

F3P PRELIMINARY SCHEDULE AP-15 (2014-2015)

AP-15.01 Humpty-Bump with roll	K 3
AP-15.02 Crossbox Loop	K 3
AP-15.03 Double Immelmann with two ½ rolls	K 5
AP-15.04 Stall-Turn with ½ roll	K 3
AP-15.05 45° Upline with two ½ rolls	K 4
AP-15.06 Crossbox Knife-Edge Flight with two ¼ rolls	K 4
AP-15.07 Eye-Catcher with two ½ rolls	K 4
AP-15.08 Horizontal 1/2 Circle with roll	K 4
AP-15.09 Horizontal Circle with four ½ rolls	K 5
AP-15.10 Humpty-Bump with ½ roll	K 2
AP-15.11 Two and a Half Torque-Rolls.....	K 5
Total K42	

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AP-15.01 Humpty-Bump with roll

From upright, pull through a ¼ loop into a vertical upline, perform a roll, pull through a ½ loop in a vertical downline, pull through a ¼ loop, exit upright.

AP-15.02 Crossbox Loop

From upright, perform a ¼ circle, from upright pull through a loop, perform a ¼ circle, exit upright.

AP-15.03 Double Immelmann with two ½ rolls

From upright, perform a ½ loop while performing a ½ roll integrated, immediately followed by a ½ roll in opposite direction, perform a horizontal line inverted, perform a ½ loop while performing a ½ roll integrated, immediately followed by a ½ roll in opposite direction, exit upright.

AP-15.04 Stall-Turn with ½ roll

From upright, pull through a ¼ loop into a vertical upline, perform a ½ roll, perform a stall-turn into a vertical downline, push through a ¼ loop, exit inverted.

AP-15.05 45° Upline with two ½ rolls

From inverted, push through a 1/8 loop into a 45° upline, perform consecutively two ½ rolls in opposite directions, pull through a 1/8 loop, exit inverted.

AP-15.06 Crossbox Knife-Edge Flight with two ¼ rolls

From inverted, perform a ¼ roll, in knife-edge flight perform a ¼ circle, a horizontal line, a ¼ circle, a ¼ roll, exit inverted.

AP-15.07 Eye-Catcher with two ½ rolls

From inverted, perform a ½ roll in center, push through a ¾ loop, pull through a ¾ loop, perform a ½ roll in center, exit inverted.

AP-15.08 Horizontal 1/2 Circle with roll

From inverted, perform a ½ circle while performing a roll integrated to the outside, exit inverted.

AP-15.09 Horizontal Circle with four ½ rolls

From inverted perform a horizontal circle while performing four ½ rolls in opposite directions (first ½ roll to the outside) integrated in each quarter of the circle, exit inverted.

AP-15.10 Humpty-Bump with ½ roll

From inverted, perform a ¼ loop into a vertical upline, perform a ½ roll, push trough a ½ loop into a vertical downline, push through a ¼ loop, exit inverted.

AP-15.11 Two and a Half Torque-Rolls

From inverted, reduce flying speed until the longitudinal axis of the model aircraft is in a vertically hovering attitude. Perform in this position consecutively 2 ½ torque rolls, then accelerate to exit upright.

