

5D.2 SCHEDULE P**P1: Triangle 1 (UU)****K Factor 1.5**

MA takes off vertically from the helipad and ascends to 2m and

- Hovers for a minimum of 2 seconds
- Flies backwards to flag 1 (2) and stops
- Hovers for a minimum of 2 seconds
- Ascends at 45° while simultaneously performing a 180° pirouette in either direction

and stops over the helipad

- Hovers for a minimum of 2 seconds
- Performs a 360° pirouette in either direction
- Hovers for a minimum of 2 seconds
- Descends at 45° while simultaneously performing a 180° pirouette in either direction

and stops over flag 2 (1)

- Hovers for a minimum of 2 seconds
- Flies backwards and stops over the helipad
- Hovers for a minimum of 2 seconds
- Descends and lands in the helipad

P2: Flower (UU)**K Factor 1.5**

MA take off vertically from the helipad and ascends to 2m and

- Hovers for a minimum of 2 seconds
- Ascend backwards while performing a quarter of a 5m radius circle and stops over flag 1 (2)
- Hovers for a minimum of 2 seconds
- Performs half of a 5m radius circle while simultaneously performing a full 360° pirouette

and stops over flag 1 (2)

- Hovers for a minimum of 2 seconds
- Descends backwards while performing a quarter of a 5m radius circle and stops over the

helipad

- Hovers for a minimum of 2 seconds
- Descends and lands in the helipad

P3: Candle with descending flip (DD)

MA flies straight and level for a minimum of 10m and

- Pulls up in a centred vertical ascent
- After coming to a stop, MA flies vertically backwards for a minimum of 2m
- Performs a half pulled travelling flip
- Descends vertically for a minimum of 2m
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: Vertical ascent and descent paths must be identical

cont/...

P4: Pullback with 3 half loops (UU)

MA flies straight and level for a minimum of 10m and

- Pulls up into a vertical ascent
- After coming to a stop, MA performs a half backward loop
- After a vertical tail up stop, MA performs a centred inverted half loop
- After a vertical nose up stop, MA performs a half backward loop
- After a vertical tail up stop, MA performs a vertical descent
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: The 3 loops must be of the same radius & altitude.

P5: UX (DD)

MA flies straight and level for a minimum of 10m and

- Pulls up into a 45° ascent with a centred half roll
- Once the MA has come to a stop, MA performs a 135° pulled flip
- Performs a centred 'U'
- Performs a 135° pulled flip
- Performs a 45° descent with a centred half roll
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: The bottom of the 'U' must be centred.

P6: Oval with travelling flip (UU)

MA flies straight and level for a minimum of 10m and

- Pulls up into a half loop
- Flies inverted for a minimum of 1 second
- Performs a travelling 360° centred pushed flip
- Flies inverted for a minimum of 1 second
- Performs a half loop
- MA pulls into horizontal straight and level flight for a minimum of 10m

P7: Opposite rolls (DD)

MA flies straight and level for a minimum of 10m and

- Performs a full roll in either direction
- Immediately performs a full roll in the opposite direction
- MA flies straight and level for a minimum of 10m

NOTE: The middle of the manoeuvre must be centred.

P8: Double tail turns (UU)

MA flies straight and level for a minimum of 10m and

- Pulls up into a vertical ascent with a stall turn at the apex
- Performs a vertical descent
- Performs a half outside loop
- Performs a vertical ascent with a stall turn at the apex
- Performs a vertical descent
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: The lowest part of the outside loop must be centred and at the same altitude as the entry and exit phases.

cont/...

P9: Autorotation with two 90° Turns (DU)

MA flies at a minimum altitude of 10m and

- Performs 1/3 of the total descent, engine off or at idle, 10m minimum
- 90° turn
- Performs 1/3 of the total descent, engine off or at idle, 10m minimum
- 90° turn
- MA lands on helipad

NOTE 1: Manoeuvre begins when MA is centred.

NOTE 2: MA must be in an autorotational state when the manoeuvre begins.

NOTE 3: The descent rate must be constant from the start of the manoeuvre to just before landing in the helipad.

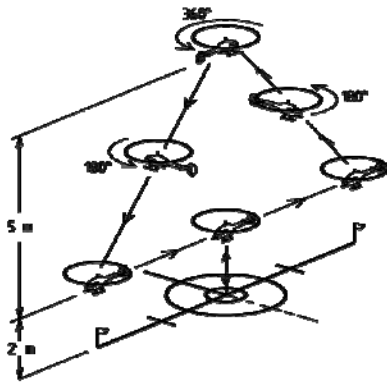
NOTE 4: The flight path of the MA must appear as an open square when viewed from above.

Scoring criteria for landing; See ANNEX 5E paragraph 5E.6.10.

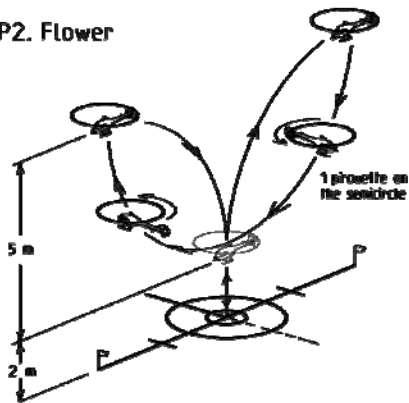
Aresti diagram overleaf.

FIGURE 5D-P: F3C MANOEUVRE SCHEDULE P

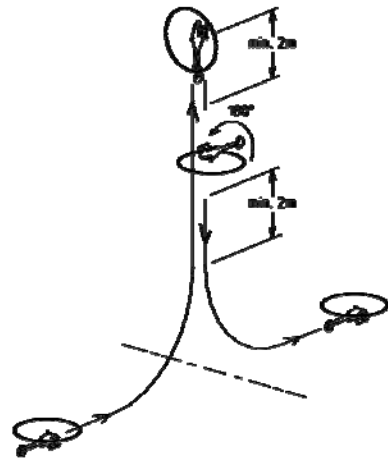
P1. Triangle 1



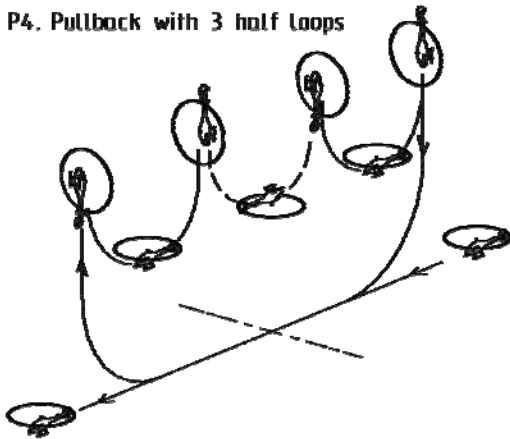
P2. Flower



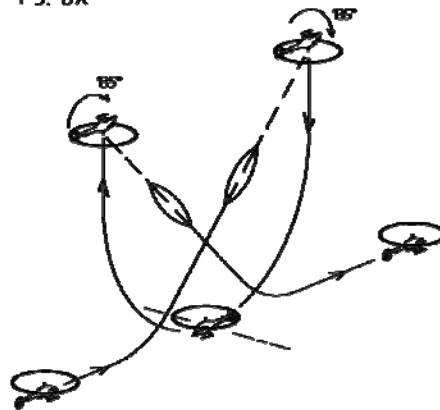
P3. Candle with descending flip



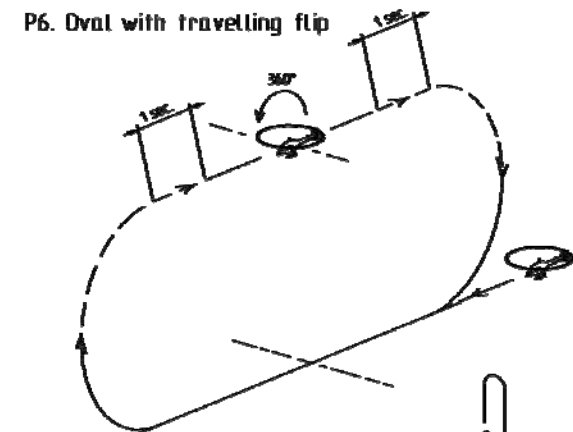
P4. Pullback with 3 half loops



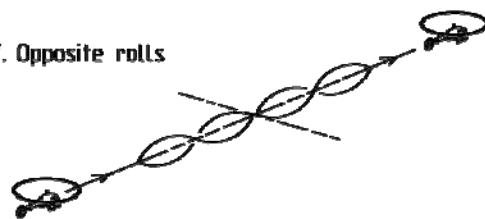
P5. UX



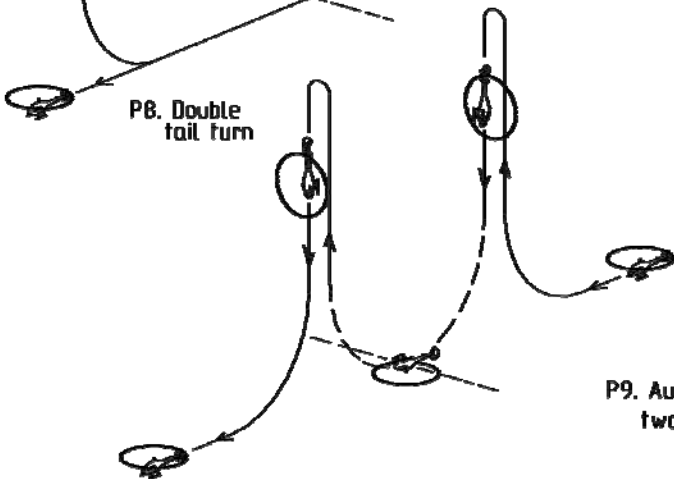
P6. Oval with travelling flip



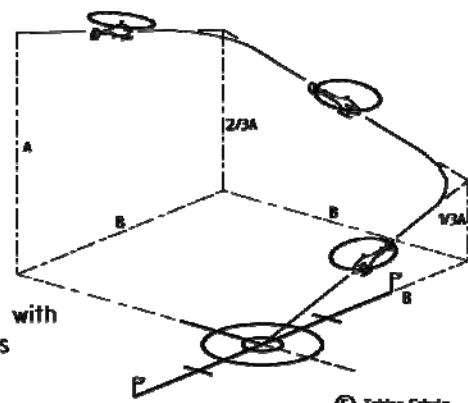
P7. Opposite rolls



P8. Double tail turn



P9. Autorotation with two 90° turns



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