

F3P FINAL SCHEDULE AF-15 (2014-2015)

AF-15.01 Golf Ball with roll integrated	K 4
AF-15.02 Crossbox Triangle with 1/8 roll, 1/8 roll	K 3
AF-15.03 Roll Combination with consecutive 1/4 roll, roll, 1/4 roll	K 3
AF-15.04 Tail-Slide with 1/2 roll	K 3
AF-15.05 Triangle with 1/4 roll, 3/4 roll	K 4
AF-15.06 Fighter Turn with 1/4 roll, 1/4 roll integrated, 1/4 roll	K 5
AF-15.07 Loop-S-Combination with consecutive 1/2 roll, 1/2 roll integrated	K 5
AF-15.08 Humpty-Bump with consecutive two 1/4 rolls, 1/2 roll (Option: 3/4 roll, 1/4 roll)	K 3
AF-15.09 Two consecutive Torque Rolls	K 4
AF-15.10 Knife-Edge Split S Reverse Immelmann Combination with 1/4 roll, 3/4 roll	K 5
AF-15.11 Horizontal Triangular Circle with 1/4 roll, 1/2 outside rolls in each corner integrated	K 5
	Total K45

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AF-15.01 Golf Ball with roll integrated

From upright, pull through a 1/8 loop into a 45° upline, pull through a 3/4 loop in a 45° downline while performing a roll integrated, pull through a 1/8 loop, exit upright.

AF-15.02 Crossbox Triangle with 1/8 roll, 1/8 roll

From upright, perform a 1/8 roll, immediately perform a 1/4 knife-edge loop into a 45° upline, push through a 1/4 loop into a 45° downline, perform a 1/4 knife-edge loop, immediately perform a 1/8 roll, exit upright.

AF-15.03 Roll Combination with consecutive 1/4 roll, roll, 1/4 roll

From upright, perform consecutively a 1/4 roll, a roll, 1/4 roll in opposite directions, exit inverted.

AF-15.04 Tail-Slide with 1/2 roll

From inverted, push through a 1/4 loop into a vertical upline, perform a 1/2 roll, perform a tail-slide into a vertical downline, push through a 1/4 loop, exit inverted.

AF-15.05 Triangle with 1/4 roll, 3/4 roll

From inverted, push through a 3/8 loop into a 45° upline, perform a 1/4 roll, perform a 3/8 knife-edge loop, into a horizontal line, perform a 3/4 roll, push through a 3/8 loop into a 45° downline, pull through a 3/8 loop, exit upright.

AF-15.06 Fighter Turn with 1/4 roll, 1/4 roll integrated, 1/4 roll

From upright, perform a 1/4 roll, immediately perform a 1/8 knife-edge loop into a 45° upline, push through a 1/2 circle into a 45° upline while performing a 1/4 roll integrated to the outside, perform a 1/8 knife-edge loop into a horizontal line, immediately perform a 1/4 roll, exit inverted.

AF-15.07 Loop-S-Combination with consecutive 1/2 roll, 1/2 roll integrated

From inverted, pull through a loop while performing consecutively a 1/2 roll integrated in the first 180°, a 1/2 roll in opposite direction integrated in the second 180°, pull through a 1/4 loop, push through a 1/4 loop, exit inverted.

AF-15.08 Humpty-Bump with consecutive two 1/4 rolls, 1/2 roll (Option: 3/4 roll, 1/4 roll)

From inverted, push through a 1/4 loop into a vertical upline, perform consecutively two 1/4 rolls, pull through a 1/2 loop into a vertical downline, perform 1/2 roll, exit upright.

Option: From inverted, push through a 1/4 loop into a vertical upline, perform a 3/4 roll, pull through a 1/2 loop into a vertical downline, perform 1/4 roll, exit upright

AF-15.09 Two consecutive Torque Rolls

From upright, reduce flying speed until the longitudinal axis of the model aircraft is in a vertically hovering attitude. Perform in this position consecutively two torque rolls while climbing with a constant speed on a vertical upline, then accelerate to exit upright.

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AF-15.10 Knife-Edge Split S Reverse Immelmann Combination with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll

From upright, perform a $\frac{1}{4}$ roll, immediately perform a $\frac{1}{2}$ knife-edge loop down, immediately perform a $\frac{3}{4}$ roll, exit inverted.

AF-15.11 Horizontal Triangular Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ outside rolls in each corner integrated

From upright, perform a $\frac{1}{4}$ roll in the center, perform a horizontal triangular circle of equal side lengths while performing a $\frac{1}{2}$ roll to the outside in each corner integrated, perform a $\frac{1}{4}$ roll in the center, exit upright.

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