

NATIONAL 2009 - 2010
DESCRIPTION OF MANOEUVRES

01 Take-off procedure

The model aircraft is placed on the runway, takes off, then turns 90 degrees towards the line defined by the upwind and downwind marker. When approximately over this line the model aircraft turns 270 degrees for a downwind trim pass. When approximately even with the downwind marker the model aircraft initiates a 180 degree turn, reversal, or other turn-around figure of pilot's choice.

Judging notes:

- Take off sequence not followed, zero points.
- Model aircraft passes behind the judges line (zero line), zero points.
- Only two scores, a zero or a 10, may be awarded for the take-off sequence.

02 Inside / outside loop, 1/2rolls on 9 and 3 o'clock

Model performs ¼ of inside loop, then 1/2 roll and performs second 1/2 of the outside loop, then 1/2 roll and last ¼ of inside loop to level flight.

Judging notes:

- The 1/2rolls are not on 9 and 3 o'clock
- Model is not keeping round shape of the manoeuvre

03 Humpty bump (+ + +) and stall turn, ¼ roll up, ¼ roll down and then stall turn

Pull to vertical up line, then ¼ roll and ½ of inside loop to vertical down line, then ¼ roll and ½ inside loop to vertical up line and then stall turn to vertical down line and pull to level flight.

Judging notes:

- Humpty bump other than (+ + +) – zero points
- Stall turn with radius bigger than two wing span – zero points
- Vertical lines not true vertical

04 Alternating knife edge flight, exit inverted

Model performs in level flight ¼ roll to knife edge flight, hesitates briefly and then performs ½ roll to opposite knife edge flight, hesitates briefly and performs ¼ roll to inverted level flight.

Judging notes:

- Wing is not in vertical plane during knife edge flights
- The length of knife edge parts has to be the same
- The ½ roll has to be on the center line of the flight area

05 Half Cuban eight with 2-point roll, entry inverted

From inverted level flight push to perform 5/8 of outside loop to 45 degree down line, then 2-point roll and pull to level flight.

Judging notes:

- The part of outside loop is not round shaped
- 2-point roll is not in the middle of the down line

06 Triangle loop with rolls in up and down lines and with 4-point roll in upper line

Pull to 45 degree up line, perform full roll, then pull to horizontal inverted flight and perform 4-point roll, then push to down line 45 degree with full roll and pull to level flight.

Judging notes:

- 4-point roll has to be in the middle of upper line
- The full rolls have to be in the middle of 45 degree lines
- The radii of corner loops have to be the same
- Up and down lines are not true 45 degrees

07 Humpty bump (+ - +) with full roll up and one and half roll down

From level flight pull to vertical up line, perform full roll, then ½ outside loop to vertical down line and one and half roll and then pull to level flight.

Judging notes:

- Humpty bump other than (+ - +) – zero points
- The rolls have to be in the middle of the verticals

08 Four full rolls in circle (each 90 degree), direction optional

Model from level flight performs four integrated rolls of optional direction in level circle. For each roll there is the segment of 90 degrees.

Judging notes:

- Model is changing altitude during the circle
- The roll rate of the rolls is not constant
- The circle is not round shaped

09 Half diamond loop with 1/2roll in bottom side and full roll in upper side

From level flight pull to 45 degree up line, then perform 1/2roll and then ¼ outside loop to 45 degree up line with full roll and push to level flight.

Judging notes:

- The rolls are not in the middle of the diamond sides
- The up lines are not true 45 degrees

10 Double reversed hat with ½ rolls in all verticals and positive snap roll in horizontal upper center line

Model performs two reversed top hats with ½ rolls in the up and down verticals and with one positive snap roll in the upper horizontal center line.

Judging notes:

- The ½ rolls are not in the middle of the verticals
- Snap roll are not in the middle of horizontal line
- Both hats have to be the same size

11 Two and half revolutions of normal spin

From level flight is model slowing down and performs two and half turns of normal spin ending in vertical down line and pull to level flight.

Judging notes:

- Spin not ending correctly – apply the 15 degree rule for downgrading
- Forced entry of the spin – downgrade 4 – 5 points
- Entry via snap roll – zero points

12 4-point roll and full roll in opposite direction

From level flight model performs 4-point roll followed by full roll in opposite direction.

Judging notes:

- The roll rate in both directions has to be the same
- The pauses after ¼ rolls have to be the same length

13 ¾ of vertical eight with full integrated roll on the top of the upper loop

Model performs half of inside loop and then full outside loop with full integrated roll on the top (segment 90 degrees) of the upper outside loop.

Judging notes:

- Both loops do not have the same radius
- The upper loop is not correctly above the bottom ½ loop

14 Landing procedure

At reduced power execute a 180 degree level or descending turn to a downwind heading. Fly a downwind leg, then turn 180 degrees into the wind. Fly a descending approach to the runway touching down in the landing zone. The landing sequence is completed when the model aircraft has either rolled 10 meters or comes to rest.

Judging notes:

- Model aircraft does not follow landing sequence, zero point.
- If any landing gear leg retracts on landing, zero point. If the model aircraft lands outside the landing zone, zero point.
- Only two scores, a zero or a ten, may be awarded for the landing sequence.