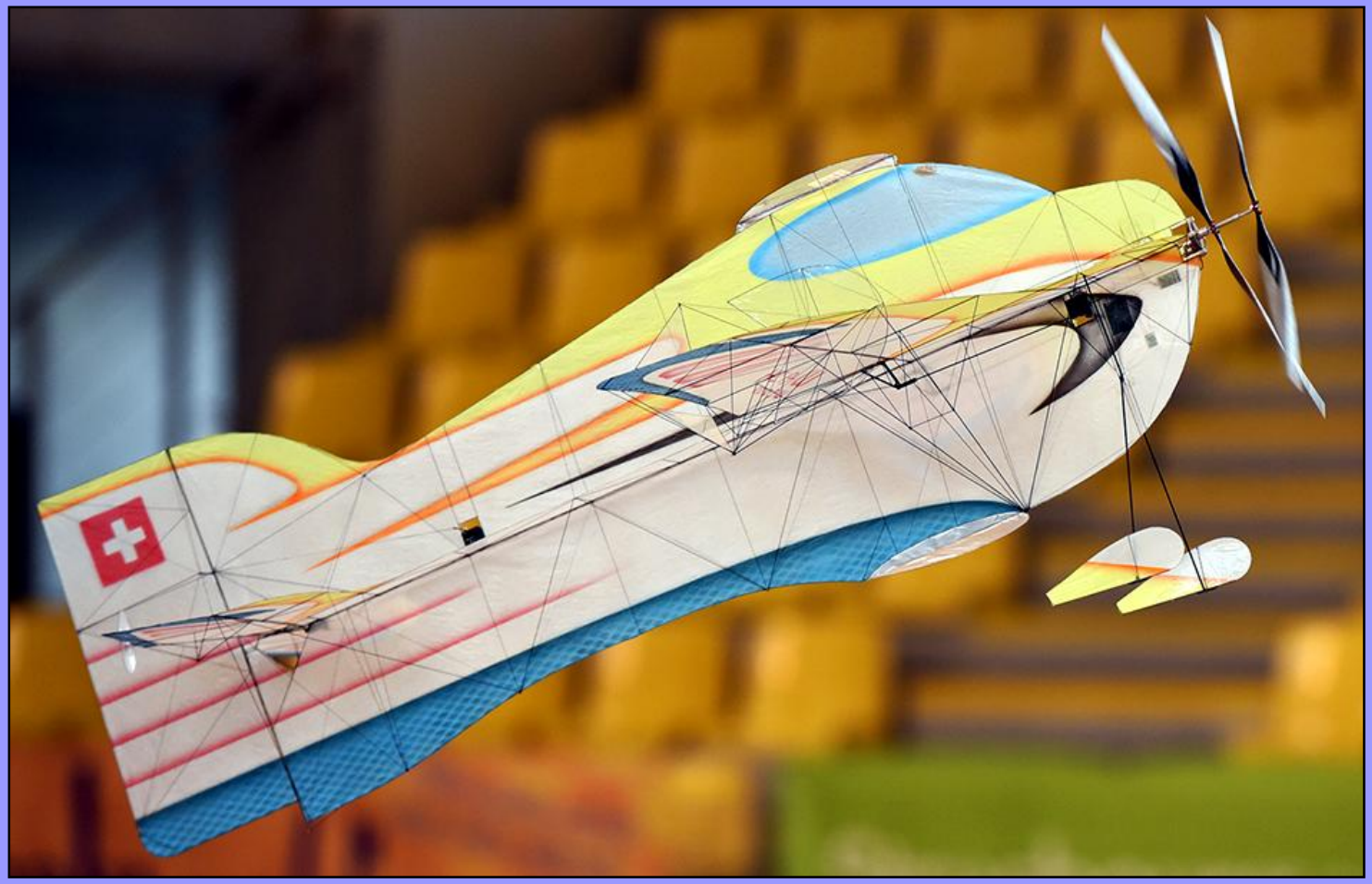
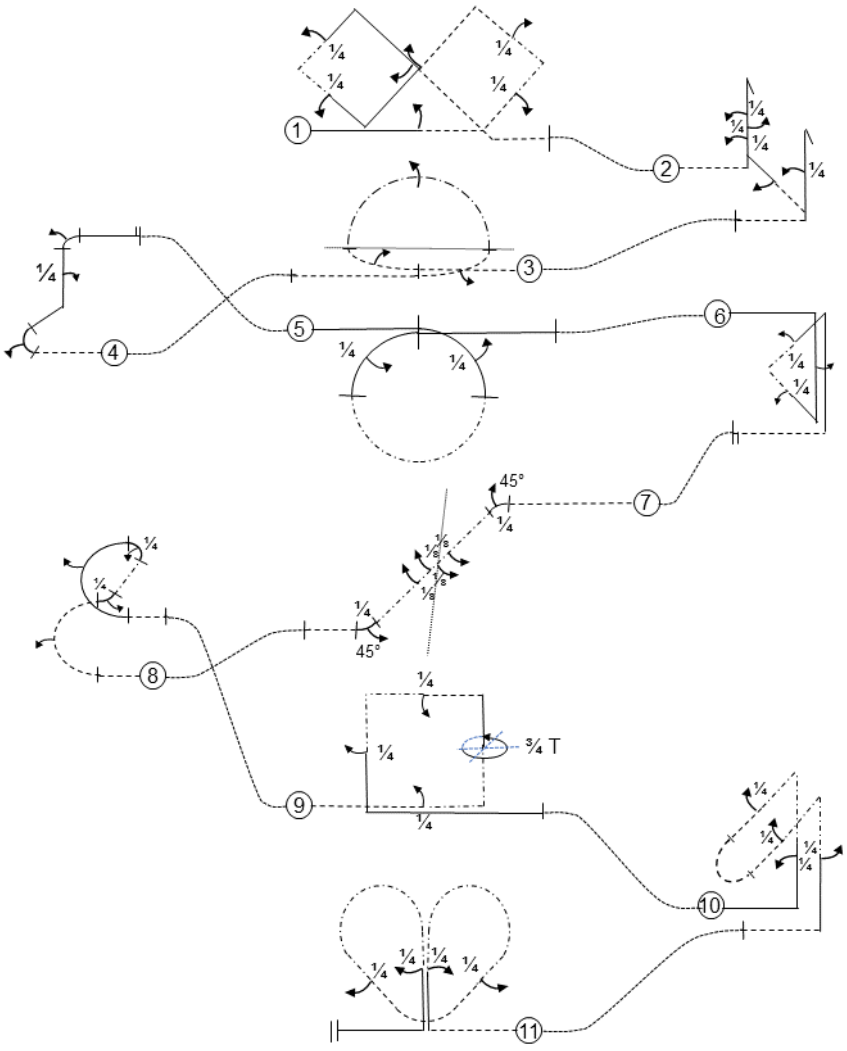
# Class F3P Radio Control Indoor Aerobatic Model Aircraft



## Preliminary Schedule F3P-AF 27 (2026-2027)

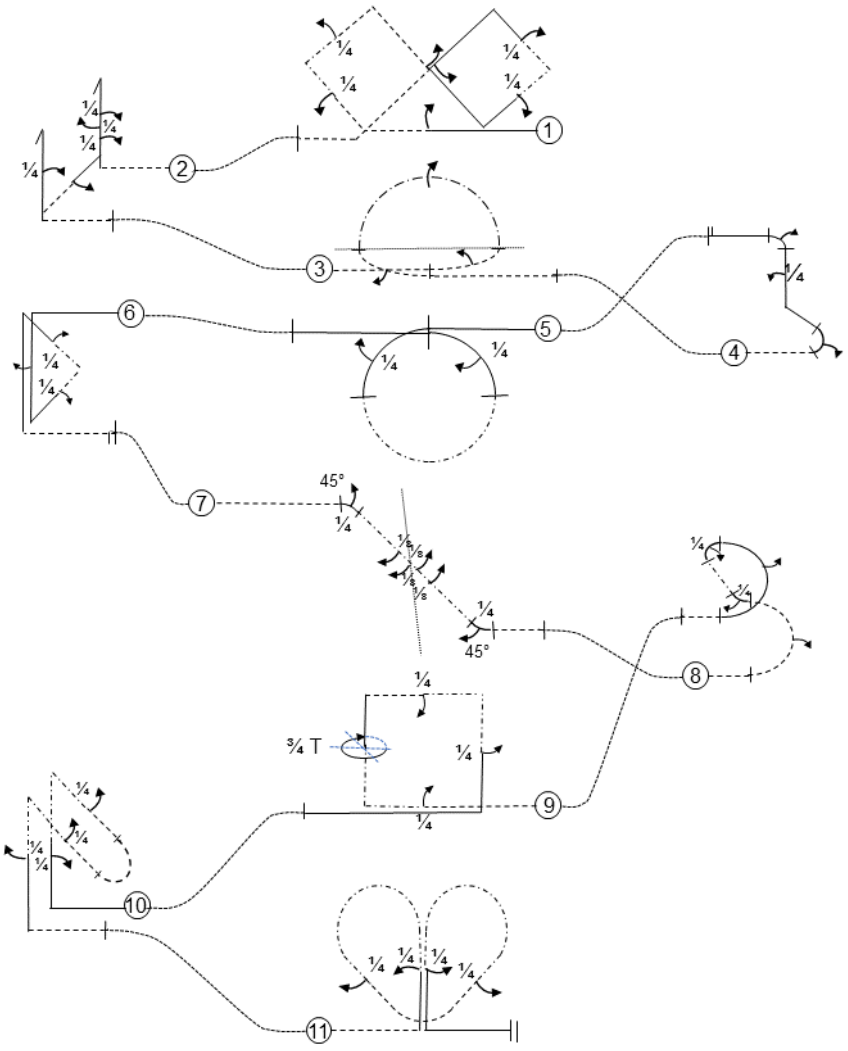
## Final Schedule F3P AF-27 (2026 – 2027)





Drawings by Peter Uhlig
October 2024

## Final Schedule F3P AF-27 (2026 – 2027)

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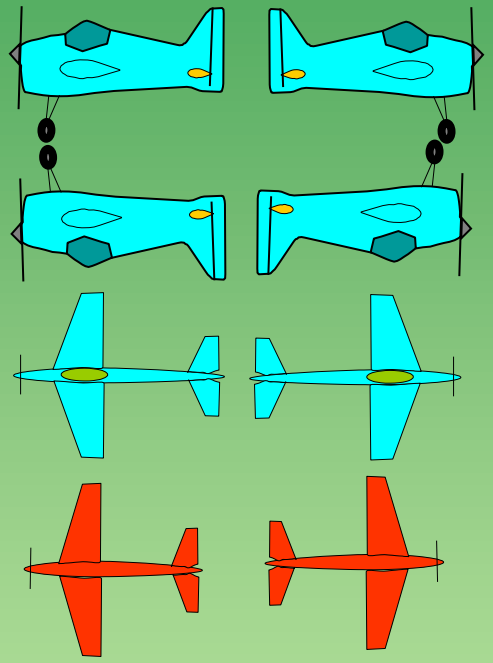
Drawings by Peter Uhlig
October 2024

# Explanations:



Aircraft upright

Aircraft inverted

Aircraft in Knife Edge
View from Top

Aircraft in Knife Edge
View from Below

Half roll

Roll

pos.

neg.

Snap Rolls

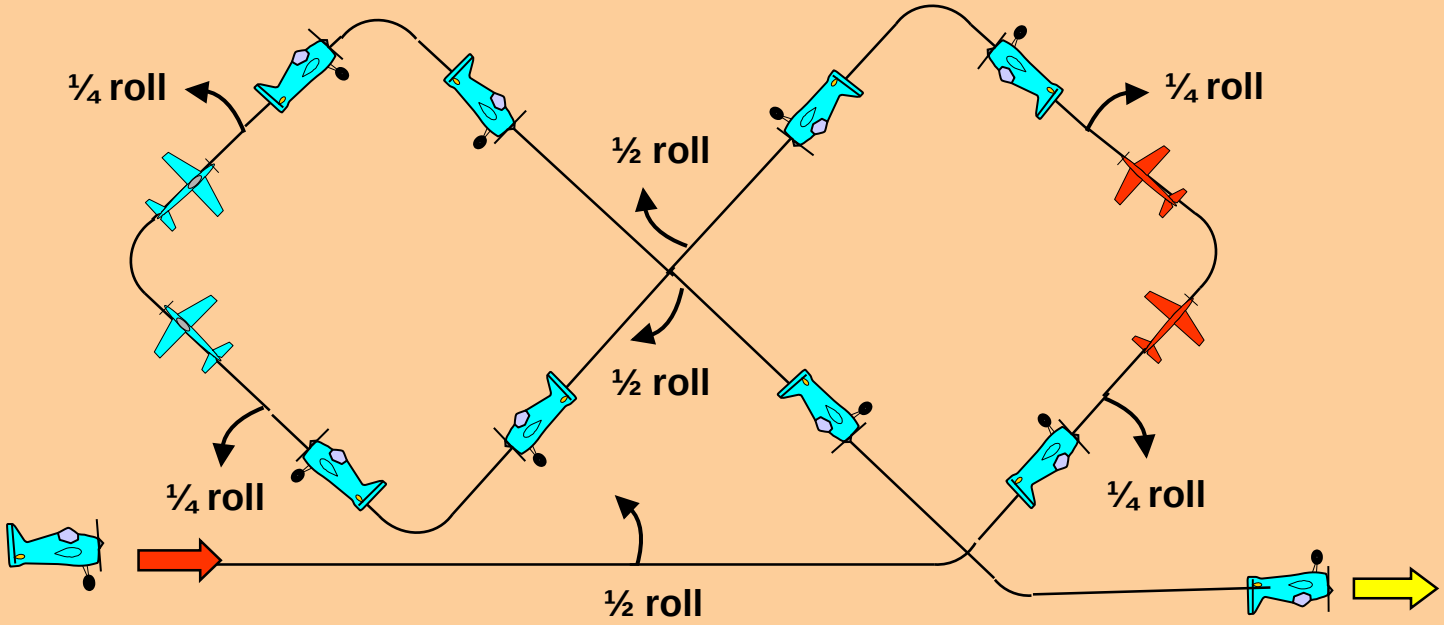
Reference points

# Take-off procedure

## ( not judged, not scored )

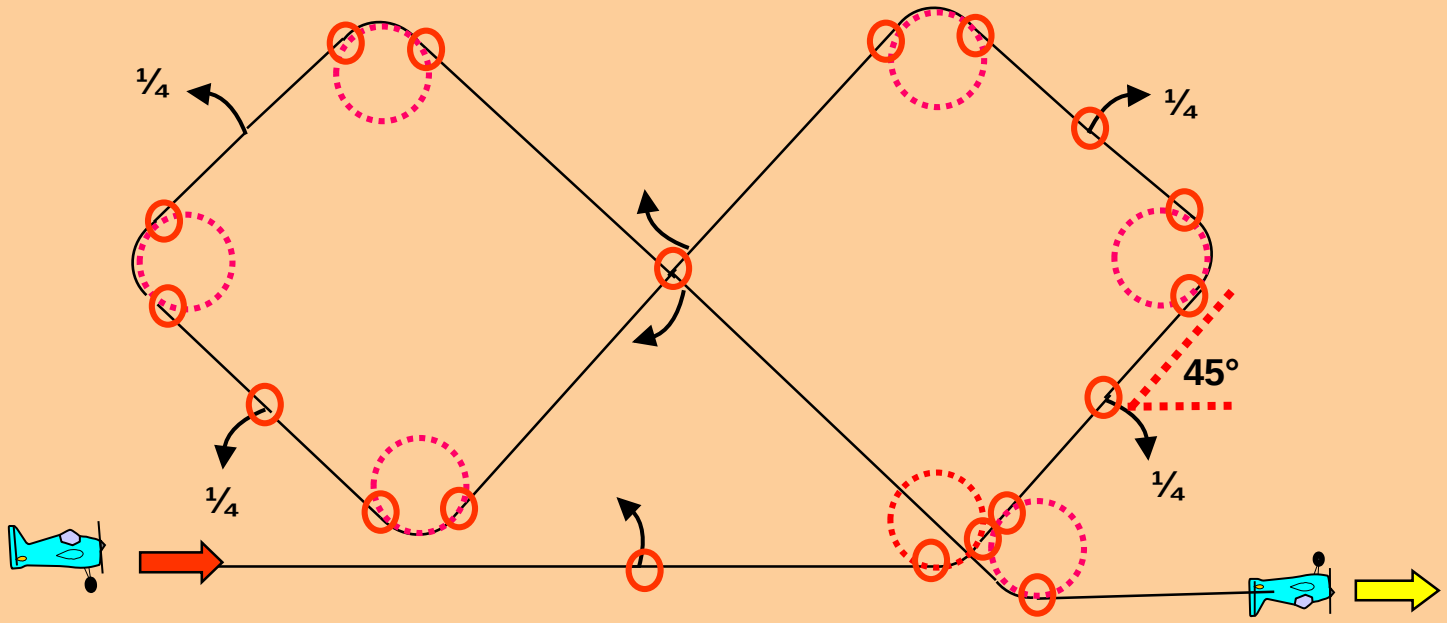
Safety line

# AF-27.01 Reverse Cuban Eight from Top with half roll, half roll integrated, half roll, half roll integrated




From upright, on center, perform a ½ roll, push through a ⅛ loop into a 45° upline, perfom a ¼ roll into a 45° knife-edge upline, perfom a ¼ knife edge loop towards the centre into a 45° knife edge upline, perform a ¼ roll into a 45° upline in inverted flight, pull through a ¼ loop into a 45° downline, perfom a ½ roll, pull through a ¼ loop into a 45° upline, perform a ¼ roll into a 45° knife-edge upline, perfom a ¼ knife-edge loop towards the centre into a 45° knife-edge upline, perform a ¼ roll into a 45° upline in upright flight, push through a ¼ loop into a 45° downline, perform a ½ roll, push through a ⅛ loop, exit inverted.

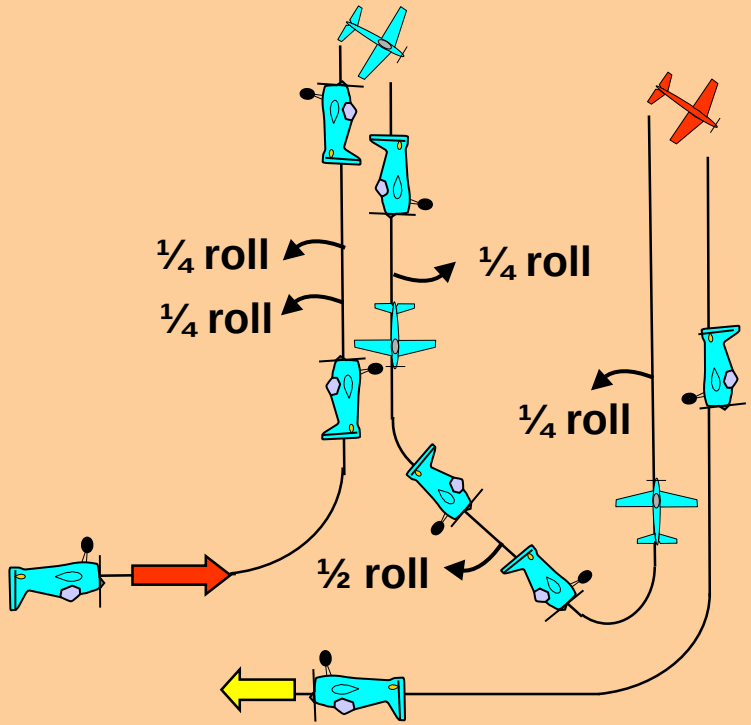
# AF-27.01 Reverse Cuban Eight from Top with half roll, half roll integrated, half roll, half roll integrated




All radii are equal.

Part rolls on middle of the lines.

# AF-27.02 Double Stall Turn with two consecutive quarter rolls, quarter roll, half roll, quarter roll




From inverted, push through a ¼ loop into a vertical upline, perform consecutively two ¼ rolls, perform a stall turn into a vertical downline, perform a ¼ roll, pull through a ¼ loop into a crossbox line, perform a ½ roll, push through a ¼ loop into a vertical upline, perform a ¼ roll, perform a stall turn into a vertical downline, push through a ¼ loop, exit inverted.

# AF-27.02 Double Stall Turn with two consecutive quarter rolls, quarter roll, half roll, quarter roll

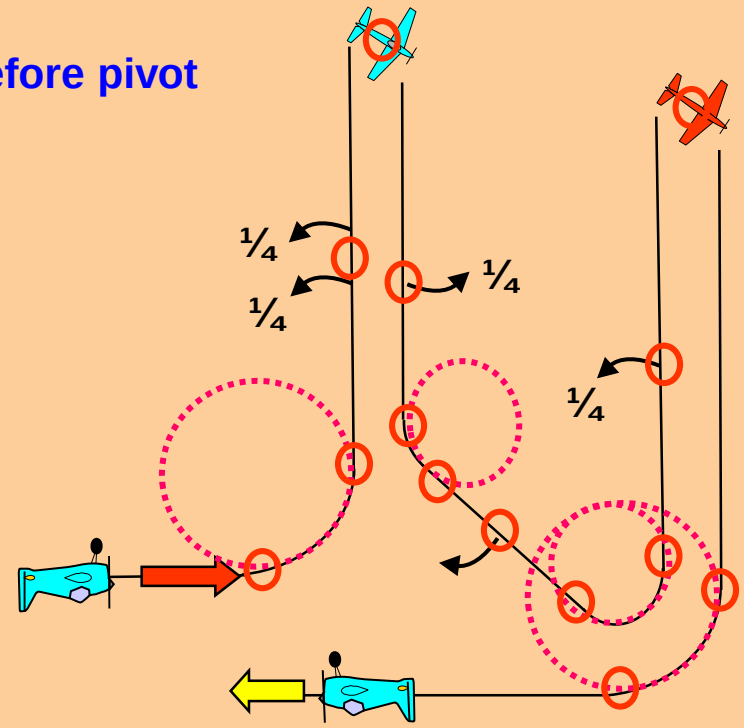
**Two wing spans or more – zero points!**

**Pivot on CG**

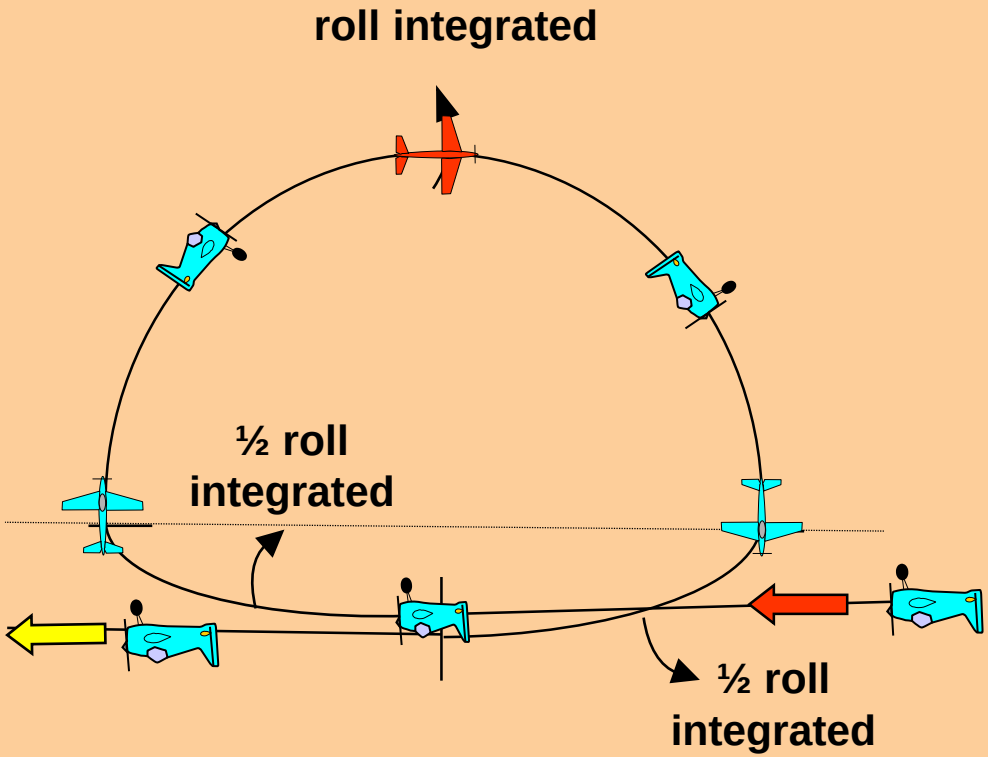
**Stop before pivot**

**Part rolls on middle of the lines.**

**All radii are equal.**




# AF-27.03 Rolling Circle Rolling Loop Combination with half roll integrated, roll integrated, half roll integrated




**From inverted, in the centre, perform a ¼ circle while integrating a half roll to the inside, pull through a ¼. loop, into a half knife-edge loop while integrating a roll, pull through a ¼ loop, perform a ¼ circle while integrating a ½ roll to the outside, exit inverted.**

**Note: There are no straight lines in the manoeuvre (except entry and exit line). The Radii of the 1/4 loops are smaller than the radius of the rolling loop.**

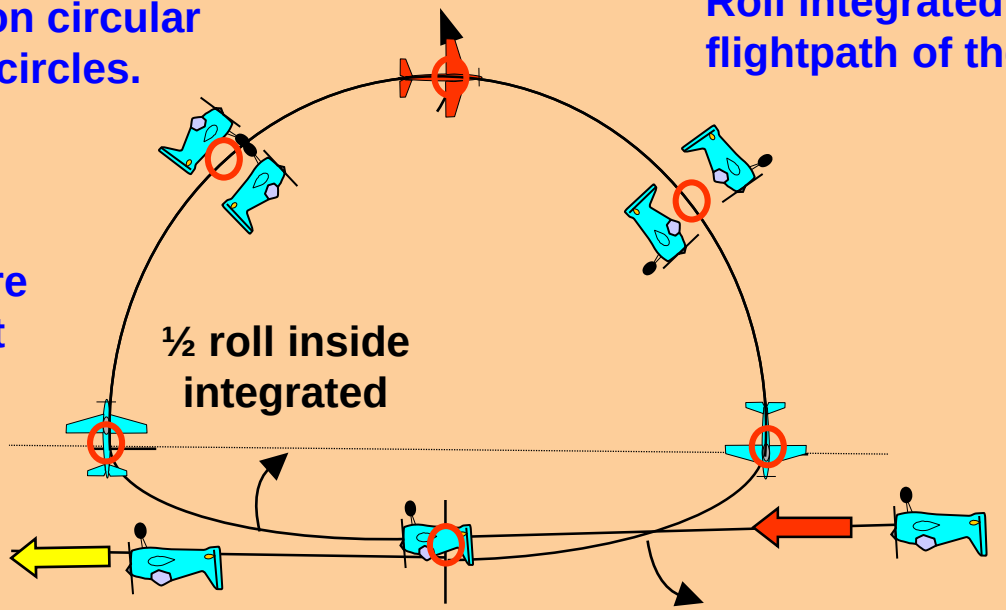
# AF-27.03 Rolling Circle Rolling Loop Combination with half roll integrated, roll integrated, half roll integrated

roll integrated

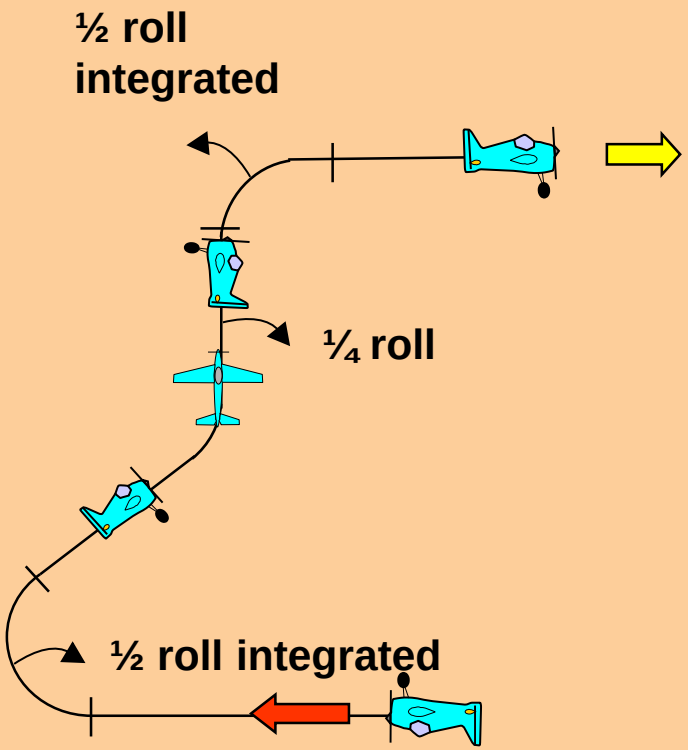
Part rolls integrated on circular flightpath of the part circles.

Roll integrated on circular flightpath of the part loop.

There are no straight lines in the manoeuvre (except entry and exit lines)

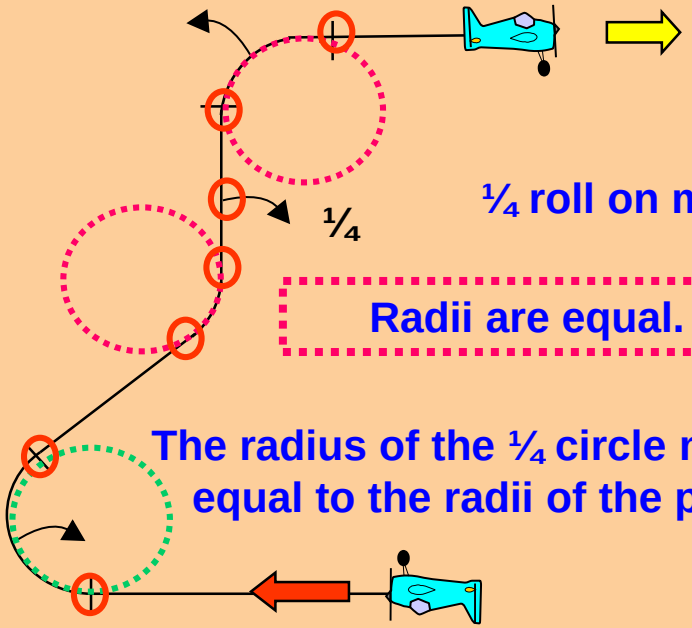



# AF-27.04 Corner Combination with half roll integrated, quarter roll, half roll integrated




From inverted, perform a ¼ circle into a crossbox line, while integrating a ½ roll, pull through ¼ loop into a vertical upline, perform a ¼ roll, pull through a ¼ loop, while integrating a ½ roll, exit upright.

# AF-27.04 Corner Combination with half roll integrated, quarter roll, half roll integrated



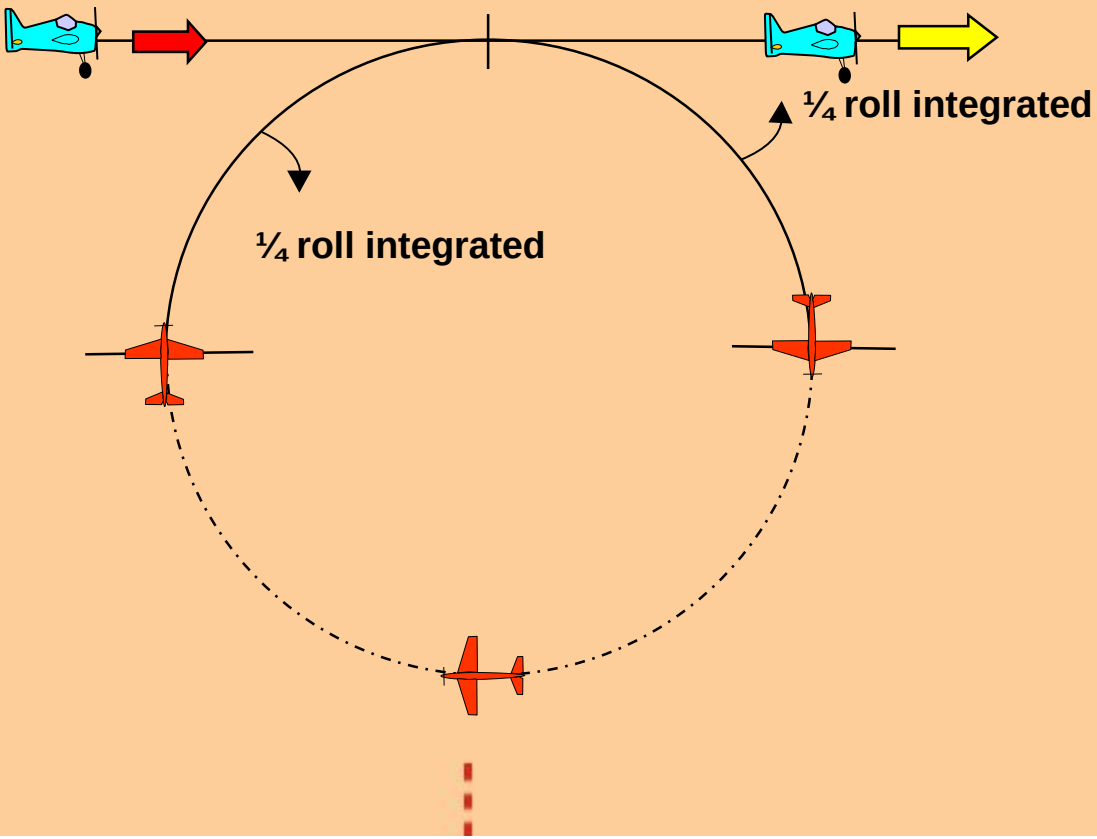

½ rolls integrated into the flightpath of the ¼ circle and ¼ loop.

¼ roll on middle of the line.

Radii are equal.

The radius of the ¼ circle must not be equal to the radii of the part loops

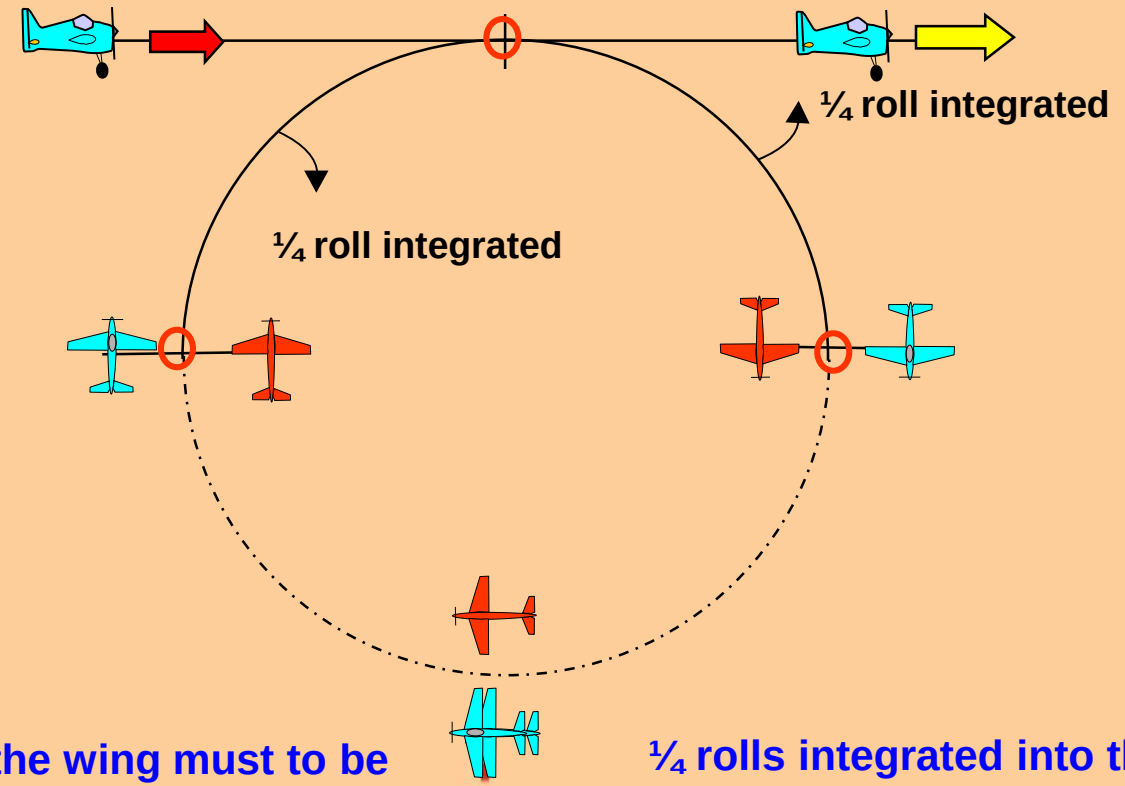
# AF-27.05 Pushed Loop with quarter roll integrated, quarter roll integrated




From upright, push through a ¼ loop with integrated ¼ roll, followed by a half knife-edge loop and a ¼ loop with integrated ¼ roll, exit upright.

F3P-AF-27.05.01

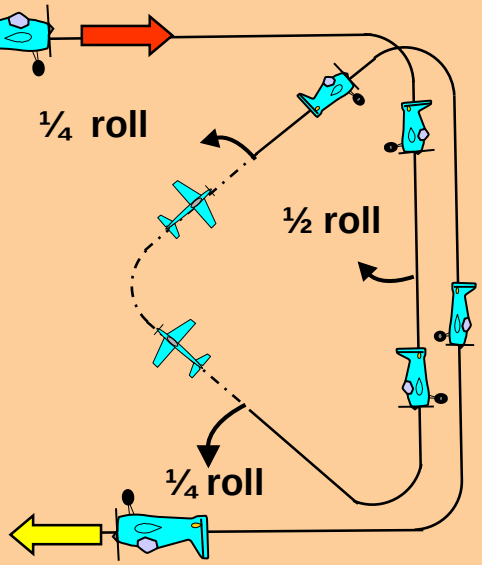
# AF-27.05 Pushed Loop with quarter roll integrated, quarter roll integrated




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

¼ rolls integrated into the circular flightpath of the ¼ loops.

# AF-27.06 Half Square Loop with Triangle, half roll, quarter roll, quarter roll

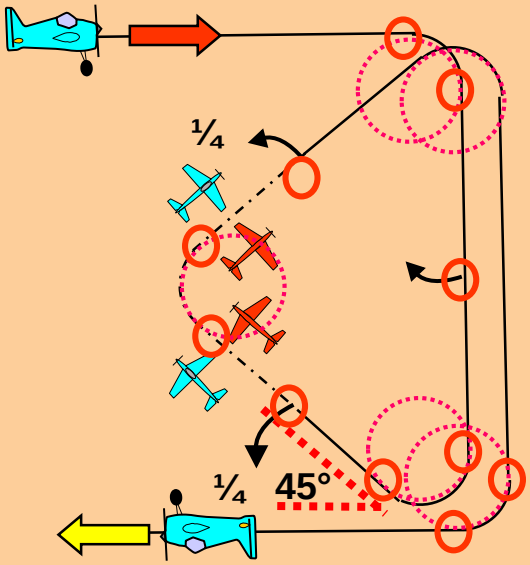



From upright, push through a ¼ loop into a vertical downline, perform a ½ roll, pull through a ⅜ loop into a 45° upline, perform a ¼ roll, perform a ¼ knife-edge loop into a 45° knife-edge upline, perform a ¼ roll into upright flight, push through a ⅜ loop into a vertical downline, push through a ¼ loop, exit inverted.

# AF-27.06 Half Square Loop with Triangle, half roll, quarter roll, quarter roll

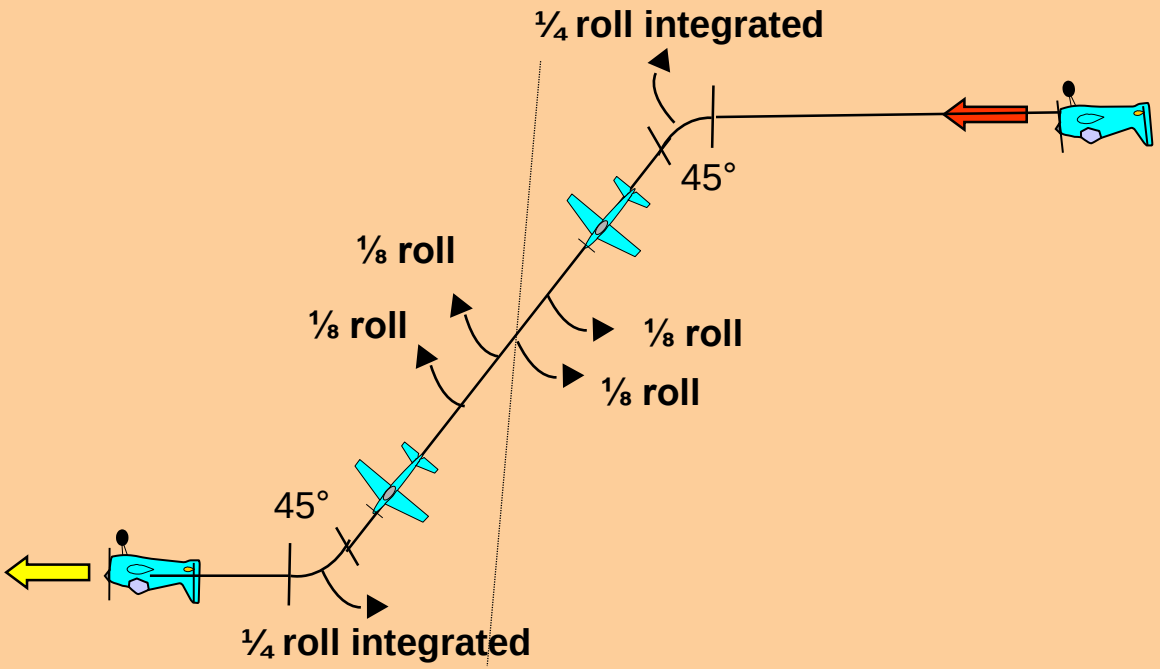
Part rolls on middle of the line.

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




All radii are equal.

# AF-27.07 Forty Five Degree Knife Edge Crossbox Line with quarter roll integrated, two consecutive one eight rolls, two consecutive one eight rolls in opposite direction, quarter roll integrated




From inverted, perform a ⅛ circle with integrated ¼ roll into a knife-edge 45° degree crossbox line, perform consecutively two ⅛ rolls, followed by two consecutive ⅛ rolls in opposite direction, perform a ⅛ circle with integrated ¼ roll, exit inverted.

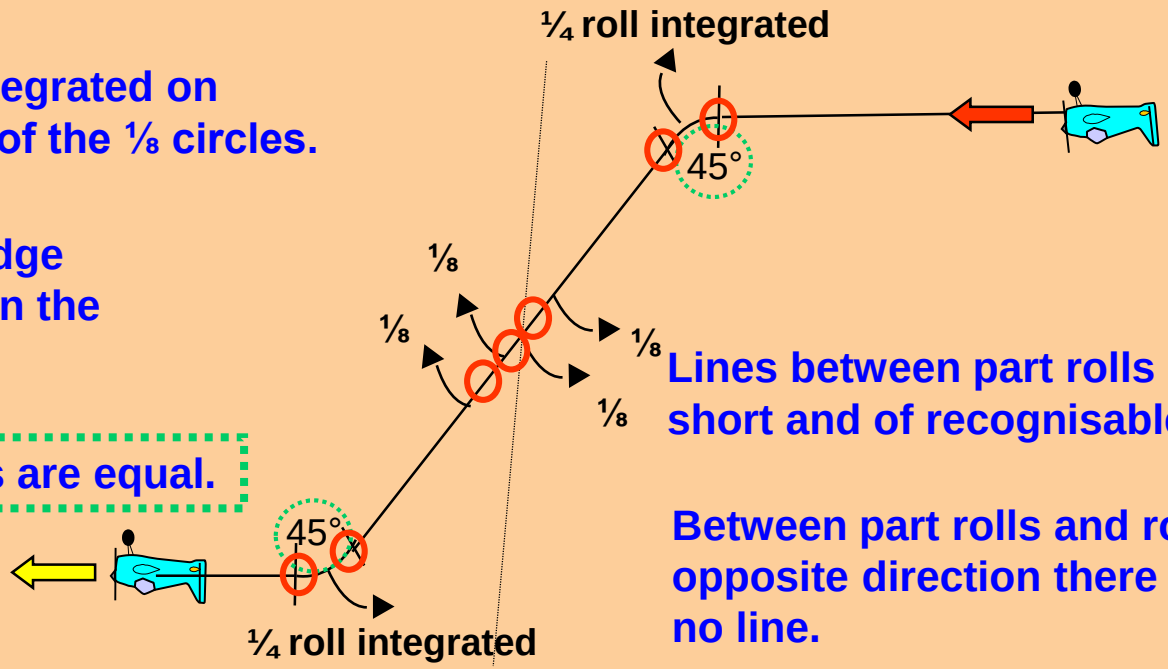
F3P-AF-27.07.01

# AF-27.07 Forty Five Degree Knife Edge Crossbox Line with quarter roll integrated, two consecutive one eight rolls, two consecutive one eight rolls in opposite direction, quarter roll integrated

¼ rolls must be integrated on circular flightpath of the ⅛ circles.

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

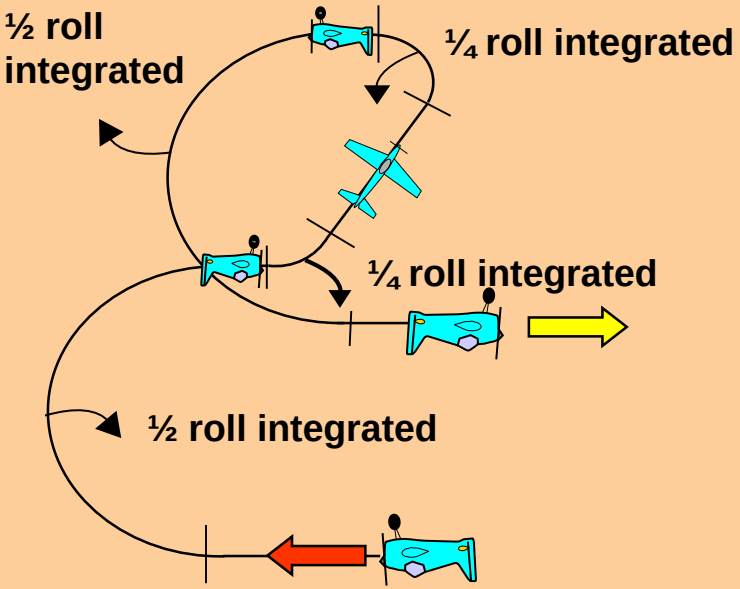
Radii of ⅛ circles are equal.




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

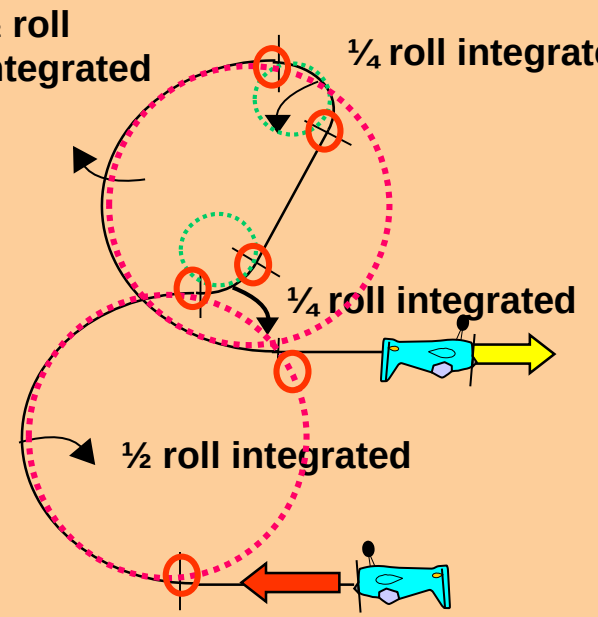
Between part rolls and rolls in opposite direction there must be no line.

# AF-27.08 Two Half Loops with Crossbox Line with half roll integrated, quarter roll integrated, quarter roll integrated, half roll integrated




From inverted, push through a ½ loop ending towards the centre, while integrating a ½ roll, immediately perform a ¼ circle with ¼ roll integrated into a knife-edge crossbox line, perform a ¼ knife-edge circle with integrated ¼ roll, immediately pull through a half loop ending towards the centre, while integrating a ½ roll, exit inverted.

# AF-27.08 Two Half Loops with Crossbox Line with half roll integrated, quarter roll integrated, quarter roll integrated, half roll integrated




**½ rolls must be integrated on circular flightpath of the ½ loops.**

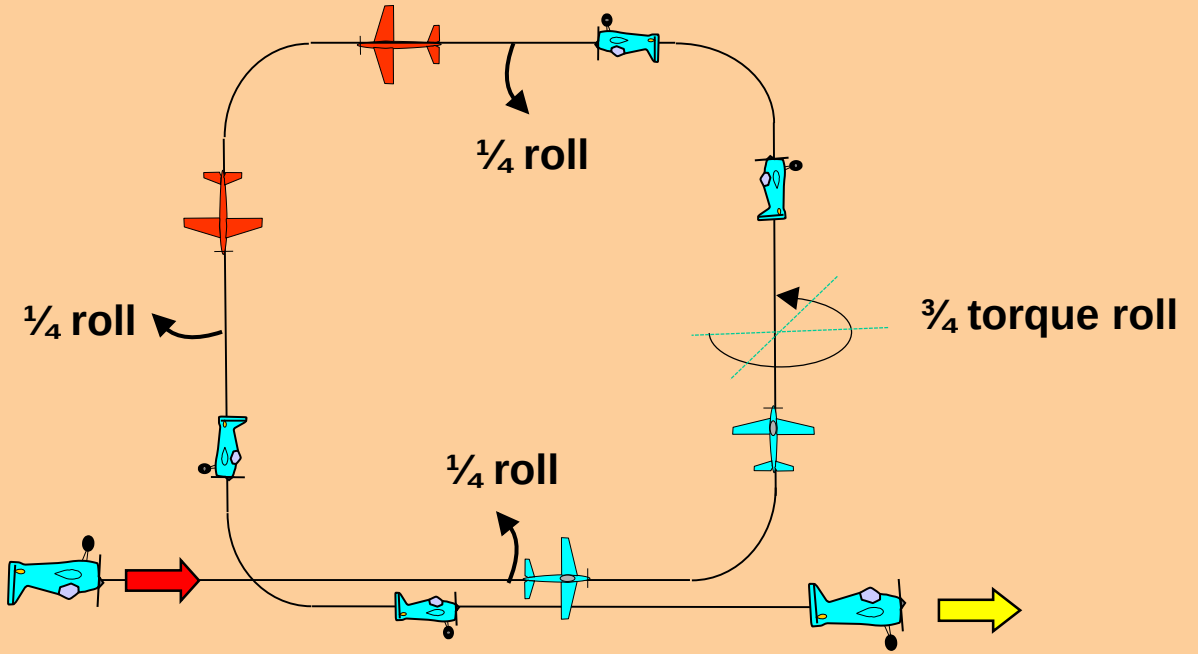
**¼ rolls must be integrated on circular flightpath of the ¼ circles.**

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

**Radii of ¼ circles are equal.**

**Radii of ½ loops are equal.**

# AF-27.09 Square Loop with quarter roll, three quarter torque roll, quarter roll, quarter roll

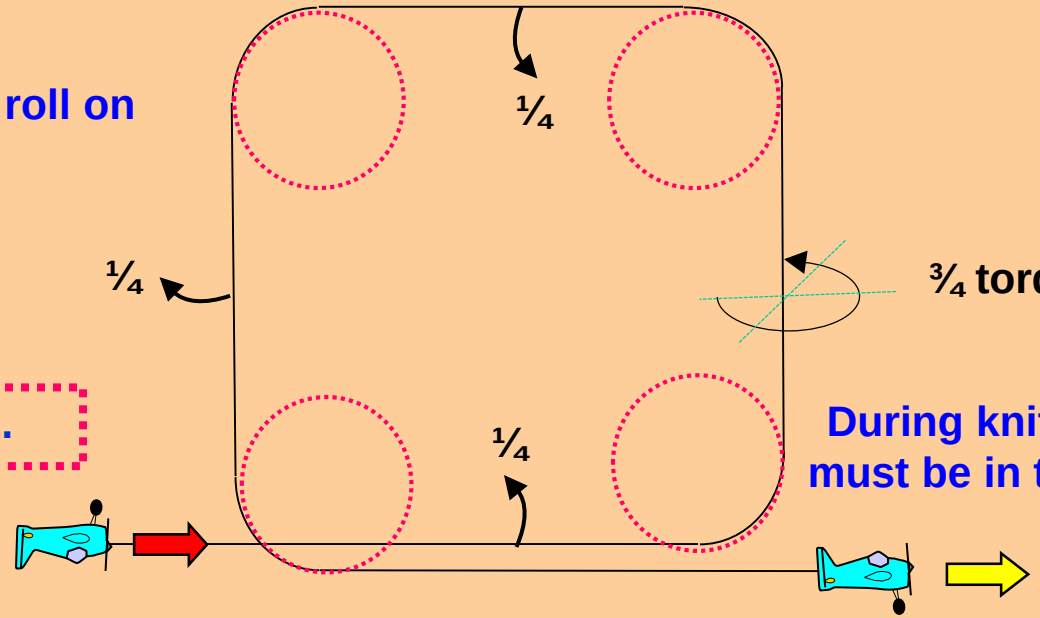



From inverted, perform a ¼ roll on centre into knife-edge flight, perform a ¼ knife edge loop into a vertical upline, perform a ¾ torque roll, pull through a ¼ loop, perform a ¼ roll, perform a ¼ knife-edge loop into a vertical downline, perform a quarter roll, pull through a ¼ loop, exit upright.

# AF-27.09 Square Loop with quarter roll, three quarter torque roll, quarter roll, quarter roll

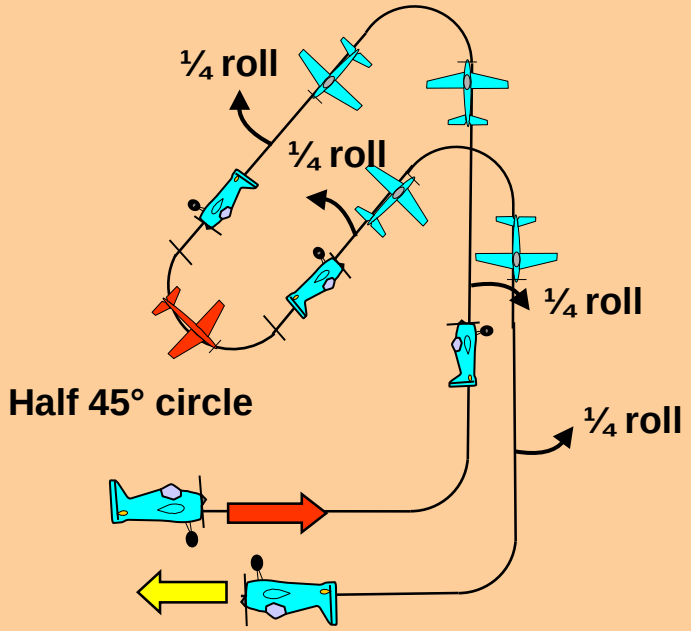
Part rolls and torque roll on middle of the line.

All radii are equal.




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

# AF-27.10 Double Shark Fin with quarter roll, quarte roll, half forty five degree circle, quarter roll, quarter roll.

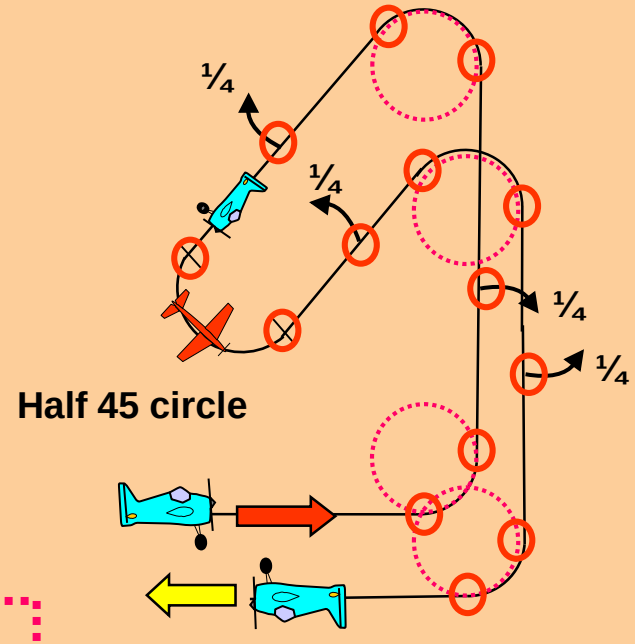



From upright, pull through a ¼ loop into a vertical upline, perform a ¼ roll, perform a ⅜ knife edge loop towards the centre into a 45° downline, perform a ¼ roll, perform a half 45° rudder circle with wing level in inverted flight into a 45° degree upline, perform a ¼ roll, perform a ⅜ knife-edge loop away from the centre into a vertical downline, perform a ¼ roll, push through a ¼ loop, exit inverted.

# AF-27.10 Double Shark Fin with quarter roll, quarte roll, half forty five degree circle, quarter roll, quarter roll.

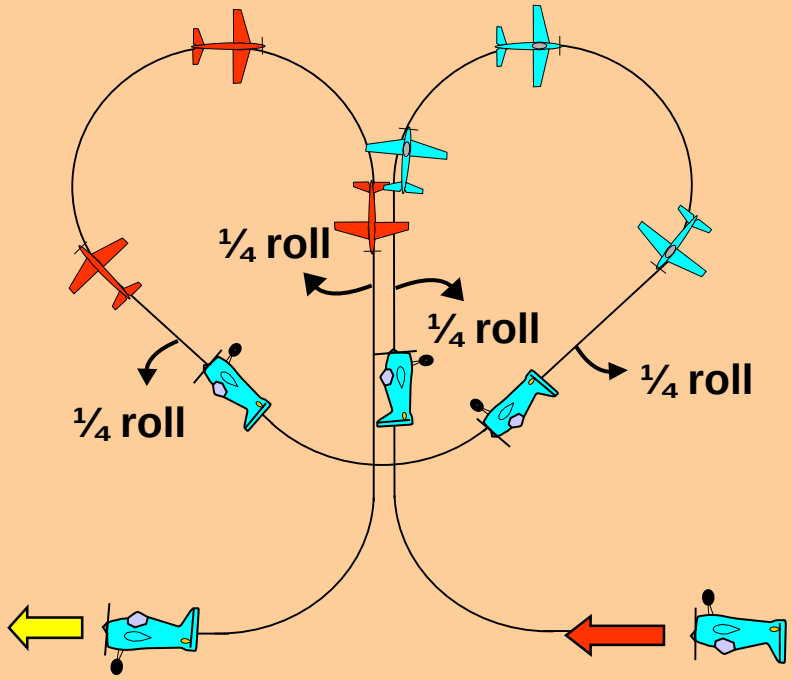
¼ rolls on middle of the line.

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



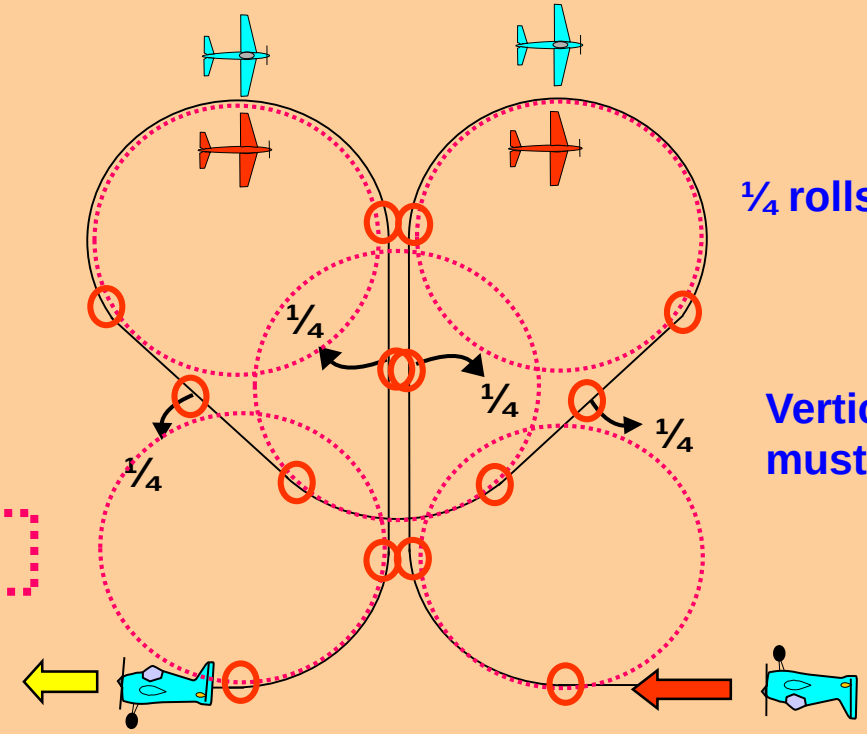

Radii of the part loops are equal.

# AF-27.11 Double Key with quarter roll, quarter roll, quarter roll, quarter roll




From inverted, push through a ¼ loop into a vertical upline, perform a ¼ roll, perform a ⅝ knife-edge loop away from the centre into a 45° downline, perfom a ¼ roll, push through a ¼ loop into a 45° upline, perfom a ¼ roll, perform a ⅝ knife-edge loop towards the centre into a vertical downline, perform a ¼ roll, pull through a ¼ loop, exit upright.

# AF-27.11 Double Key with quarter roll, quarter roll, quarter roll, quarter roll




¼ rolls on middle of the line.

Vertical up- and downline must be congruent.

All radii are equal.

F3P-AF-2711.02

**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 ....

**Bob Skinner**

Safety line