

# 2014 f3C SCHEDULE P

## **P1: Triangle 1 (UU)**

**K=1,5**

MA takes off vertically from the helipad and ascends to 2m and

- Hovers for a minimum of 2 seconds
- Flies backwards to flag 1 (2) and stops
- Hovers for a minimum of 2 seconds
- Ascends at 45° while simultaneously performing a 180° pirouette in either direction and stops over the helipad
- Hovers for a minimum of 2 seconds
- Performs a 360° pirouette in either direction
- Hovers for a minimum of 2 seconds
- Descends at 45° while simultaneously performing a 180° pirouette in either direction and stops over flag 2 (1)
- Hovers for a minimum of 2 seconds
- Flies backwards and stops over the helipad
- Hovers for a minimum of 2 seconds
- Descends and lands in the helipad

## **P2: Flower (UU)**

**K=1,5**

MA take off vertically from the helipad and ascends to 2m and

- Hovers for a minimum of 2 seconds
- Ascend backwards while performing a quarter of a 5m radius circle and stops over flag 1 (2)
- Hovers for a minimum of 2 seconds
- Performs half of a 5m radius circle while simultaneously performing a full 360° pirouette and stops over flag 2 (1)
- Hovers for a minimum of 2 seconds
- Descends backwards while performing a quarter of a 5m radius circle and stops over the helipad
- Hovers for a minimum of 2 seconds
- Descends and lands in the helipad

## **P3: Candle with descending flip (DD)**

MA flies straight and level for a minimum of 10m and

- Pulls up in a centred vertical ascent
- After coming to a stop, MA flies vertically backwards for a minimum of 2m
- Performs a half pulled travelling flip
- Descends vertically for a minimum of 2m
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: Vertical ascent and descent paths must be identical

#### **P4: Pullback with 3 half loops (UU)**

MA flies straight and level for a minimum of 10m and

- Pulls up into a vertical ascent
- After coming to a stop, MA performs a half backward loop
- After a vertical tail up, stop, MA performs a centred inverted half loop
- After a vertical nose up, stop, MA performs a half backward loop
- After a vertical tail up, stop, MA performs a vertical descent
- MA pulls into horizontal straight and level flight for a minimum of 10m **at the same altitude as entered.**

NOTE: The 3 **half** loops must be of the same radius & altitude.

#### **P5: UX (DD)**

MA flies straight and level for a minimum of 10m and

- Pulls up into a 45° ascent with a centred half roll
- Once the MA has come to a stop, MA performs a 135° pulled flip
- Performs a centred 'U', **stop**
- Performs a 135° pulled flip
- Performs a 45° descent with a centred half roll
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: The bottom of the 'U' must be centred.

#### **P6: Oval with travelling flip (UU)**

MA flies straight and level for a minimum of 10m and

- Pulls up into a half loop
- Flies inverted for a minimum of 1 second
- Performs a travelling 360° centred pushed flip
- Flies inverted for a minimum of 1 second
- Performs a half loop
- MA pulls into horizontal straight and level flight for a minimum of 10m

#### **P7: Opposite rolls (DD)**

MA flies straight and level for a minimum of 10m and

- Performs a full roll in either direction
- Immediately performs a full roll in the opposite direction
- MA flies straight and level for a minimum of 10m

NOTE: The middle of the manoeuvre must be centred.

## **P8: Double tail turns (UU)**

MA flies straight and level for a minimum of 10m and

- Pulls up into a vertical ascent with a stall turn at the apex
- Performs a vertical descent
- Performs a half outside loop
- Performs a vertical ascent with a stall turn at the apex
- Performs a vertical descent
- MA pulls into horizontal straight and level flight for a minimum of 10m

NOTE: The lowest part of the outside loop must be centred and at the same altitude as the entry and exit phases.

## **P9: Autorotation with two 90° Turns (DU)**

MA enters the manoeuvre in the autorotation state and must be called before it crosses the centre line

- Performs 1/3 of the total descent, engine off or at idle, 10m minimum
- 90° turn
- Performs 1/3 of the total descent, engine off or at idle, 10m minimum
- 90° turn
- MA lands on helipad

NOTE 1: Manoeuvre begins when MA is centred.

NOTE 2: MA must be in an autorotational state when the manoeuvre begins.

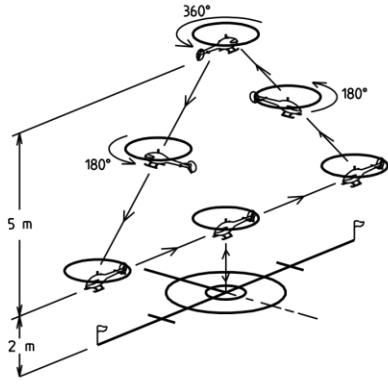
NOTE 3: The descent rate must be constant from the start of the manoeuvre to just before landing in the helipad.

NOTE 4: The flight path of the MA must appear as an open square when viewed from above.

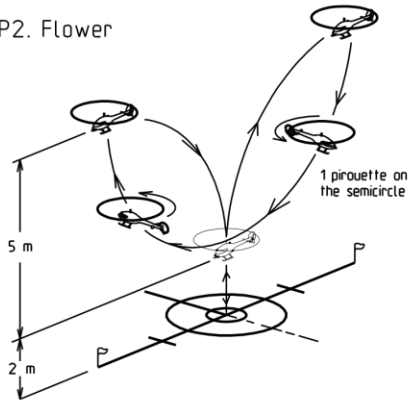
Scoring criteria for landing; See ANNEX 5E paragraph 5E.6.10.

FIGURE 5D-P: F3C MANOEUVRE SCHEDULE P

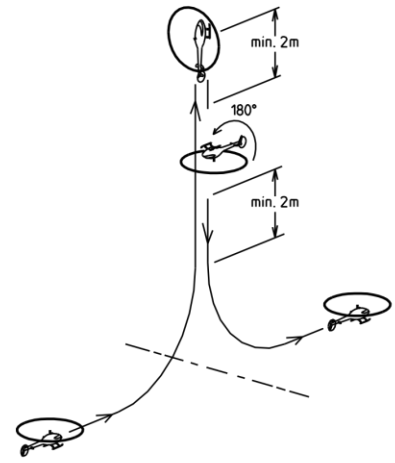
P1. Triangle 1



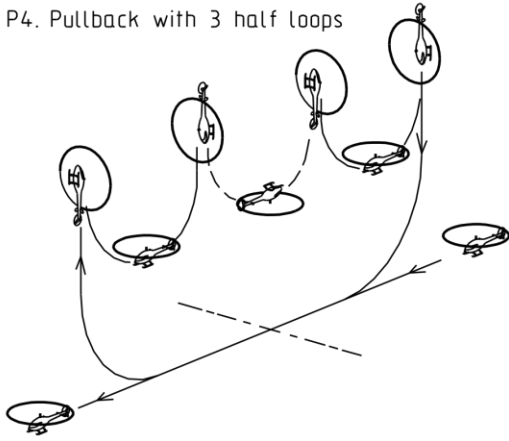
P2. Flower



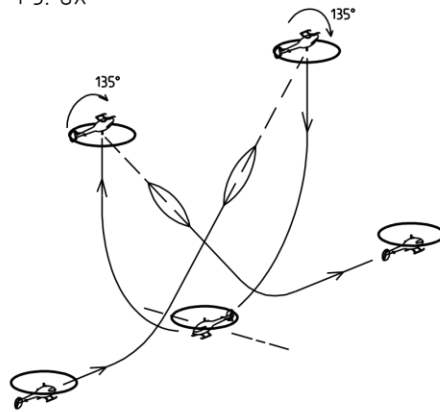
P3. Candle with descending flip



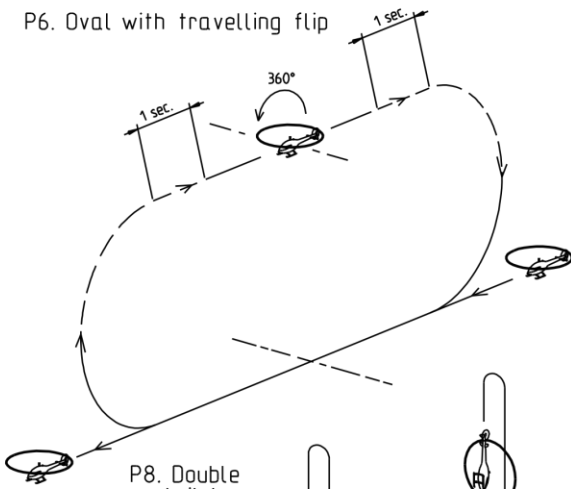
P4. Pullback with 3 half loops



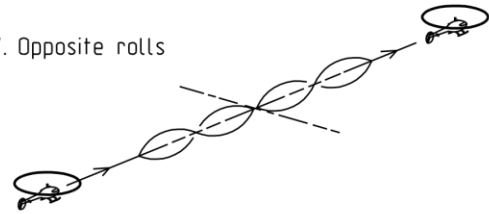
P5. UX



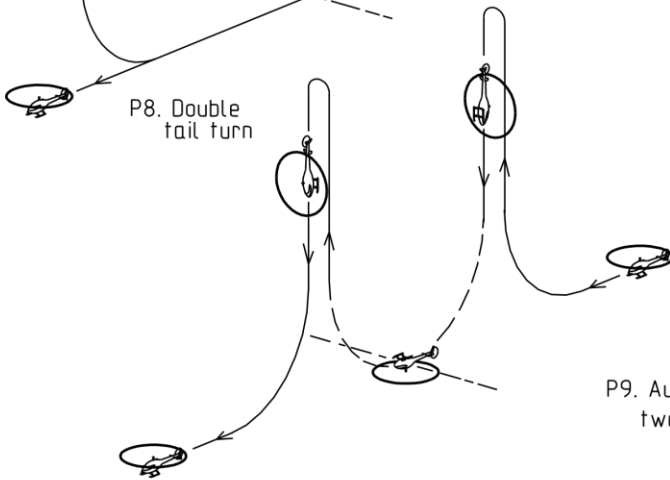
P6. Oval with travelling flip



P7. Opposite rolls



P8. Double tail turn



P9. Autorotation with two 90° turns

