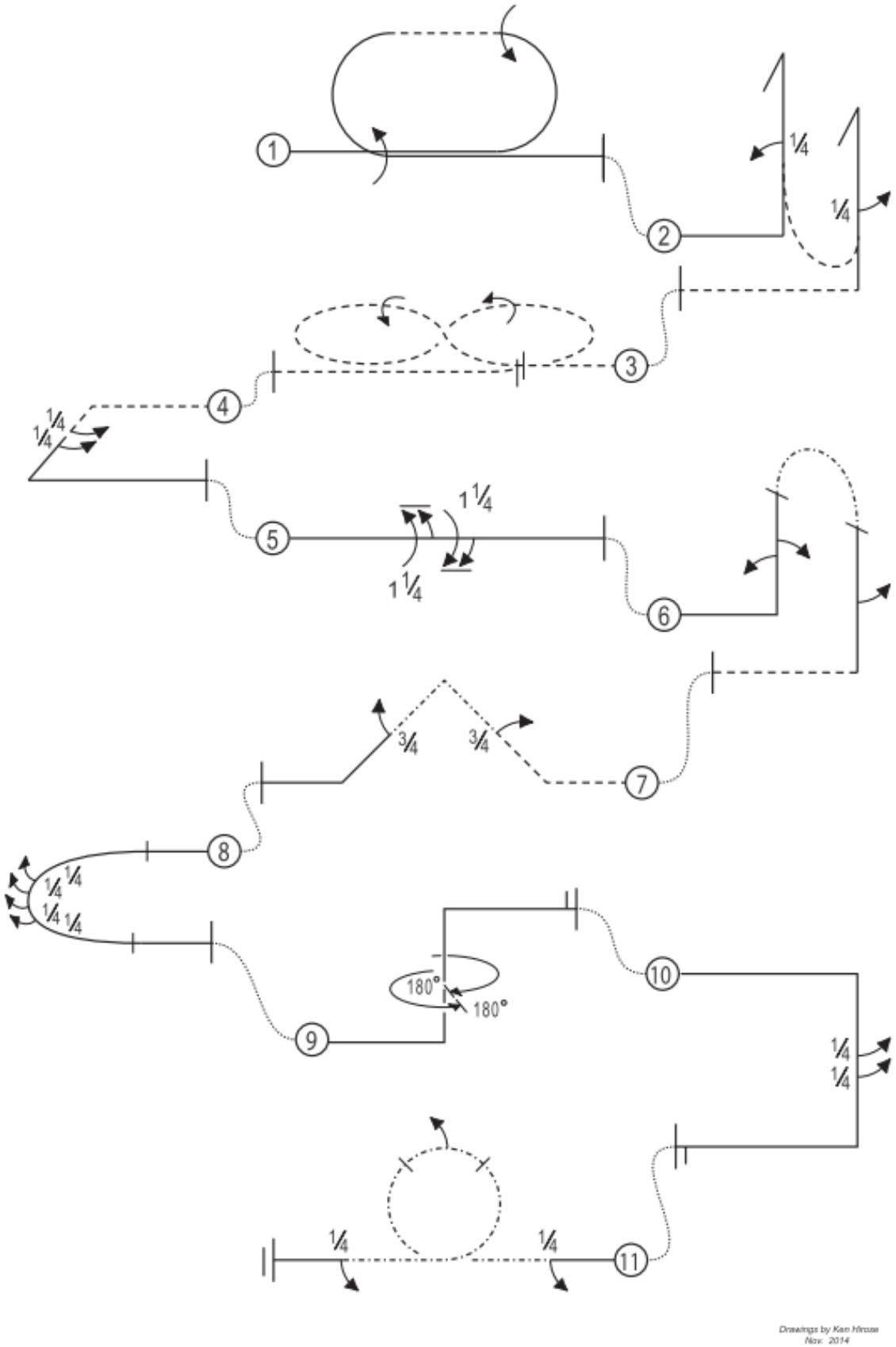
Schweizerischer Modellflugverband
Fédération Suisse d'Aéromodélisme
Federazione Svizzera di Aeromodellismo

Fachkommission F 3 / Kunstflug
comité technic F 3 voltige

Anhang 1: Figurenprogramm F3P-A (2016-2017)

Figurenprogramm F3P-AP (2014-2015)



PRELIMINARY SCHEDULE AP-17 (2016-2017)

AP-17.01 Double Immelman with roll, roll	**K3**
AP-17.02 Figure M with ¼ roll, ¼ roll	**K3**
AP-17.03 Horizontal Circle 8 with two rolls	**K6**
AP-17.04 ½ Horizonal Square Circle with two ½ rolls	**K2**
AP-17.05 Roll Combination with consecutive 1 ¼ roll, 1 ¼ roll	**K4**
AP-17.06 Knife-Edge Humpty-Bump with two consecutive ½ rolls, ½ roll	**K3**
AP-17.07 Knife-Edge Cobra Roll with ¾ roll, ¾ roll	**K3**
AP-17.08 ½ Horizontal Circle with four consecutive ¼ rolls	**K5**
AP-17.09 Vertical Upline with consecutive two ½ torque rolls	**K5**
AP-17.10 ½ Square Loop with consecutive two ¼ rolls	**K3**
AP-17.11 Knife-Edge Loop with ¼ roll, ½ roll, ¼ roll	**K5**
	Total K = 42

PRELIMINARY SCHEDULE AP-17 (2016-2017)

AP-17.01 Double Immelman with roll, roll
From upright, pull through a ½ loop, perform a roll into inverted flight, pull trough a ½ loop, perform a roll, exit upright.

AP-17.02 Figure M with ¼ roll, ¼ roll
From upright, pull through a ¼ loop into a vertical upline, perform a ¼ rolls, perform a stall turn into vertical downline, push through a ½ loop into a vertical upline, perform a stall turn into a vertical downline, pefom a ¼ roll, push through ¼ loop, exit inverted.

AP-17.03 Horizontal Circle 8 with two rolls
From inverted perform a ¼ horizontal circle while performing the first ¼ of consecutive two rolls to the outside, then while continuing the rolling (¼ of the rolls per ¼ of the circles), perform immediately another (full) circle in the opposite direction, then, while continuing the rolling accordingly finish the remaining ¾ of the first circle, exit inverted.

AP-17.04 ½ Horizonal Square Circle with two ¼ rolls
From inverted, perform a ¼ horizontal circle with wings level, perform consecutively two ¼ rolls, perform a ¼ horizontal circle with wings level, exit upright.

AP-17.05 Roll Combination with consecutive 1 ¼ roll, 1 ¼ roll
From upright, perform consecutively a 1 ¼ roll and a 1 ¼ roll in opposite directions, exit upright.

AP-17.06 Knife-Edge Humpty-Bump with two consecutive ½ rolls, ½ roll
From upright, pull through a ¼ loop into a vertical upline, perform consecutively two ½ rolls in opposite direction, perform a ½ knife-edge loop into vertical downline, perform a ½ roll, push through a ¼ loop, exit inverted.

AP-17.07 Knife-Edge Cobra Roll with ¾ roll, ¾ roll
From inverted, push through a 1/8 loop into a 45° upline, perform a ¾ roll, perform a ¼ knife-edge loop into a 45° downline, perform a ¾ roll, pull through 1/8 loop, exit upright.

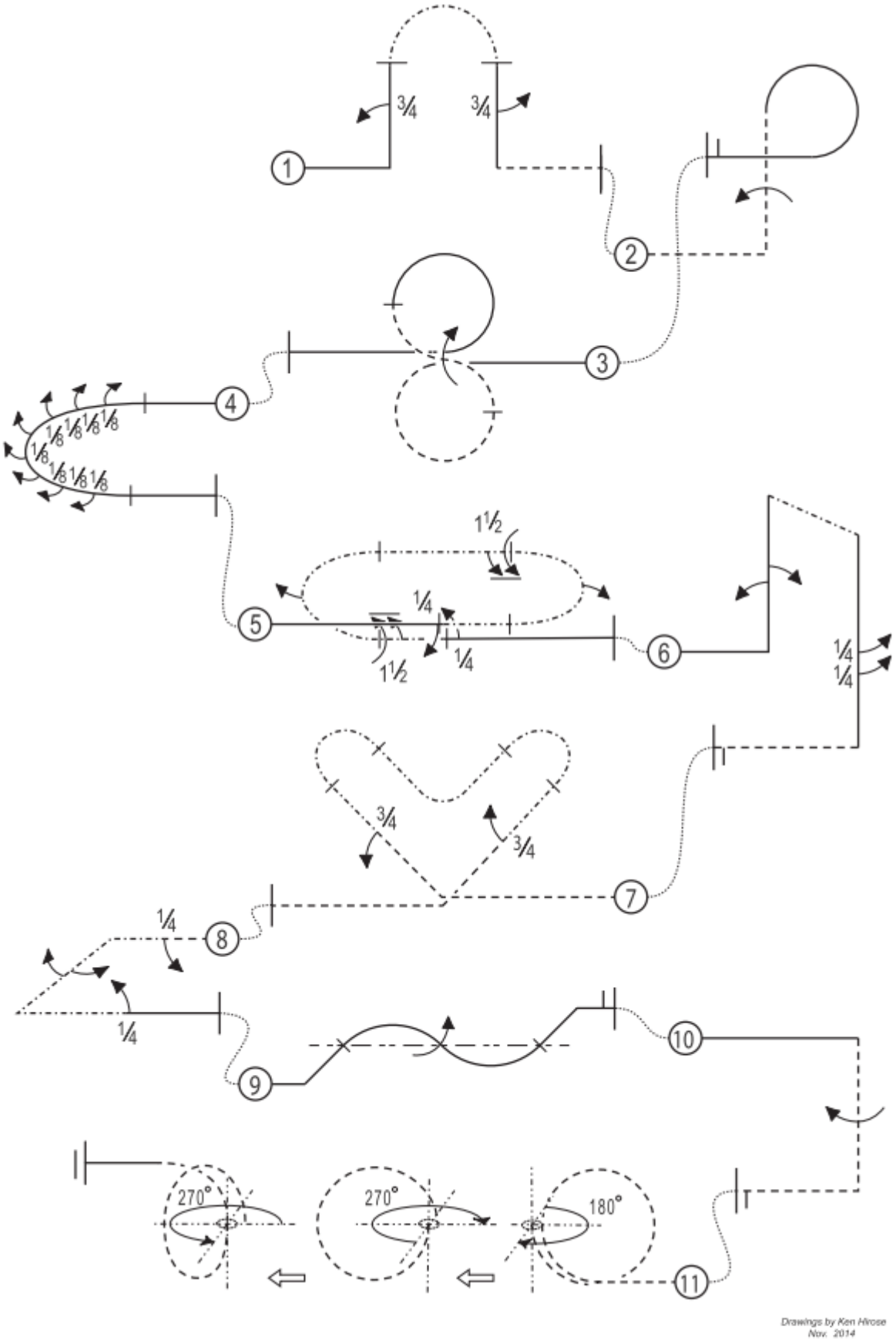
AP-17.08 ½ Horizontal Circle with four consecutive ¼ rolls
From upright, perform a ½ horizontal circle while integrating consecutively four ¼ rolls, exit upright.

AP-17.09 Vertical Upline with consecutive two ½ torque rolls
From upright, pull through a ¼ loop into a vertical upline, reduce flying speed to zero in the middle of that line, perform in this position consecutively two ½ torque rolls in opposite directions, then accelerate, push through a ¼ loop, exit upright.

AP-17.10 ½ Square Loop with consecutive two ¼ rolls
From upright, push through a ¼ loop into a vertical downline, perform consecutively two ¼ rolls pull through a ¼ loop, exit upright.

AP-17.11 Knife-Edge Loop with ¼ roll, ½ roll, ¼ roll
From upright, perform ¼ roll, perform a knife-edge loop with a ½ roll integrated in the top 90°, perform a ¼ roll, exit upright.

Figurenprogramm F3P-AF (2014-2015)



FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with ¾ roll, ¾ roll	**K3**
AF-17.02 Figure 9 with roll	**K3**
AF-17.03 Vertical 8 with roll integrated	**K5**
AF-17.04 ½ Horizonal Circle with consecutive eight 1/8 rolls	**K4**
AF-17.05 Horizontal Double Immelmann Circle with ¼ roll, ½ roll integrated, 1 ½ roll, ½ roll integrated, 1 ½ roll, ¼ roll	**K6**
AF-17.06 Knife-Edge Top Hat with two consecutive ½ rolls, two consecutive ¼ rolls	**K3**
AF-17.07 Double Fighter Turn with ¾ roll, ¾ roll	**K6**
AF-17.08 ½ Horizontal Square Circle with ¼ roll, two consecutive ½ rolls, ¼ roll	**K4**
AF-17.09 Barrel Roll	**K5**
AF-17.10 ½ Square Loop with roll	**K2**
AF-17.11 Clover Leaf with ½ torque roll, ¾ torque roll, ¾ torque roll	**K6**
	Total K = 47

FINAL SCHEDULE AF-17 (2016-2017)

AF-17.01 Knife-Edge Humpty-Bump with ¾ roll, ¾ roll
From upright, pull through a ¼ loop, perform a ¾ roll, perform a ½ knife-edge loop, perform a ¾ roll, exit inverted.

AF-17.02 Figure 9 with roll
From inverted, push through a ¼ loop into a vertical upline, perform a roll, pull through a ¾ loop, exit upright.

AF-17.03 Vertical 8 with roll integrated
From upright, push through a loop, push through another loop while performing a roll integrated in the last 90° of the first loop and in the first 90° of the second loop, exit upright.

AF-17.04 ½ Horizonal Circle with consecutive eight 1/8 rolls
From upright, perform a ½ horizontal circle while integrating consecutively eight 1/8 rolls, exit upright.

AF-17.05 Horizontal Double Immelmann Circle with ¼ roll, ½ roll integrated, 1 ½ roll, ½ roll integrated, 1 ½ roll, ¼ roll
From upright, perform a ¼ roll in the center into a sustained knife-edge flight, perform a ½ circle while performing a half roll to the outside integrated, immediately followed by a 1 ½ roll in opposite direction, perform a sustained knife-edge flight, perform a ½ circle while performing a ½ roll to the outside integrated, immediately followed by a 1 ½ roll in opposite direction, perform a sustained knife-edge flight, perform a ¼ roll in the center, exit upright.

AF-17.06 Knife-Edge Top Hat with two consecutive ½ rolls, two consecutive ¼ rolls
From upright, pull through a ¼ loop into a vertical upline, perform consecutively two ½ rolls in opposite direction, perform a ¼ knife-edge loop into a horizontal knife-edge flight, perform a ¼ knife-edge loop into a vertical downline, perform consecutively two ¼ rolls, push through a ¼ loop, exit inverted.

AF-17.07 Double Fighter Turn with ¾ roll, ¾ roll
From inverted, push through a 1/8 loop into a 45° upline, perform a ¾ roll, push through a ½ knife-edge circle into a 45° downline, perform a ¼ knife-edge loop into a 45° upline, push through a ½ knife-edge circle into a 45° downline, perform a ¾ roll, push through a 1/8 loop, exit inverted.

AF-17.08 ½ Horizontal Square Circle with ¼ roll, two consecutive ½ rolls, ¼ roll
From inverted, perform a ¼ roll, push into a 1/4 horizontal circle, perform consecutively two ½ rolls in opposite directions, push through a ¼ horizontal circle, perform a ¼ roll, exit upright.

AF-17.09 Barrel Roll
From upright, pull through a 1/8 loop into a 45° upline, perform a barrel-roll with 45° spiral pitch, perform a 45° upline, push through a 1/8 loop, exit upright.

AF-17.10 ½ Square Loop with roll
From upright, push through a ¼ loop into a vertical downline, perform a roll, push through a ¼ loop, exit inverted.

AF-17.11 Clover Leaf with ½ torque roll, ¾ torque roll, ¾ torque roll
From inverted, push through a 1 ¼ loop,while reducing flying speed to zero, perform a ½ torque roll, then accellerate to push through a loop, while reducing flying speed to zero, perform a ¾ torque roll, then accelerate to push through a loop wile reducing flying speed to zero, perform a ¾ torque roll, then accelerate to push through a ¼ loop, exit upright.

