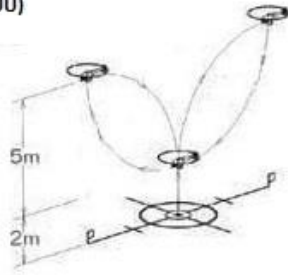
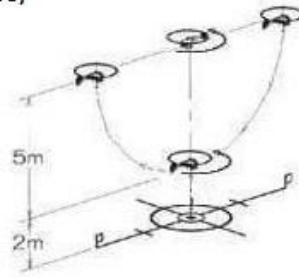


P1. Flower 2
(UU)



P2. Cup 2
(UU)



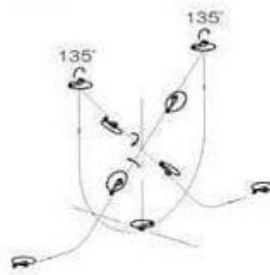
P3. Double candle with Pushed flip
(DD)



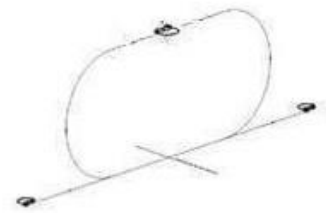
P4. Pullback with 1 half loop
(UU)



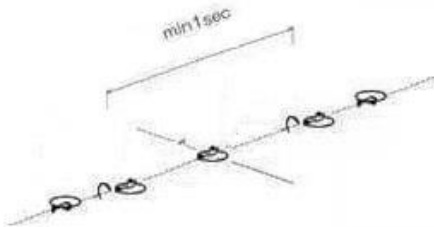
P5. UX
(DD)



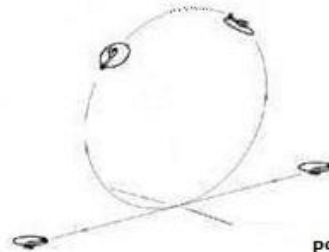
P6. Oval
(UU)



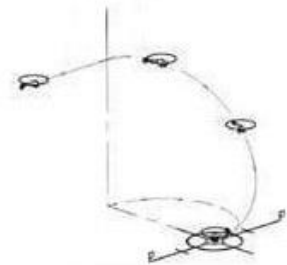
P7. Half Rolls
(DD)



P8. Double loop
(UU)



P9. Autorotation with 180° turn
(DU)



F3C Sport 2016

F3C Sport schedule 2016 Revision 2016-05-22

P1. Flower 2 (UU)

MA takes off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds. MA then ascends **backwards** while performing a quarter of a 5m radius circle and stops over flag 1 (2) and hovers for a minimum of 2 seconds. MA then descends **forward** while performing a 5m radius **half**-circle and stops over flag 2 (1) and hover for a minimum of 2 seconds. MA then ascends backwards while performing a quarter of a 5m radius circle and stops over the helipad and hovers for a minimum of 2 seconds. MA then descends and lands in the helipad.

P2. Cup 2

MA takes off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds. MA then performs a 180° pirouette and hovers over the helipad for a minimum of 2 seconds. MA then ascends backwards while performing a quarter of a 5m radius circle and stops over flag 1 (2) and hover for a minimum of 2 seconds. MA then performs a 360° travelling pirouette in any direction to the opposite flag and stops over flag 2 (1) and hover for a minimum of 2 seconds. MA then descends backwards while performing a 5m radius circle and stops over the helipad and hover for a minimum of 2 seconds. MA then performs a 180° pirouette and hovers over the helipad for a minimum of 2 seconds. MA then descends and lands in the helipad.

Note: MA crosses the center line when MA has performed first half of 360° pirouette.

P3. Double candle with pushed flips (DD)

MA flies straight and level for a minimum of 10. MA pulls up vertically and ascends. After coming to a stop, MA performs a pushed 180° flip. MA descends vertically and then performs a centered half loop and ascends vertically. After coming to a stop MA performs a pushed flip. MA descends vertically and pulls into a horizontal straight and level flight for a minimum of 10m.

Note: Bottom of the half loop must be centered and same altitude as entry and exit.

P4. Pullback with one half loop (UU)

MA flies straight and level for a minimum of 10. MA pulls up vertically and ascends. After coming to a stop, MA immediately performs a half backward loop and stops. MA descends vertically and pulls into a horizontal straight and level flight for a minimum of 10m.

Note: Bottom of the half loop must be centered

P5. UX (DD)

MA flies straight and level for a minimum of 10m and pulls up into a 45° ascent. MA performs a centered half roll. Once the MA has come to a stop, MA performs a 135° pulled flip. MA then performs a centered 'U' and stops. MA then performs a 135° pulled flip and performs a 45° descent with a centered half roll. MA pulls into horizontal straight and level flight for a minimum of 10m

Note: The bottom of the 'U' and the rolls must be centred and same altitude as entry and exit.

P6. Oval UU)

MA flies straight and level for a minimum of 10. MA pulls up into a half loop. MA flies inverted, crossing the center line. MA performs a half loop and pulls into a horizontal straight and level flight for a minimum of 10m.

P7. Half rolls (DD)

MA flies straight and level for a minimum of 10. MA performs a half roll in either direction. Model flies inverted for a minimum of 1 second, crossing the center line. Model performs a half roll in the same direction as the first half roll. MA flies straight and level for a minimum of 10.

P8. Double loop (UU)

MA flies straight and level for a minimum of 10. MA performs two consecutive centered loops. MA then pulls into a horizontal straight and level flight for a minimum of 10m.

P9 Autorotation DU)

MA flies at a minimum altitude of 20 m. Maneuver begins when MA crosses an imaginary plane that extends vertically upward from a line drawn from the center judge out through the helipad. MA must be in the autorotation state when it cuts this plane. The engine power must be reduced to idle (or off) at this point and the MA must be descending. The 180° turn must start at this point and the turning and descending rate must be constant from this point just before touchdown on the helipad. The flight path of the MA must appear as a semi-circle when viewed from above, starting at the vertical plane and ending at a line drawn from the center judge through the helipad. The MA flight path must never be parallel to the ground or judge's line.