

# F3P – Canada

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## General guidelines for maximum points:

Direction of all maneuvers is pilot choice.

Turnaround between maneuvers is pilot choice.

Lines are straights horizontal, vertical or 45 degree as applicable.

Rolls or portions of rolls are centered on lines.

Hesitations rolls have the same angle between hesitations.

Loops are perfectly rounds.

All part loops in a maneuvers have the same radius.

Maneuvers are centered in front of the judges/pilot.

Entry and exit altitudes and headings are the same except for turnaround or if specified.

## F3P – Sportsman - Maneuver descriptions

### 1 - Take-Off (K=1)

#### For maximum points:

The airplane takes off smoothly on center after a straight roll out.

### 2 - Horizontal 8 (K=3)

Pass center, perform  $\frac{3}{4}$  of a circle at constant altitude. Perform a full circle in opposite direction. Perform  $\frac{1}{4}$  of a circle to exit on the same line as the entry.

#### For maximum points:

The altitude is the same during the complete maneuver

All bank angle are the same

### 3 - Stall Turn (K=3)

Pull to a vertical upline . Perform a stall turn and return to a vertical downline. Pull to level in the opposite direction than entry.

#### For maximum points:

Entry and exit altitude are the same.

### 4 - One Horizontal Roll (K=2)

Perform a roll on center

### 5. Half Reverse Cuban Eight (K=3)

Before center, pull to a 45 degree upline. In the middle of the line, perform a half roll. Pull to level flight in opposite direction than entry.

### 6 - One Inside Loop (K=2)

On center, pull for a complete loop and return to level flight

### 7 - Inverted Flight (K=2)

Before center, perform a Half Roll to inverted. Draw a line. Perform a second Half Roll to upright.

### 8 - Landing (K=1)

#### For maximum points:

The airplane lands smoothly on center and roll to a stop in a straight line.

## F3P – Intermediate - Maneuver descriptions

### 1 - Take-Off (K=1)

#### For maximum points:

The airplane takes off smoothly on center after a straight roll out.

### 2 - One Reverse Outside Loop (K=3)

Approaching center, perform a half roll to inverted. On center, push for a complete outside loop. Once back to level, perform a half roll to upright.

#### For maximum points:

The inverted flight before and after the loop are identical in length.

### 3 - Four Point Roll (K=4)

Perform a 4 point roll with hesitations every 90 degrees.

### 4 - Double Immelman with Half Rolls (K=5)

Pass center, pull for a half loop. At the top of the half loop, perform half a roll to upright. Fly past center, push to a half loop. At the bottom of the half loop, perform a half to upright.

#### For maximum points:

The horizontal line (including half rolls) have the same length as the diameter of the half loop.

There is no line between the half loops and the rolls.

### 5 - Humpty Bump; Pull-Pull-Pull with Half rolls Up & Down (K=5)

Before center, pull to a vertical line. Perform a half roll and continue for a line before pulling for a Half loop to a vertical down line. Perform a half roll and continue for a line before pulling to level flight.

### 6 - Cuban 8; with Half Roll on 1<sup>st</sup> & 2 of 4 point roll on 2<sup>nd</sup> (K=6)

Pass center, pull for 5/8 of a Loop for a 45 degree down line. Perform a Half roll. Pull for 3/4 of a loop for a 45 degree down line. Perform 2 of 4 point roll. Pull to level flight.

### 7 - Top Hat; with 1/4 Rolls Up & Down (cross box) (K=5)

From level flight, pull to a vertical up line on center. Perform a 1/4 roll and continue for a line before pulling for a 1/4 loop to an inverted line. Pull to a vertical down line. Perform a 1/4 roll and continue for a line before pulling for a 1/4 loop to level flight in the same direction as the entry.

### 8 - Square Loop on Corner (K=4)

On center, pull to a 45 degree upline. Pull to an inverted 45 degree upline. Pull to an inverted 45 degree downline. Pull to a 45 degree downline. On center, pull to level flight.

### 9 - Hover (K=4)

On center, pull to a vertical attitude. Hold the plane in that position for minimum 5 seconds. Push to level flight without losing altitude

#### For maximum points:

The plane doesn't climb after pull.

The plane doesn't move during hover.

The plane return to level flight at the same altitude as entry.

### 10 - Landing (K=1)

#### For maximum points:

The airplane lands smoothly on center and roll to a stop in a straight line.