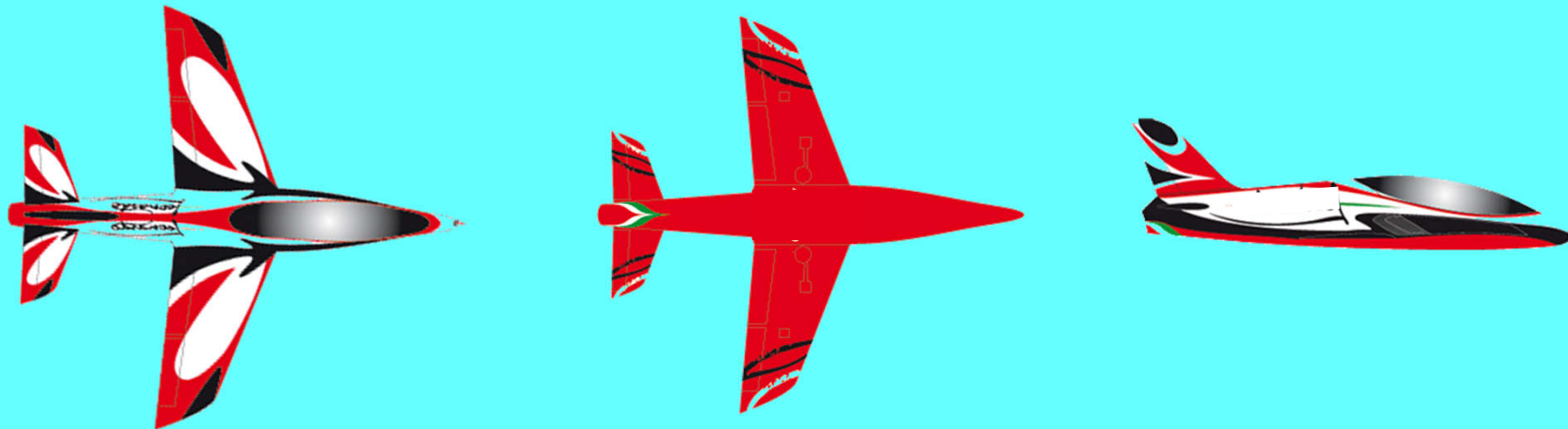
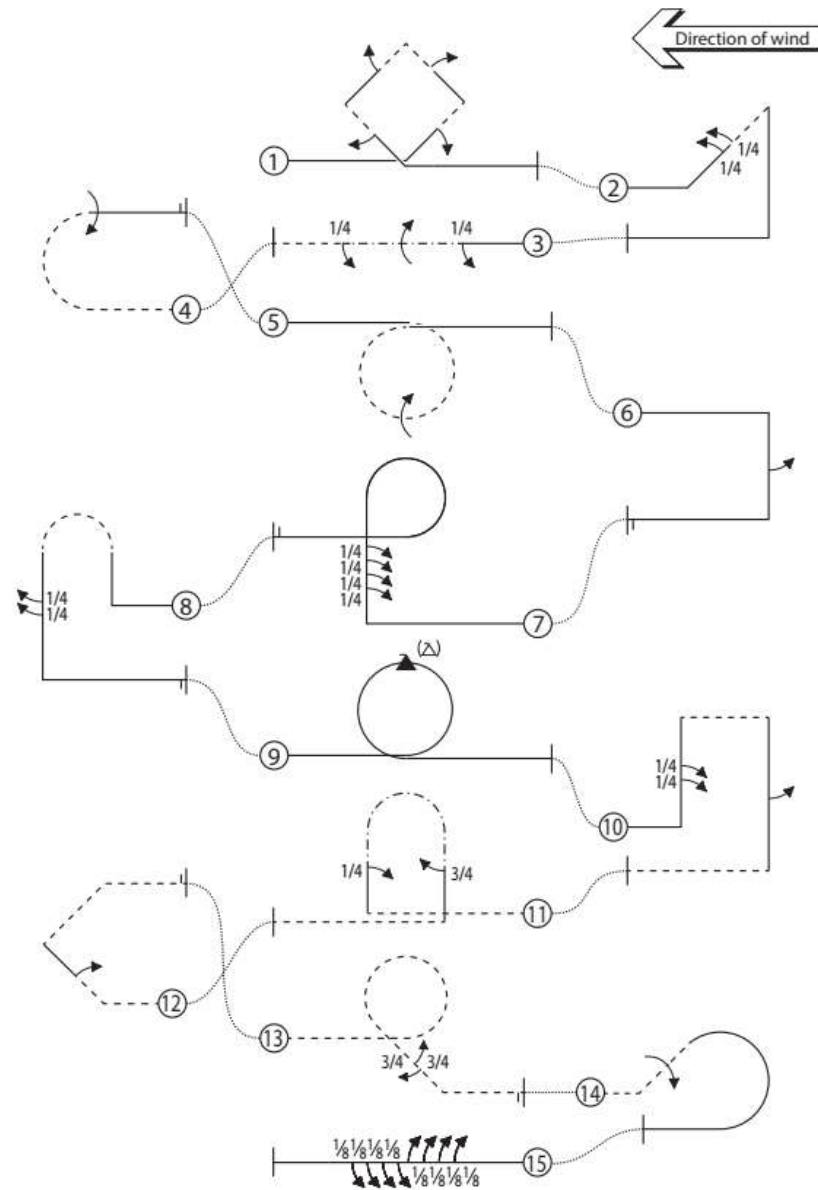


Flying and Judging F3S



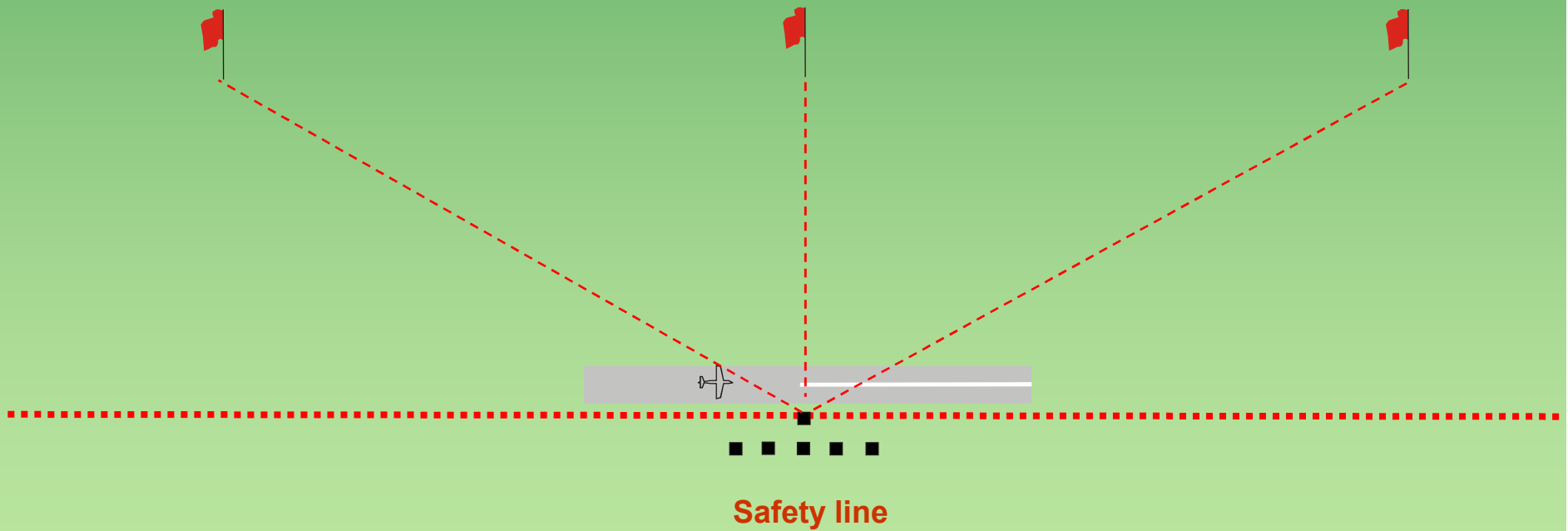
SCHEMATIC MANOEUVRE ILLUSTRATIONS
SCHEDULE SF-19

FINAL SCHEDULE F3S SF-19 (From 2019)

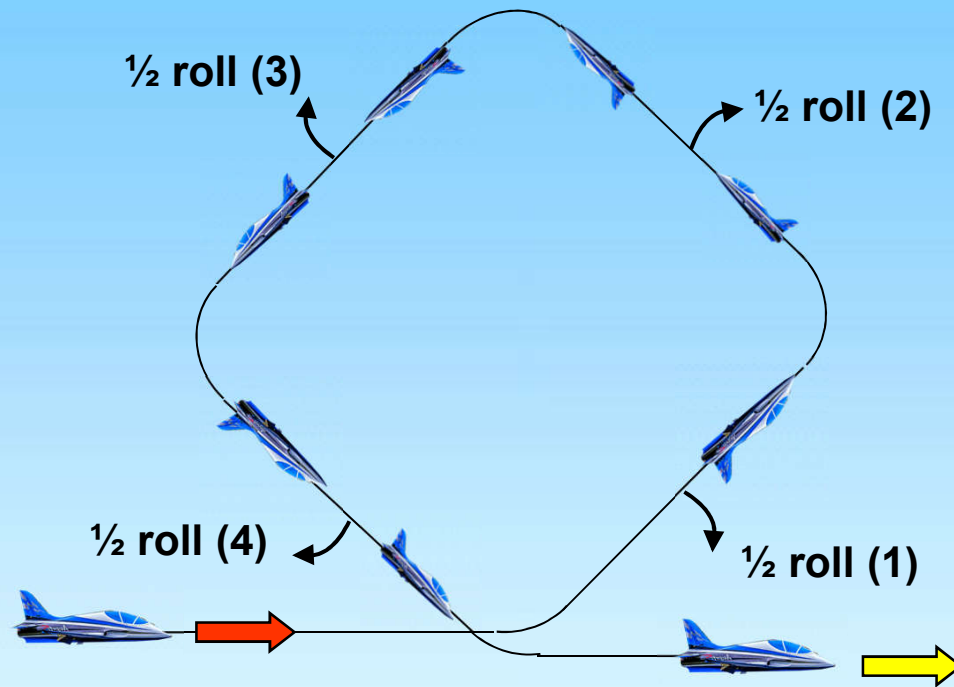


Take-off procedure (not judged, not scored)

 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,



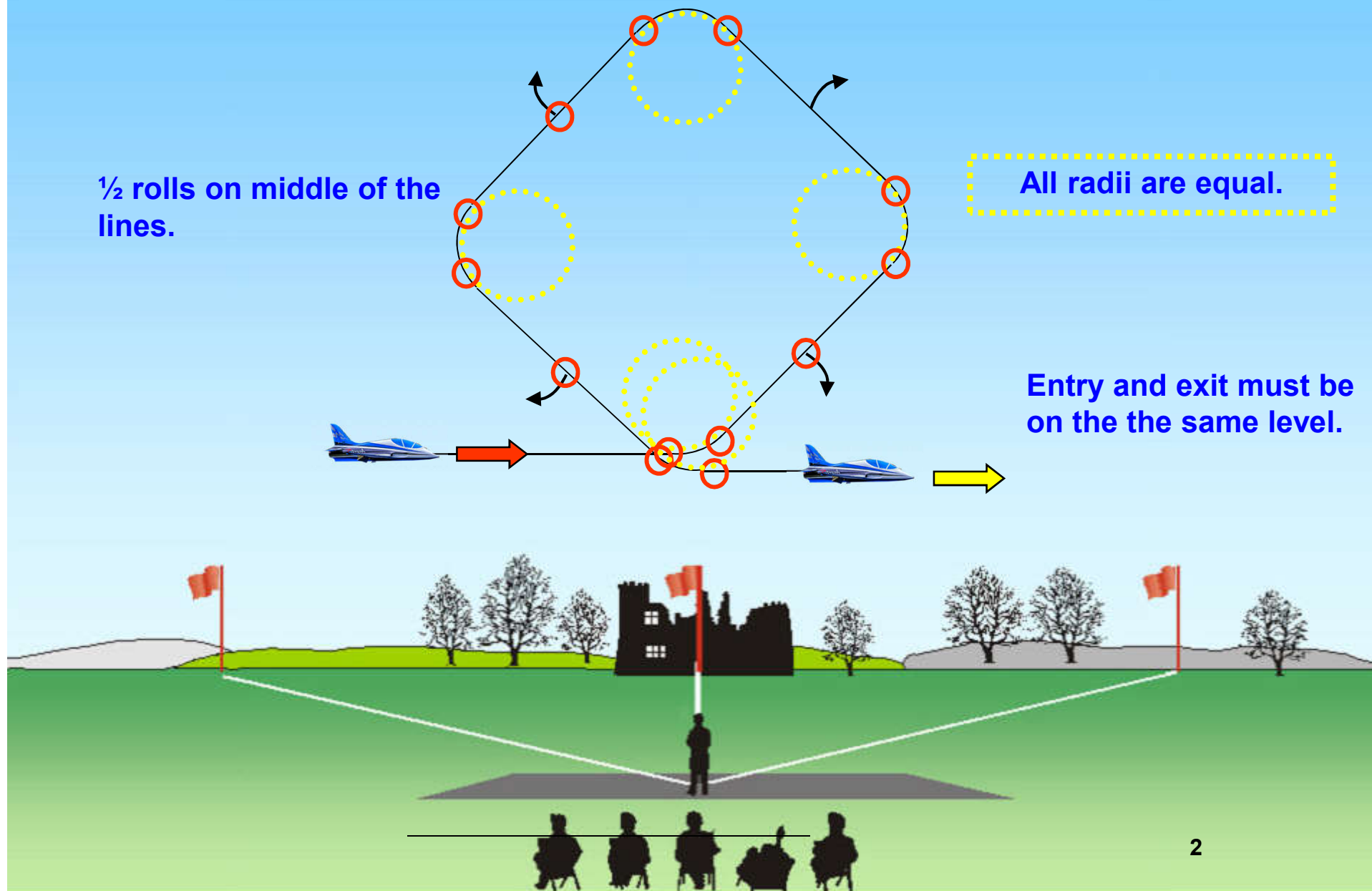
From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into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

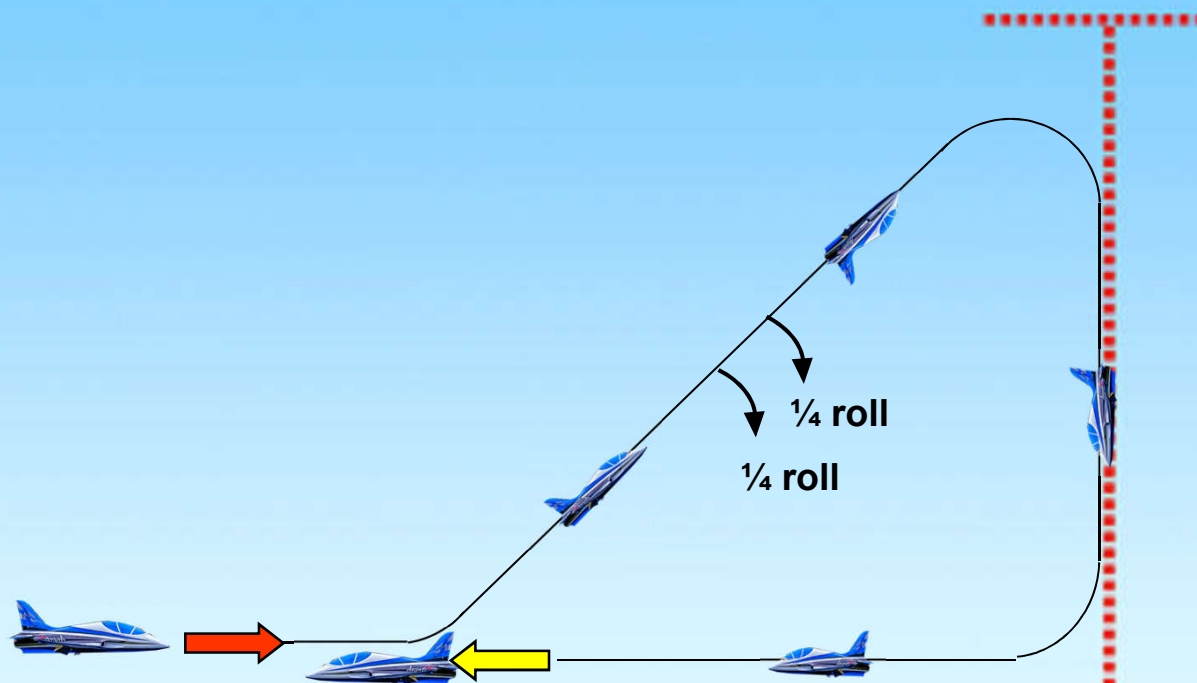
All radii are equal.

Entry and exit must be on the the same level.



SF-19.02

Shark Fin with two consecutive $\frac{1}{4}$ rolls



From upright, pull through a $\frac{1}{8}$ loop into a 45 degree upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{3}{8}$ loop, pull through a $\frac{1}{4}$ loop, exit upright.

SF-19.02.01

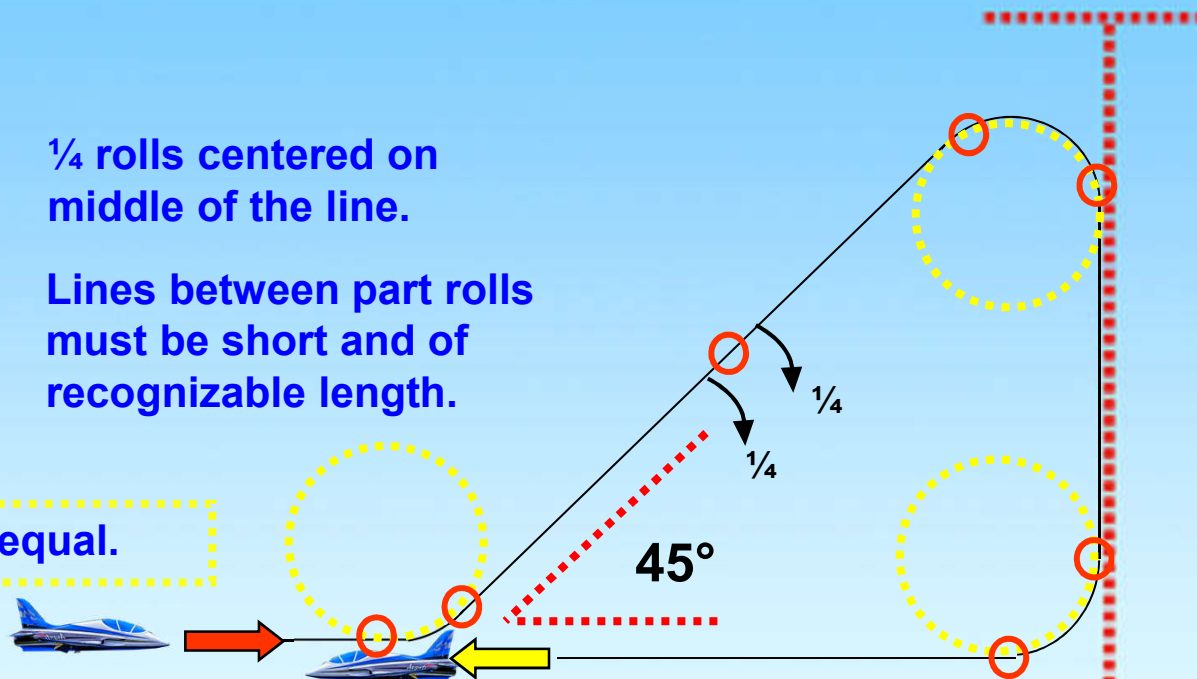
SF-19.02

Shark Fin with two consecutive $\frac{1}{4}$ rolls

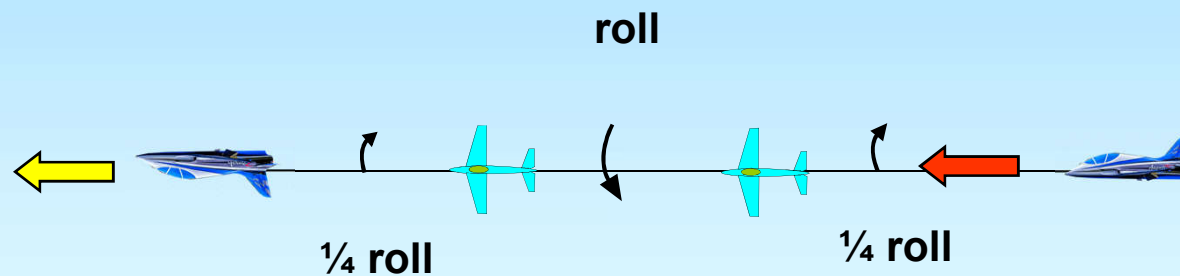
$\frac{1}{4}$ rolls centered on
middle of the line.

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

All radii are equal.



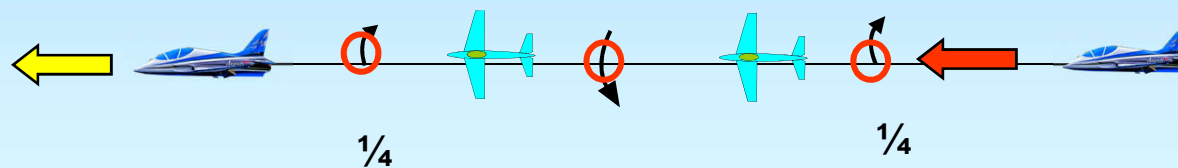
SF-19.03 Knife-edge Flight with roll



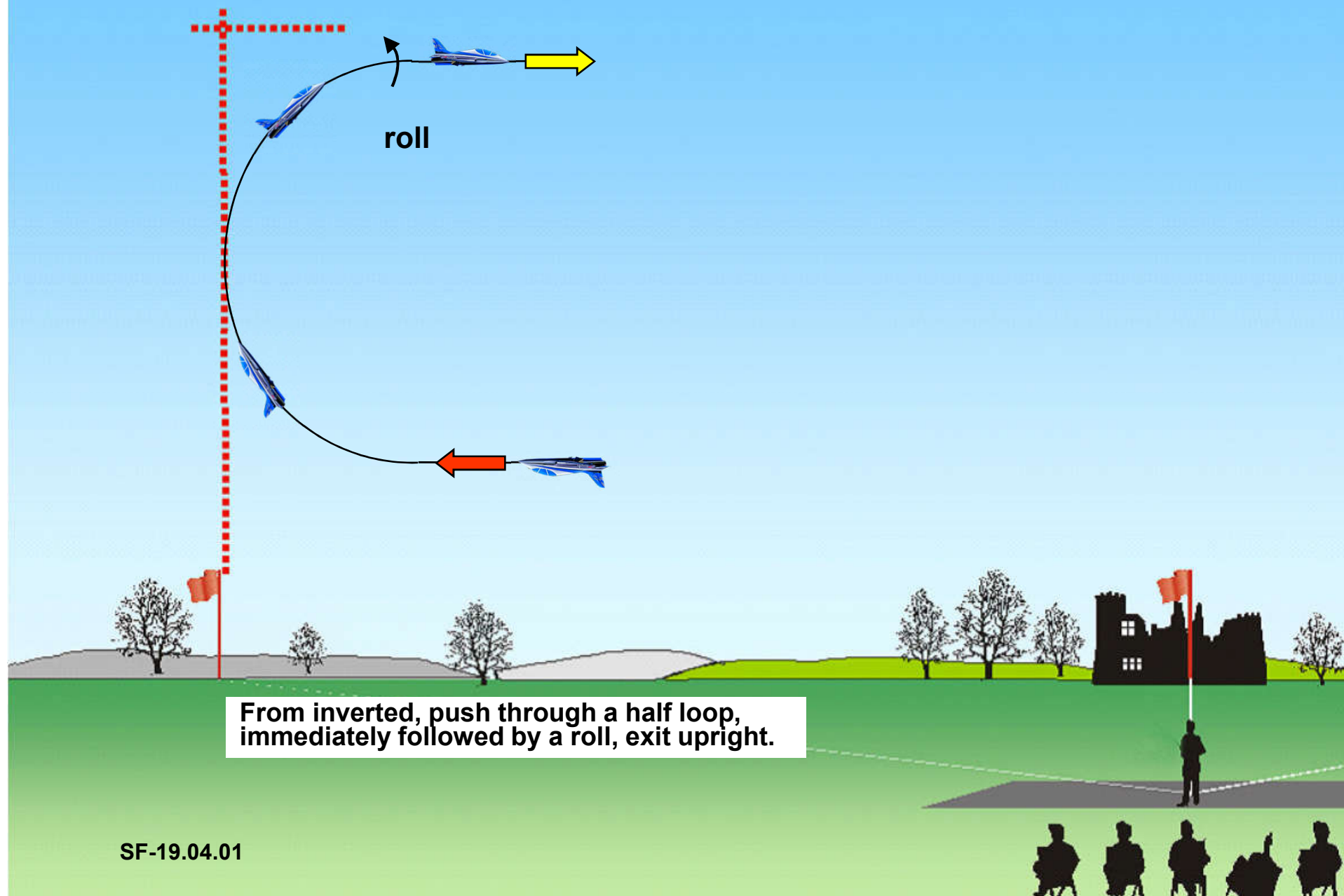
From upright, perform a $\frac{1}{4}$ roll, perform a knife-edge flight, perform a roll in opposite direction to the $\frac{1}{4}$ roll, perform a knife-edge flight, perform a $\frac{1}{4}$ roll in opposite direction to the roll, exit inverted..

SF-19.03 Knife-edge Flight with roll

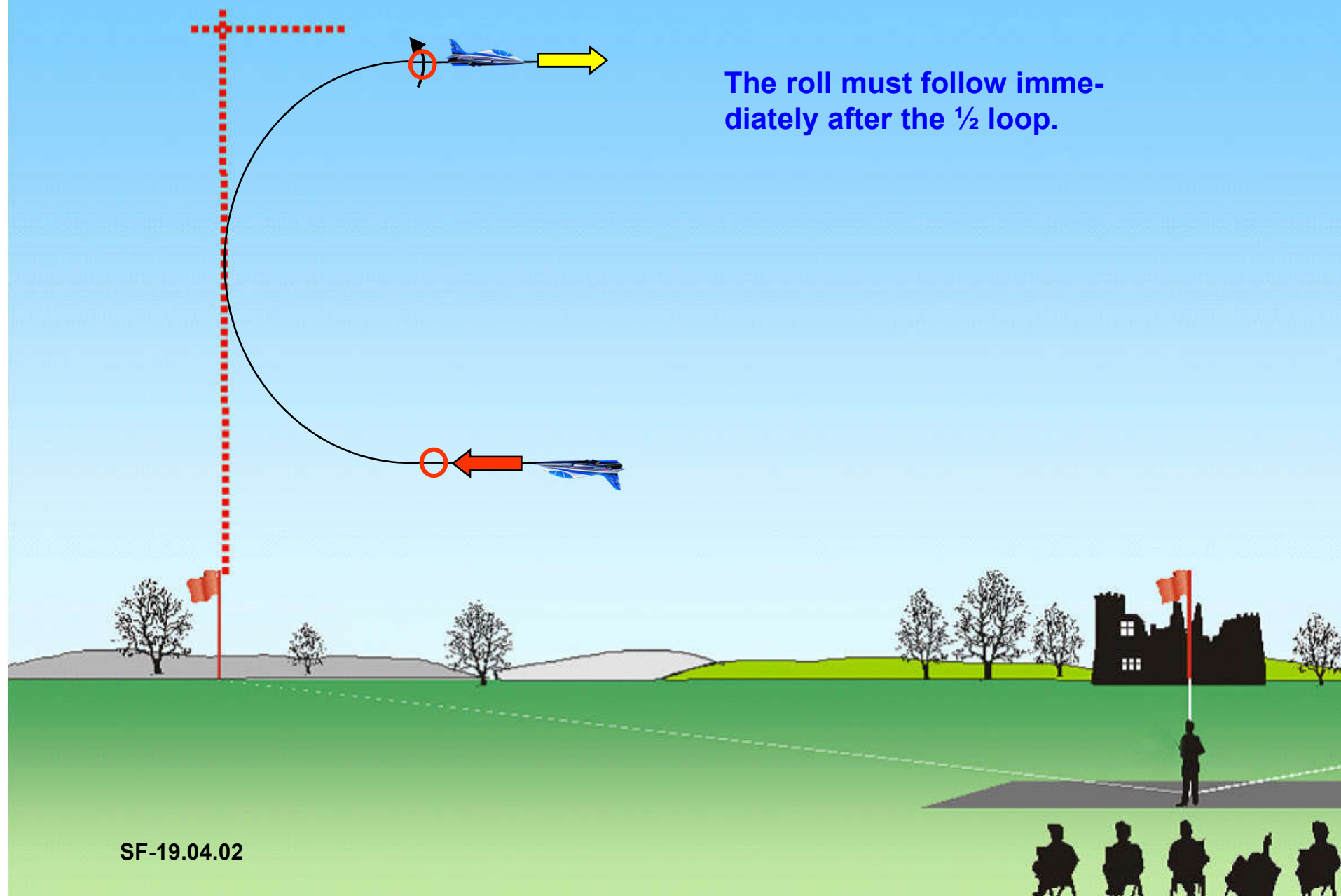
During the knife edge
the wing must be in
the vertical plane.



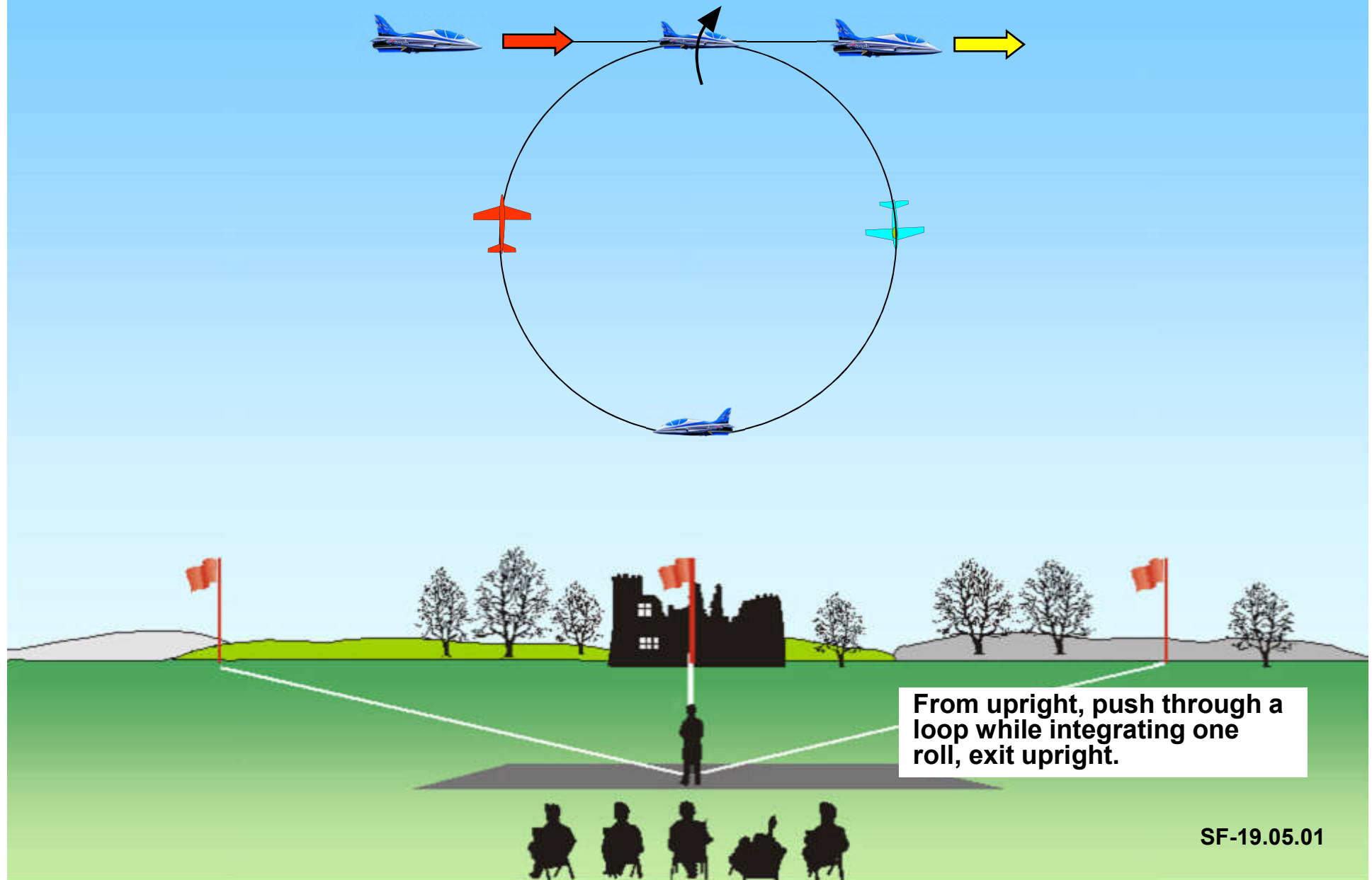
SF-19.04 Pushed Immelmann with roll



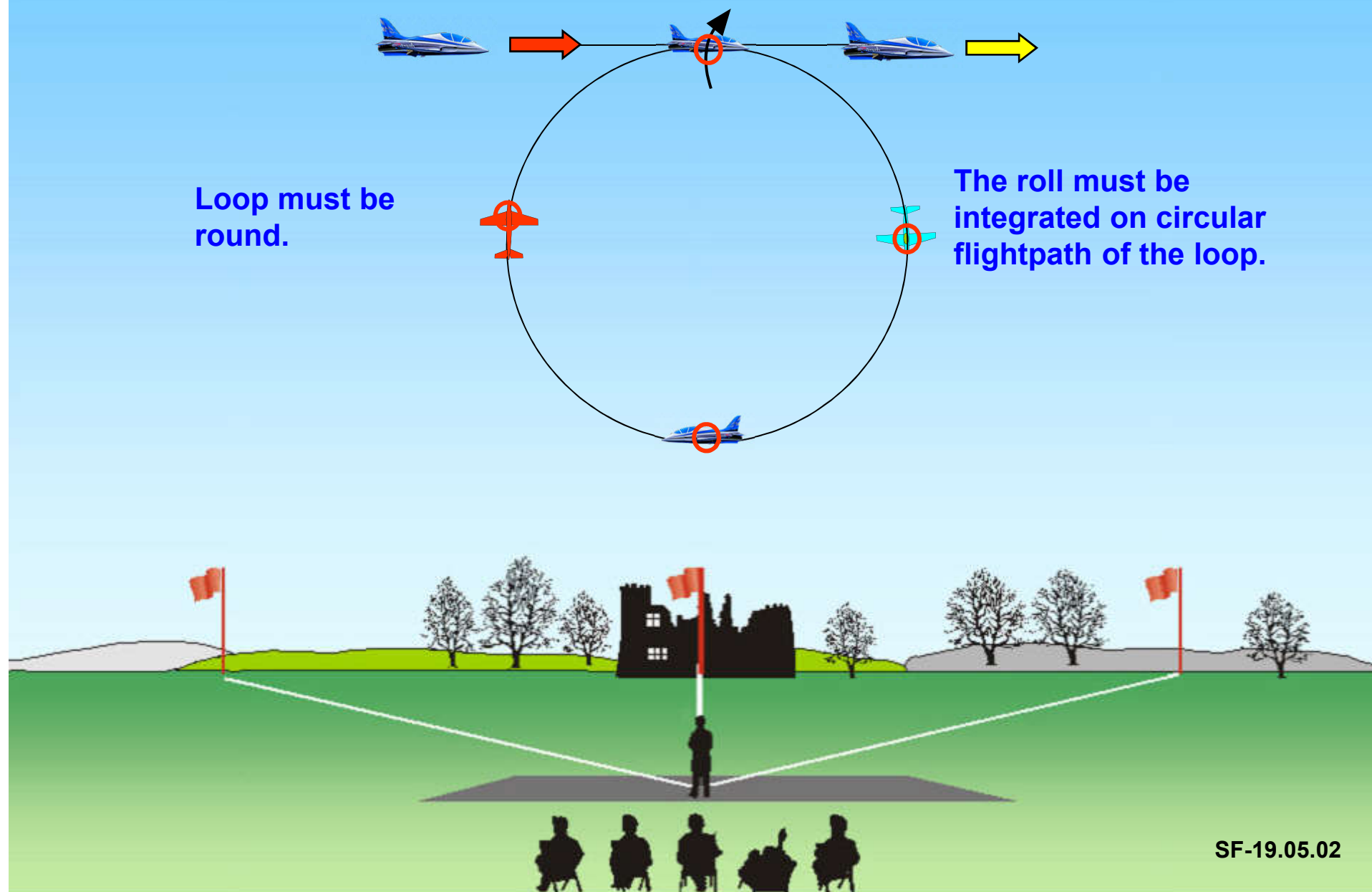
SF-19.04 Pushed Immelmann with roll



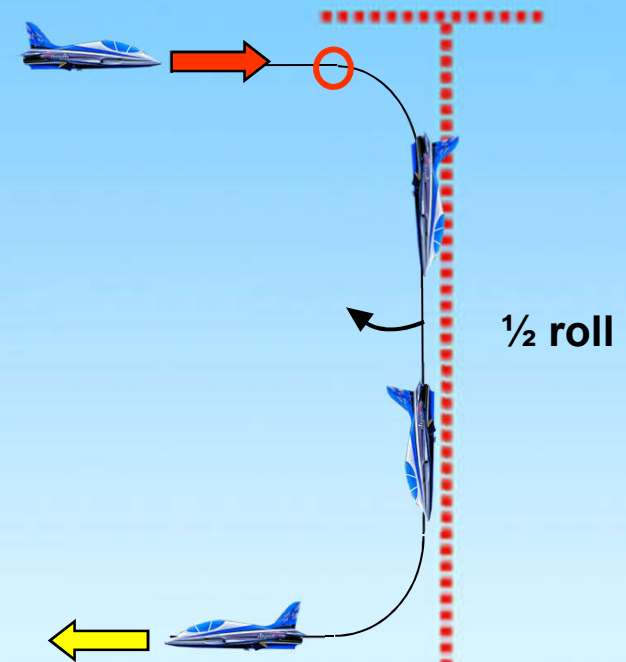
SF-19.05 Rolling Loop



SF-19.05 Rolling Loop



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



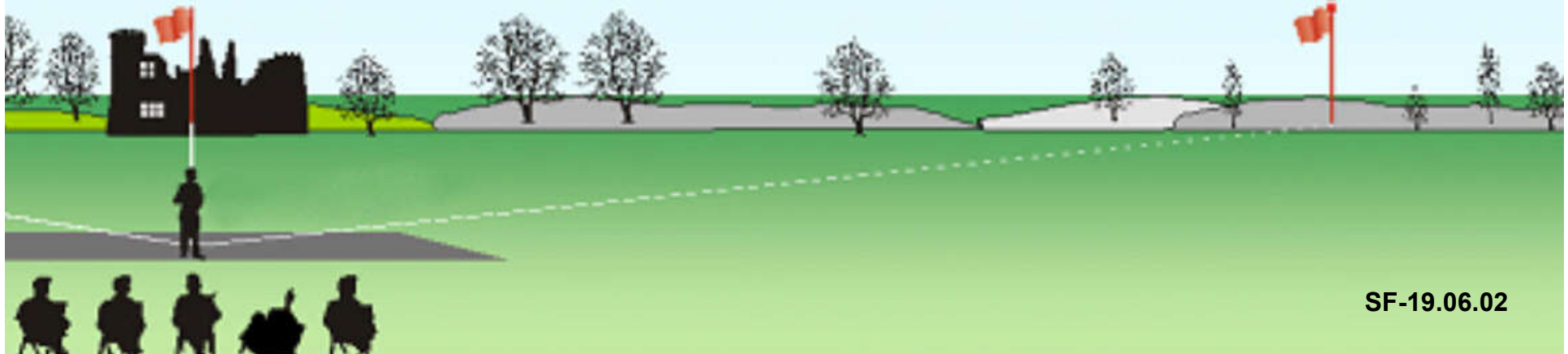
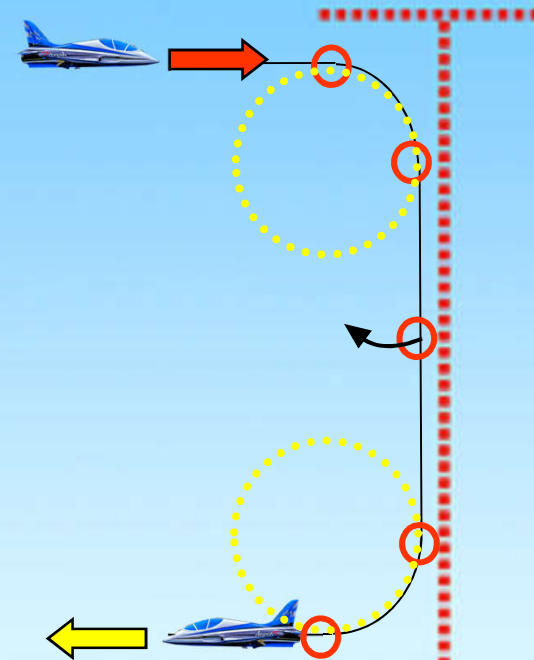
From upright,, push through a $\frac{1}{4}$ loop,
perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop,
exit upright.

SF-19.06.01

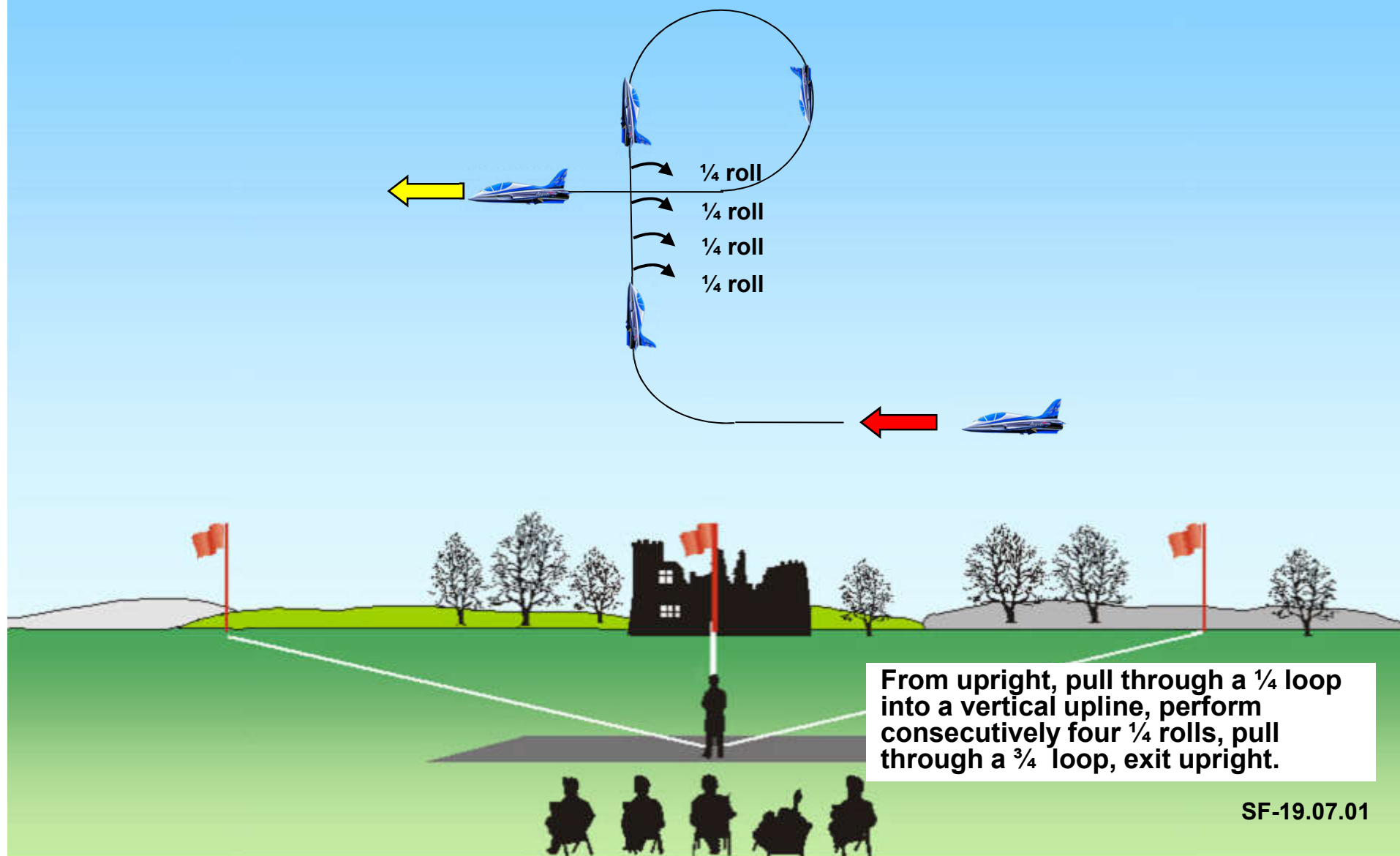
SF-19.06 Half Square Loop with $\frac{1}{2}$ roll

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

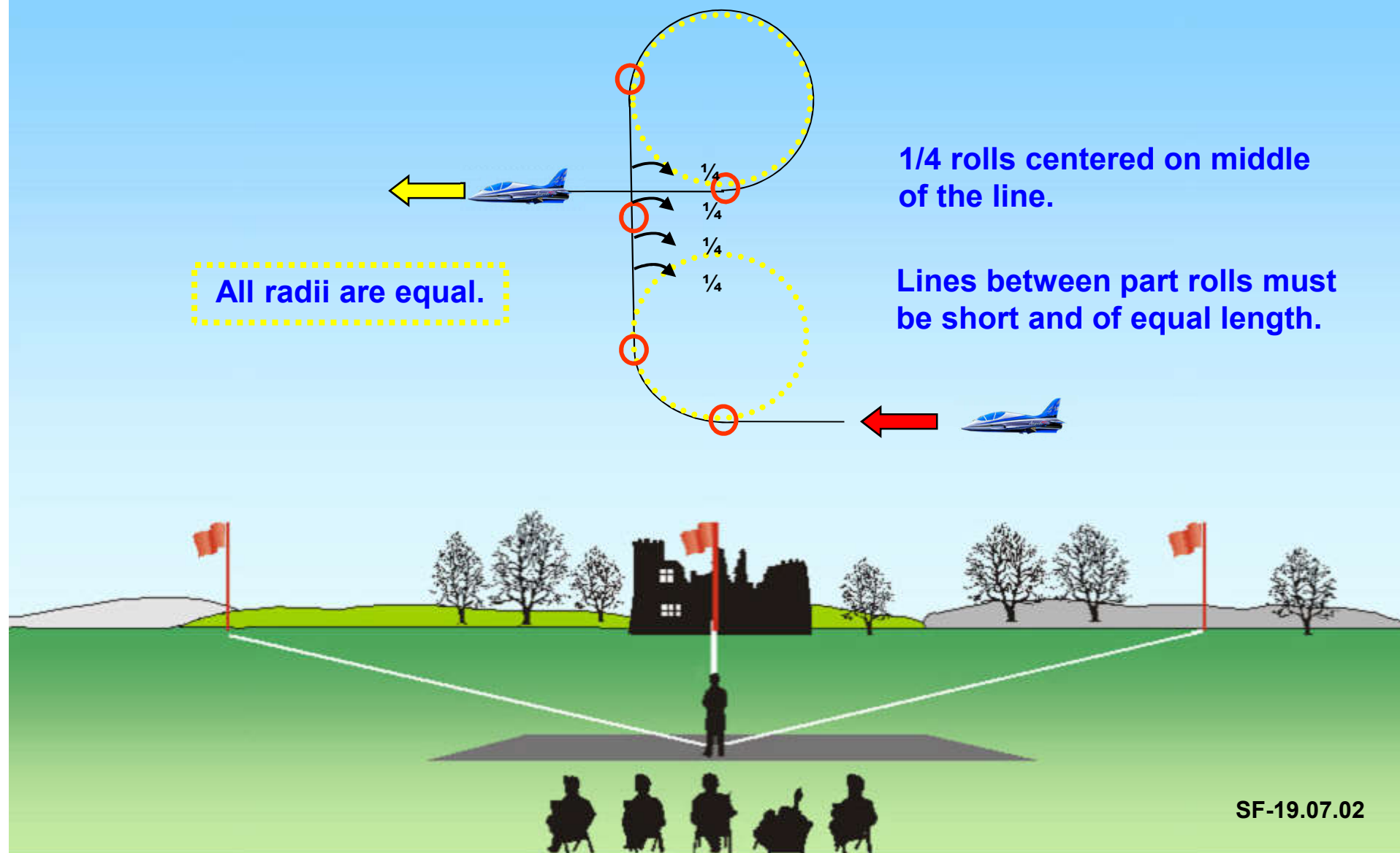
All radii are equal.



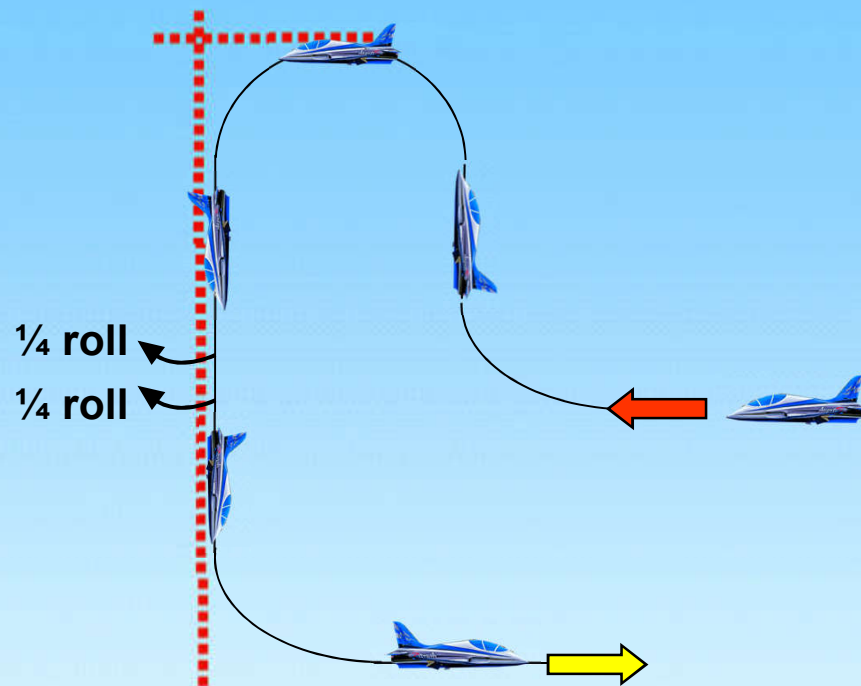
SF-19.07 Figure 9 with four consecutive $\frac{1}{4}$ rolls



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



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

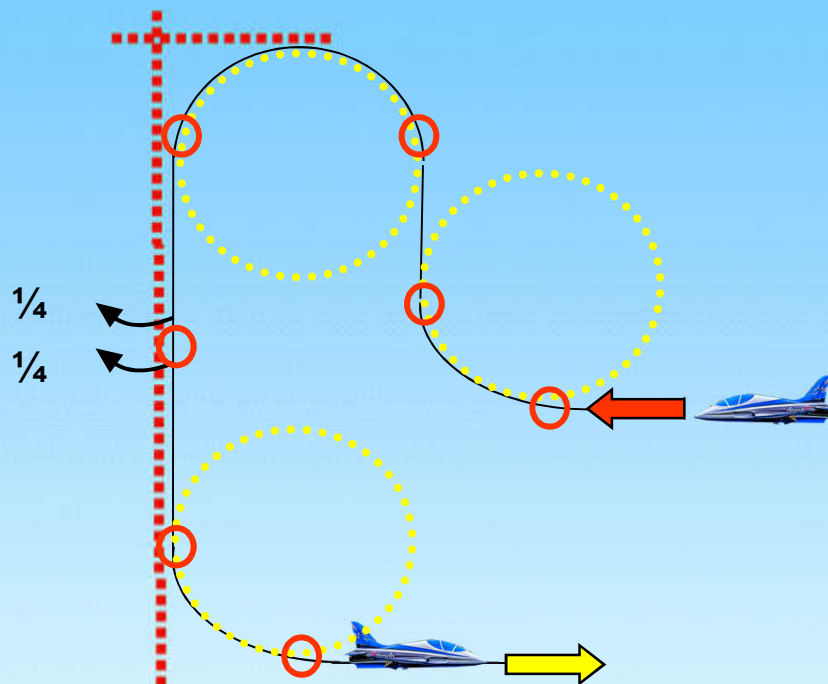


From upright, pull through a $\frac{1}{4}$ loop to a vertical upline, push through a $\frac{1}{2}$ loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop, exit upright.

SF-19.08.01



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



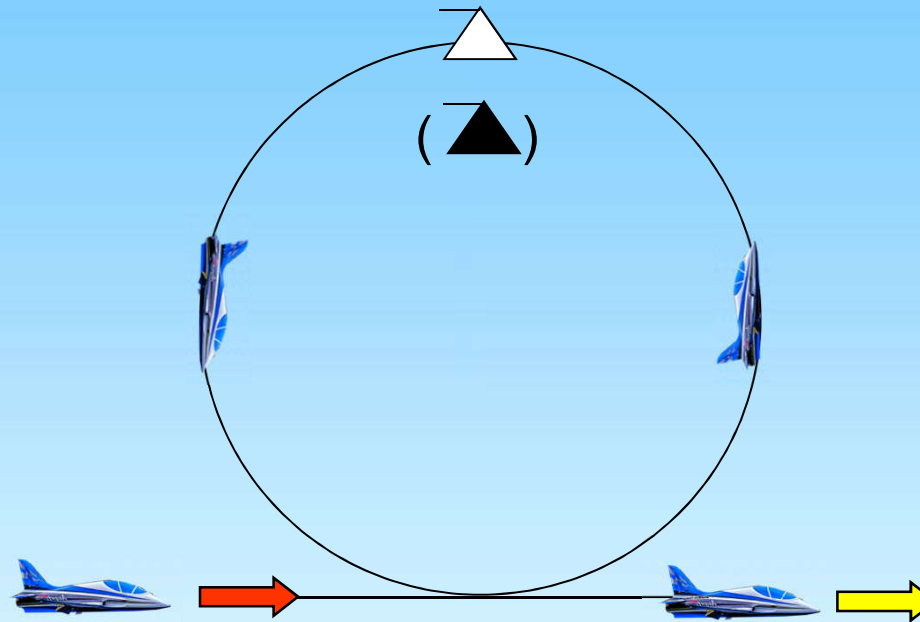
$\frac{1}{4}$ rolls centered on middle of the line.

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

All radii are equal.

SF-19.09 Avalanche

snap roll

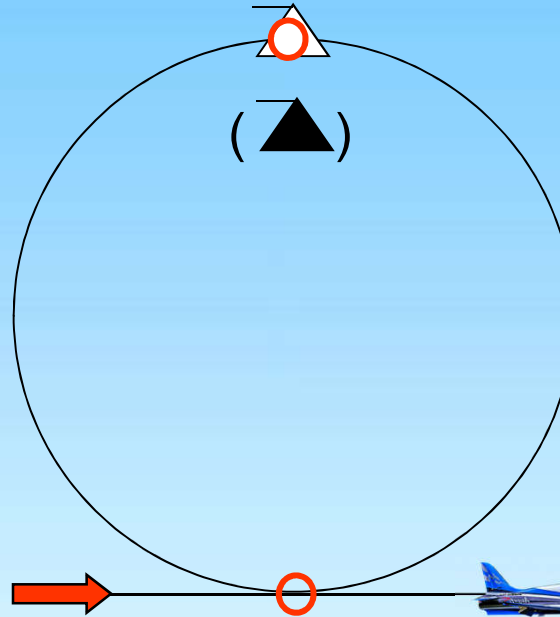


From upright, pull through a loop, while performing a snap roll on top, exit upright.

SF-19.09.01

SF-19.09 Avalanche

Loop must be round.

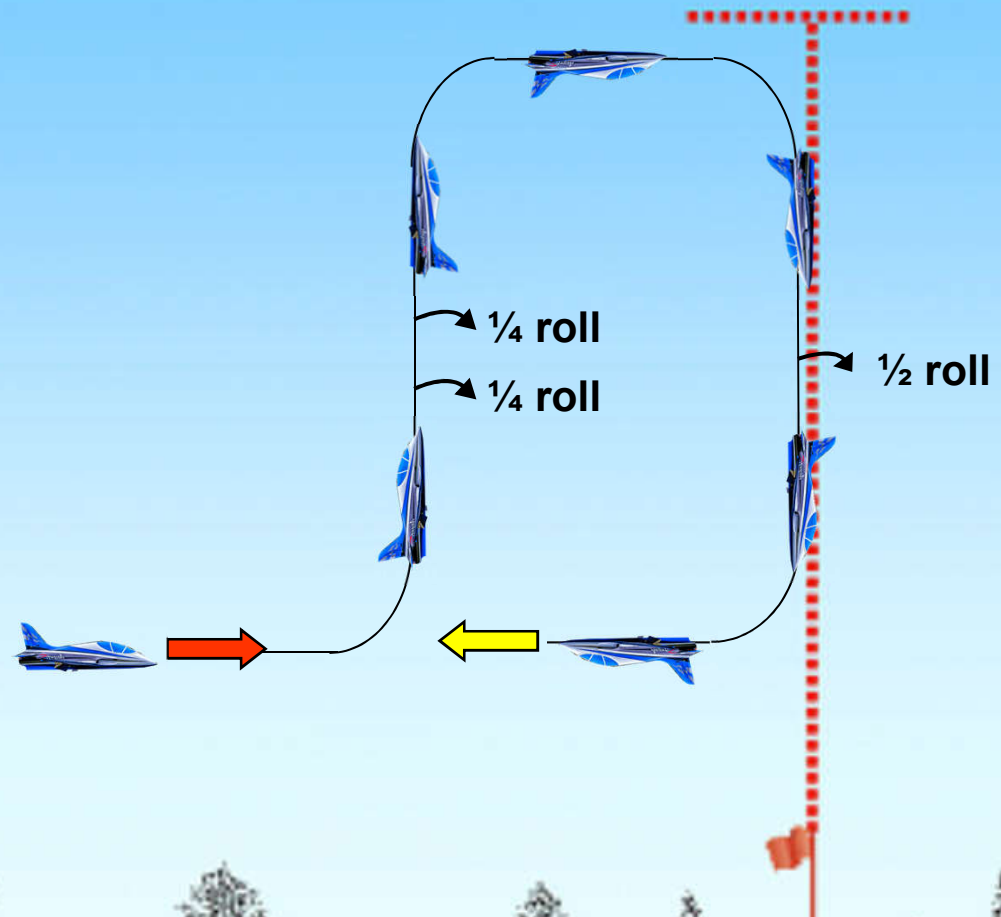


Snap roll may be positive or negative.

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



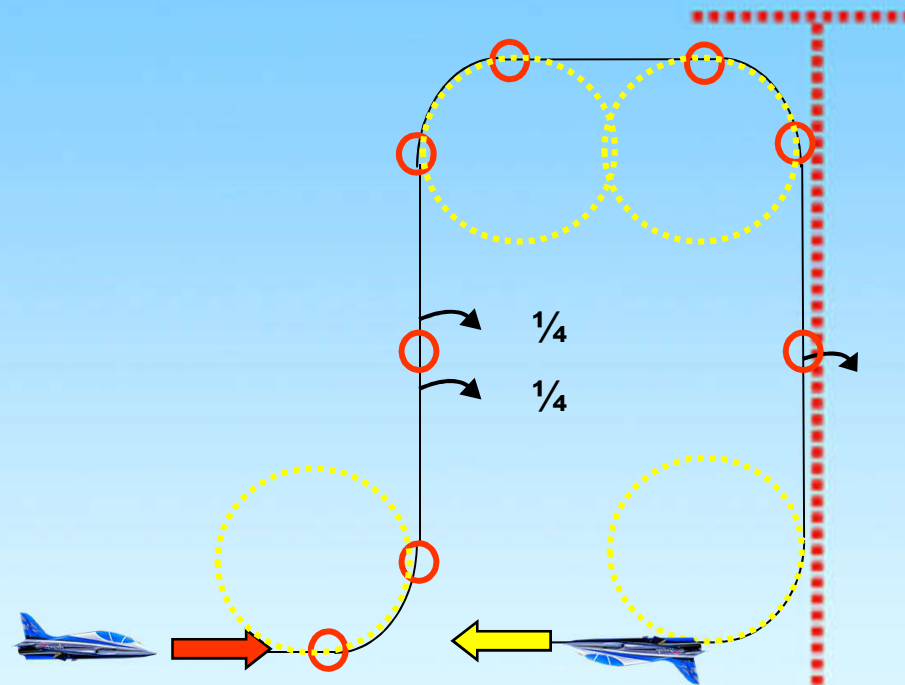
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop,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

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

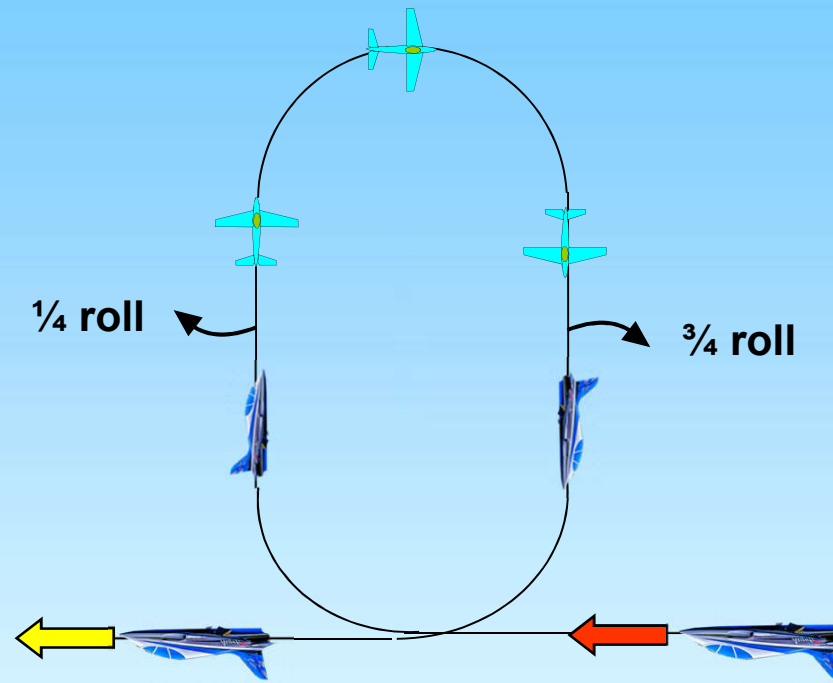
$\frac{1}{4}$ rolls and $\frac{1}{2}$ roll centered on middle of the line.

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

All radii are equal.

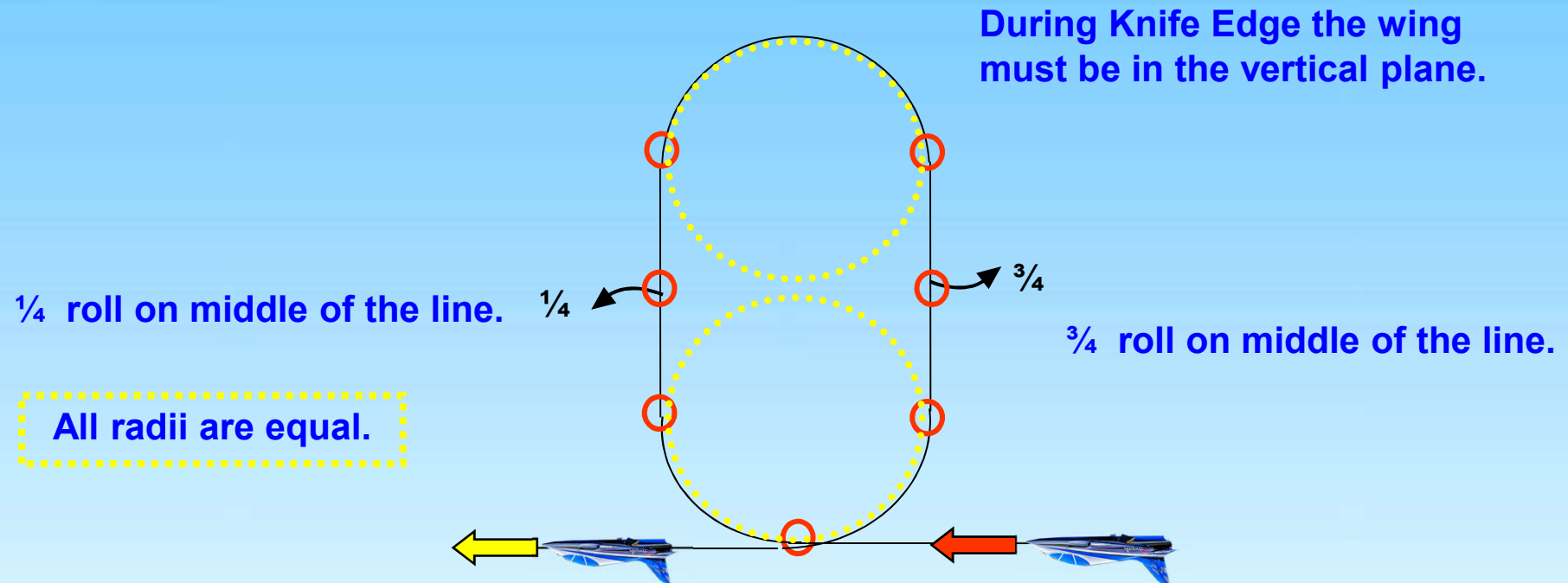


SF-19.11 Knife Edge Humpty Bump with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll

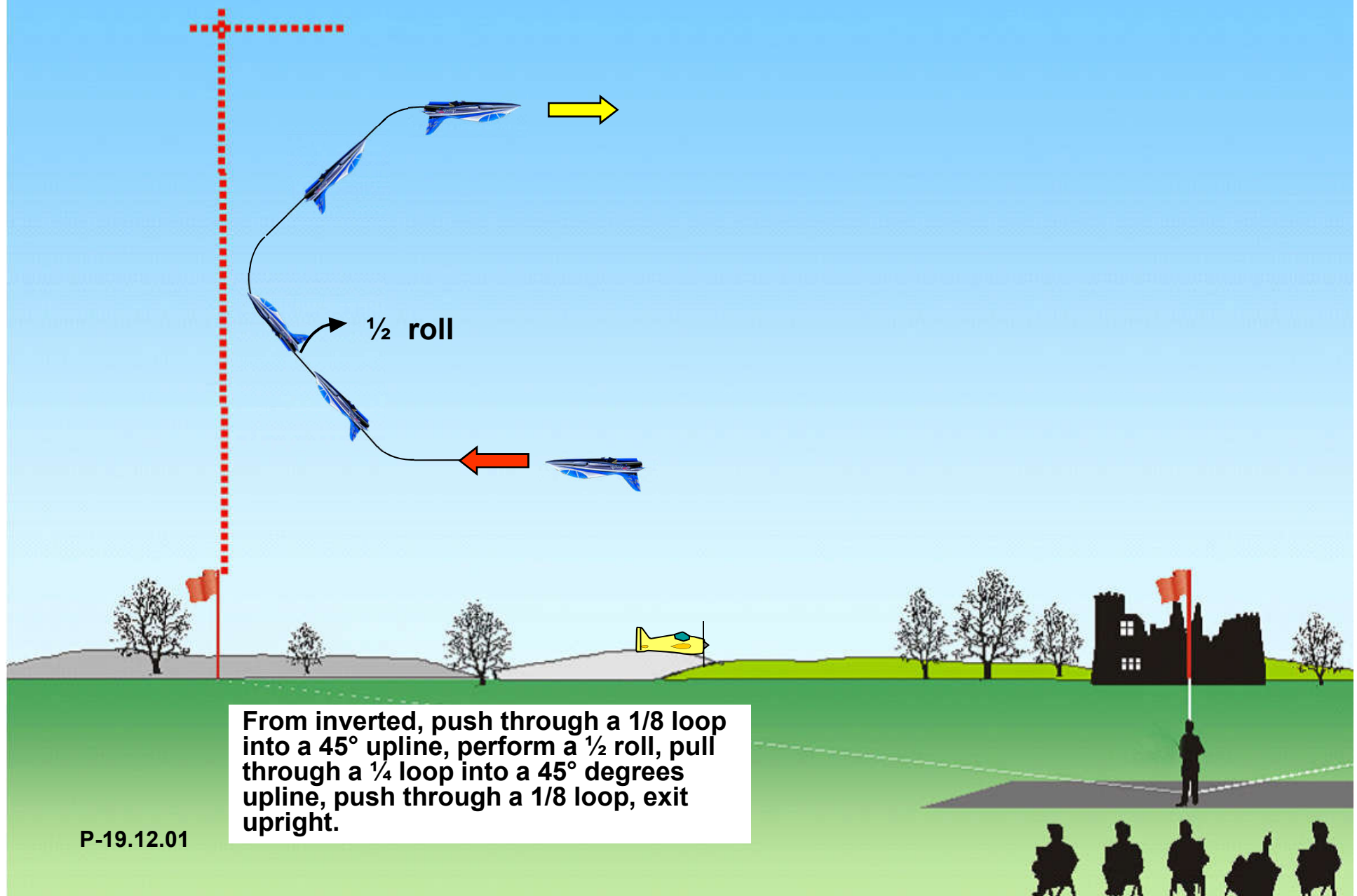


From inverted, fly past center, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a $\frac{1}{2}$ knife edge loop into a vertical downline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

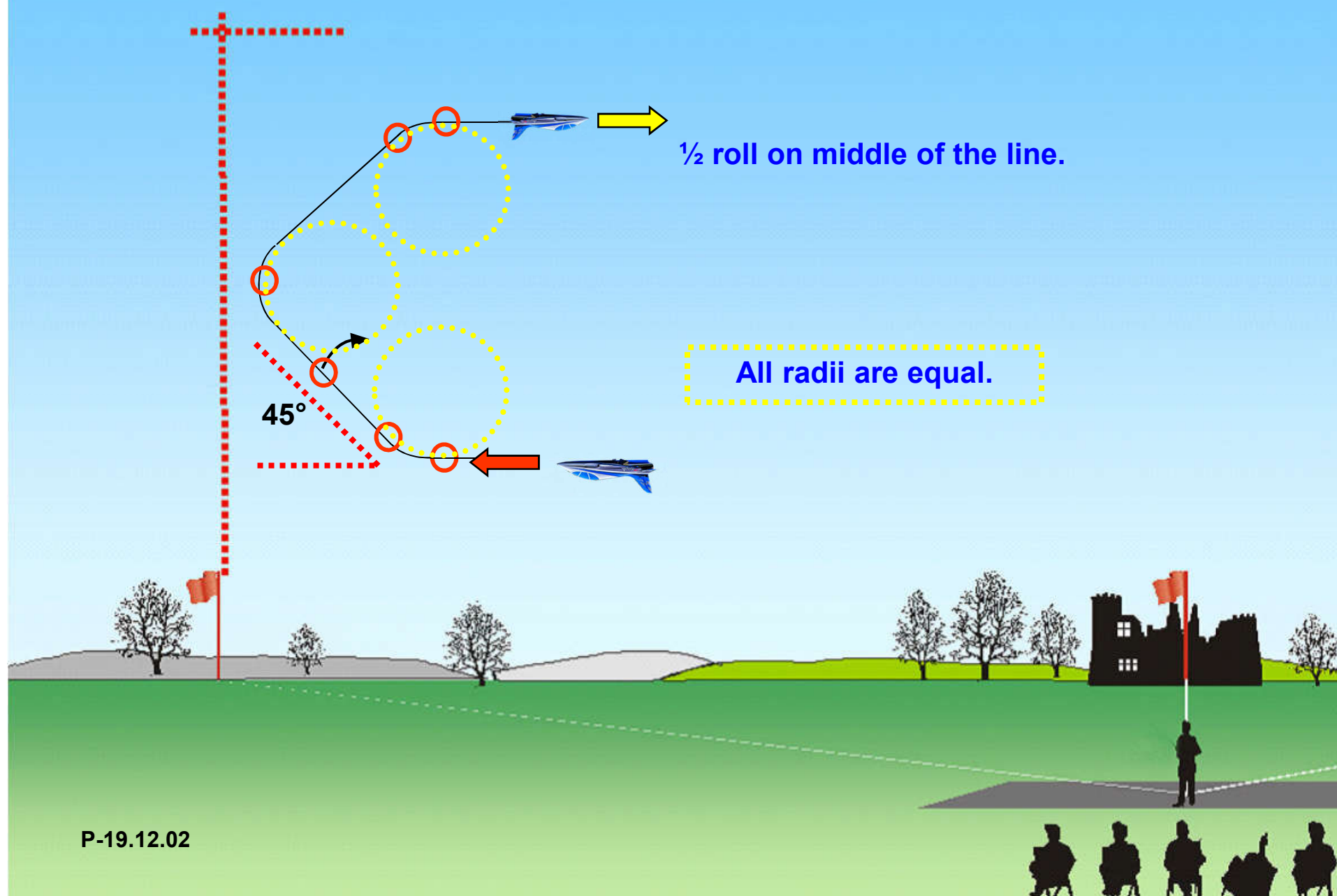
SF-19.11 Knife Edge Humpty Bump with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll



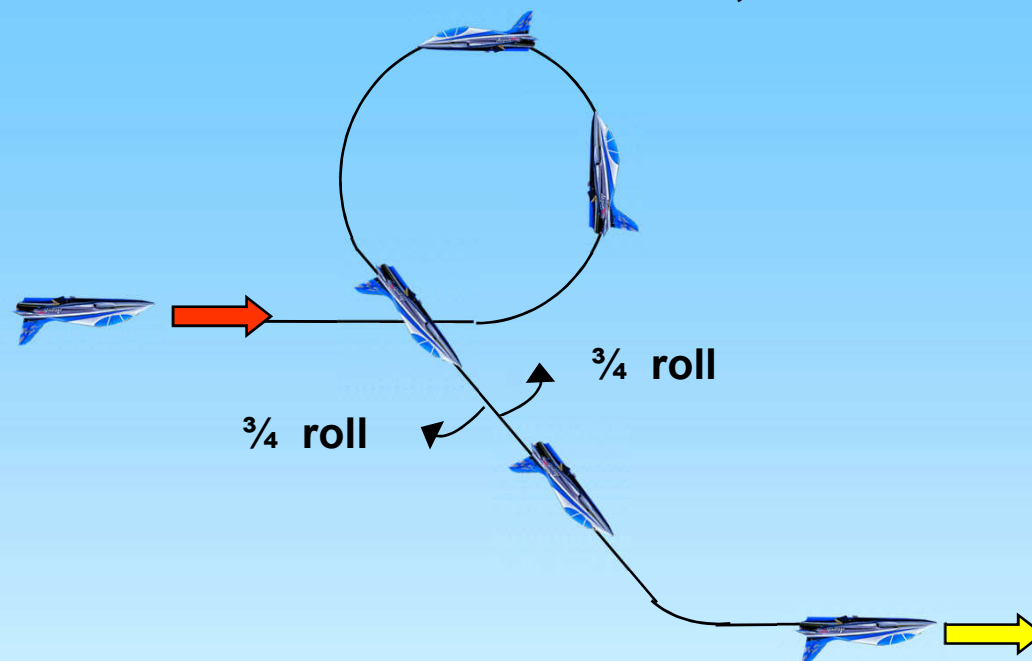
SF-19.12 Half Square Loop on corner with half roll



SF-19.12 Half Square Loop on corner with half roll



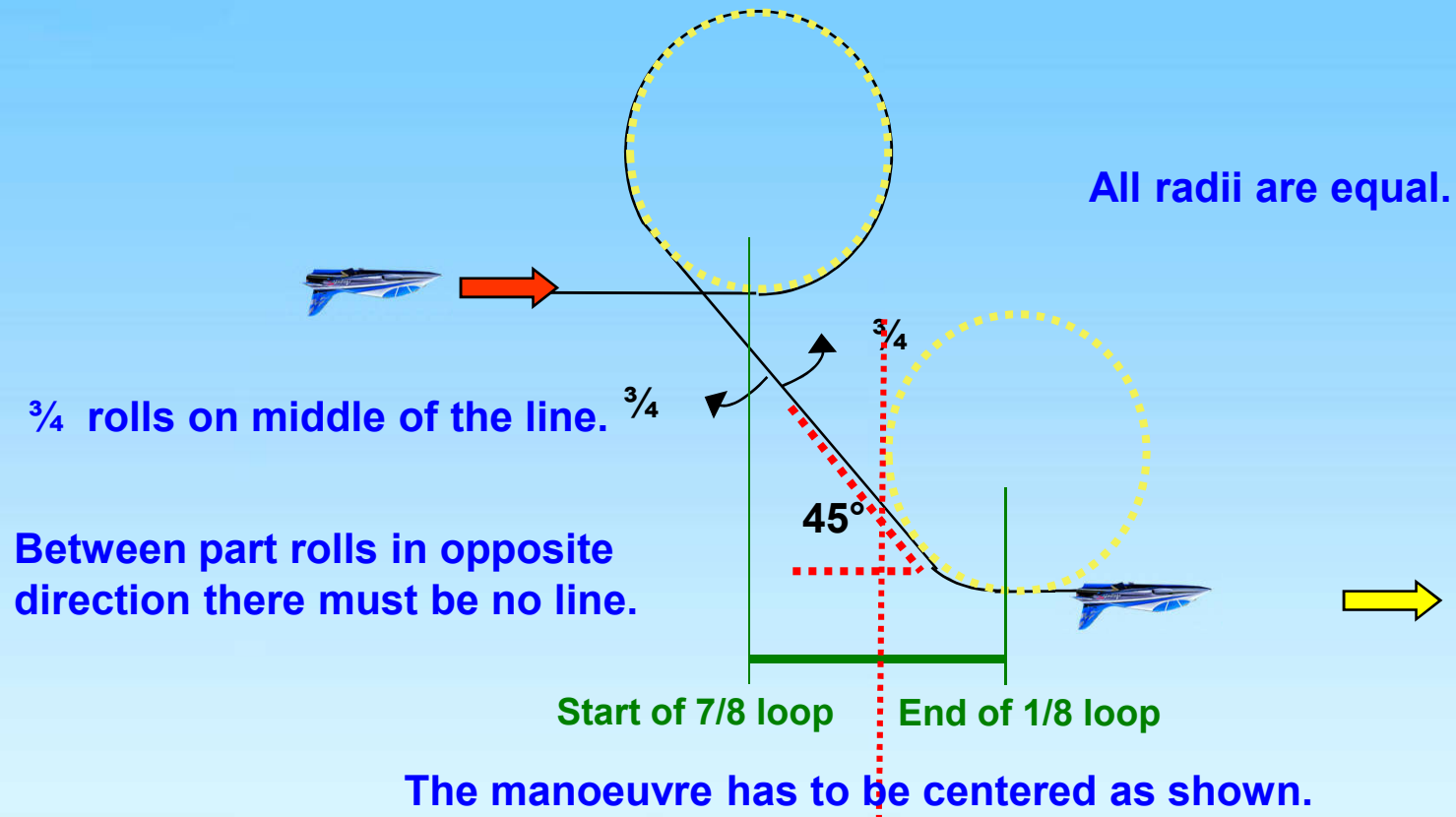
SF-19.13 Reverse Nine with 3/4 roll, 3/4 roll



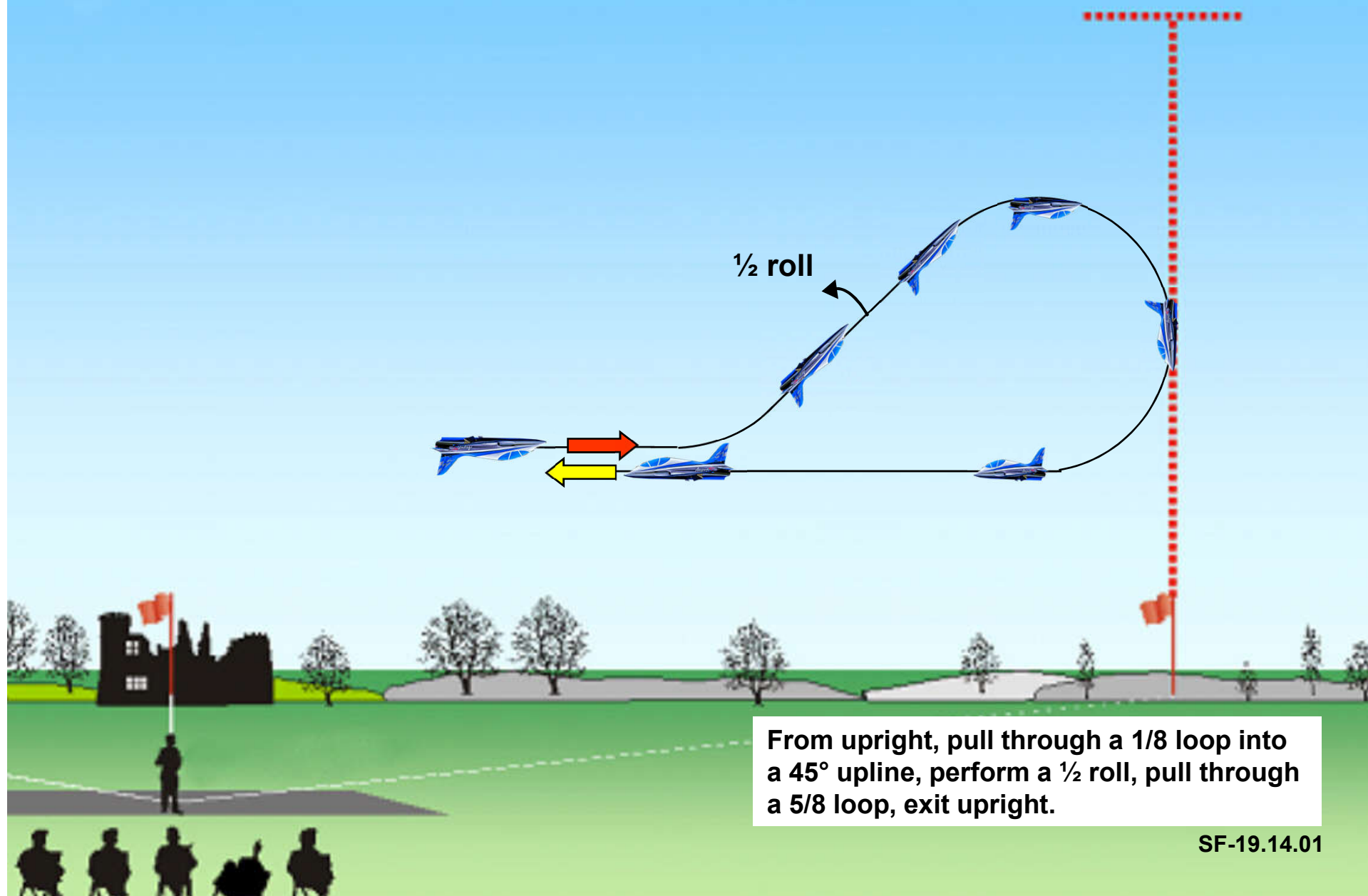
From inverted push through a 7/8 loop into a 45 degree downline perform consecutively two 3/4 rolls in opposite direction, push through a 1/8 loop, exit inverted.

SF-19.13.01

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



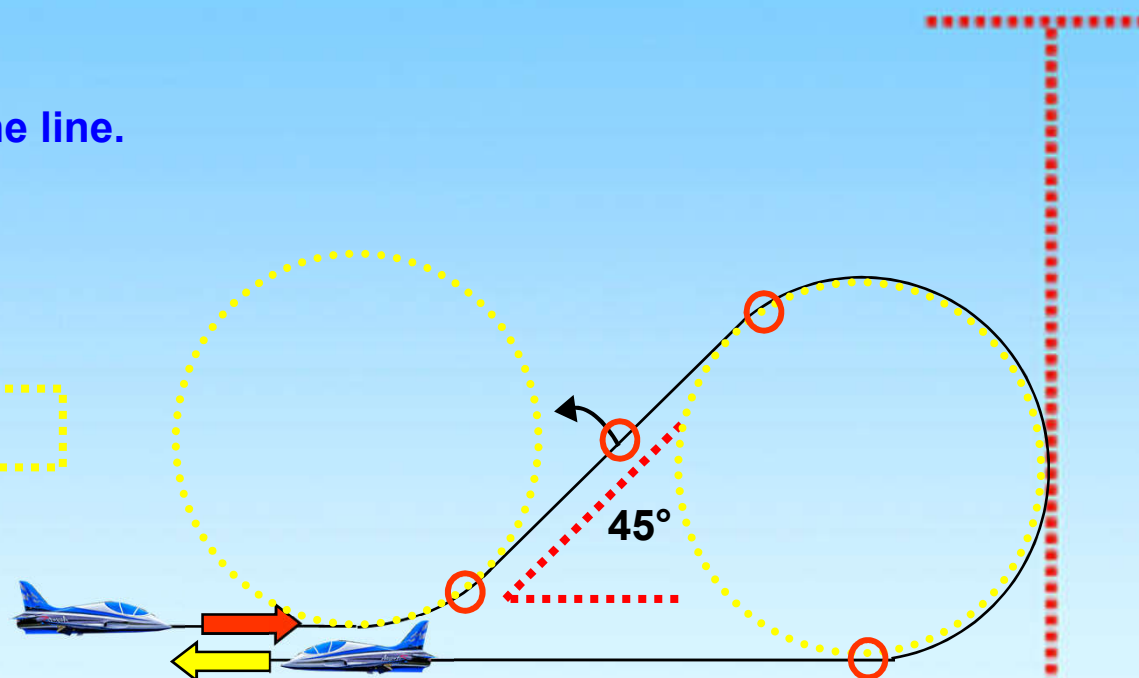
SF-19.14 Half reverse Cuban 8 with consecutive two $\frac{1}{4}$ rolls



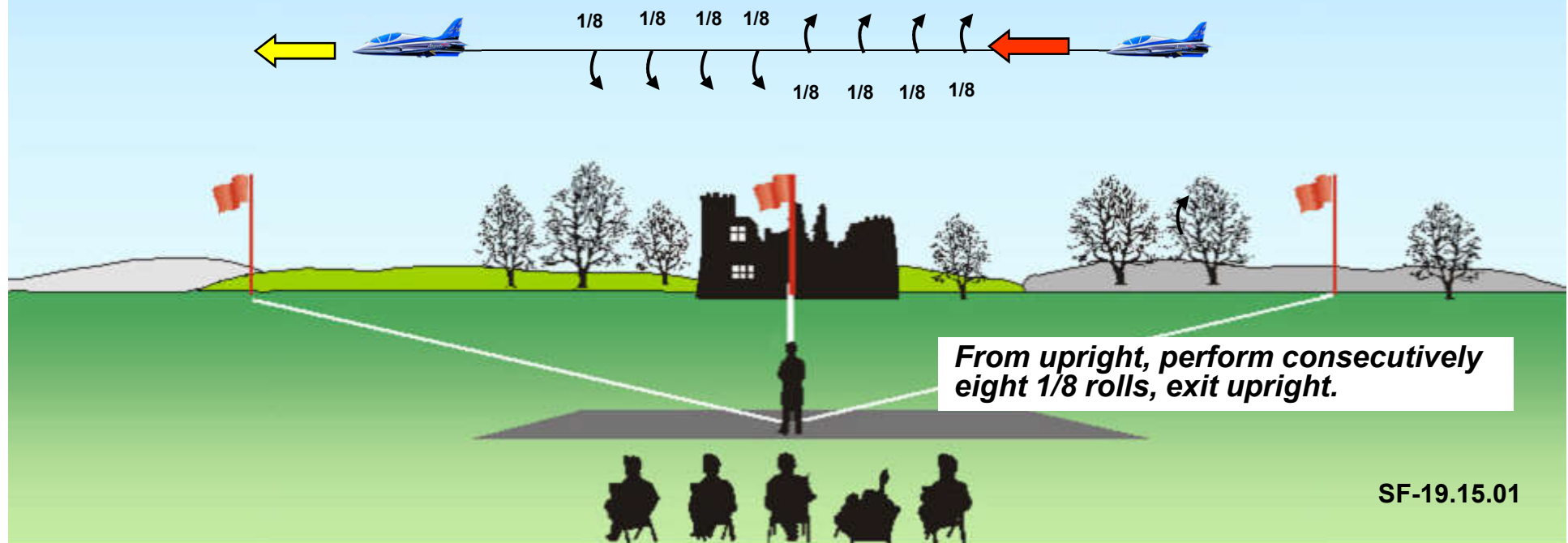
SF-19.14 Half reverse Cuban 8 with consecutive two $\frac{1}{4}$ rolls

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

All radii are equal.



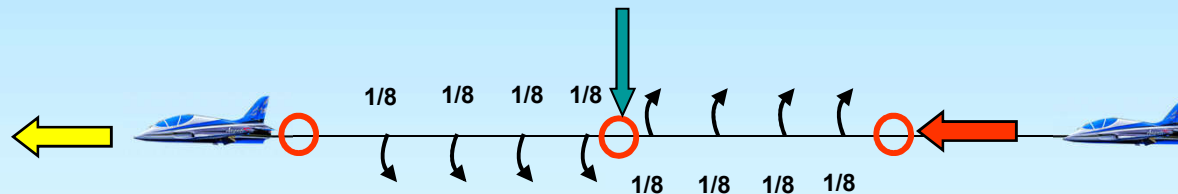
SF-19.15 Roll Combination with four consecutive 1/8 rolls, four 1/8 rolls in opposite direction



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.

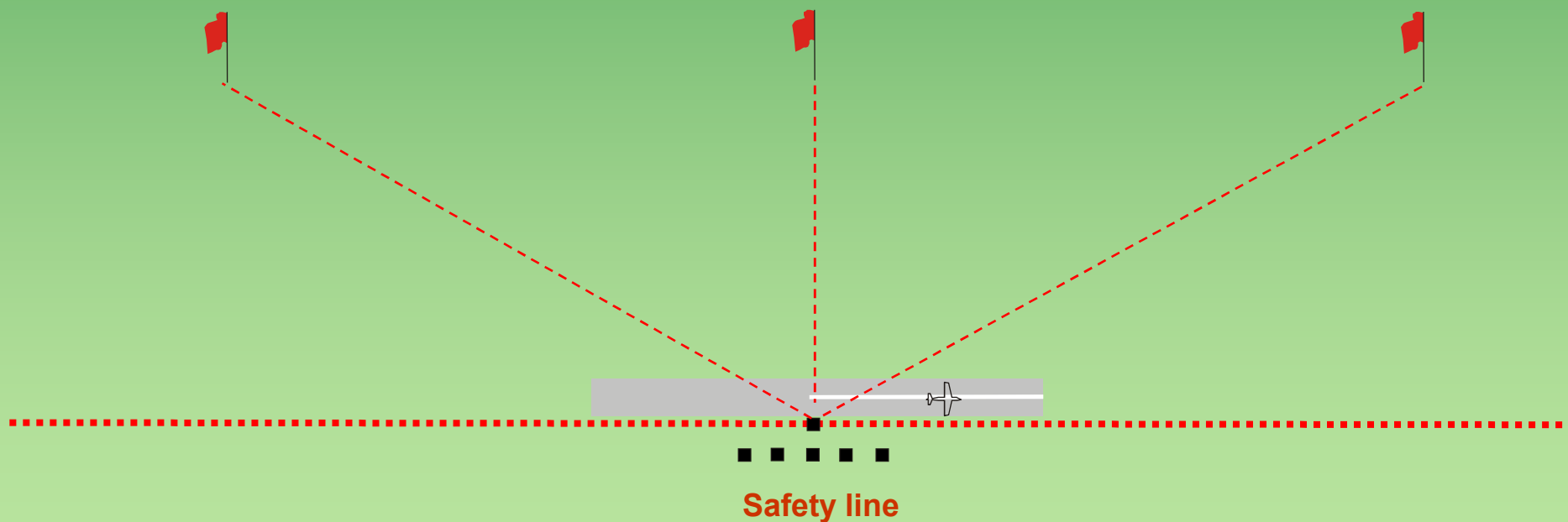
Between part rolls in opposite direction there must be no line.



Landing procedure (not judged, not scored)

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

 **wind**



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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