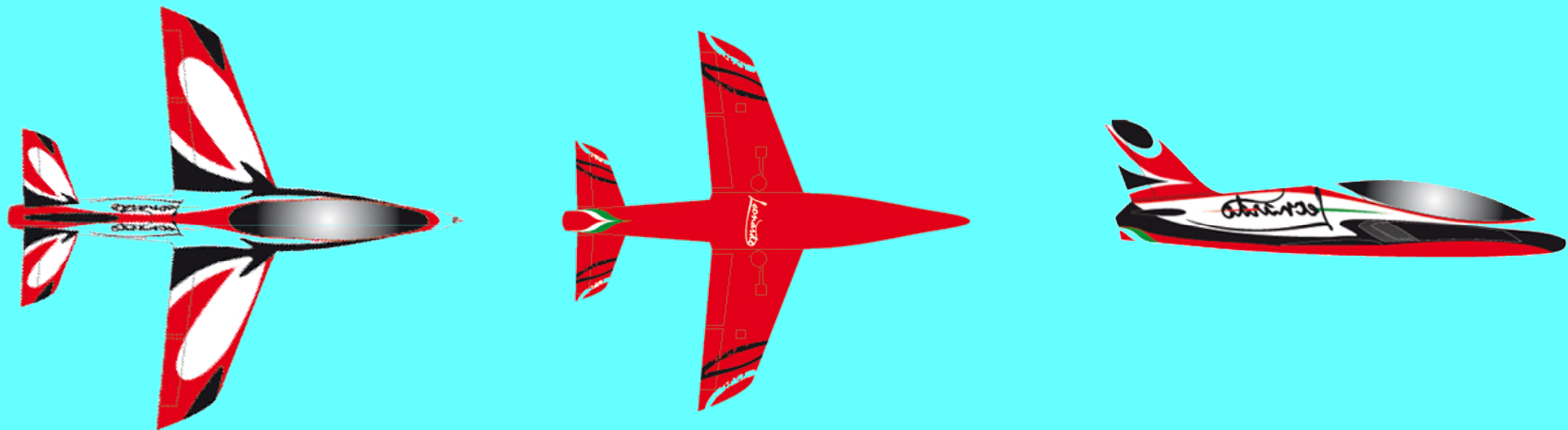


# Flying and Judging F3S

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SCHEMATIC MANOEUVRE ILLUSTRATIONS

**SCHEDULE SILVER-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



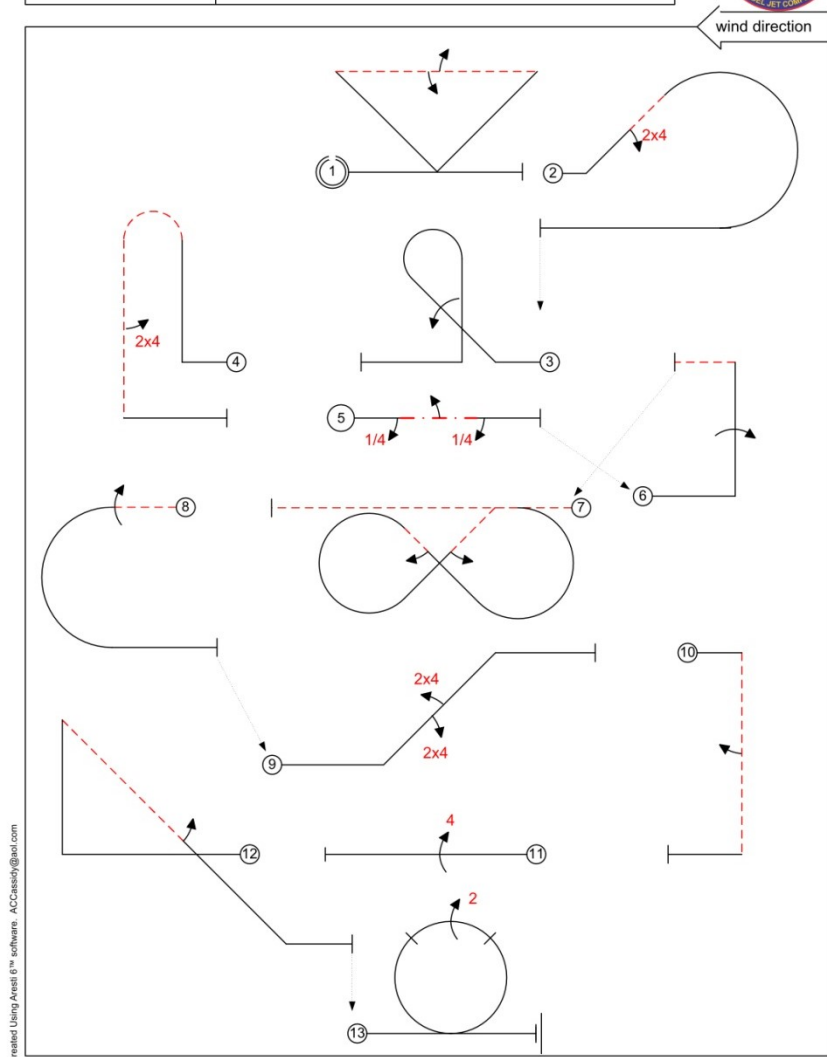
Half roll



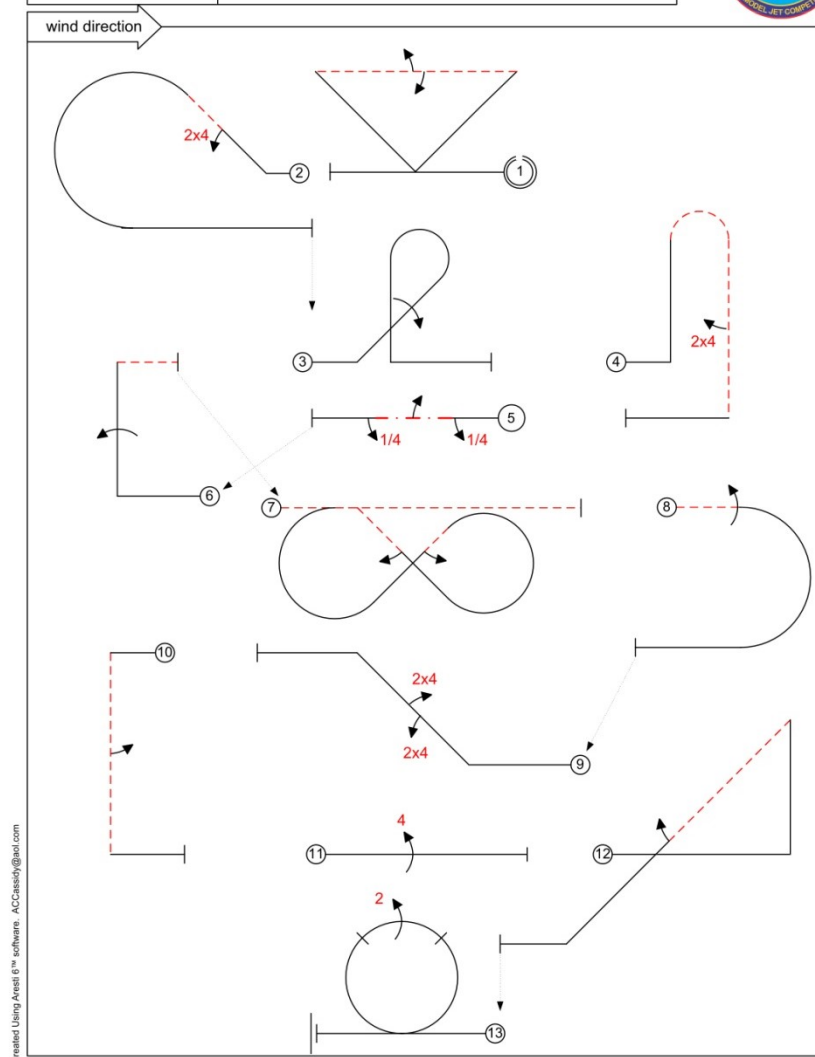
Roll

Reference points

<b>B</b>	Contest: Jet Precision Aerobatics
Date:	Program: F3S SILVER 2024

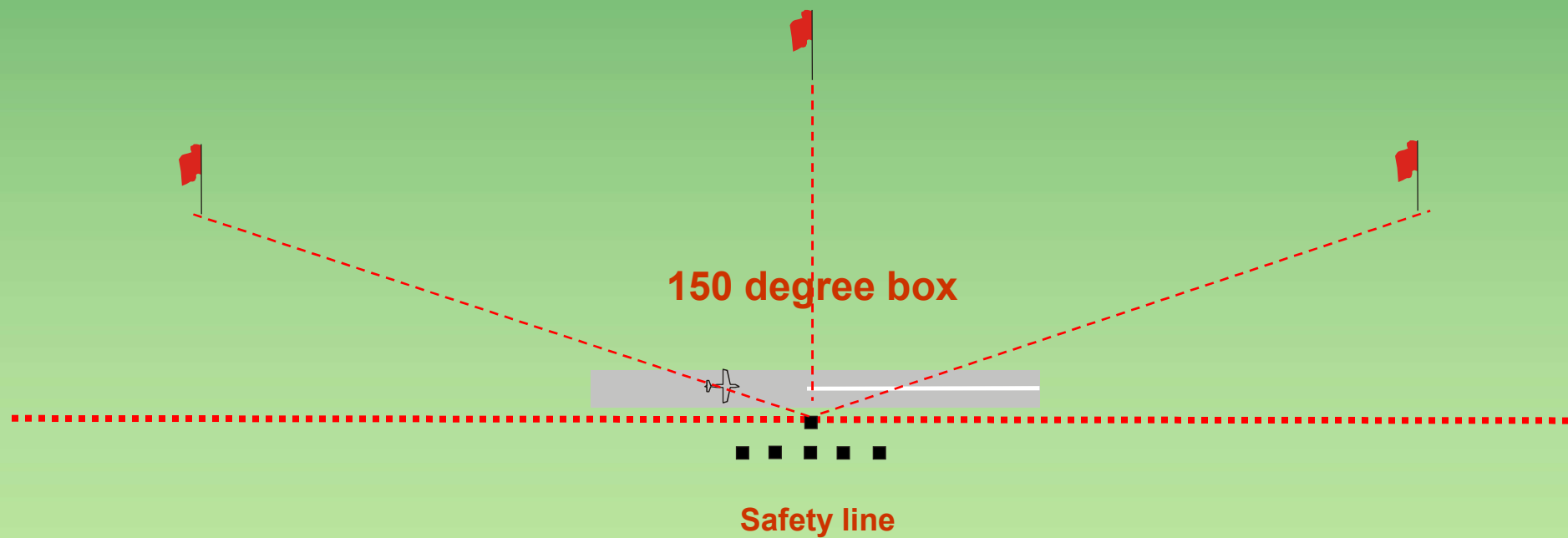


<b>C</b>	Contest: Jet Precision Aerobatics
Date:	Program: F3S SILVER 2024

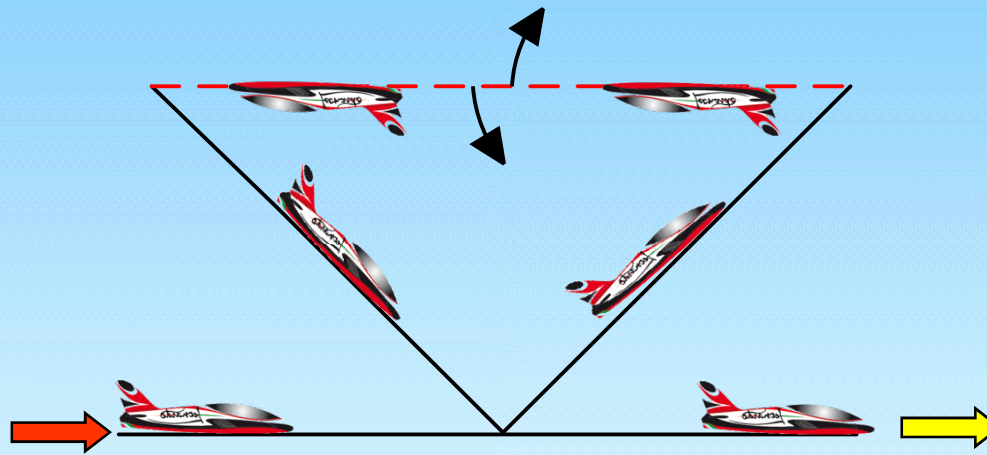


# Take-off procedure ( not judged, not scored )

← wind



## Silver-24.01 Triangle Loop with opposite half rolls

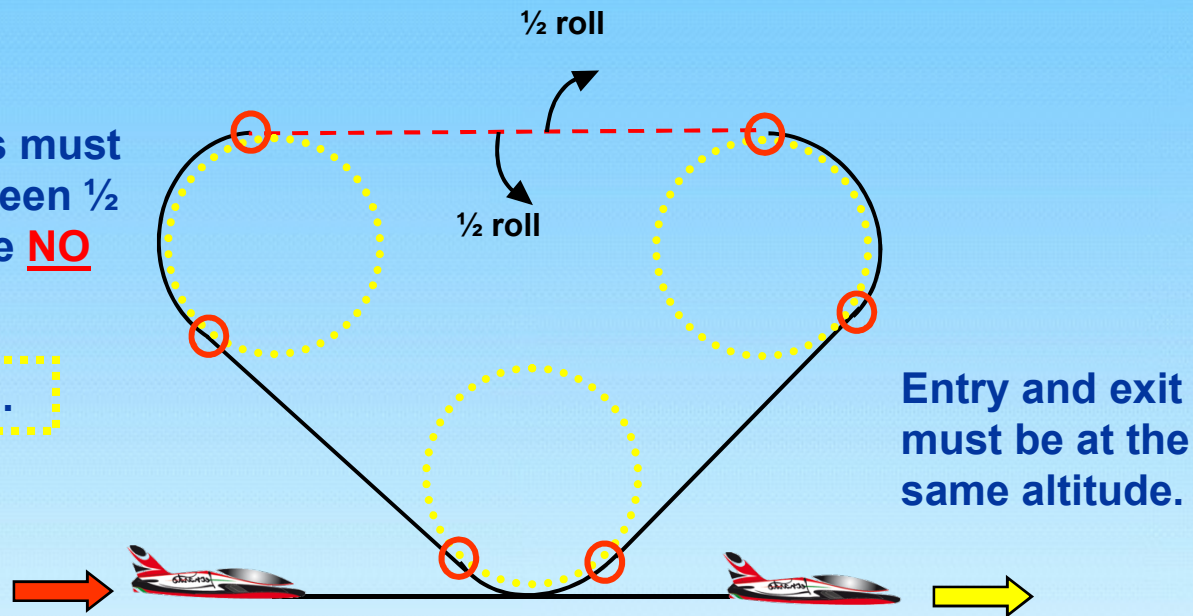


From upright, pull through 1/8 loop, pull 3/8 loop perform two opposite  $\frac{1}{2}$  rolls, pull 3/8 loop. Pull 1/8 loop, exit upright.

## Silver-24.01 Triangle Loop with opposite half rolls

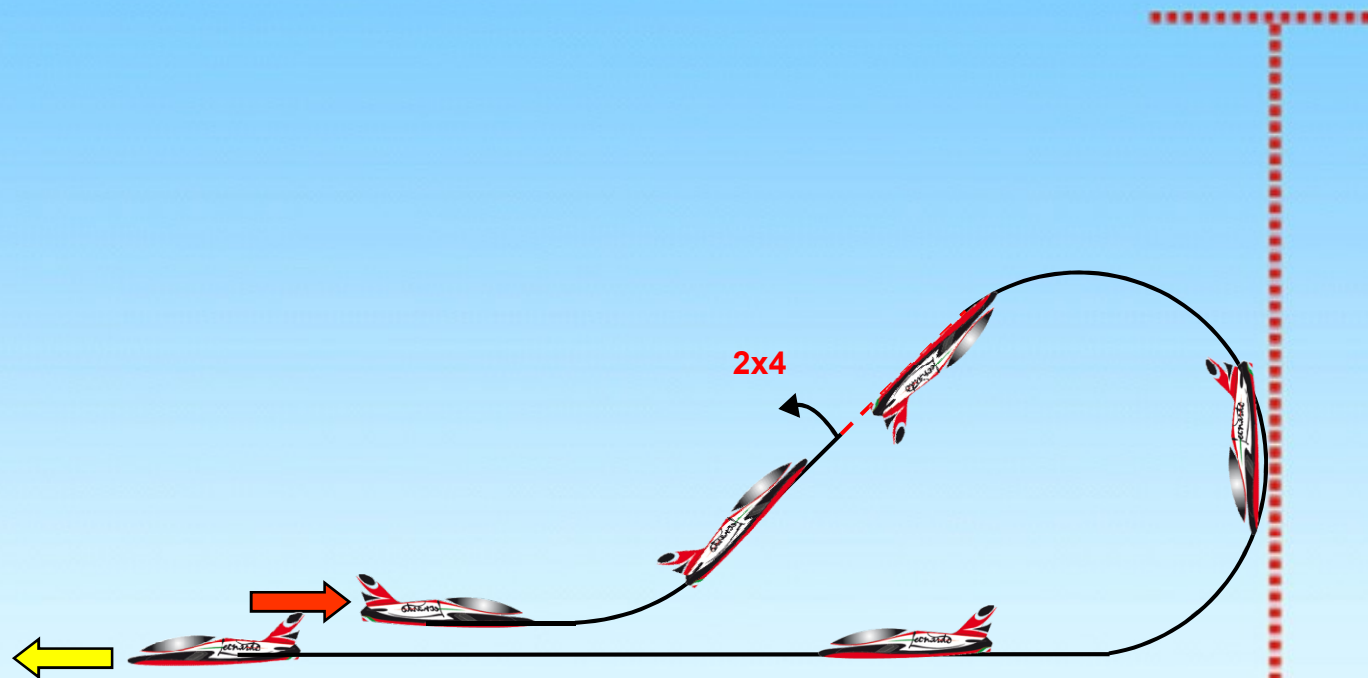
Opposite half rolls must be centered. Between  $\frac{1}{2}$  rolls there must be **NO LINE!**

All radii are equal.





## Silver-24.02 Half Reverse Cuban 8 with two consecutive $\frac{1}{4}$ rolls.

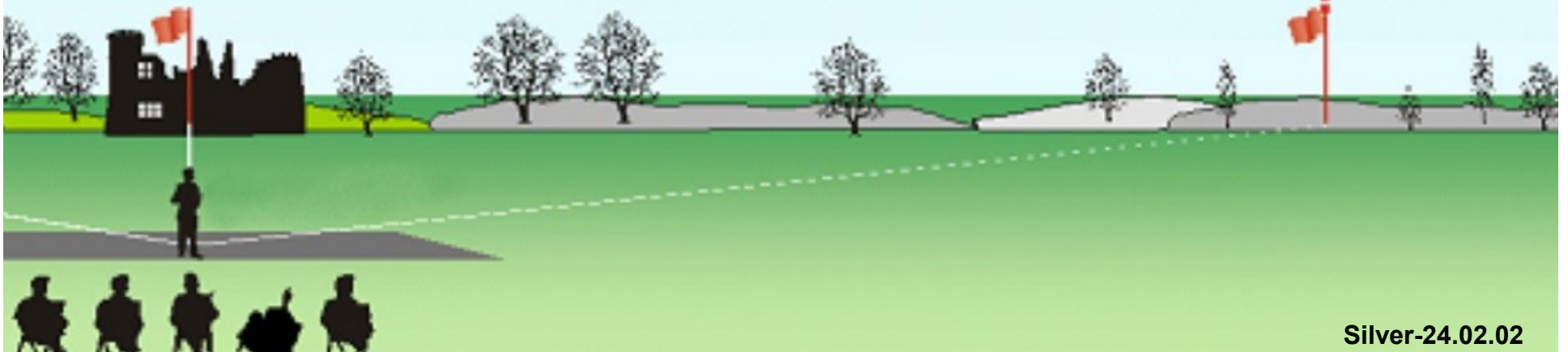
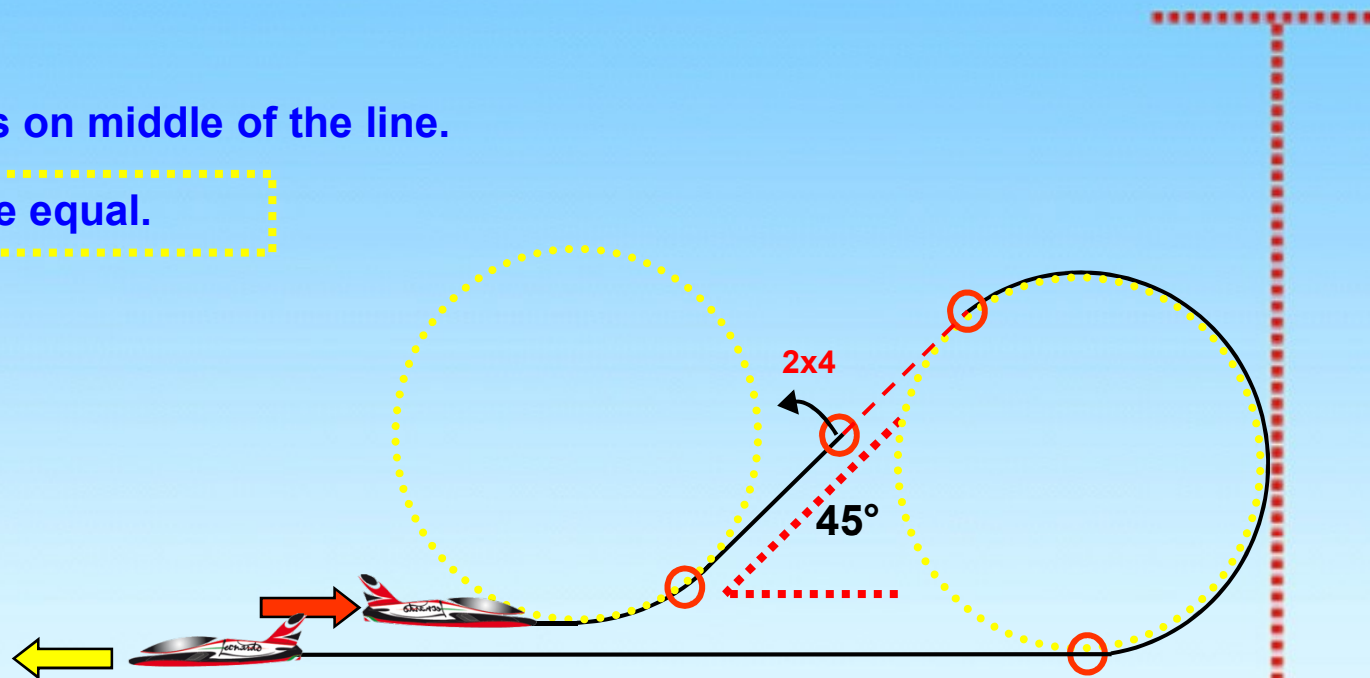


From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform two consecutive  $\frac{1}{4}$  rolls, pull through a  $\frac{5}{8}$  loop, exit upright.

## Silver-24.02 Half Reverse Cuban 8 with two consecutive $\frac{1}{4}$ rolls.

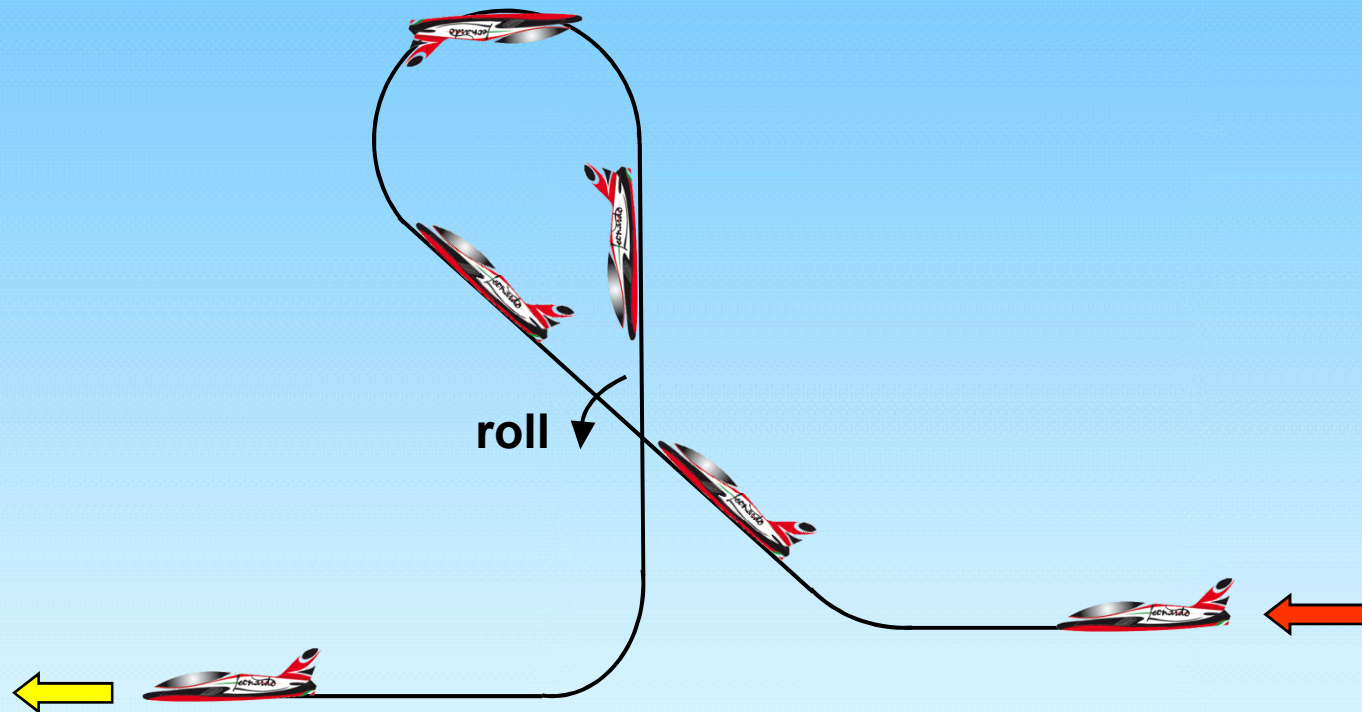
Two  $\frac{1}{4}$  rolls on middle of the line.

All radii are equal.





## Silver-24.03 Teardrop with a roll on 45 degree upline

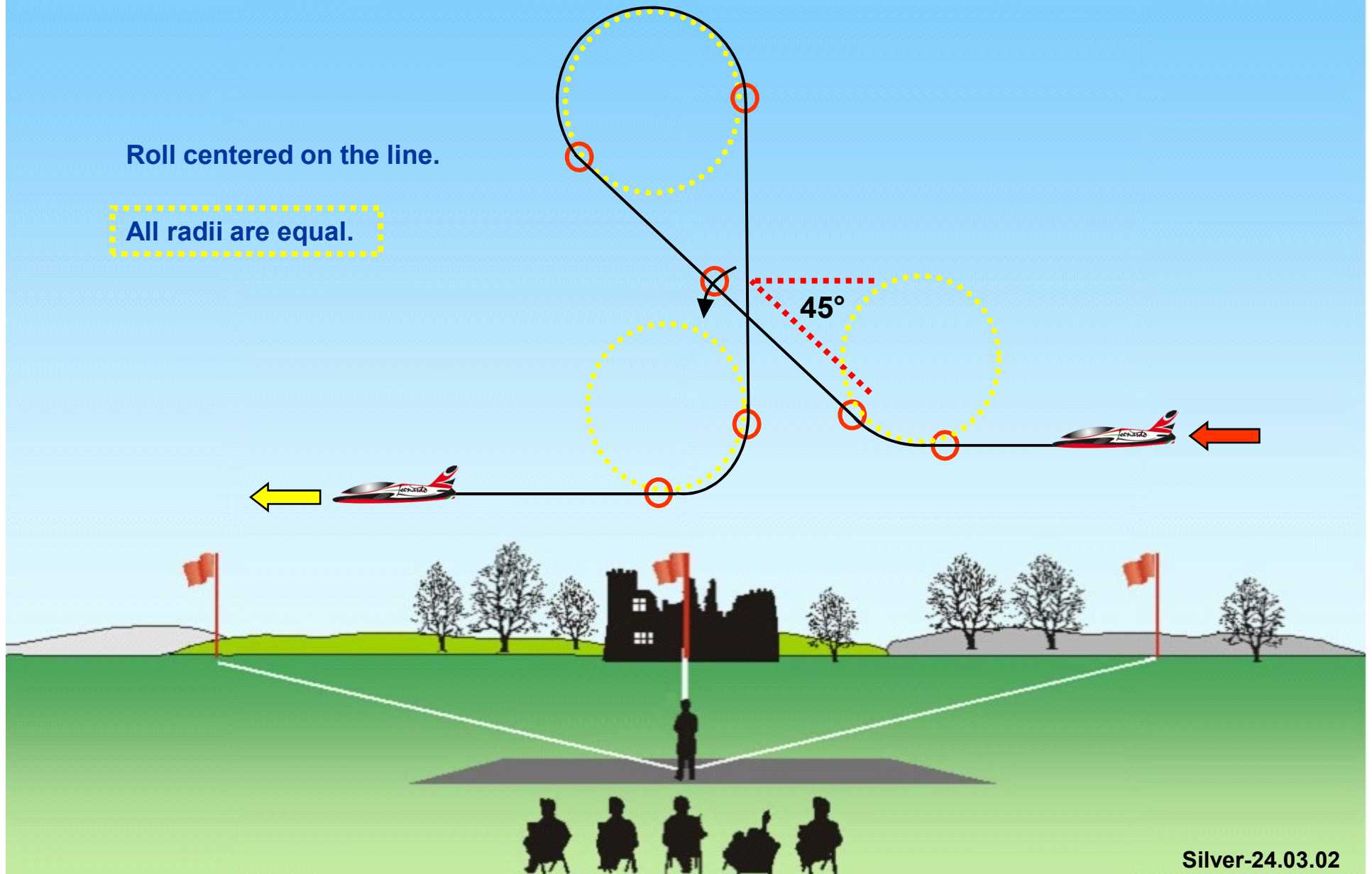


From upright, pull a 1/8 loop to 45 degree upline, perform a roll, pull a 5/8 loop to a vertical downline, pull a 1/4 loop, exit upright.

## Silver-24.03 Teardrop with a roll on 45 degree upline

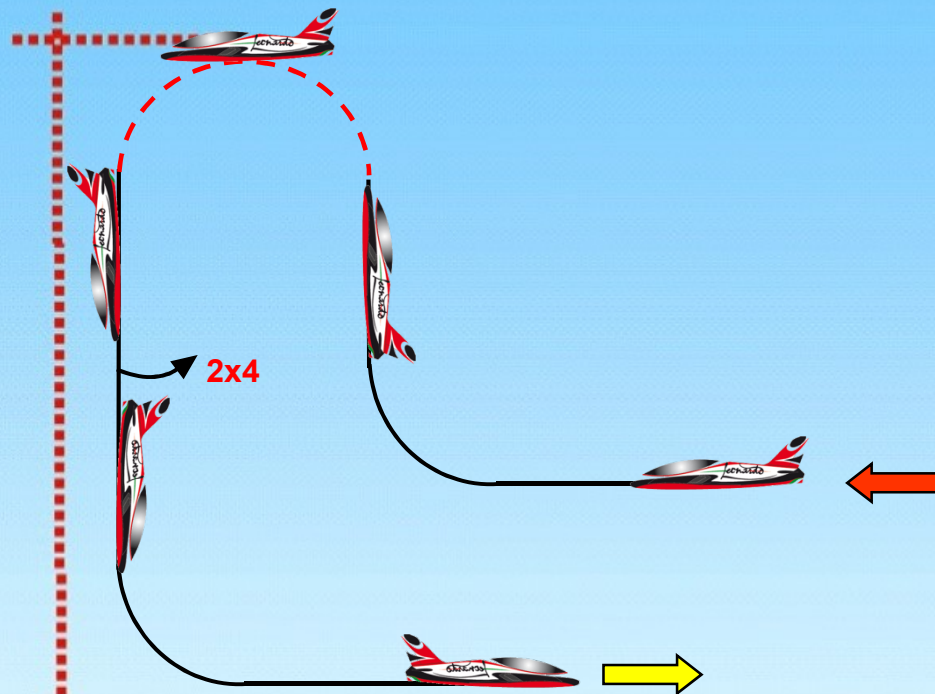
Roll centered on the line.

All radii are equal.





## Silver-24.04 Pull-push-pull Humpty Bump with consecutive two $\frac{1}{4}$ rolls



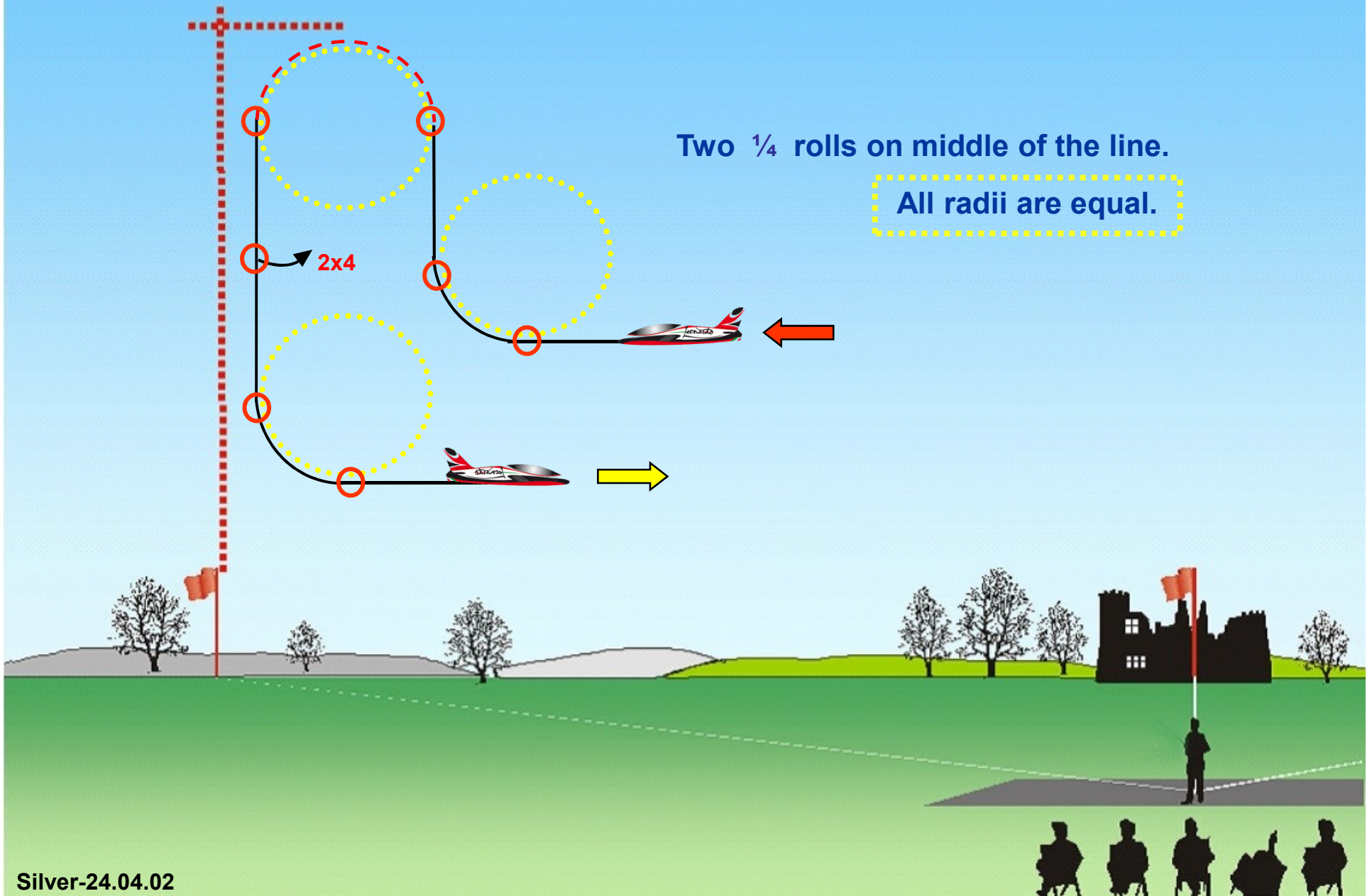
From upright, pull through a  $\frac{1}{4}$  loop to a vertical upline, push through a  $\frac{1}{2}$  loop into a vertical downline, perform two  $\frac{1}{4}$  rolls, pull through a  $\frac{1}{4}$  loop, exit upright.



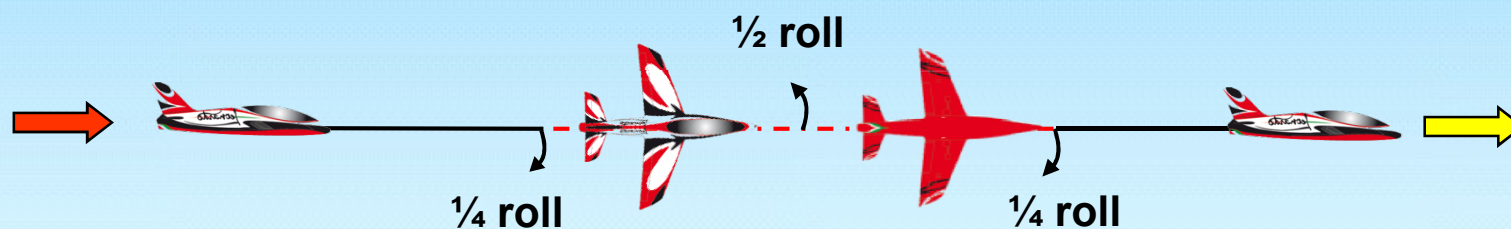
## Silver-24.04 Pull-push-pull Humpty Bump with two consecutive $\frac{1}{4}$ rolls

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

All radii are equal.



## Silver-24.05 Knife-edge Flight with one quarter roll, half roll, one quarter roll

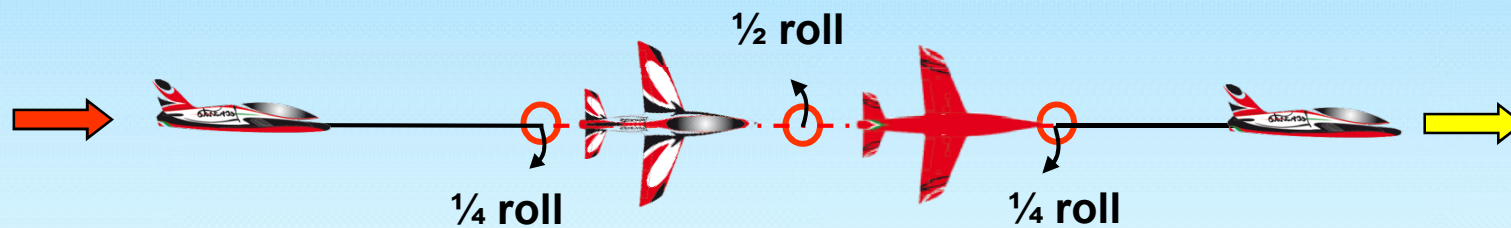


From upright, perform a  $\frac{1}{4}$  roll to sustained knife-edge flight, perform a  $\frac{1}{2}$  roll in opposite direction of the  $\frac{1}{4}$  roll to sustained knife edge, perform a  $\frac{1}{4}$  roll in opposite direction of the  $\frac{1}{2}$  roll, exit upright.



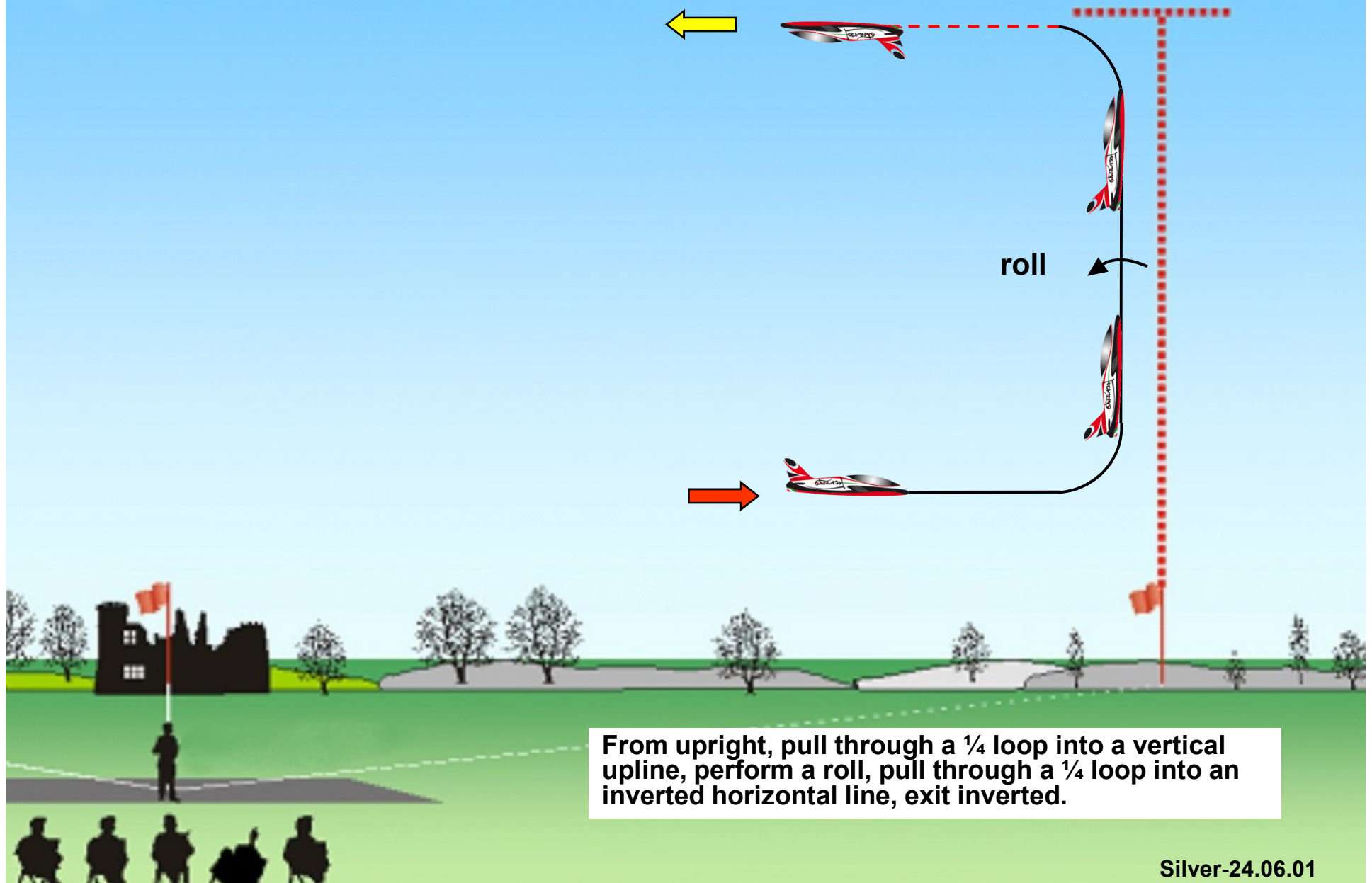
## Silver-24.05 Knife-edge Flight with one quarter roll, half roll, one quarter roll

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





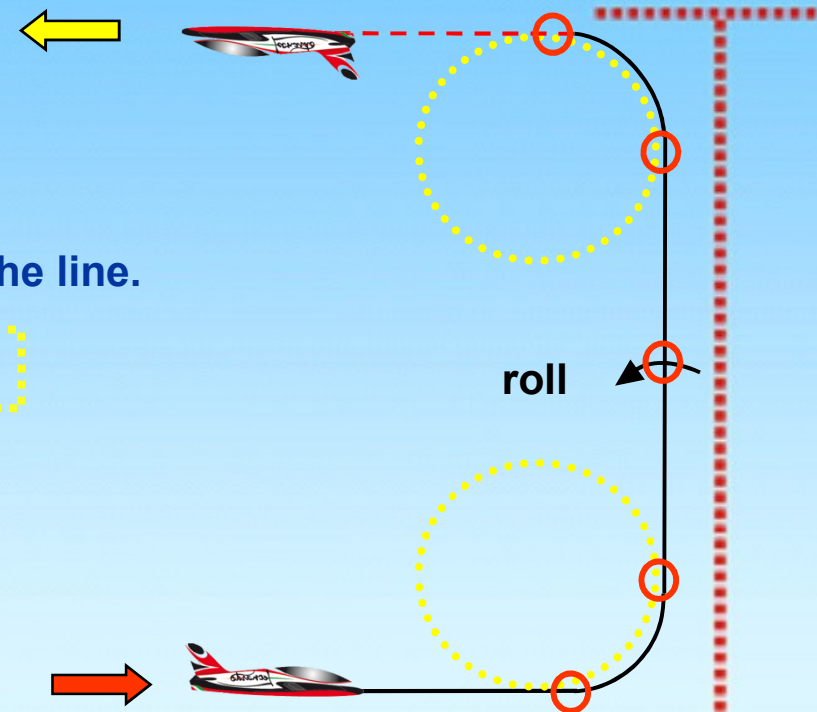
## SP-24.06 Half Square Loop with roll.



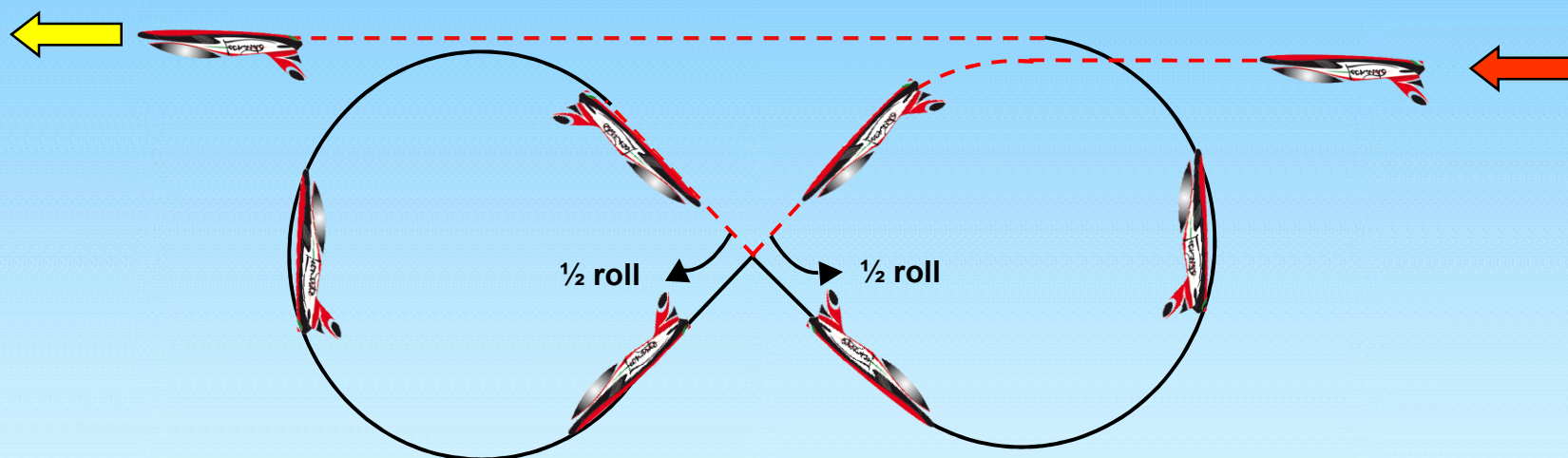
## SP-24.06 Half Square Loop with roll.

Roll on middle of the line.

All radii are equal.



## Silver-24.07 Reverse Cuban 8 with $\frac{1}{2}$ rolls.



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

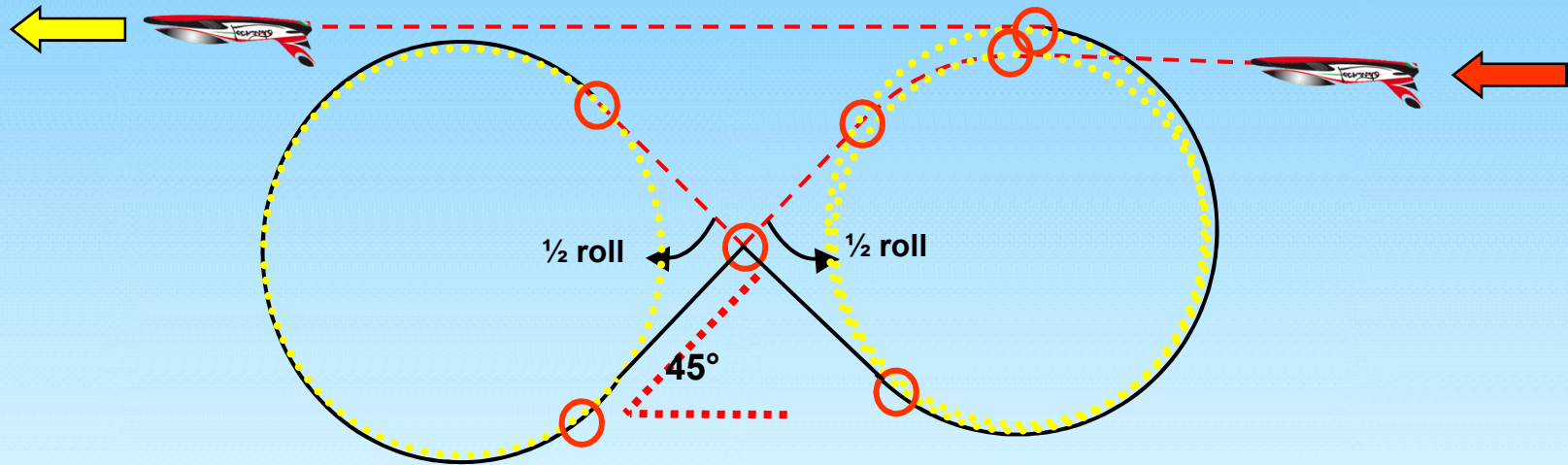


## Silver-24.07 Reverse Cuban 8 with $\frac{1}{2}$ rolls.

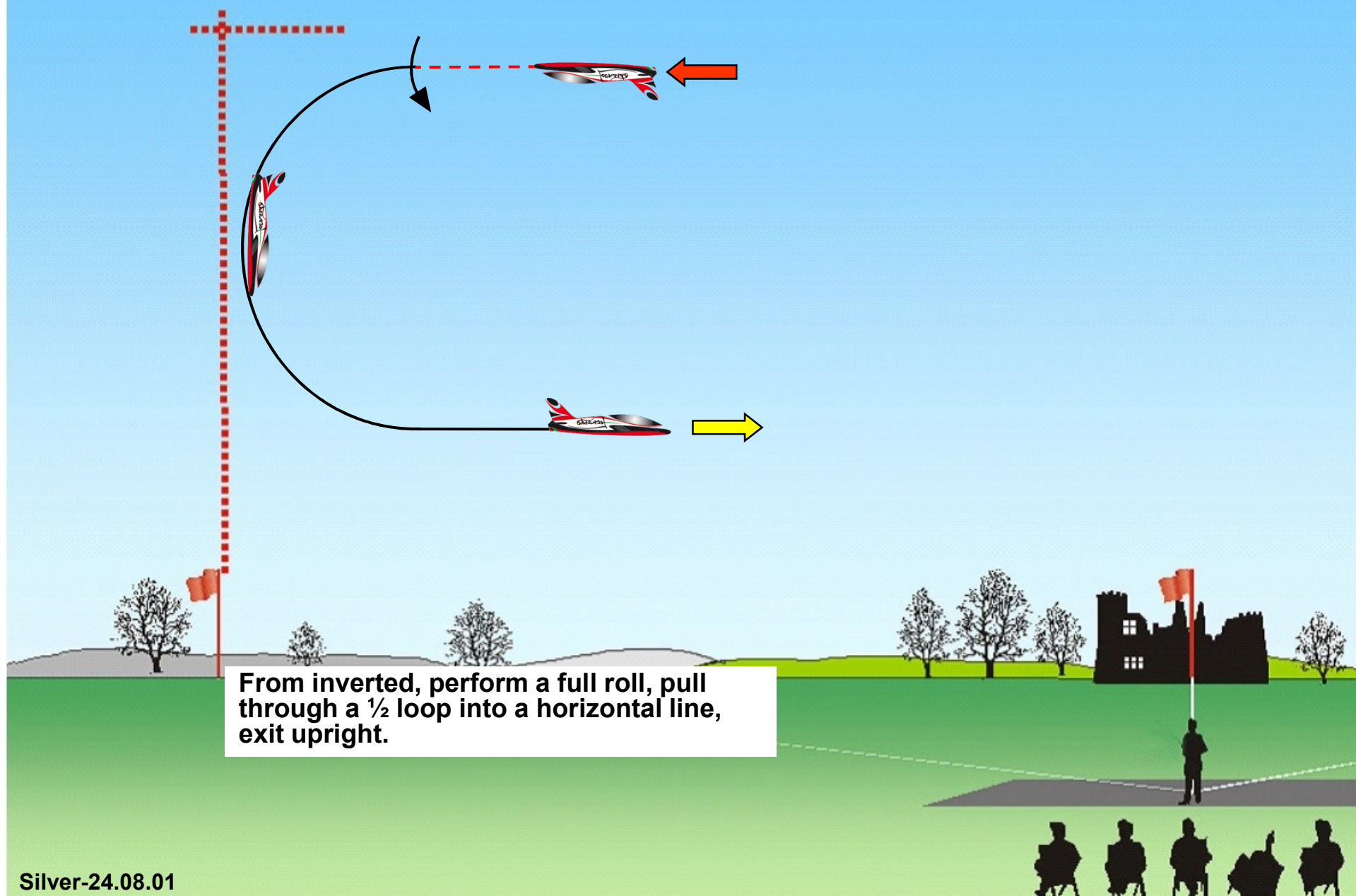
$\frac{1}{2}$  rolls on middle of the lines.

All radii are equal.

Entry and exit must be on the the same level.

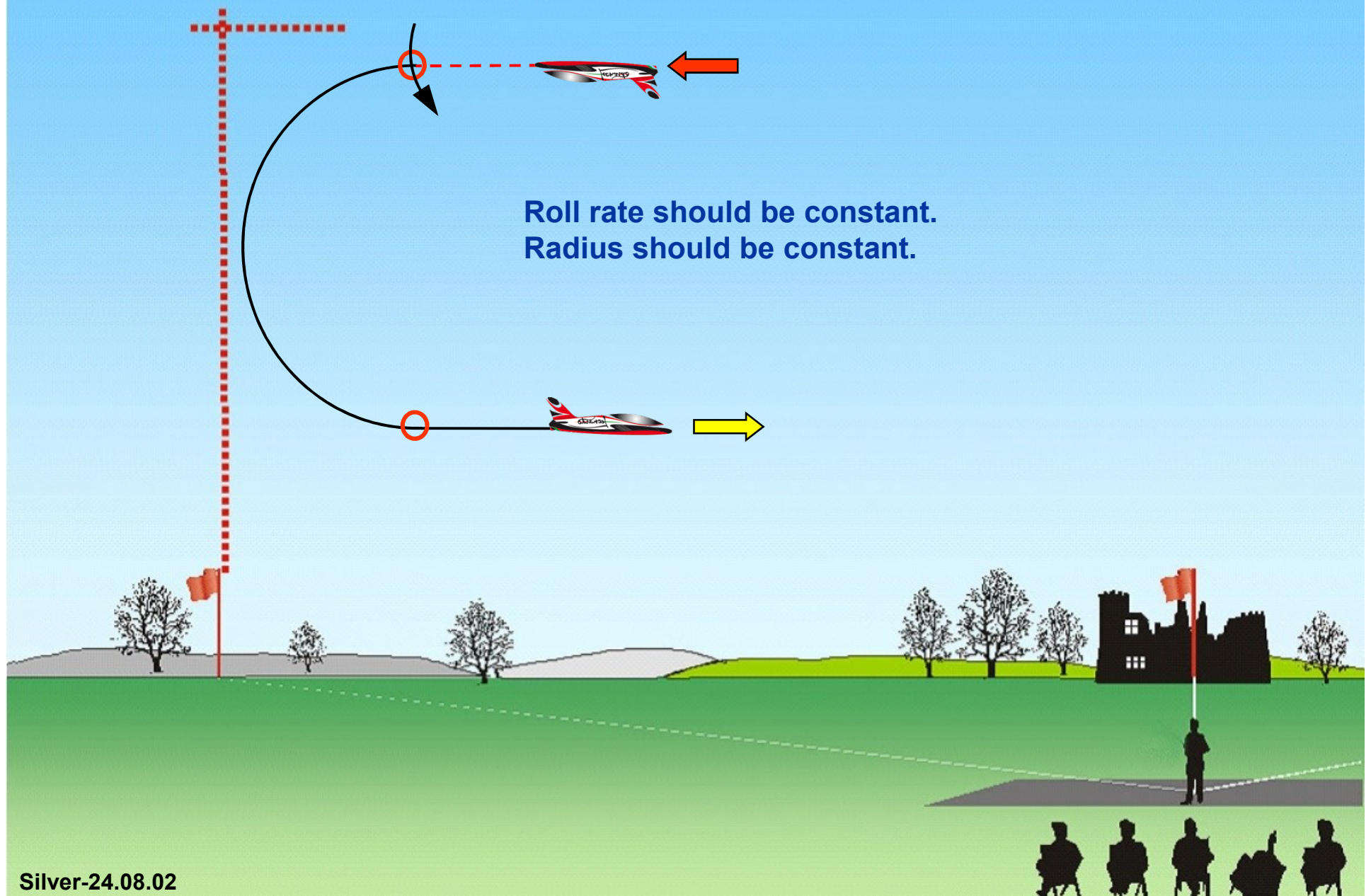


## Silver-24.08 Half Loop with full roll.



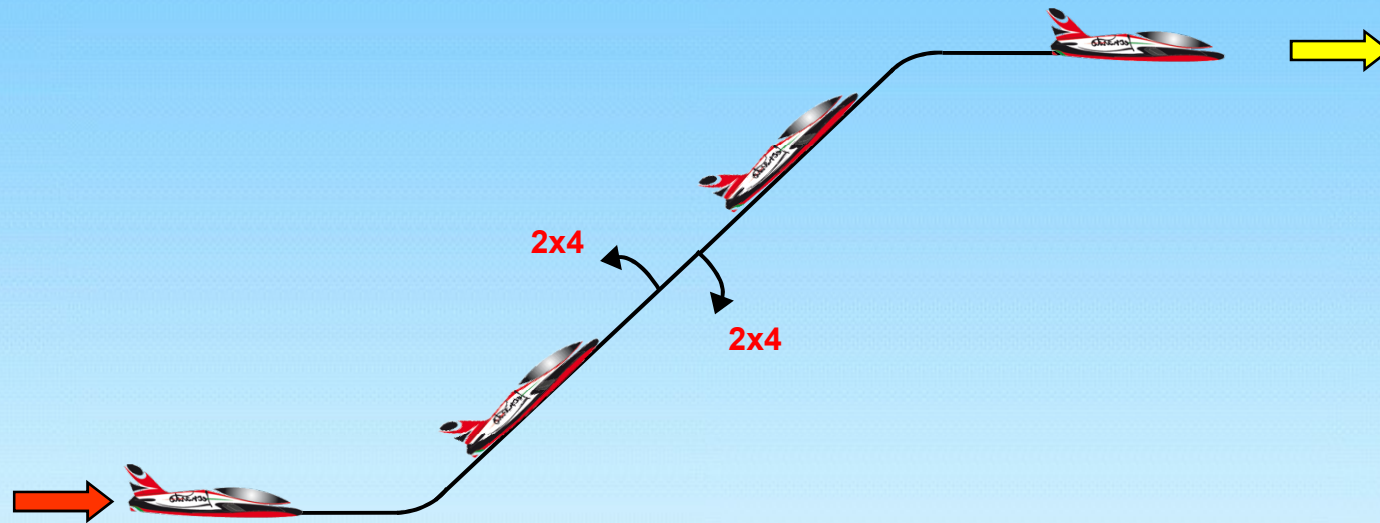


## Silver-24.08 Half Loop with full roll.





## Silver-24.09 45° Upline with two $\frac{1}{4}$ rolls, opposite two $\frac{1}{4}$ rolls.

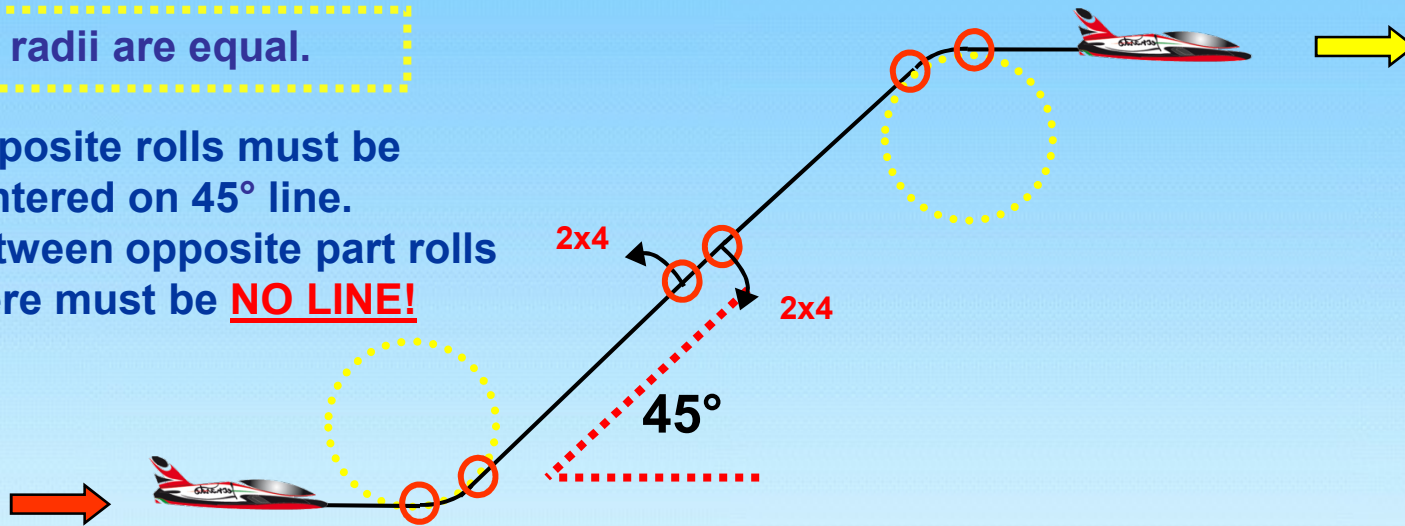


From upright, pull through a  $\frac{1}{8}$  loop into a 45° upline, perform two  $\frac{1}{4}$  rolls to inverted, perform two  $\frac{1}{4}$  rolls in opposite direction, push through a  $\frac{1}{8}$  loop, exit upright.

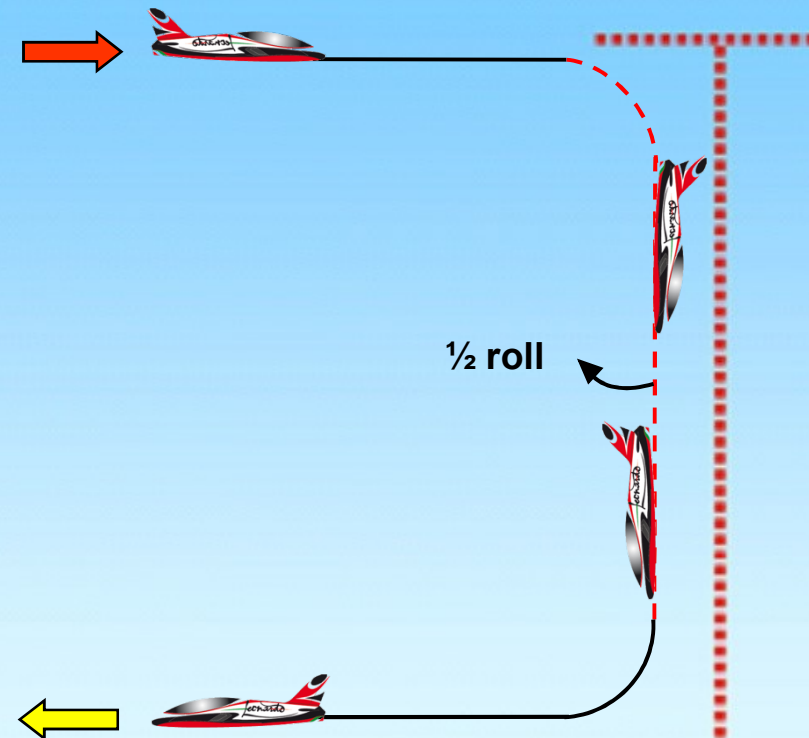
## SP-24.09 45° Upline with two ¼ rolls, opposite two ¼ rolls.

All radii are equal.

Opposite rolls must be centered on 45° line.  
Between opposite part rolls there must be **NO LINE!**



## Silver-24.10 Half Square Loop with $\frac{1}{2}$ roll.



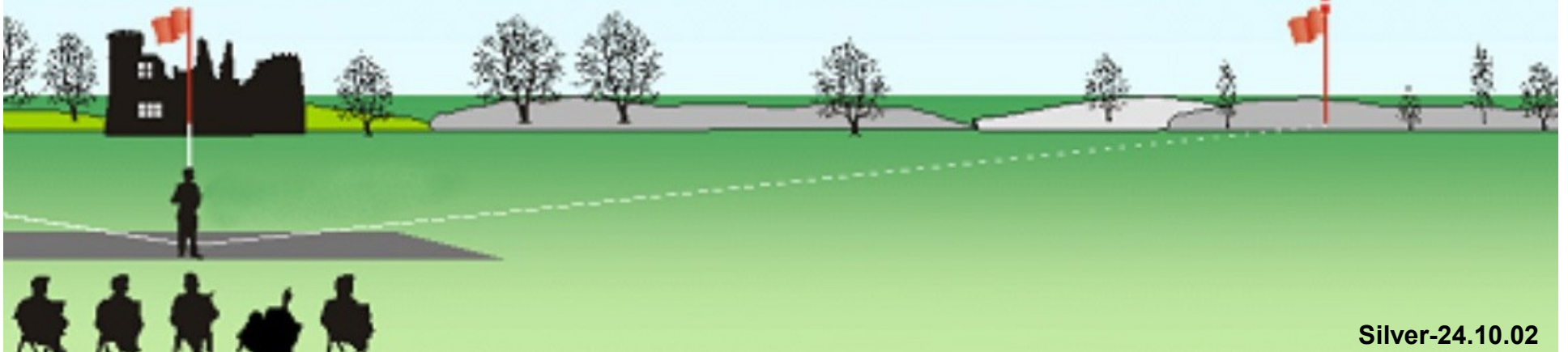
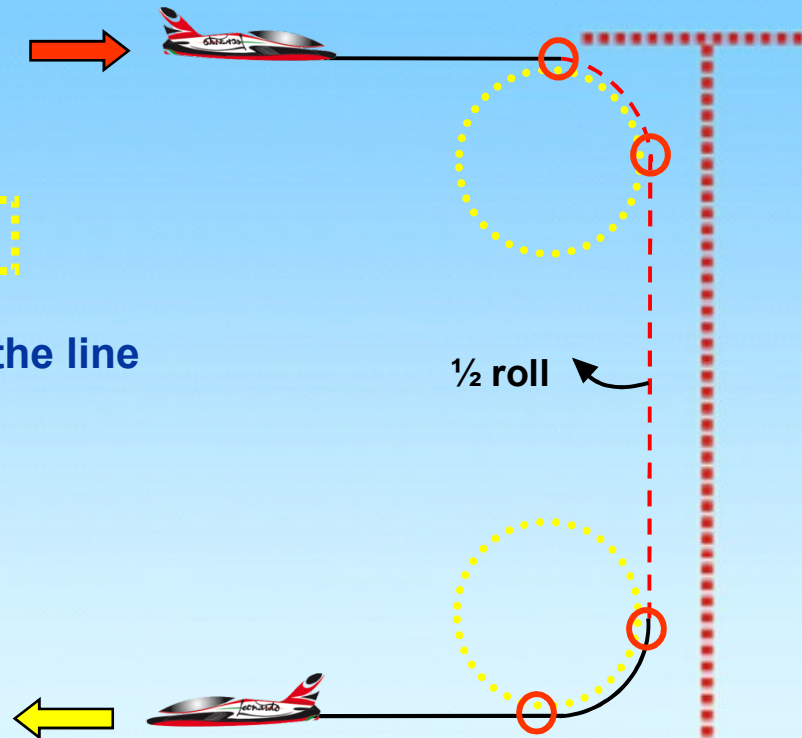
From upright, push a  $\frac{1}{4}$  loop to a vertical downline, perform a  $\frac{1}{2}$  roll, pull a  $\frac{1}{4}$  loop to horizontal, exit upright.

## Silver-24.10 Half Square Loop with ½ roll.

**All radii are equal.**

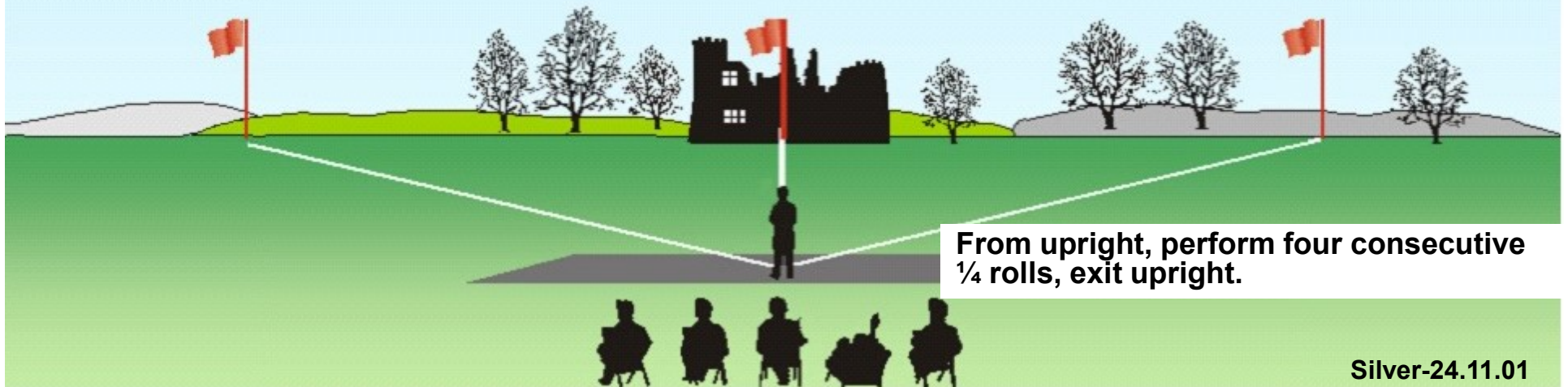
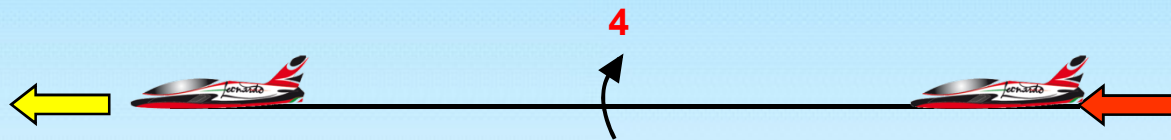
## 1/2 Roll on middle of the line

**1/2 roll**





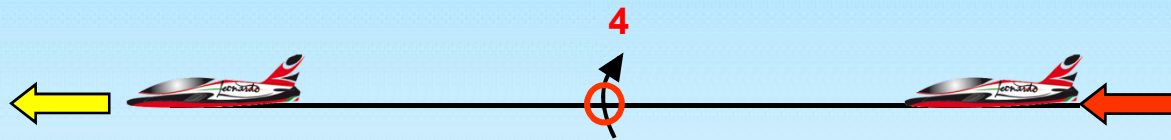
## SP-24.11 Four Point roll



## SP-24.11 Four Point roll

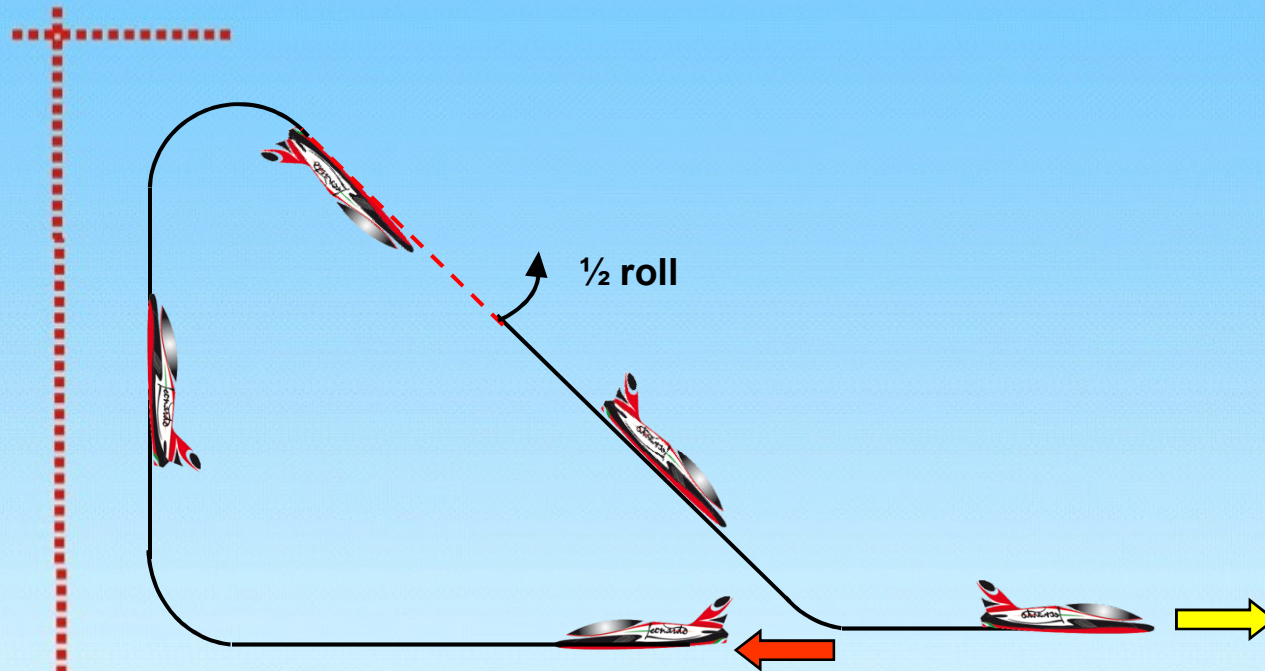
Rolling speed must be constant.

All hesitations must be at 90° increments.





## SP-24.12 Sharks Fin with $\frac{1}{2}$ roll.



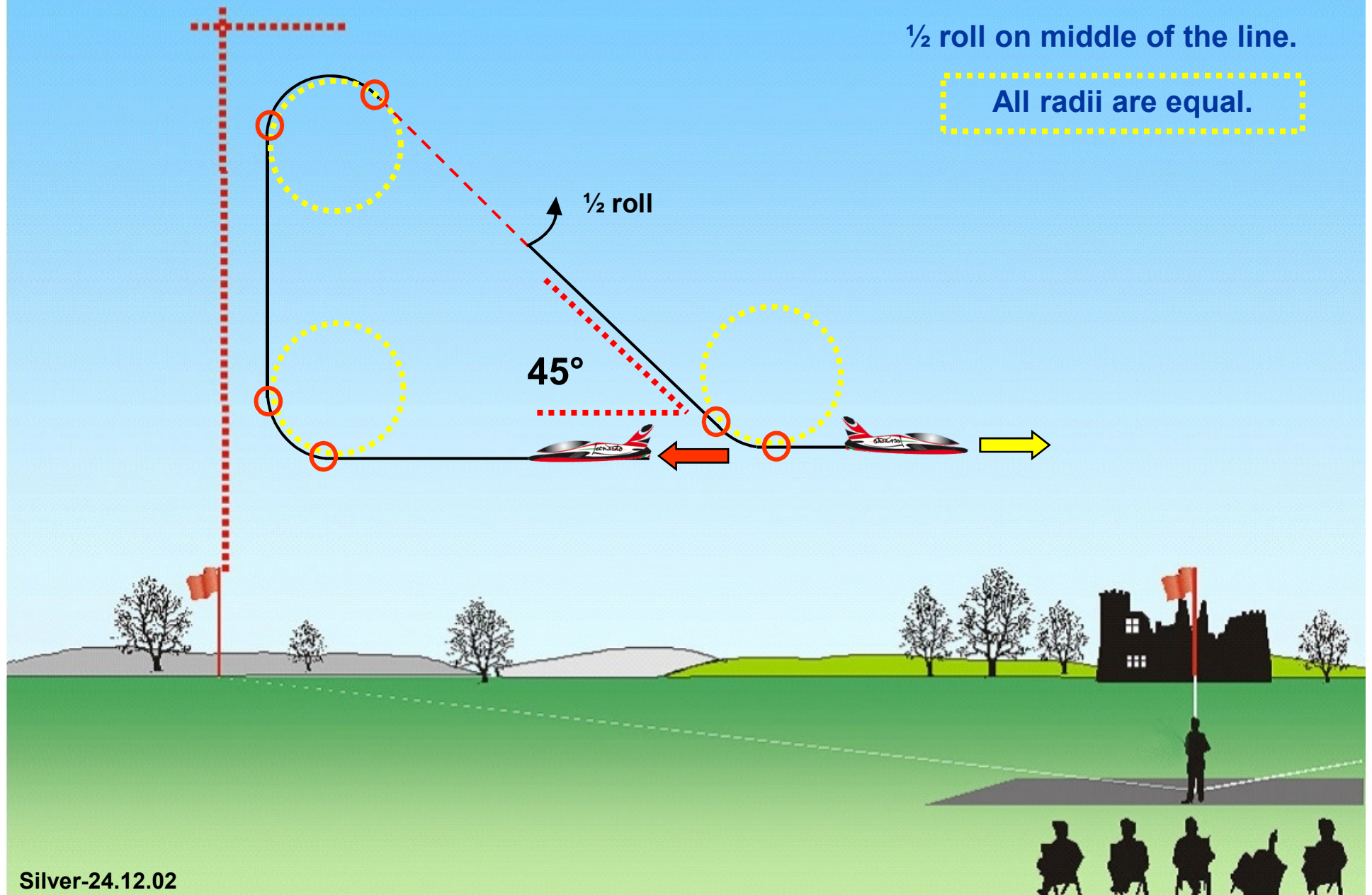
From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, pull through a  $\frac{3}{8}$  loop into a 45 degree downline, perform  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.



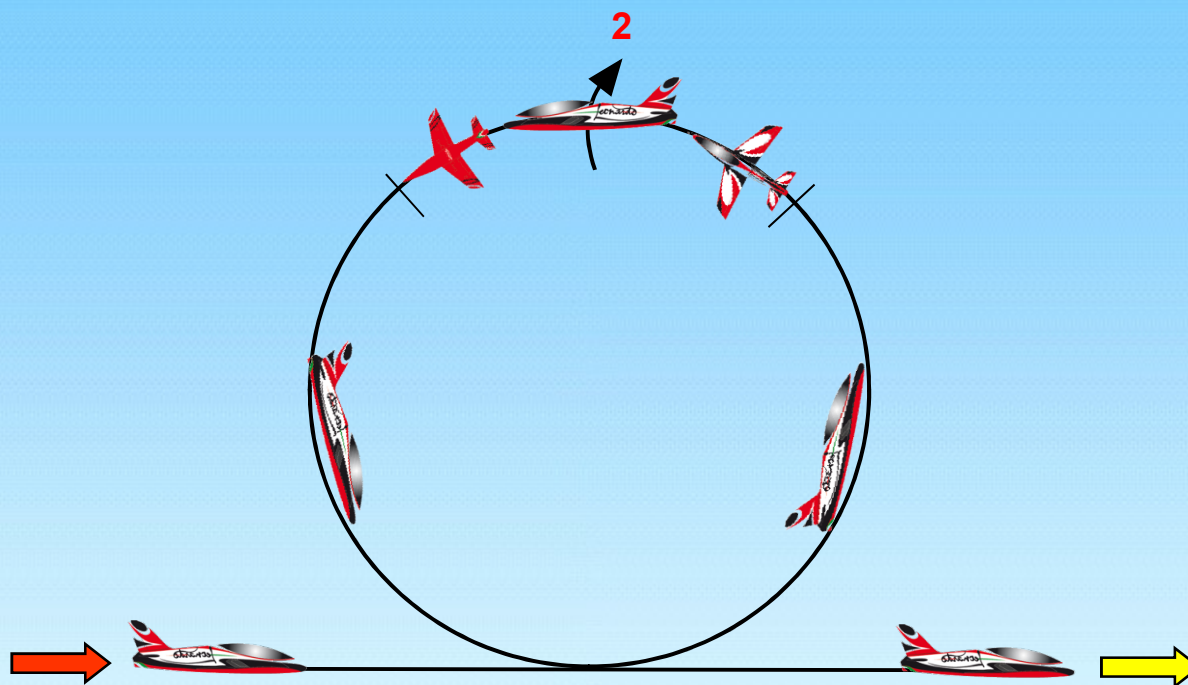
## SP-24.12 Sharks Fin with $\frac{1}{2}$ roll.

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

All radii are equal.



## Silver-24.13 Loop, with 2 point roll integrated over top 90 degrees



From upright, pull through a loop while performing an integrated two  $\frac{1}{2}$  rolls in the top 90 degrees of the loop, exit upright.

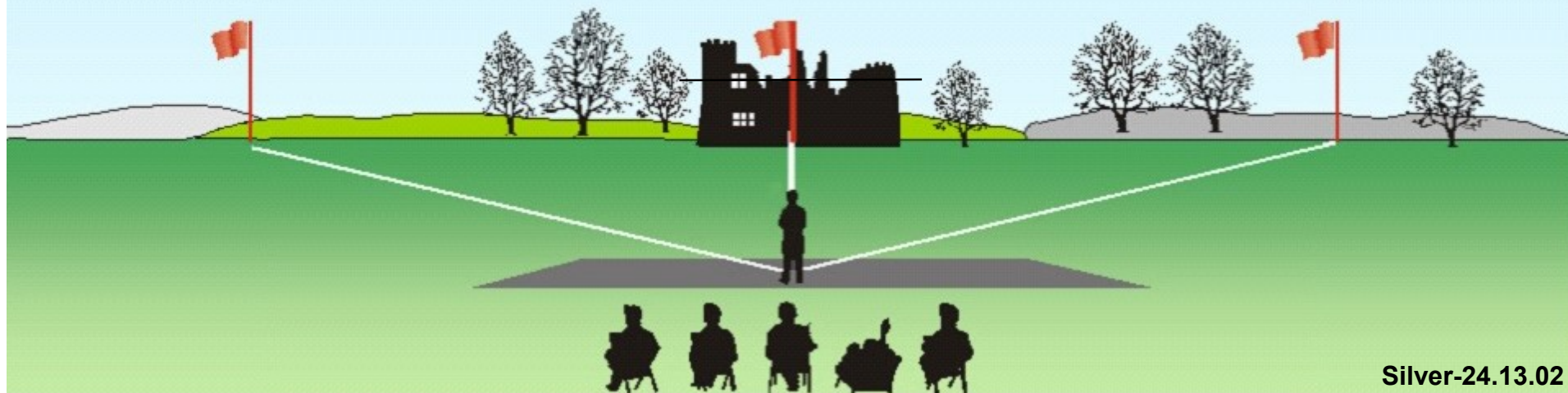
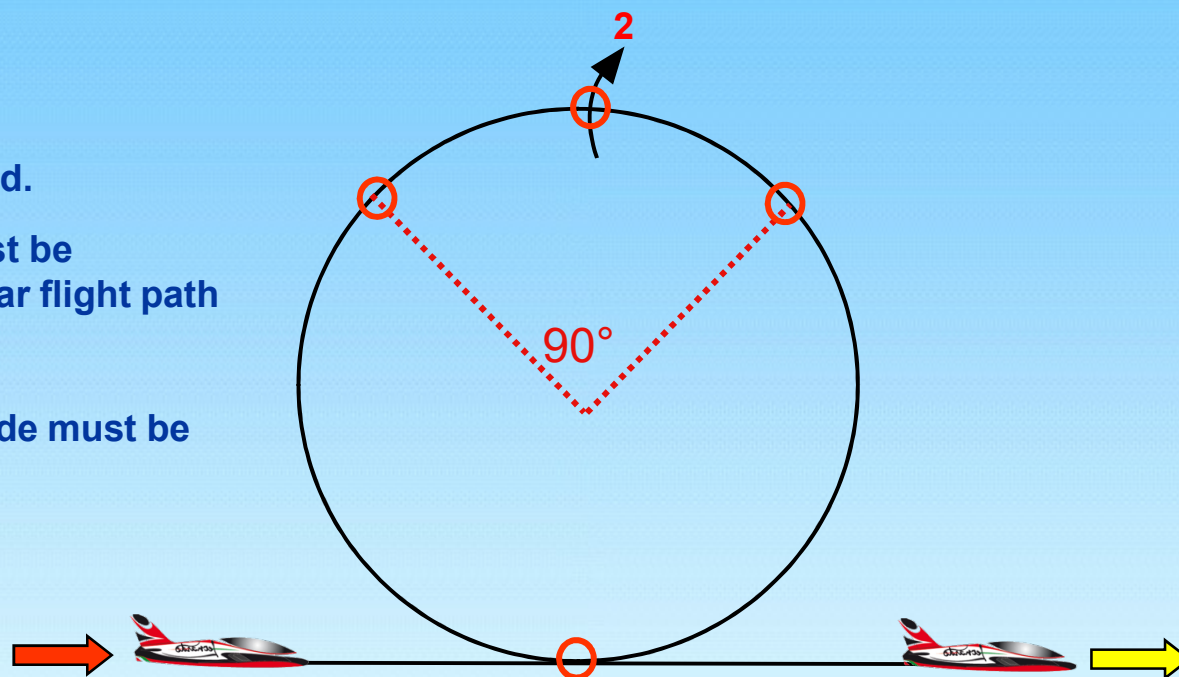


## Silver-24.13 Loop, with 2 point roll integrated over top 90 degrees

Loop must be round.

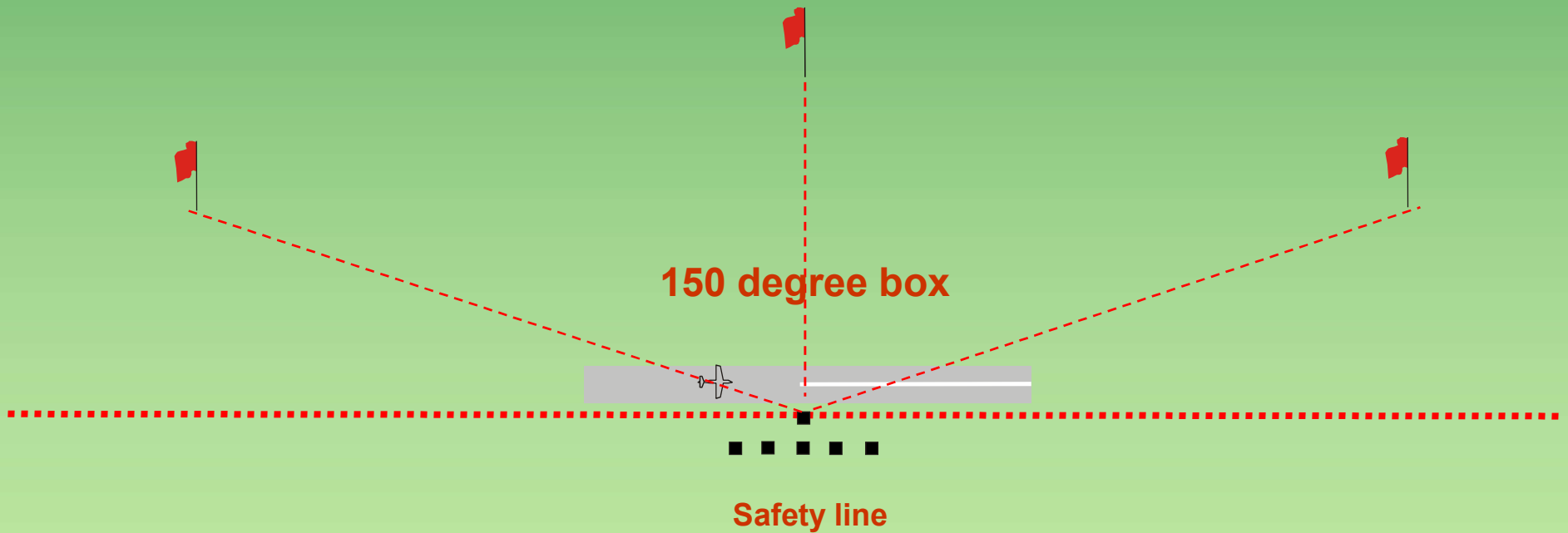
The two  $\frac{1}{2}$  rolls must be integrated on circular flight path of the loop.

Entry and exit altitude must be the same.



# Landing procedure ( not judged, not scored )

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

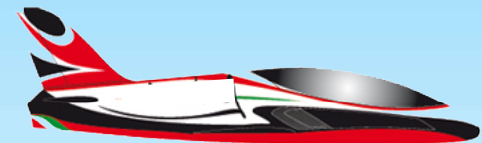


Forget **WHO** is flying

(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying

**JUDGE ONLY THE LINES DESCRIBED IN  
THE SKY!**



**Thank you!**

Wayne Matthews with permission from © Peter Uhlig, January 2024