F3N Set manoeuvre changes

Replace **1.15** Inverted autorotation with **Inverted backwards horizontal eight K = 7**

MA enters in inverted backward flight parallel to the judges' line, performs a 90°-turn to a straight flight above the centre line and then performs a horizontal eight, consisting of two 360° circles with the tail always pointing in flight direction.

Change K-factor of **1.22 Pirouetting loop** from 8,5 to **8**

Change K-factor of **1.23 Backward rolling circle** from 8,5 to **9**

Replace **1.24** Diamond with **Waltz K = 8,5**

MA enters in inverted flight and performs a quarter pirouette (tail turns to circle centre) to enter a funnel. After a quarter funnel MA performs a complete smaller funnel (max. half diameter of the first) then continues with another quarter larger funnel, followed again by a complete smaller funnel etc. After the larger funnel is completed there is again a complete smaller funnel, followed immediately by another quarter pirouette to the exit in inverted flight. The diameter of the large funnel should be at least 20 metres.

Change K-factor of 1.**26 Pirouetting funnel** from 9 to **8,5**

Change K-factor of **1.28 Square of rainbows** from 9,5 to **9**

Change **1.29** to **4 way Pirouetting tic-toc K = 10**

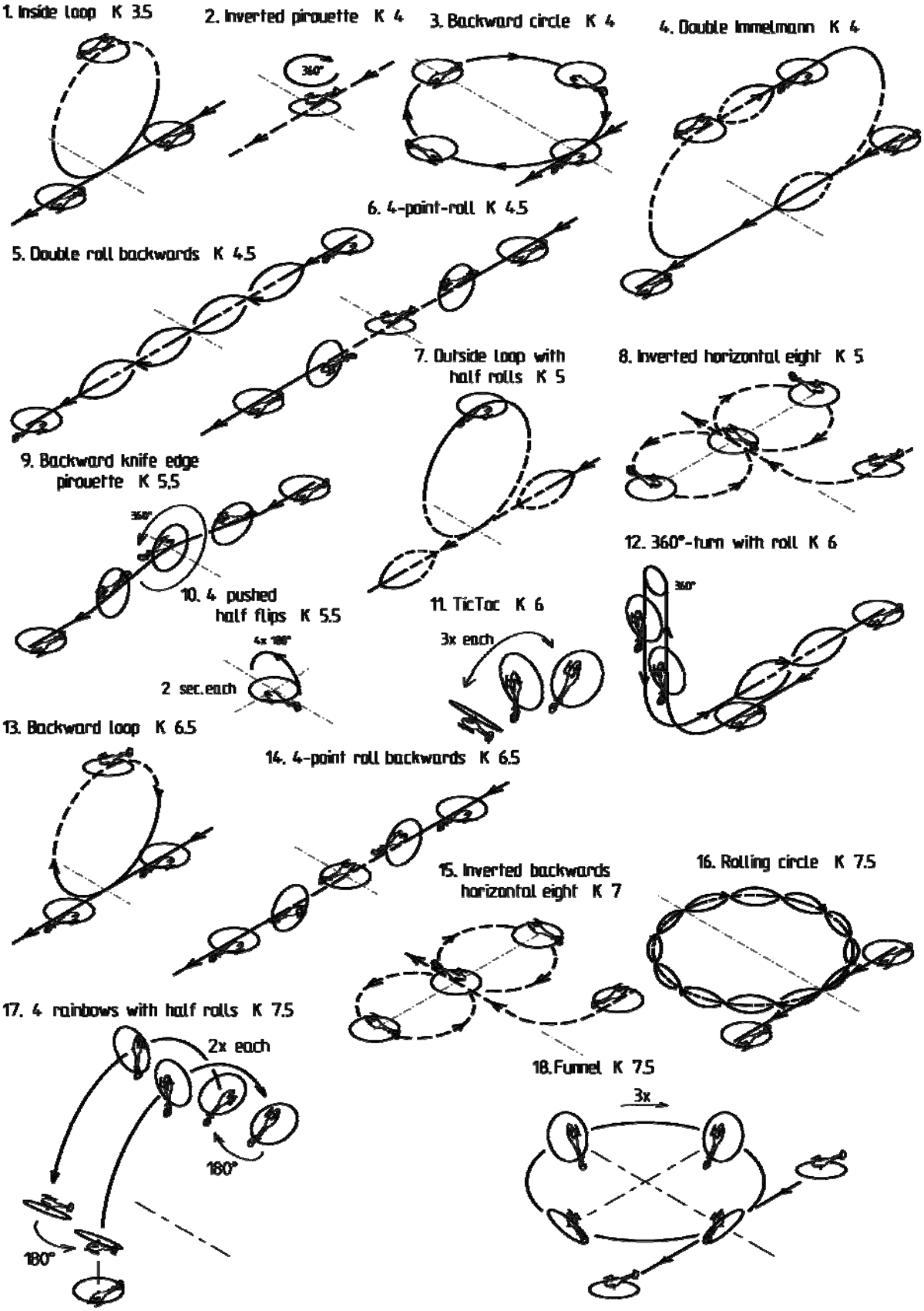
MA hovers and starts pirouetting. It then is rotated about 135° and continues rotating alternately about the lateral or the longitudinal axis for about 45° in each direction while it performs pirouettes of a constant rate. Both 45°-positions have to be reached two times (i.e. two tic-tocs). After two tic-tocs MA changes the direction of the tic-tocs about 90° (viewed from above), performs two more tic-tocs, changes the direction again about 90° and continues until 2 pirouetting tic-tocs in all 4 directions are performed.
There has to be at least one complete pirouette on each tic-toc

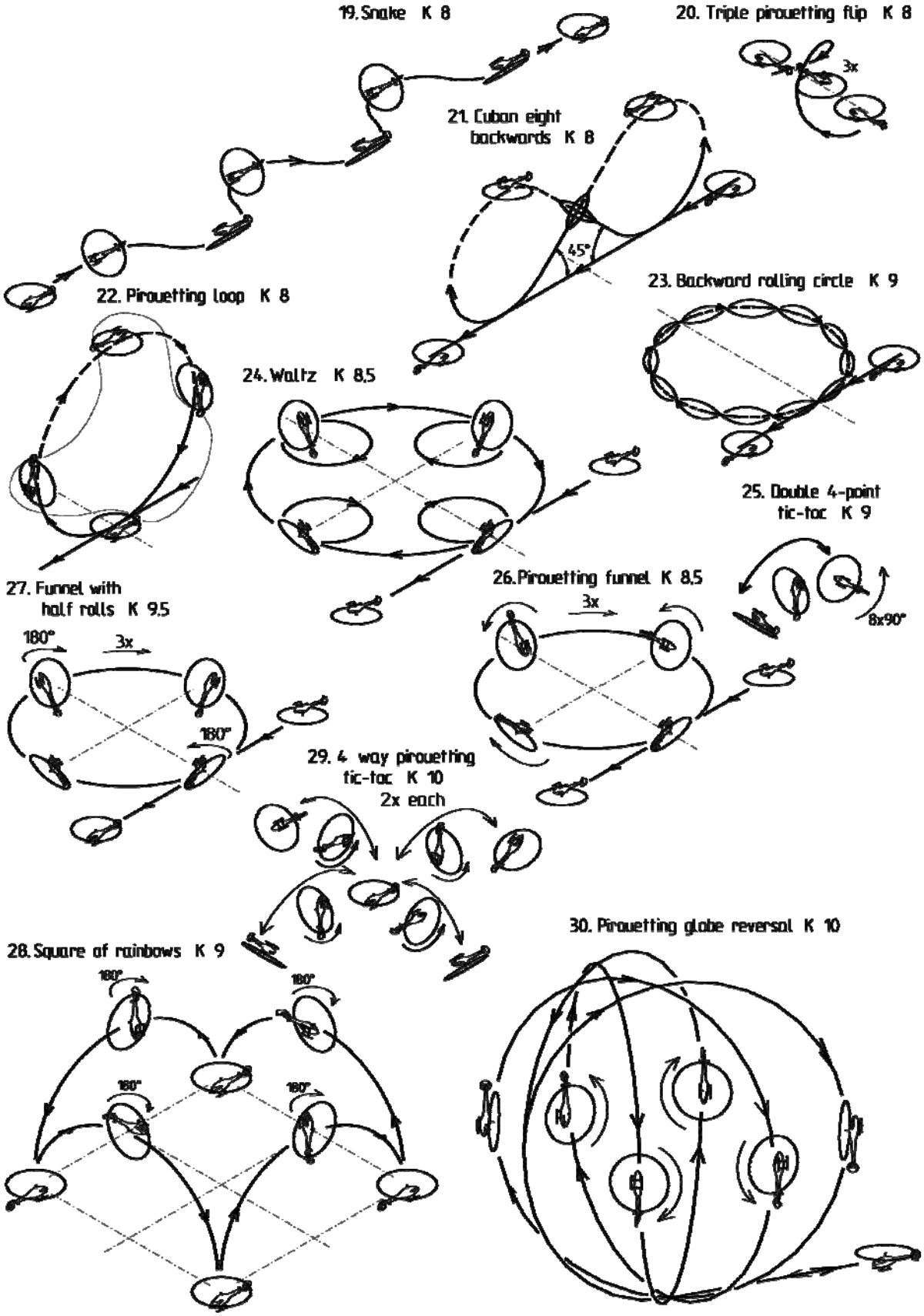
Change **1.30** to **Pirouetting globe reversal K = 10**

MA enters in upright flight and then performs four pirouetting loops. During each loop, the flight path is changed continually in a way, that the low point is passed rotated about 45° (seen from above) until a complete globe has been described.
After each loop the pirouetting direction is changed. The MA exits the manoeuvre at the same altitude but in opposite direction to the beginning. During each loop, the MA must perform at least two pirouettes

Aresti diagrams appear overleaf.

F3N SET MANOEUVRES




19. Snake K 8
20. Triple pirouetting flip K 8
3x
21. Cuban eight backwards K 8
45°
22. Pirouetting loop K 8
23. Backword rolling circle K 9
24. Waltz K 8,5
25. Double 4-point tic-toc K 9
8x90°
26. Pirouetting funnel K 8,5
3x
27. Funnel with half rolls K 9,5
180°
3x
180°
29. 4 way pirouetting tic-toc K 10
2x each
28. Square of rainbows K 9
180°
180°
180°
180°
30. Pirouetting globe reversal K 10