SCHEDULE F

Note : when the word «centred» is used, it means that the MA crosses an imaginary plane that extends from a line drawn vertically upward, from the centre judge out through the helipad.

F1 : UMBRELLA (UU)

MA takes off vertically from the helipad and ascends to 2m and
- hovers 2 seconds minimum
- performs a half 2,5m radius circle while performing a 180° nose in pirouette and stops over flag 1 (2)
- hovers 2 seconds minimum
- performs a half 5m radius circle while performing a 360° pirouette in either direction and stops over flag 2 (1)
- hovers 2 seconds minimum
- performs a half 2,5m radius circle while performing a 180° nose in pirouette and stops over helipad
- hovers 2 seconds minimum
- descends to helipad and lands

F2 : CONTINUOUS PIROUETTING TRIANGLE (UU)

MA takes off vertically from the helipad and ascends to 2m and
- hovers 2 seconds minimum
- flies backward to flag 1 (2) while performing a 180° pirouette and stops
- immediately performs a stationary 180° pirouette over flag 1 (2)
- immediately ascends at 45° while performing a 180° pirouette until the vertical of the helipad
- immediately descents at 45° while performing a 180° pirouette and stops over flag 2 (1)
- immediately performs a 180° pirouette over flag 2 (1)
- immediately flies to the helipad while performing a 180° pirouette and stops over helipad
- hovers 2 seconds minimum
- descends to helipad and lands

Note 1 : The pirouetting must be continuous and in a constant rate during the whole manoeuvre. No stop of the pirouetting is allowed.
Note 2 : Consequence of the Note 1, the translation speed of the MA is not the same during the whole manoeuvre.

F3 : DOUBLE CANDLE WITH DESCENDING FLIP (DD)

MA flies straight and level for a minimum of 10m and
- pulls up into a vertical ascent
- after a nose up stop, MA flies backwards vertically for 2 meters minimum
- performs a half pulled travelling flip
- descends vertically for a minimum of 2 meters
- performs a centred half loop
- ascents vertically
- after a nose up stop, MA flies backwards vertically for 2 meters minimum
- performs a half pulled travelling flip
- descends vertically for 2 meters minimum
- MA pulls into horizontal straight and level flight for a minimum of 10m

F4 : W (UU)

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

- pulls up into a vertical ascent with a 540° stall turn at apex
- performs a vertical descent
- performs a half loop
- performs a centred vertical ascent with a half pulled flip at apex
- performs a centred vertical descent
- performs a half loop
- performs a vertical ascent with a 540° stall turn at apex
- performs a vertical descend
- MA pulls into horizontal straight and level flight for a minimum of 10m

Note 1 : the radius and the altitude of the two half loops must be the same
Note 2 : the altitude of the 3 apexes must be the same.

F5 : DOUBLE TAIL TURN and FLIP (DD)

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

- pulls up into a ¼ loop
- performs a centred vertical ascent with a stall turn at apex
- performs a centred vertical descent
- performs 3/4 of loop
- performs 1 centred pushed translated flip
- performs 3/4 of loop
- performs a centred vertical ascent with a stall turn at apex
- performs a centred vertical descent
- performs 1/4 of loop into horizontal straight and level flight for a minimum of 10m

Note 1 : the radius and altitude of all the looping portions must be the same
Note 2 : the centred flip is not necessary performed «immediately» after the 3/4 loop

F6 : TRIANGLE WITH FLIP (UU)

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

- Pulls up into a 45° ascent with a half roll in the middle
- when MA stops, it performs a centred, horizontal 3/4 transitional pushed flip
- performs a 45° descend with a half roll in the middle
- MA pulls into horizontal straight and level flight for a minimum of 10m

Note : the bottom of the triangle must be centred

F7 : OPPOSITE HALF AND FULL INVERTED ROLLS (DD)

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

- performs a half roll in either direction
- Flies inverted for a minimum of 1 second
- performs a full centred inverted roll in the opposite direction
- Flies inverted for a minimum of 1 second
- performs a half roll in the same direction that the first half roll

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

cont/...

F8 : LOOP WITH FLIP (UU)

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

- pulls up into a full centred loop with a full centred transitional pulled flip on top
  - MA pulls into horizontal straight and level flight for a minimum of 10m

Note 1 : The flip trajectory must be included in the loop path
Note 2 : The flip must be ¼ of the loops trajectory.

F9 : AUTOROTATION WITH LOOP (DU)

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

- performs a centred loop and cuts the engine (or at idle) at the top of the loop
- completes the loop with the engine off (or at idle)
- enters a descending 180° turn toward the pilot and land upwind

Note 1 : An excessively high entry level will be 1 point downgraded
Note 2 : The descent rate must be constant from the end of the loop to a point just before touchdown on
the helipad
Note 3 : The flight path of the MA must appear as a half circle when viewed from above
Scoring criteria for landing: See ANNEX 5E Paragraph 5E.6.10.

Aresti diagram appears overleaf.

FIGURE 5D-F: F3C MANOEUVRE SCHEDULE F