

F3C Schedule D:

1. **Vertical 5m circle with one 360° pirouette**
2. **Inverted Triangle 2**
3. **Oval 1**
4. **Cuban 8 with pushed flip on the first 45° descent (DW > DW)**
5. **Pullback with 3 small half loops (UW > UW)**
6. **Cobra Roll with pirouette (DW > DW)**
7. **2 Loops with half rolls on top (UW > UW)**
8. **Horizontal traveling pushed flip (DW > DW)**
9. **Vertical 540° pushed flip (UW > DW)**
10. **“S” Autorotation (UW > UW)**

D1: Vertical 5m circle with one 360° pirouette

- Take off to 2 meters.
- Model starts backward, performing a full 5 meter vertical circle while simultaneously performing a 360° pirouette.
- Landing.

D2: Inverted Triangle 2

- Take off to 2 meters.
- 1/4 pirouette, model nose face to pilot.
- 45° ascent while performing 1/2 pirouette.
- Translation with 4 point 360° pirouette (stops).
- 45° descent while performing 1/2 pirouette.
- 1/4 pirouette.
- Landing.

D3: Oval 1

- Take off to 2 meters.
- 2,5m backward while performing 1/4 pirouette.
- Sideways ascending 1/2 circle with 1/2 pirouette.
- 5m sideways translation nose face to pilot.
- Descending 1/2 circle with 1/2 pirouette (opposite direction to ascent).
- 2,5m backward while performing 1/4 pirouette.
- Landing.

D4: Cuban 8 with negative flip (DW > DW)

- Standard cuban 8 with 1 full negative flip on the first 45° descent.
- The second 45° descent contains only a straight line.

D5: Pullback with 3 small half loops (UW > UW)

- Vertical ascent.
- After stop nose up, backward half inside loop.
- 180° pirouette.
- Backward half outside loop (inverted flight).
- 180° pirouette.
- Backward half inside loop.
- Vertical descent.

D6: Cobra with pirouette (DW > DW)

- 45° ascent with half roll in the middle.
- 135° negative flip.
- 360° pirouette.
- 135° negative flip.
- 45° descent with half roll in the middle.

D7: 2 Loops with half rolls on top (UW > UW)

- ½ inside loop.
- Half roll on top.
- Full outside loop.
- Half roll on top.
- 1/2 inside loop.

D8: Horizontal translation negative flip (DW > DW)

- 1/2 roll
- 1 second of inverted flight
- 1 translated 360° negative flip.
- 1 second of inverted flight.
- 1/2 roll.

D9: 1 vertical 540° flip (UW > DW)

- Vertical ascent on the center line.
- 1 vertical 540° flip.
- Half roll in the vertical descent.

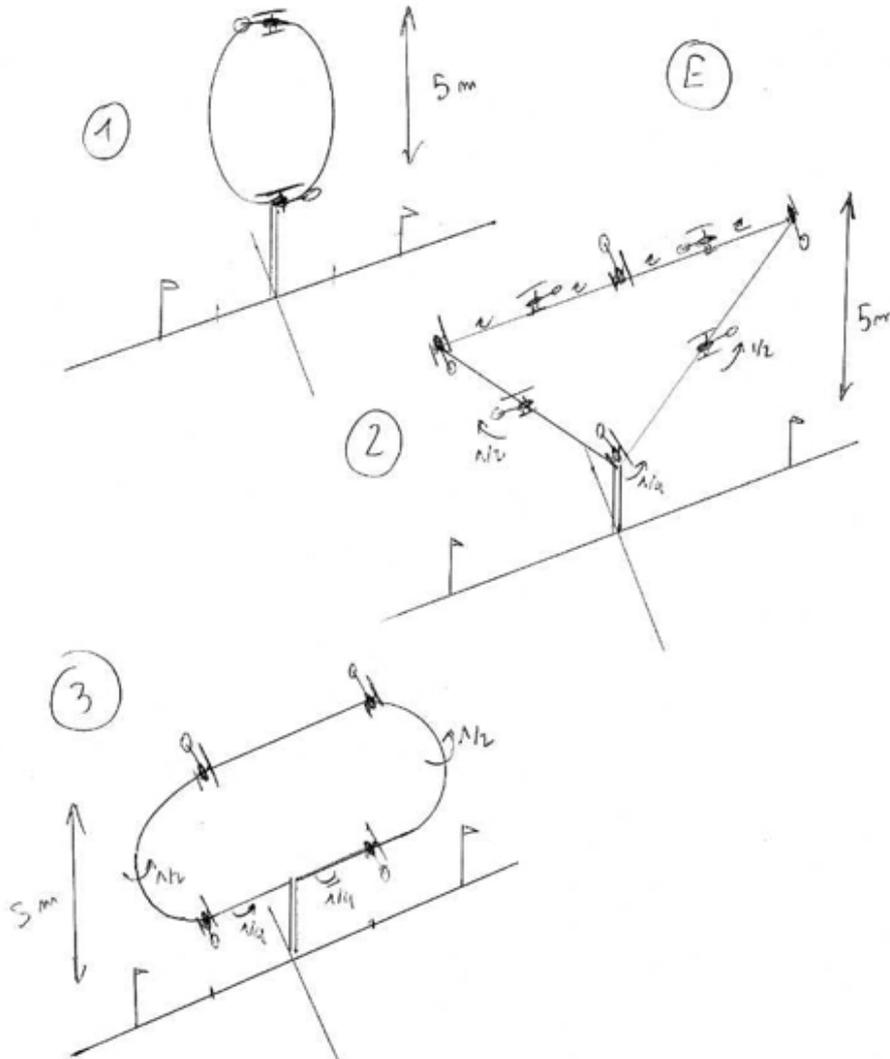
Note: The model must be in horizontal inverted position at the top of the trajectory.

D10: “S” Autorotation (UW > UW)

Same maneuver as 2008 “C10”.

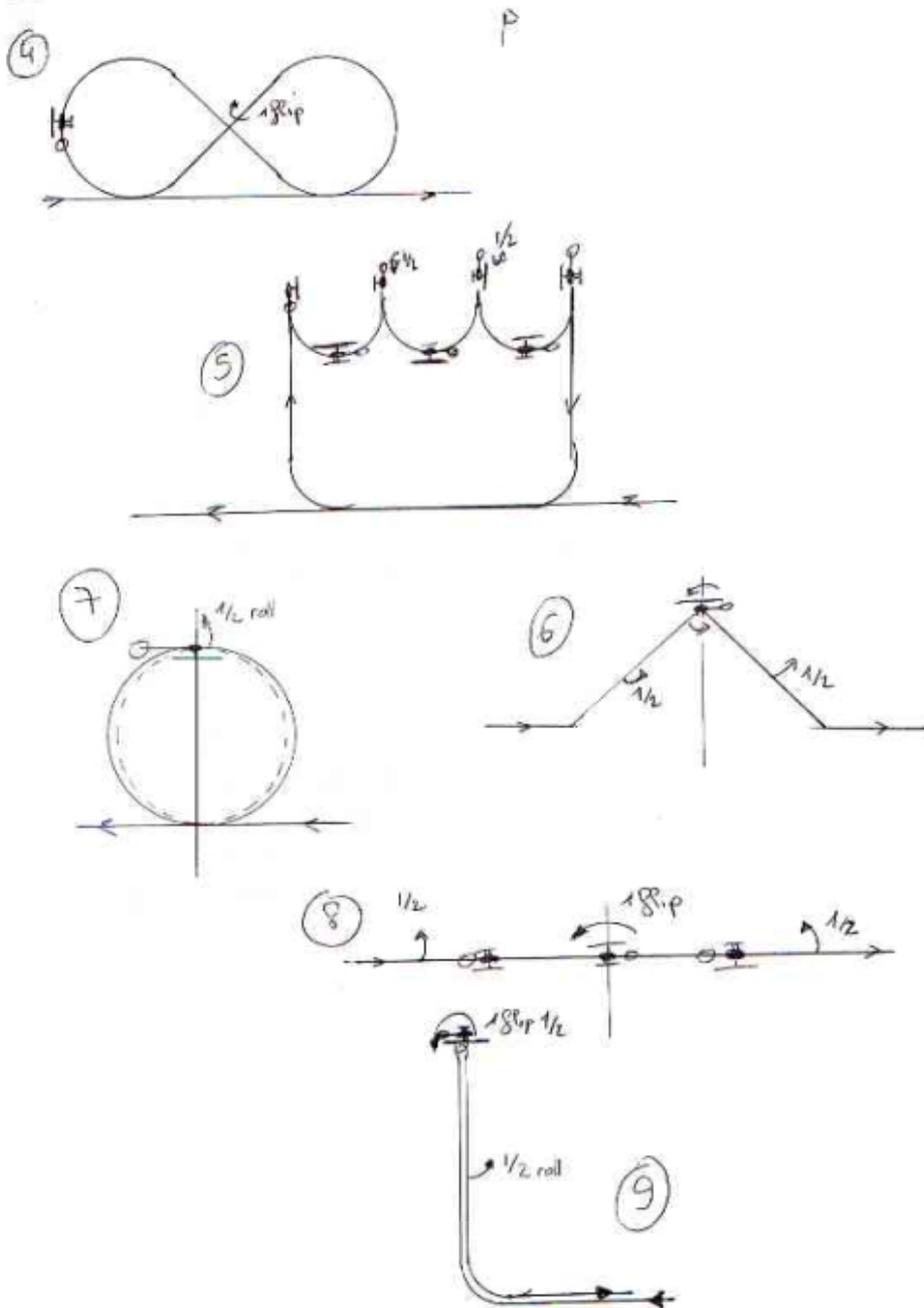
F3C

D Schedule Hovering :



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D Schedule Aerobatics :



Manœuvre D10 is the same as present C10 = "S" Autorotation