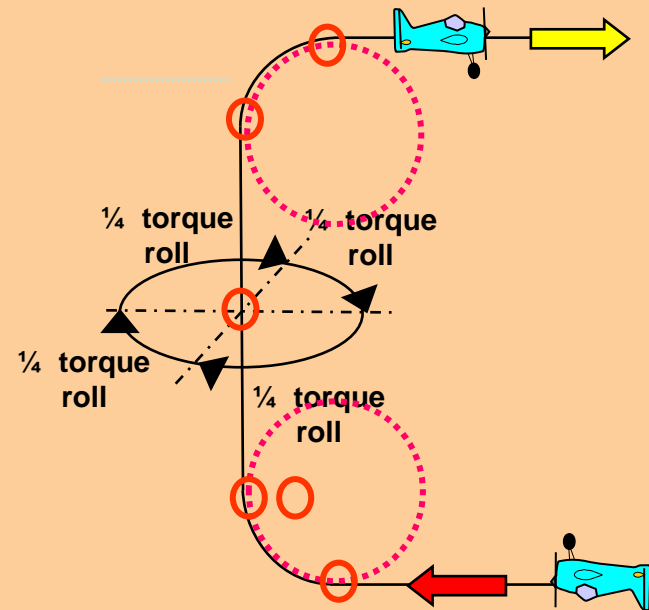
¼ torque roll

Lines before and after the four ¼ torque rolls must be of equal length.
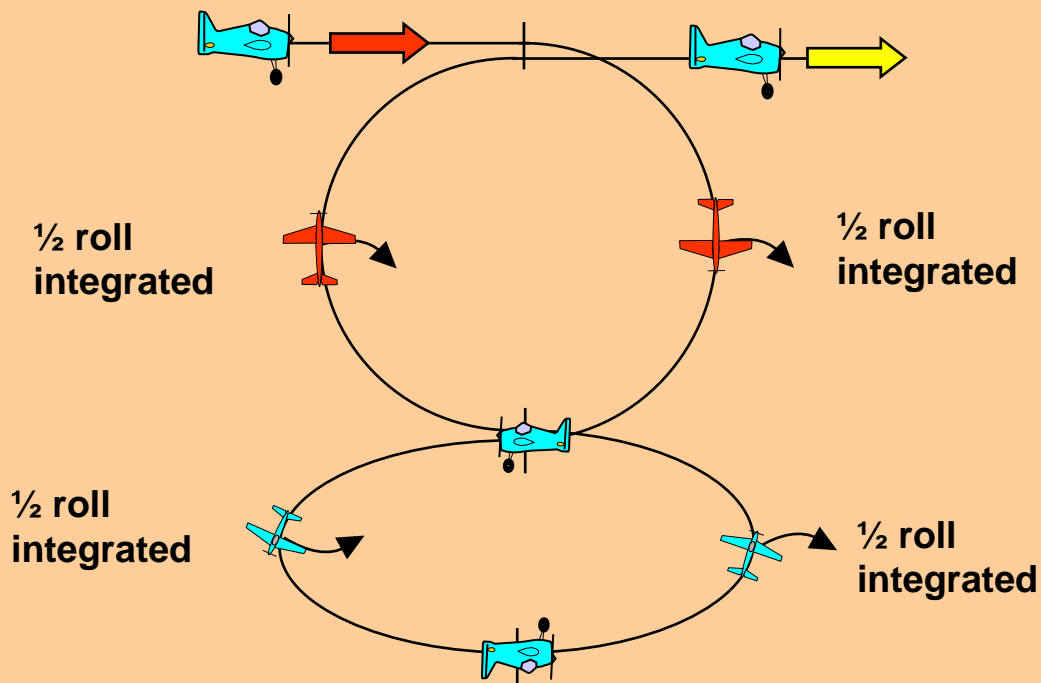
Rolling speed must be constant.

Absence of a hover = zero.

All radii are equal.

AF-23.05 Loop Crossbox Circle Combination with half roll integrated, half roll integrated, half roll integrated, half roll integrated

½ roll integrated

½ roll integrated

½ roll integrated

½ roll integrated

From upright, push through a half loop, while integrating a half roll, perform a crossbox circle with two half rolls in opposite directions integrated, pull through a half loop, while integrating a half roll in opposite direction of the half roll in the first half loop, exit upright.

F3P-AF-23.05.01

AF-23.05 Loop Crossbox Circle Combination with half roll integrated, half roll integrated, half roll integrated, half roll integrated
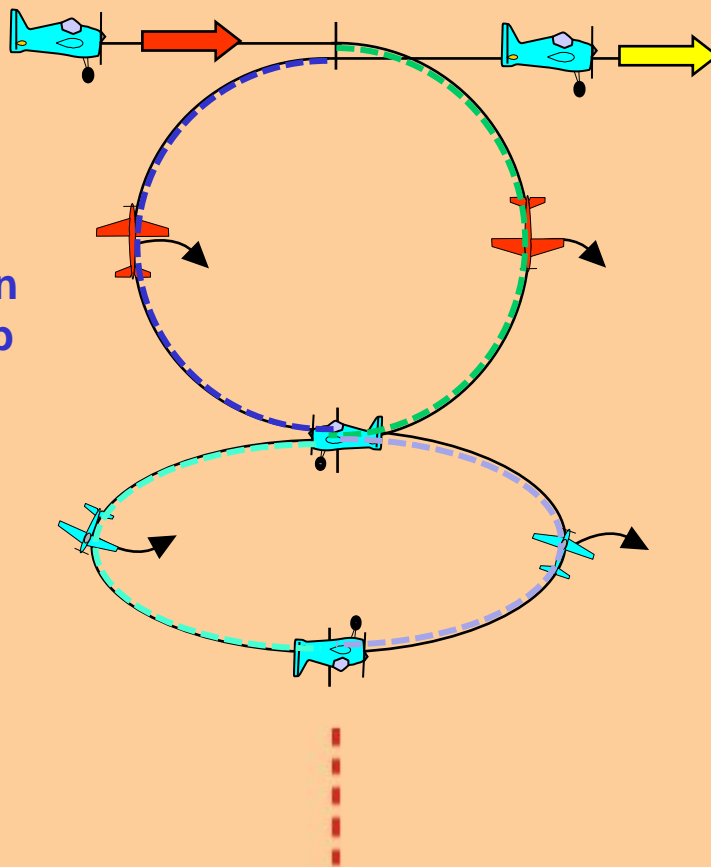
Entry and exit must be at the same altitude.

Loop and circle must be round.

½ rolls must be integrated on circular flightpath of the loop and the circle.

½ rolls integrated in the circle must be in opposite direction.

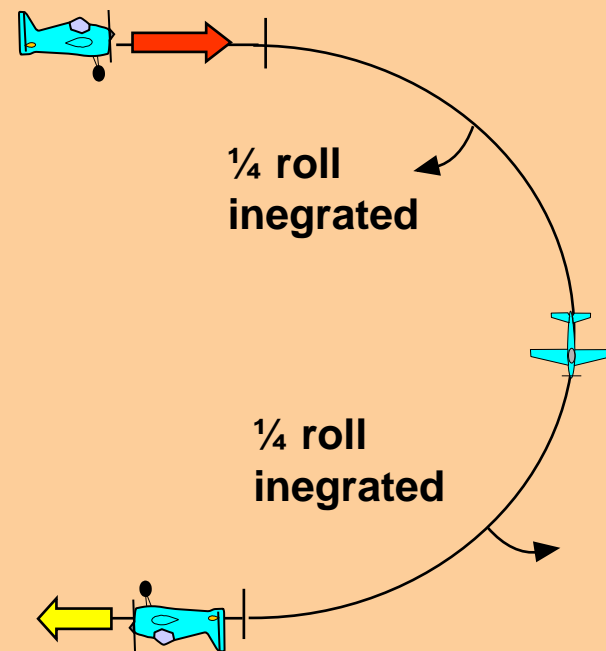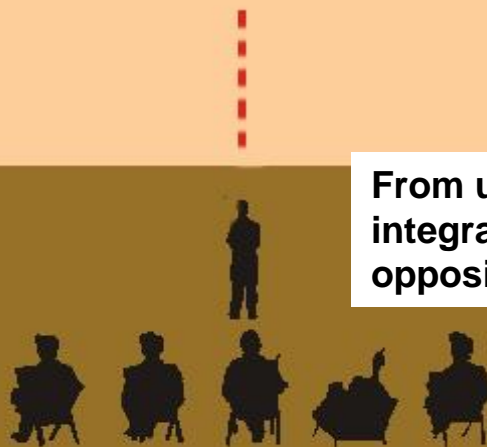**Change of rolling direction must be immediate.**

Fourth half roll integrated must be in opposite direction to the first.

Rolling direction:
left, left, right, right
or
right, right, left, left
or
right left, right, left
or
left, right, left, right.

AF-23.06 AF-23.06 Half Loop with two consecutive quarter rolls in opposite directions integrated

¼ roll inegrated

¼ roll inegrated

From upright push through a half loop while integrating consecutively two quarter rolls in opposite directions, exit inverted.

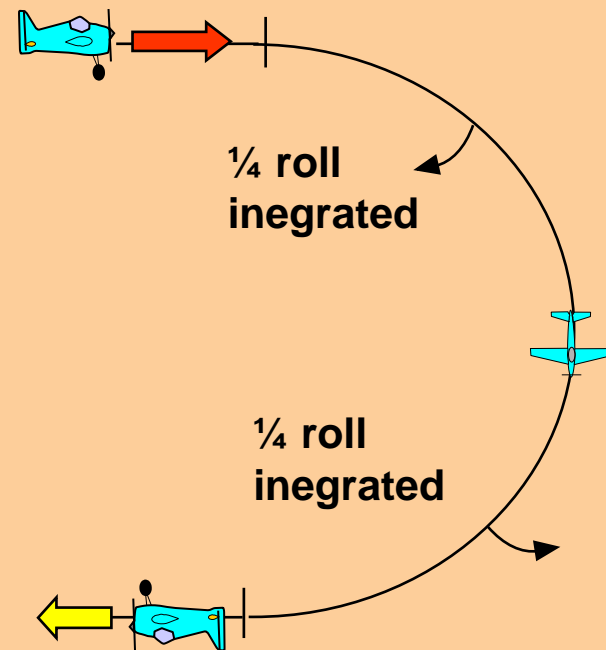F3P-AF-23.06.01

½ loop has to be round.

The ¼ rolls must be integrated on circular flightpath of the ½ loop.

Roll reversal has to be immediately.

¼ roll inegrated

¼ roll inegrated

F3P-AF-23.06.01

1/8 roll **1/8 roll**
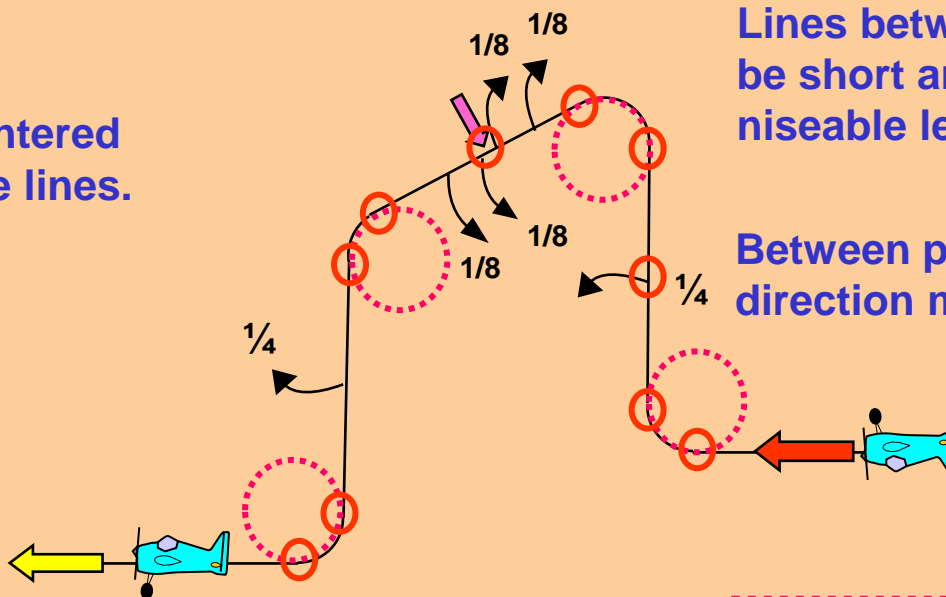
1/8 roll

1/8 roll

¼ roll

¼ roll

From inverted, push through a quarter loop into a vertical upline, perform a quarter roll, push through a quarter loop into a horizontal crossbox line, perform consecutively two one eighth rolls, followed by two consecutive one eighth rolls in opposite direction, push through a quarter loop into a vertical downline, perform a quarter roll, pull through a quarter loop, exit upright.

AF-23.07 Crossbox Top Hat with quarter roll, two consecutive one eight rolls, two consecutive one eight rolls in opposite direction, quarter roll

1/8   1/8

1/8

1/8

1/8

¼

¼

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

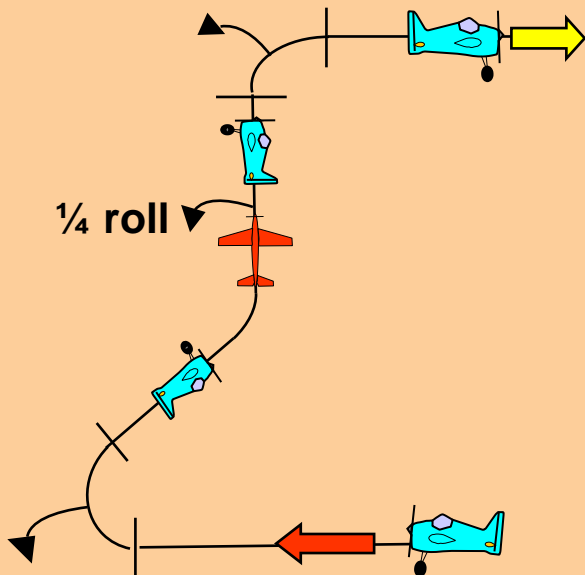**Between part rolls in opposite direction must be no line.**

All part rolls centered on middle of the lines.

All radii are equal.

Entry and exit must be at the same altitude.

F3P-AF-23.07.01

AF-23.08 Corner Combination with half roll integrated, quarter roll, half roll integrated
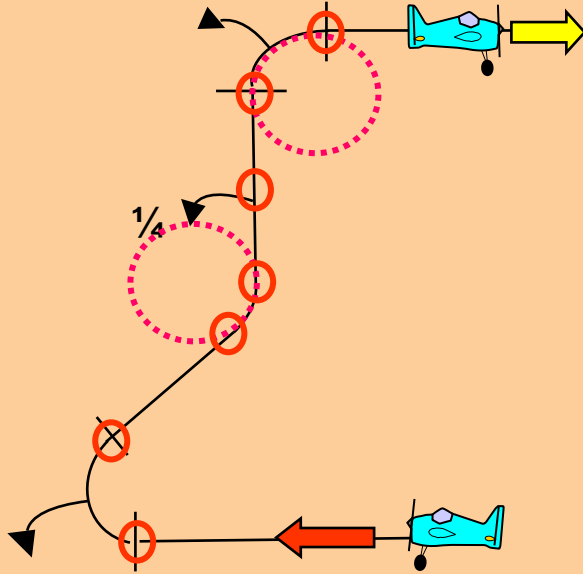
½ roll inegrated

¼ roll

½ roll inegrated

From upright, perform a quarter circle into a crossbox line, while integrating a half roll, push through a quarter loop into a vertical upline, perform a quarter roll, pull through a quarter loop while integrating a half roll, exit upright.

AF-23.08 Corner Combination with half roll integrated, quarter roll, half roll integrated

½ roll inegrated

½ roll inegrated

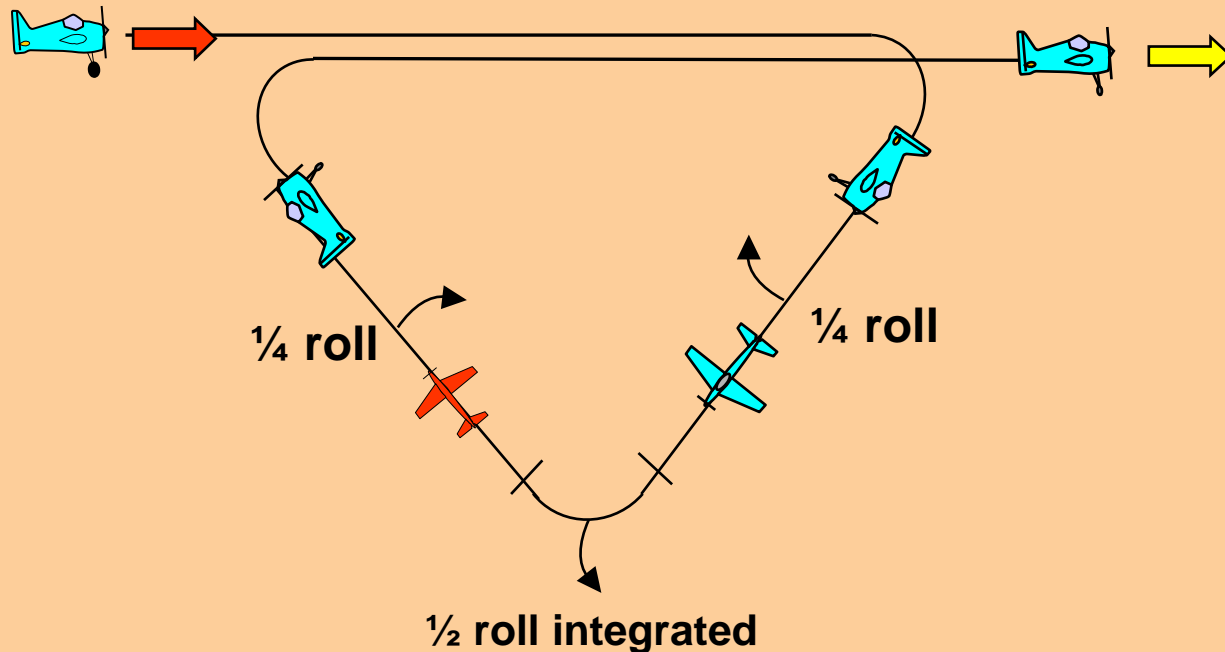**¼ roll on middle of the line.**

The ½ rolls must be integrated on circular flightpath of the ¼ circle and of the ¼ loop.

The radii of the part loops are equal.
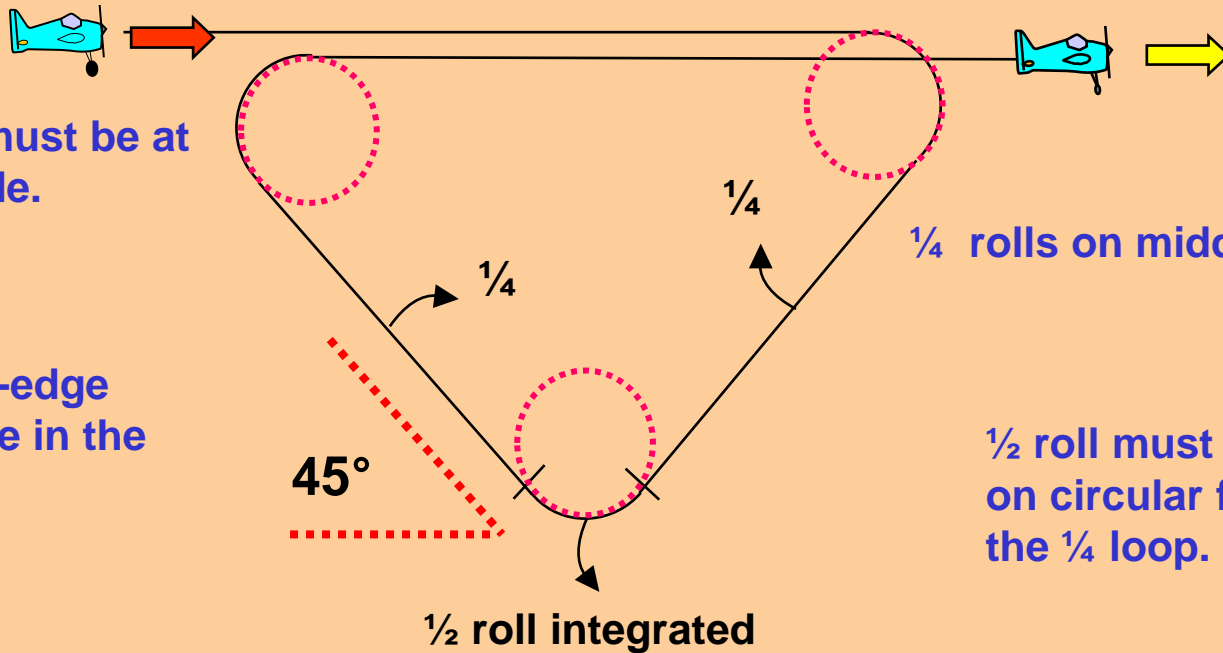
¼ roll

¼ roll

½ roll integrated

From upright, fly past center, push through a three eighths loop into a forty-five degree downline, perform a quarter roll, perform a quarter knife-edge loop into a forty-five degree upline, while integrating a half roll, perform a quarter roll, push through a three eighths loop, exit upright.

AF-23.09 Triangle with quarter roll, half roll integrated, quarter roll

Entry and exit must be at the same altitude.

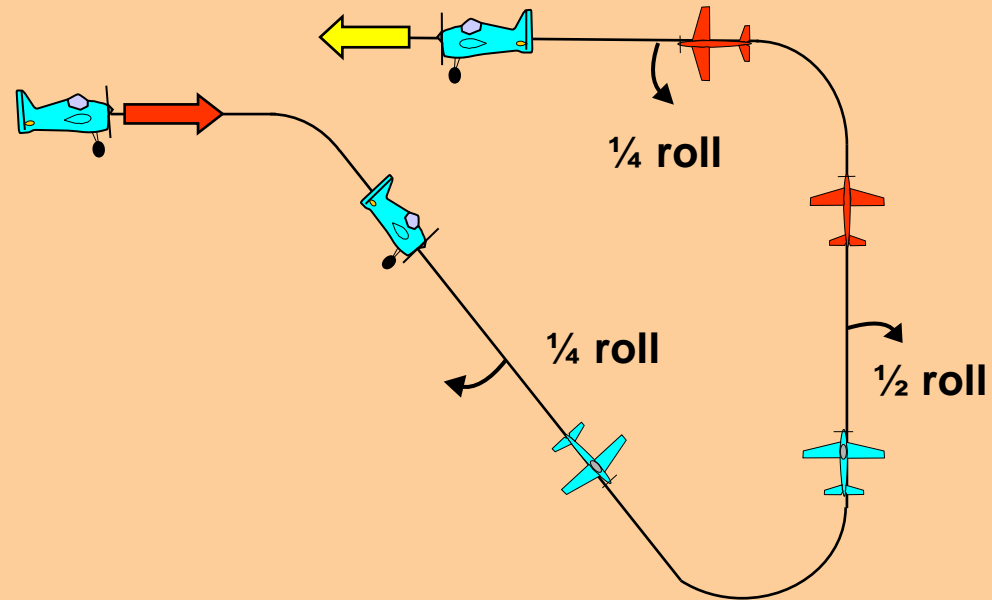**During the knife-edge the wing must be in the vertical plane.**

¼

¼

45°

½ **roll integrated**

¼ **rolls on middle of the line.**

½ **roll must be integrated on circular flightpath of the ¼ loop.**

All radii are equal.
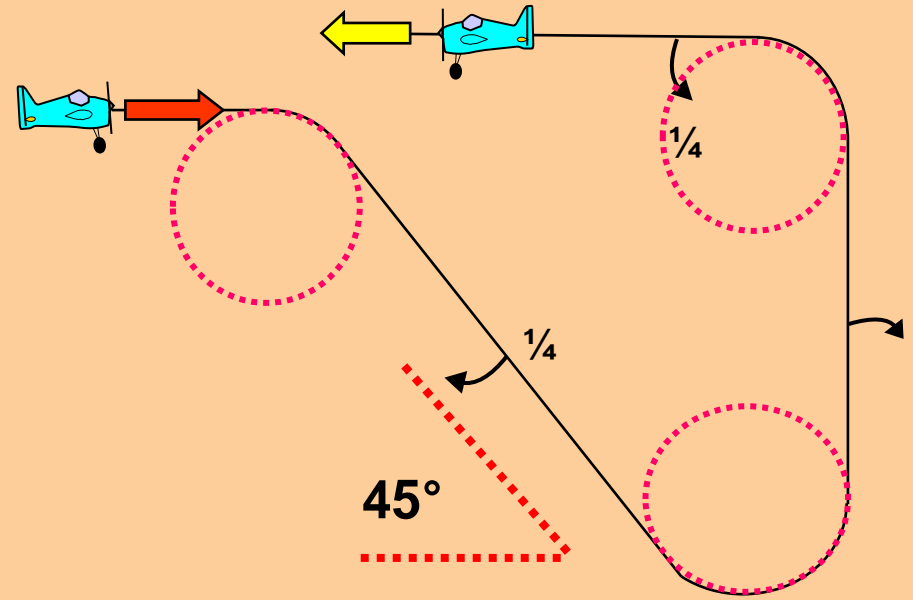
F3P-AF-23.09.02

¼ roll

¼ roll

½ roll

From upright, push through a one eighth loop into a forty-five degree downline, perform a quarter roll, perform a three eighths knife-edge loop into a vertical upline, perform a half roll, perform a quarter knife-edge loop, perform a quarter roll, exit upright.

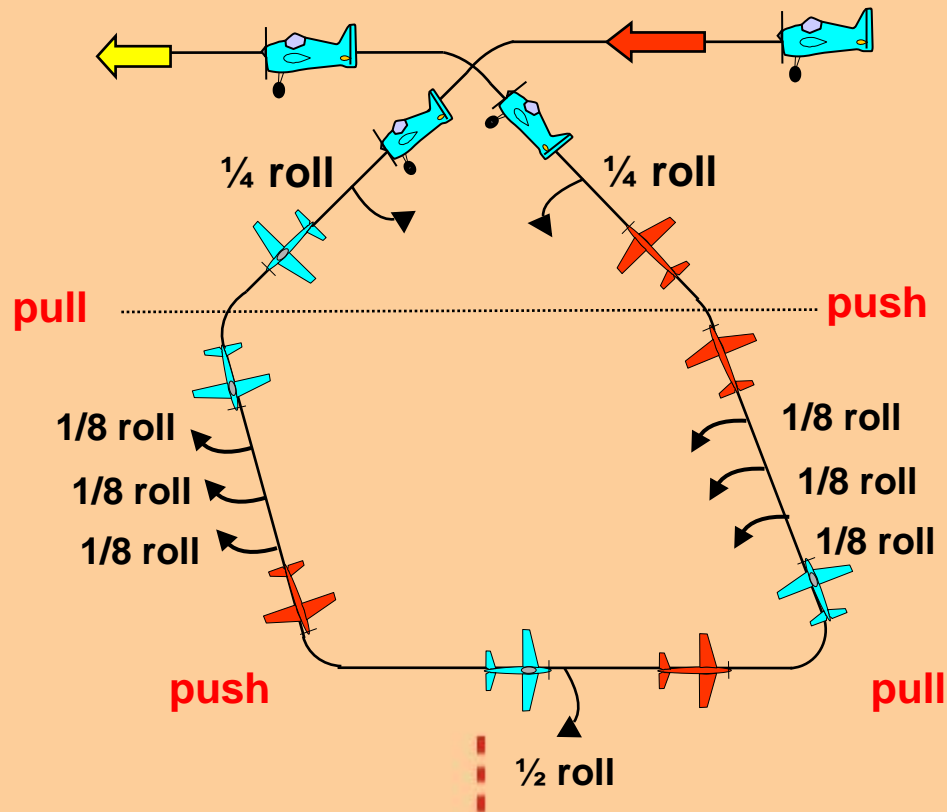# AF-23.10 Reverse Shark Fin from Top with quarter roll, half roll, quarter roll

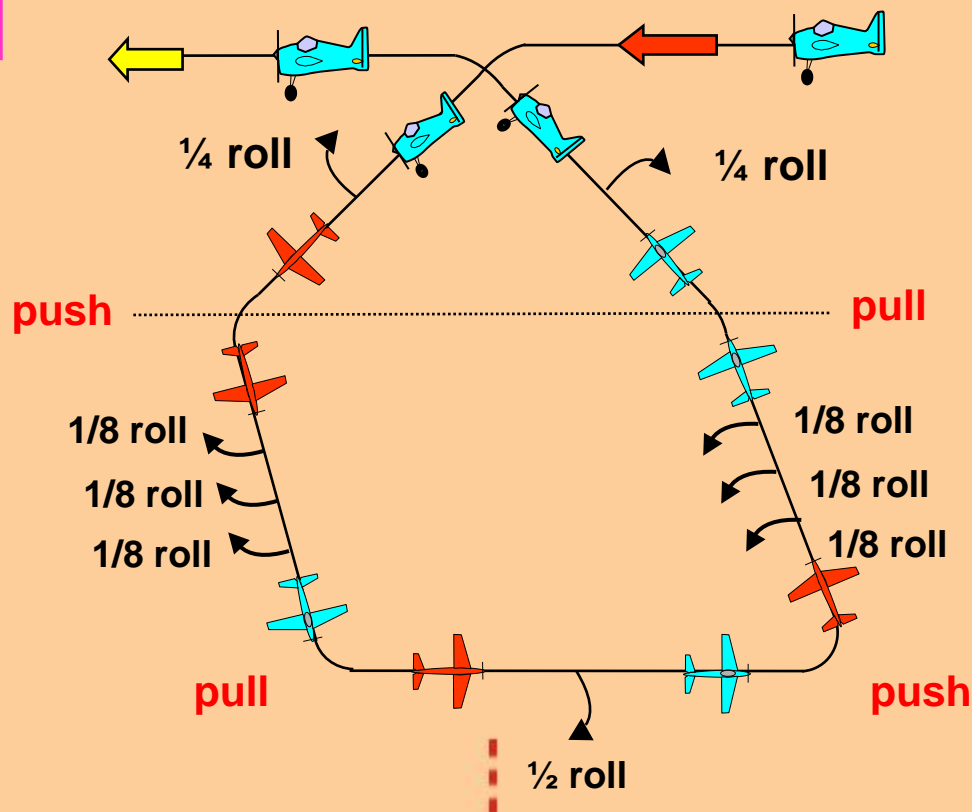Part rolls on middle of the line.

¼

¼

45°

All radii are equal.

F3P-AF-23.10.02

¼ roll

¼ roll

pull

push

1/8 roll

1/8 roll

1/8 roll

1/8 roll

1/8 roll

1/8 roll

push

pull

½ roll

From upright, **push** through a one eighth loop into a forty-five degree downline, perform a quarter roll, **pull** through a quarter knife-edge loop into a crossbox line with forty-five degree wing level, perform consecutively three one eighth rolls into knife-edge flight, **push** through a quarter knife-edge circle, perform a half roll, pull through a quarter knife-edge circle into a knife-edge crossbox line, perform consecutively three one eighth rolls into forty five degree wing level flight, **push** through a quarter knife-edge loop into a forty-five degree upline, perform a quarter roll, push through a one eighth loop, exit upright.

Option

¼ roll

¼ roll

push

pull

1/8 roll

1/8 roll

1/8 roll

1/8 roll

1/8 roll

1/8 roll

pull

push

½ roll

From upright, push through a one eighth loop into a forty-five degree downline, perform a quarter roll, **push** through a quarter knife-edge loop into a crossbox line with forty-five degree wing level, perform consecutively three one eighth rolls into knife-edge flight, **pull** through a quarter knife-edge circle, perform a half roll, **push** through a quarter knife-edge circle into a knife-edge crossbox line, perform consecutively three one eighth rolls into forty five degree wing level flight, **pull** through a quarter knife-edge loop into a forty-five degree upline, perform a quarter roll, push through a one eighth loop, exit upright.
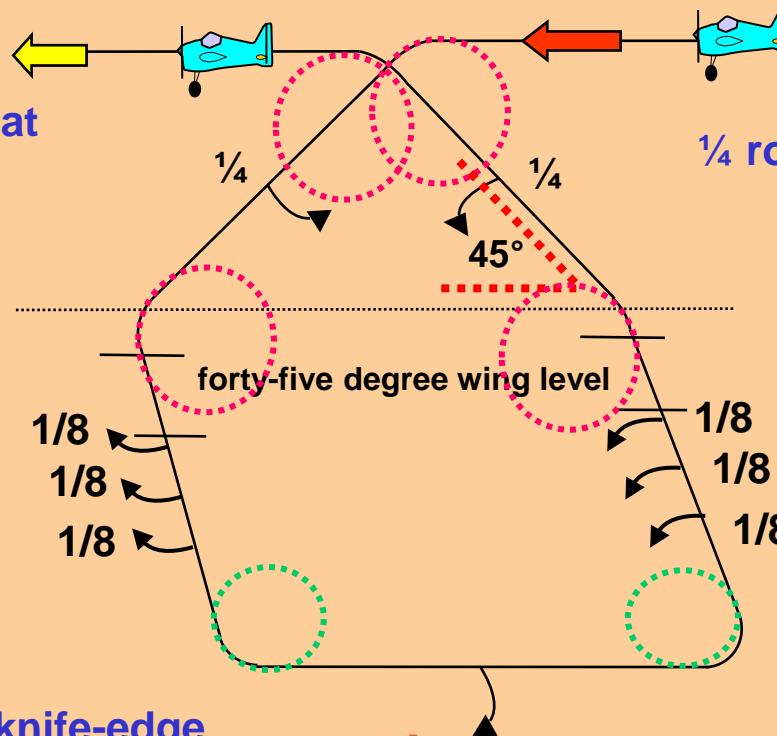
Note: Exit starts in the center.

Entry and exit must be at the same altitude.

¼

¼

¼ rolls on middle of the line.

45°

Radii of part loops are equal.

forty-five degree wing level

1/8 rolls centered on middle of the line.

1/8

1/8

1/8

1/8

1/8

1/8

Radii of knife-edge part circles are equal.

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

F3P-AF-23.11.01

**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 ....

(and the precision, smoothness, positioning, and size)

Bob Skinner

Safety line