

Förändringar F3N 2018

5.11.6 - The Official Flight

Change text as shown below:

5.11.6 The Official Flight

There are three different flight programs: Set Maneuver flight, Freestyle flight and Music Freestyle flight. Before the flight the pilot has to be officially called. The MA can be flown or be carried to the flying area. ~~The Set Maneuver flights begin when the MA leaves the start box. The Freestyle flights begin with the announcement of the start.~~ **The flight time begins when the pilot or his helper gives a distinctive hand signal, and finishes with another distinctive hand signal.**

Reason: Clarification to unify all flight programs.

5.11.6 - The Official Flight

= starting time by hand signal of helper part 1 -> **approved** -> **effective from 01.01.2018**

5.11.9 Preparation Time

Change text as shown below:

Preparation Time: A competitor must be called at least 5 minutes before he is required to enter the start box. The MA may be hovered only up to 2m in the start box. After the preceding competitor has finished his flight, the competitor is given another minute (two minutes in Freestyle) to make last minute adjustments or checks, ~~and then his flight time starts.~~

~~If the model leaves the start box earlier the flight time starts at that moment.~~

Reason: Clarification to unify all flight programs.

5.11.9 Preparation Time

= starting time by hand signal of helper part 2 -> **approved** -> **effective from 01.01.2018**

Annex 5F: F3N Set Maneuver Descriptions

*Change all the set maneuvers with those as shown in Agenda **Annex 7h**:*

Reason: Changing maneuvers and orders of the maneuvers.

Annex 5F: F3N Set Maneuver Descriptions

= new set maneuvers -> **approved** -> **effective from 01.01.2018**

Annex 5F: F3N Set Manoeuvre Descriptions

Change text with immediate implementation:

~~1.28 Duus Igglo~~ **K=9.5**

~~MA is hovering upright tail in on centre line. Model then performs half rainbow, while also doing fully integrated half pirouette. At top of rainbow model makes sharp quarter right aileron roll, and completes second half of the rainbow parallel with flight line while making another half pirouette. MA hovers upright shortly, now with boom parallel to flightline. Same sequence is then repeated another 3 times, until MA is back at starting point. Viewed from above the top of the half rainbows, the manoeuvre will look like a +.~~

1.28Duus Iglo

K=9.5

Viewed from above, the maneuvers shows an X. The center point of the X is on the center line. MA enters in 1 of the 4 outer points in the X in upright hovering and boom pointing to center of X. Model then performs half pulled rainbow, while also

doing an integrated half pirouette. Top of rainbow must be the center of the X. Here model makes sharp quarter aileron roll, and completes second half of the rainbow while making another integrated half pirouette until model hovers inverted shortly. The boom still points to center of the X, but now in another of the 4 outer points. Same sequence is then repeated 3 more times, until MA is back at starting point. Notice hovering is inverted after first and third sequence.

Reason: Rule change due to safety. Implementation 2017.

Annex 5F: F3N Set Maneuver Descriptions

= new description of "Duus Igloo" -> approved -> effective from 01.06.2017

Annex 5G.8 - Criteria for Judging Freestyle and Music

Freestyle

Change text as shown:

5G.8 CRITERIA FOR JUDGING FREESTYLE FLIGHT AND MUSIC FREESTYLE

For freestyle and music freestyle flights the entire flights will be judged according to the table below:

Criterion	Max Points Freestyle	Max Points Music Freestyle
Difficulty	60 20 k=3	40 20 k=2
Harmony	20 k=1	50 20 k=2.5
Creativity	20 k=1	50 20 k=2.5
Precision	60 20 k=3	40 20 k=2
Safe presentation	20 k=1	20 k=1

~~For both the Freestyle and Music Freestyle flights the judges can give up to the maximum points (for Freestyle – 60 for difficulty, 60 for precision and 20 for the other criteria).~~

~~For Music Freestyle only, the points for Difficulty are multiplied by a K-factor of 2/3 and the points for Harmony are each multiplied by a K-factor of 5/2. Creativity points are multiplied by a K-factor of 5/2.~~

~~For Precision the points are multiplied by a K-factor of 2/3 in music freestyle.~~

~~The scores are given after the flight for all five criteria. It is important, that the scores for each criterion reflect the entire flight, not only some details of the flight.~~

For freestyle and music freestyle flights the judges can give maximum 20 points to all criteria. The valence of each criterion is regulated by k-factors.

The scores are given after the flight for all five criteria. It is important, that the scores for each criterion reflect the entire flight, not only some details of the flight.

Reason: Further clarification.

Annex 5G.8 - Criteria for Judging Freestyle and Music Freestyle

= all criteria for freestyle are scored by max. 20 points -> approved -> effective from 01.06.2017

Annex 5G.8.1

Add text as shown:

5G.8.1 DIFFICULTY

This criterion evaluates the level of difficulty of the freestyle flight **and music freestyle flight**. It is important, that the entire flight is to be judged, not only some highlights. So the score reflects the average level of difficulty. The K-factors of the set maneuvers may give some reference values for the difficulty, but during the calibration flights and by watching practice flights the judge should get a clear impression of the range of

difficulties of possible manoeuvres. Risky manoeuvres should never be mistaken as difficult manoeuvres. Risky manoeuvres must not lead to higher scores for difficulty, but result in a downgrade for safety.

Reason: Clarification.

Annex 5G.8.1

= clarification -> **approved** -> **effective from 01.06.2017**