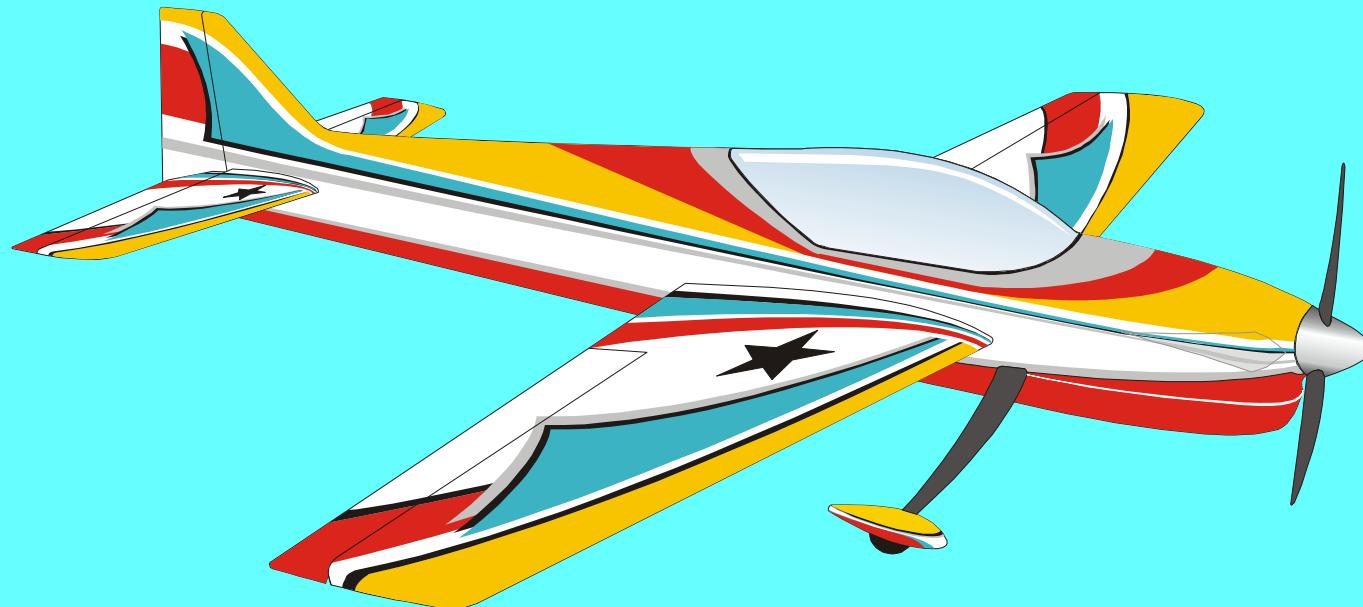


# Flying and Judging F3A

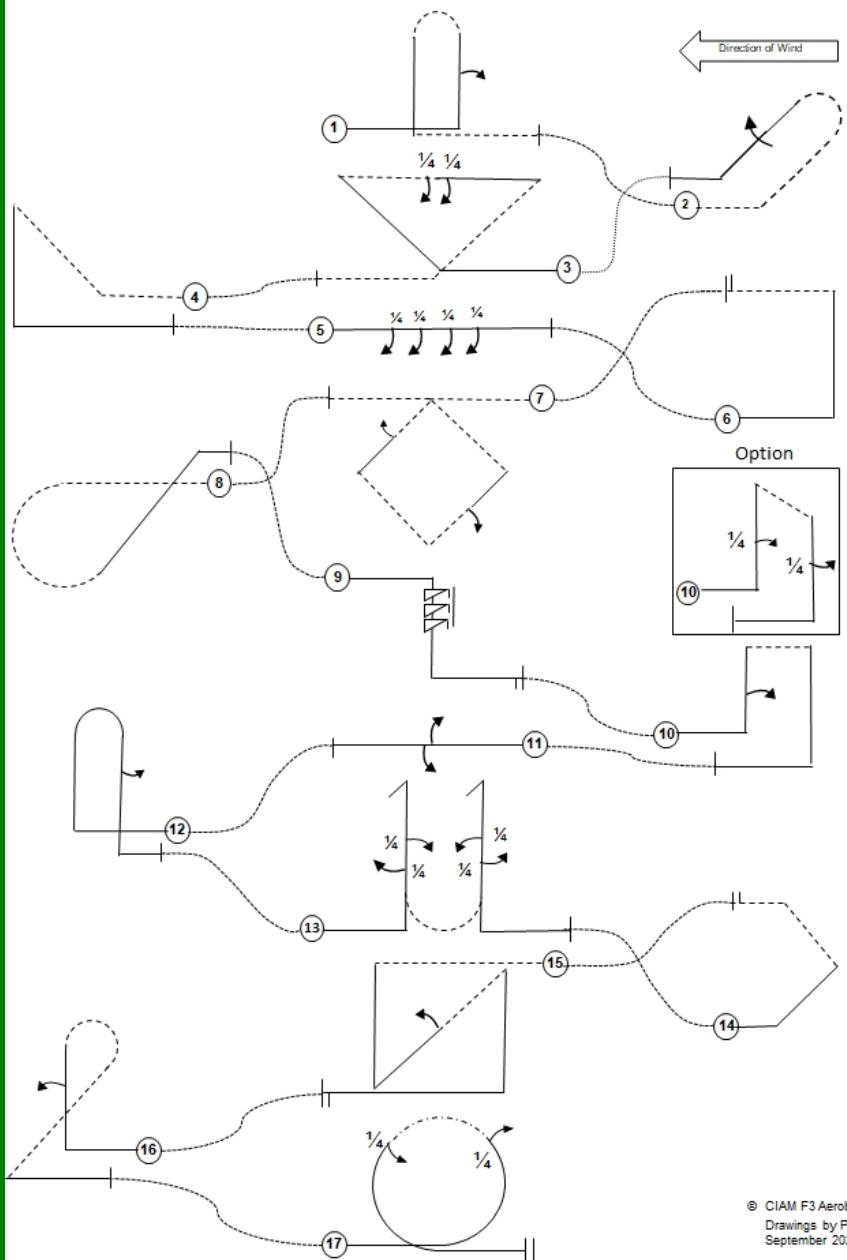
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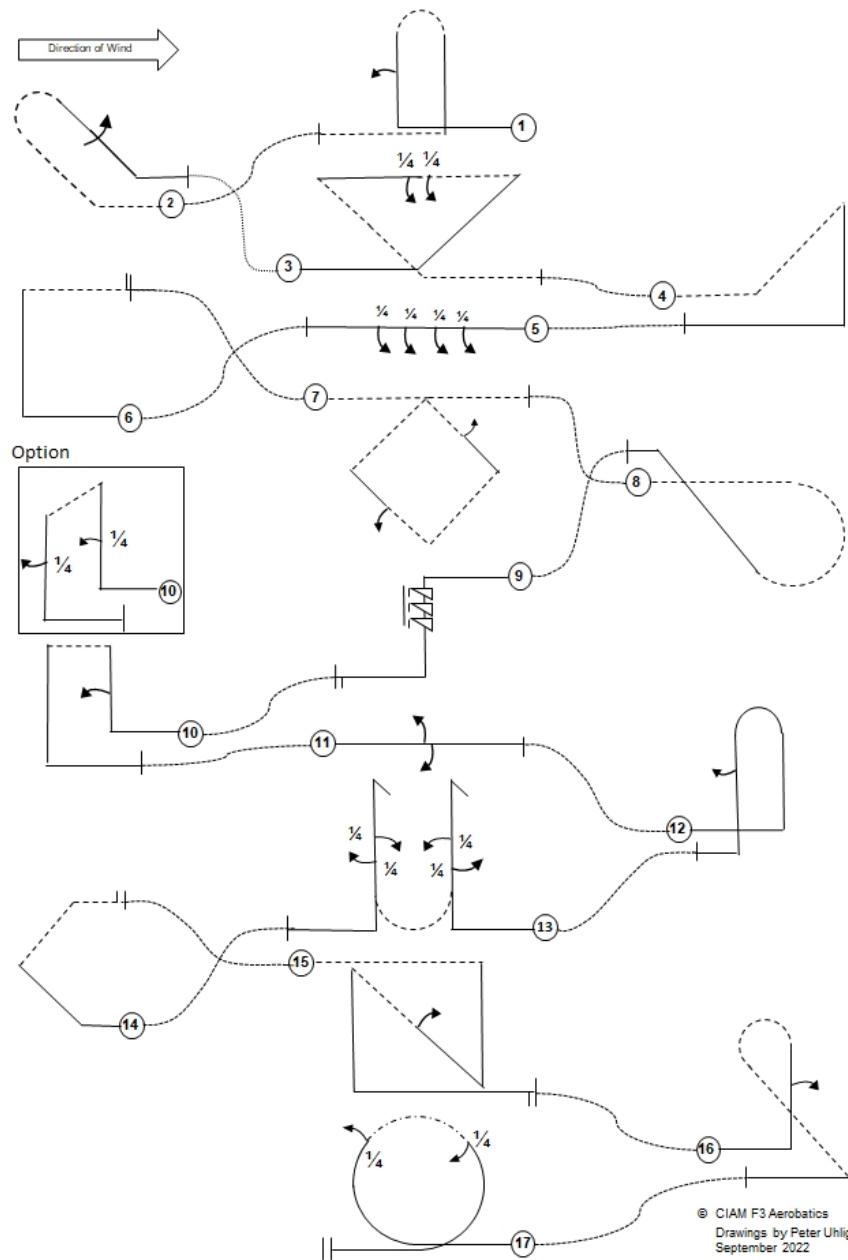
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**SCHEMATIC MANOEUVRE ILLUSTRATIONS**  
**SCHEDULE A-27**

## ADVANCED SCHEDULE F3A A-27 (2026 – 2027)



## ADVANCED SCHEDULE F3A A-27 (2026 – 2027)

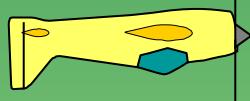




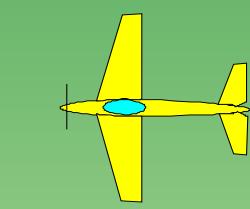
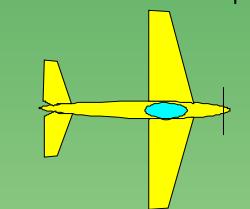
# Explanations:



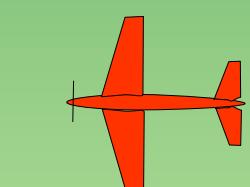
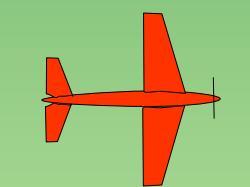
Aircraft upright



Aircraft inverted



Aircraft in Knife-Edge  
View from Top



Aircraft in Knife-Edge  
View from Below



part roll



half roll



roll



pos. spin



neg. spin



pos.



neg.



snap rolls

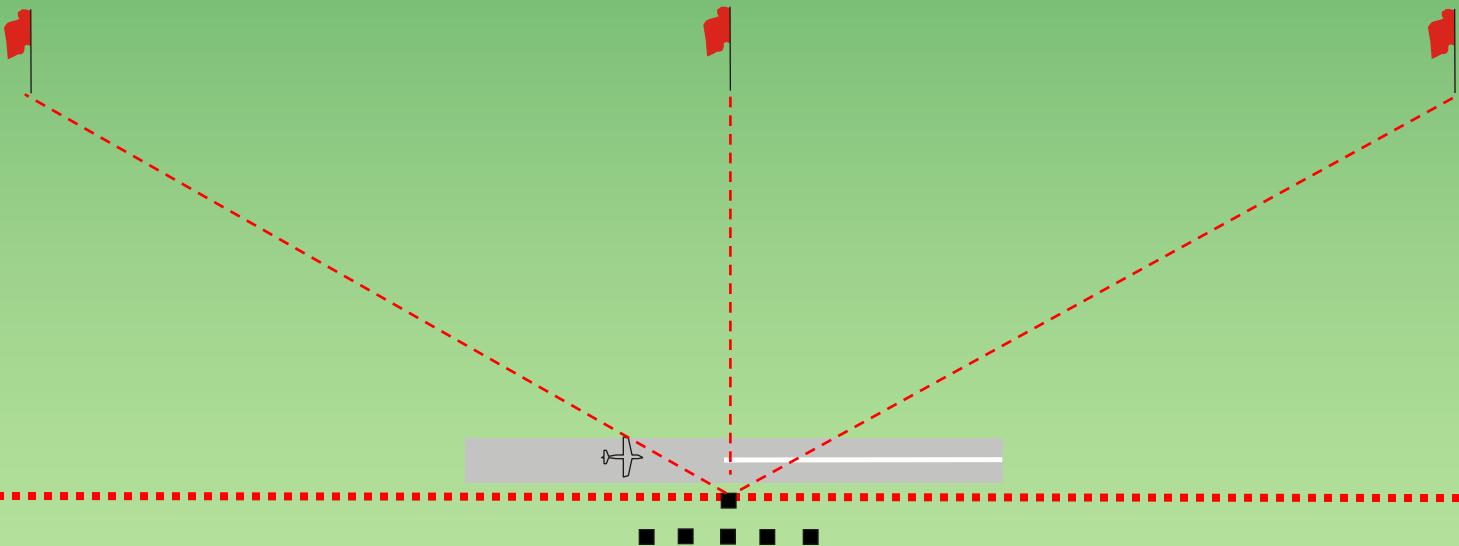
reference points



## Take-off procedure

( not judged, not scored )

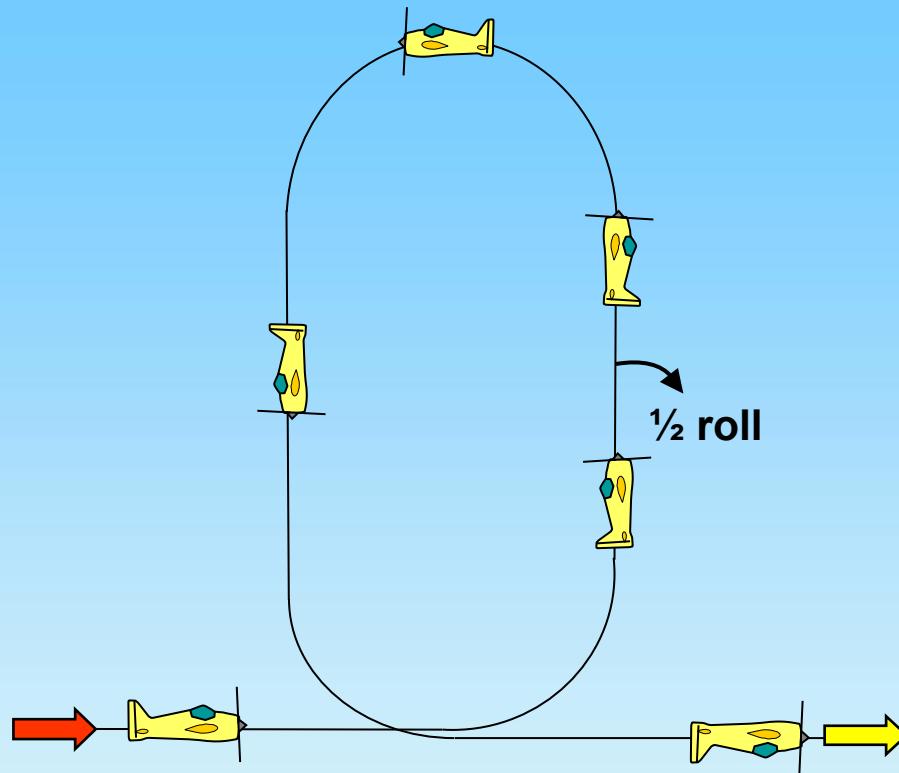
← wind



Safety line



## A-27.01 Pull-Push-Push Humpty Bump with half roll

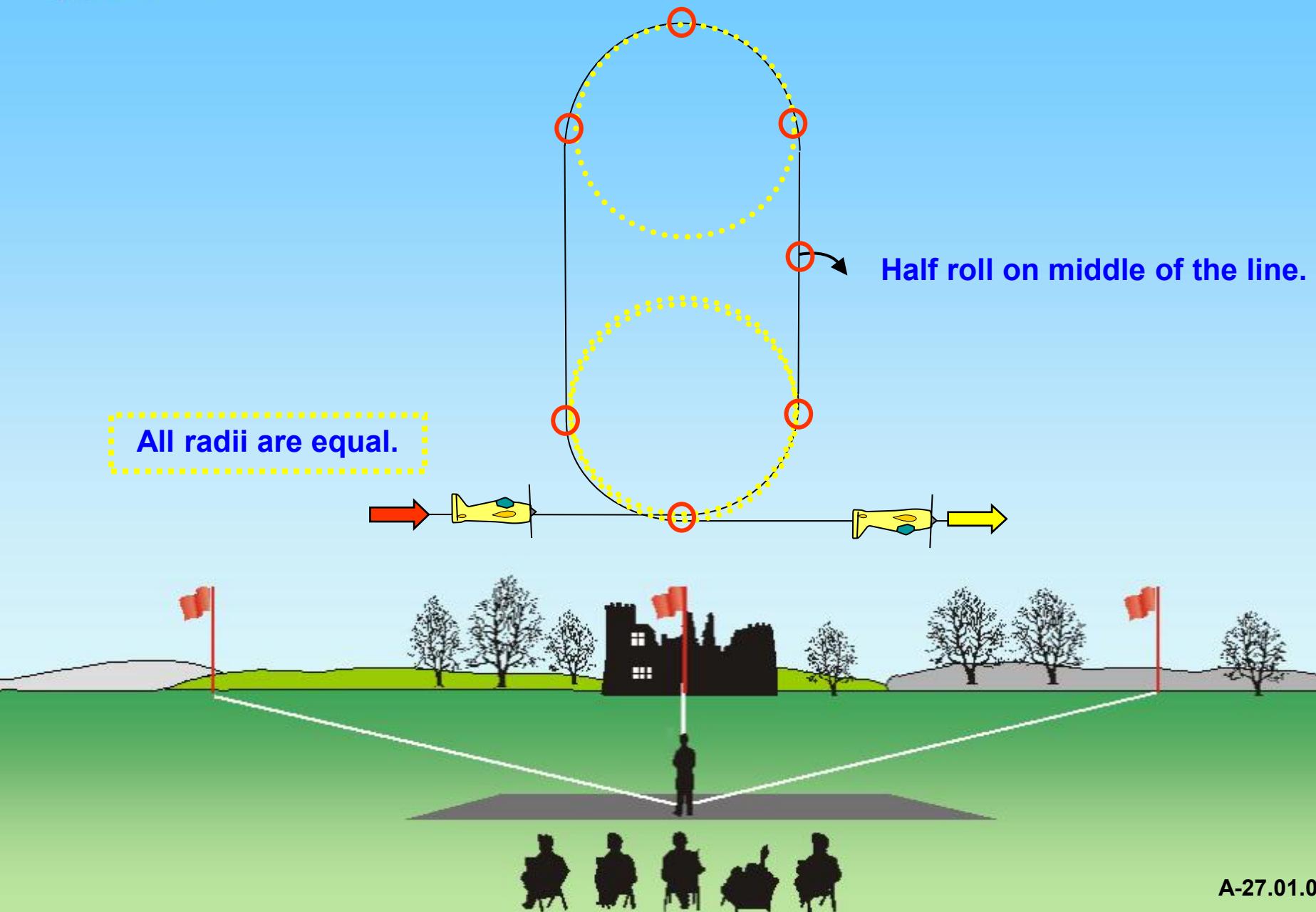


**From upright, at centre, pull through a quarter loop into a vertical upline, perform a  $\frac{1}{2}$  roll, push through a half loop into a vertical downline, push through a  $\frac{1}{4}$  loop, exit inverted**



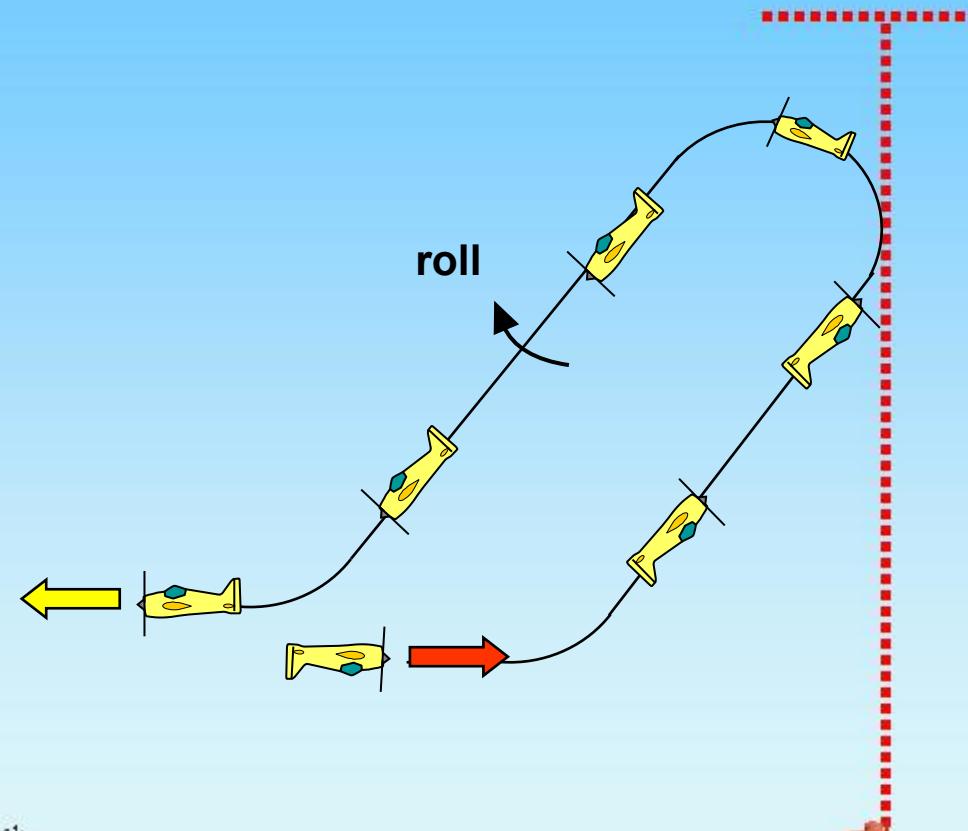


## A-27.01 Pull-Push-Push Humpty Bump with half roll





## A-27.02 Trombone with roll



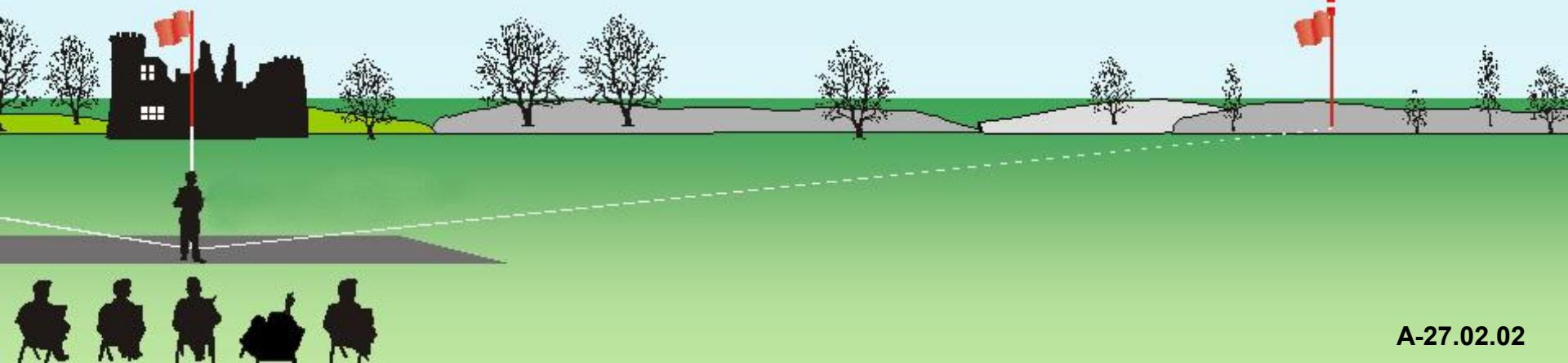
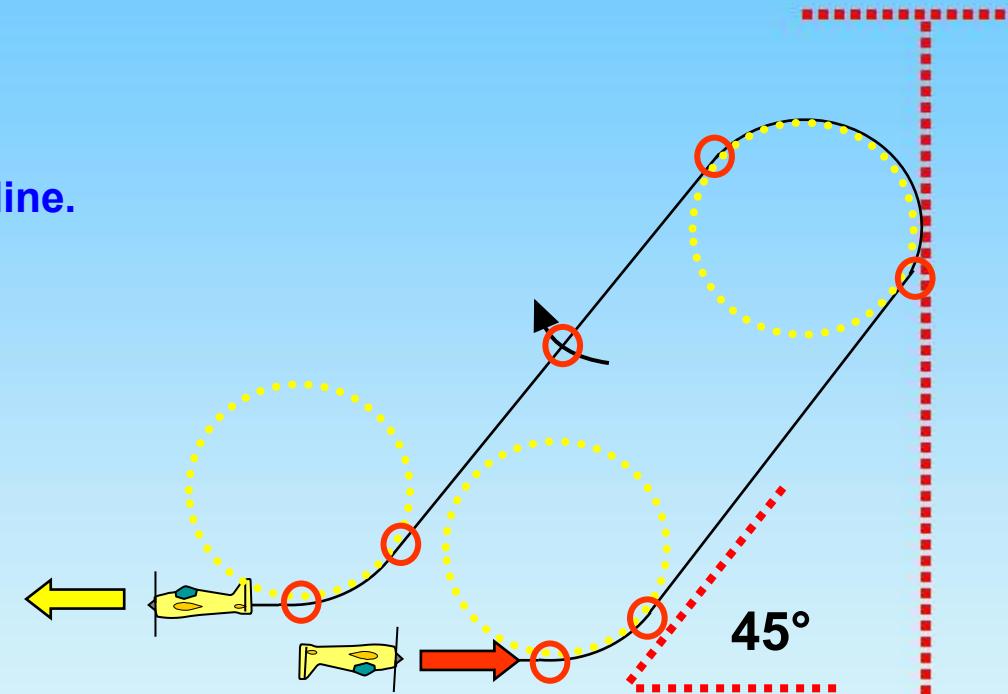
From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, push through a half loop into a  $45^\circ$  downline, perform a roll, pull through a  $\frac{1}{8}$  loop, exit upright.



## A-27.02 Trombone with roll

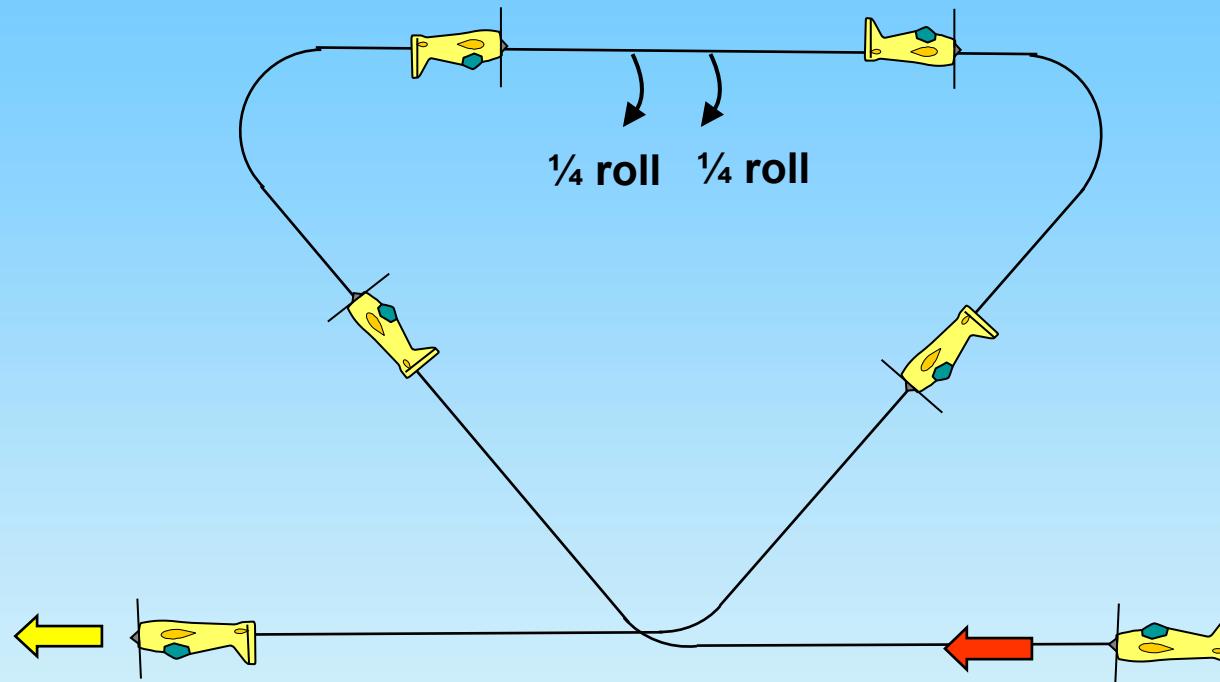
Roll on middle of the line.

All radii are equal.





## A-27.03 Triangle with quarter roll, quarter roll



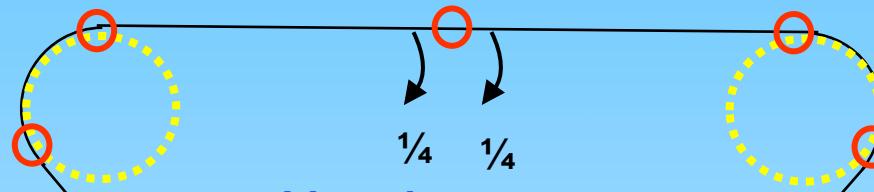
From upright, at centre, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{8}$  loop, perform consecutively two  $\frac{1}{4}$  rolls, push through a  $\frac{3}{8}$  loop into a  $45^\circ$  downline, push through  $\frac{1}{8}$  loop, exit inverted.





## A-27.03 Triangle with quarter roll, quarter roll

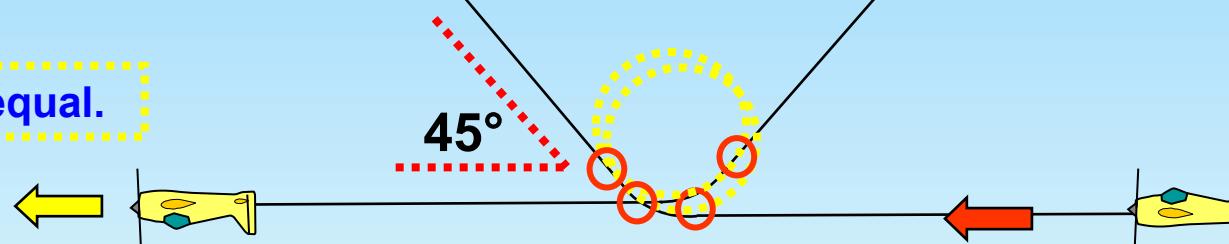
Part rolls centered on middle of the line.



1/4    1/4

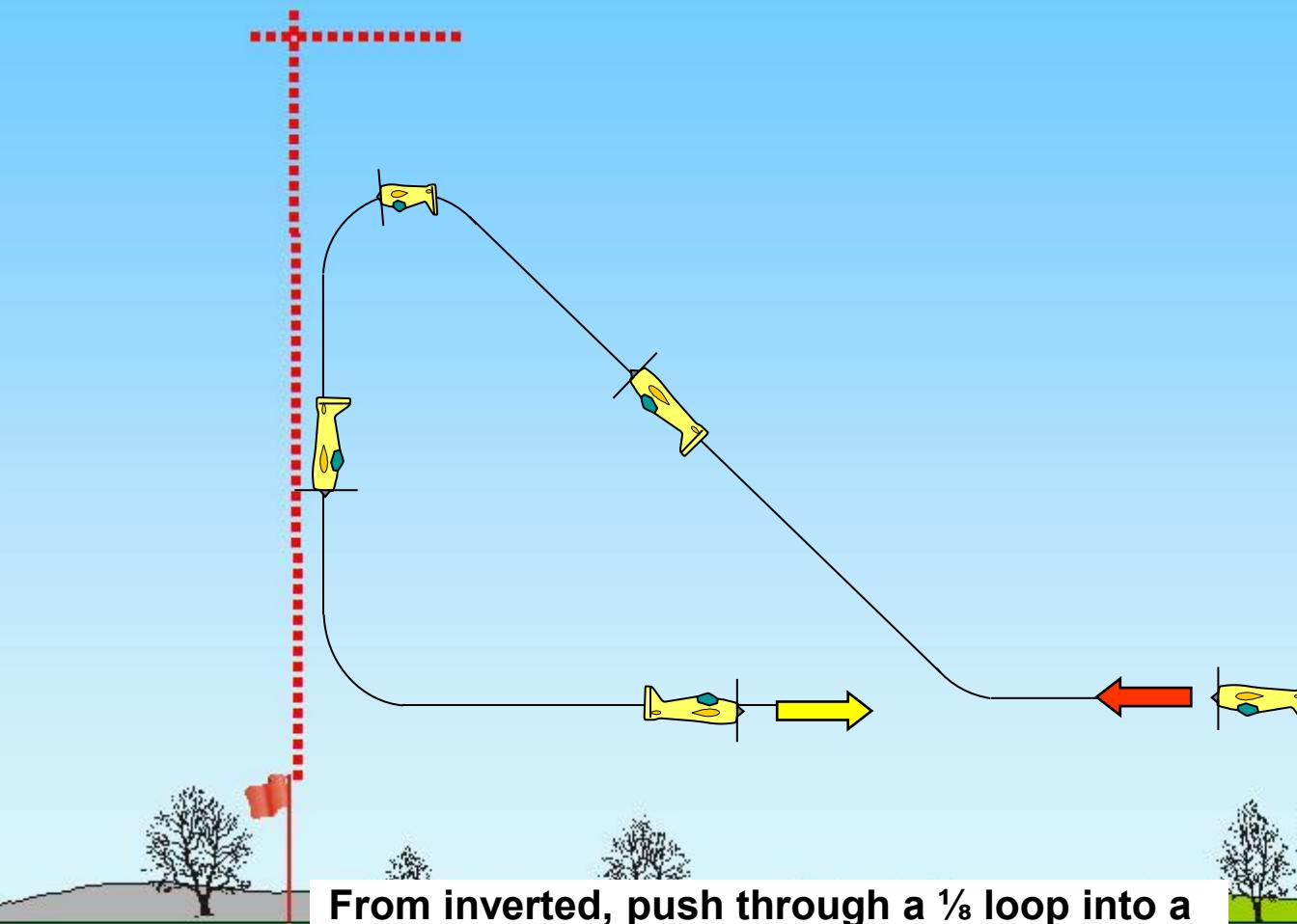
Lines between part rolls must be short and of recognisable length.

All radii are equal.

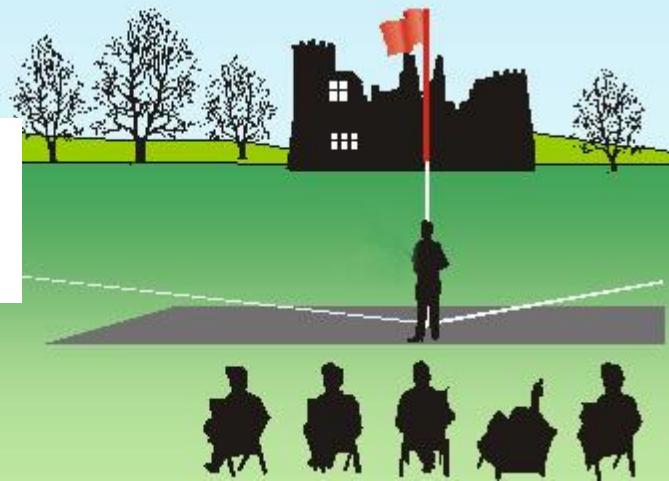




## A-27.04 Reverse Shark Fin

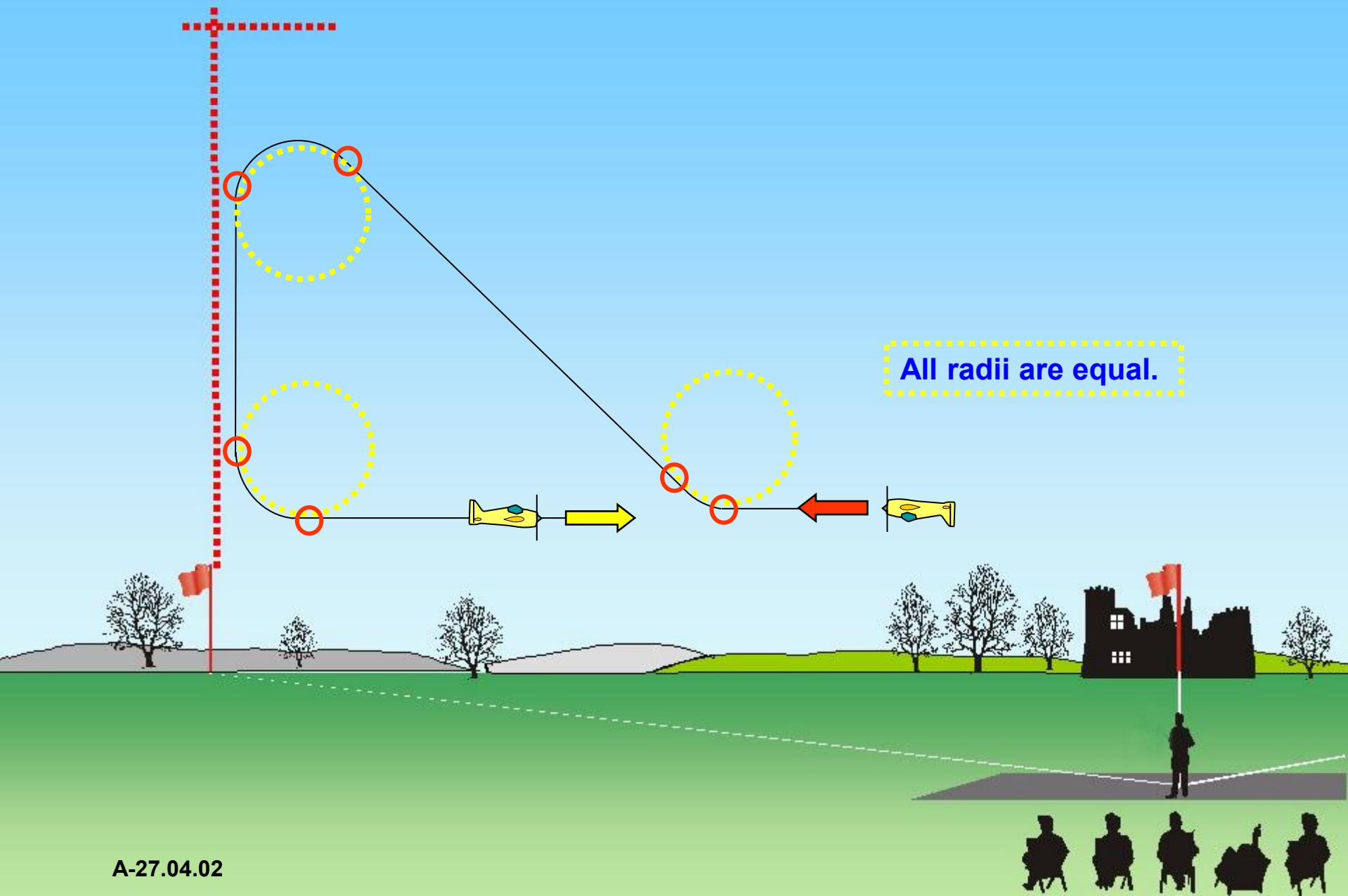


**From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{8}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.**





## A-27.04 Reverse Shark Fin





## A-27.05 Four consecutive quarter rolls



$\frac{1}{4}$   $\frac{1}{4}$   $\frac{1}{4}$   $\frac{1}{4}$   
roll roll roll roll



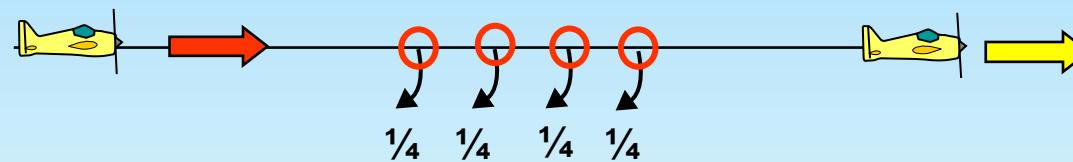
From upright, perform consecutively four  $\frac{1}{4}$  rolls, exit upright.





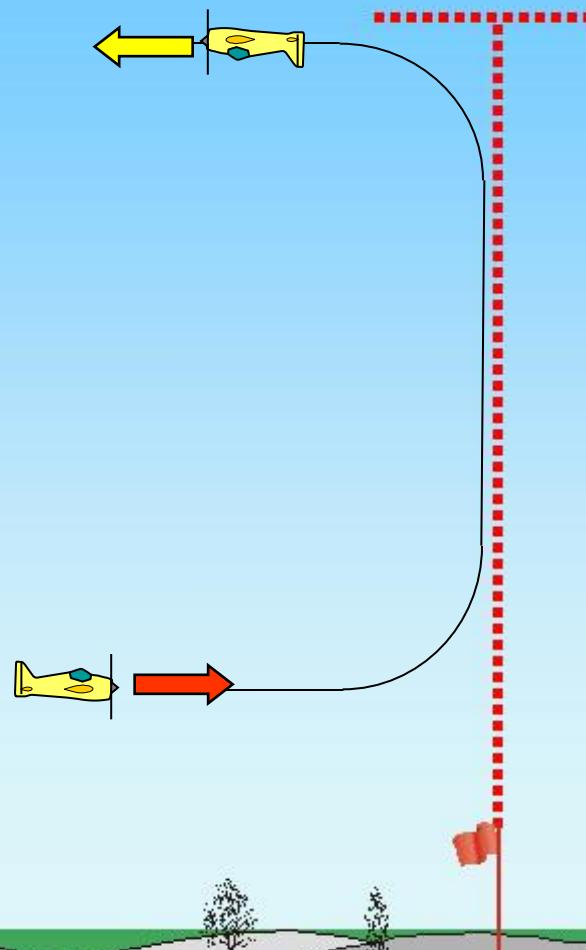
## A-27.05 Four consecutive quarter rolls

Lines between part rolls must be short and of equal length.

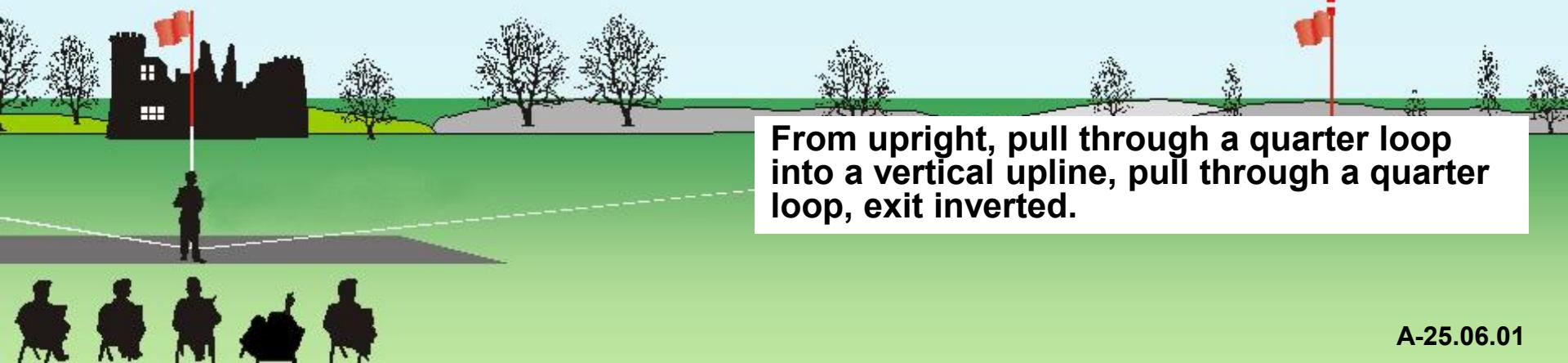




## A-27.06 Half Square Loop

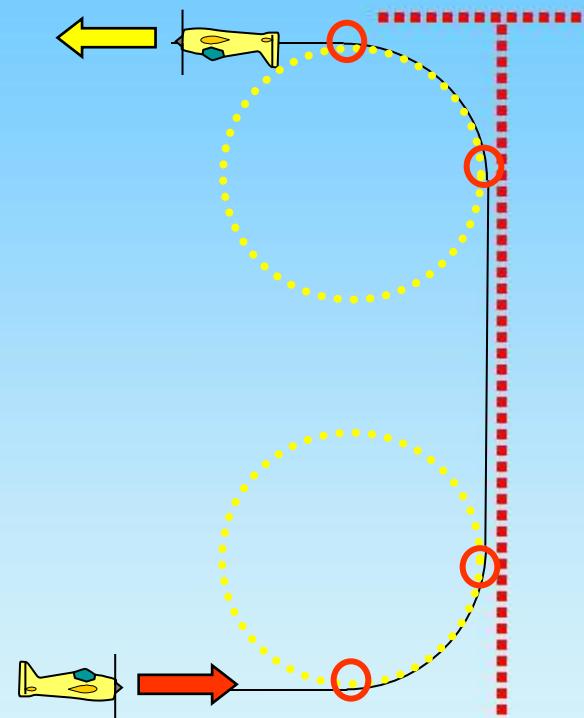


**From upright, pull through a quarter loop into a vertical upline, pull through a quarter loop, exit inverted.**

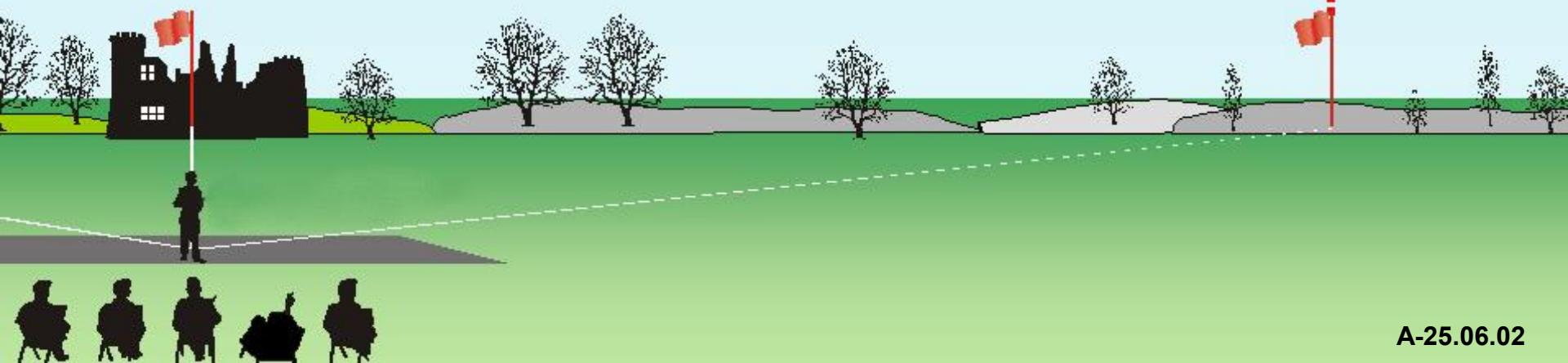




## A-27.06 Half Square Loop

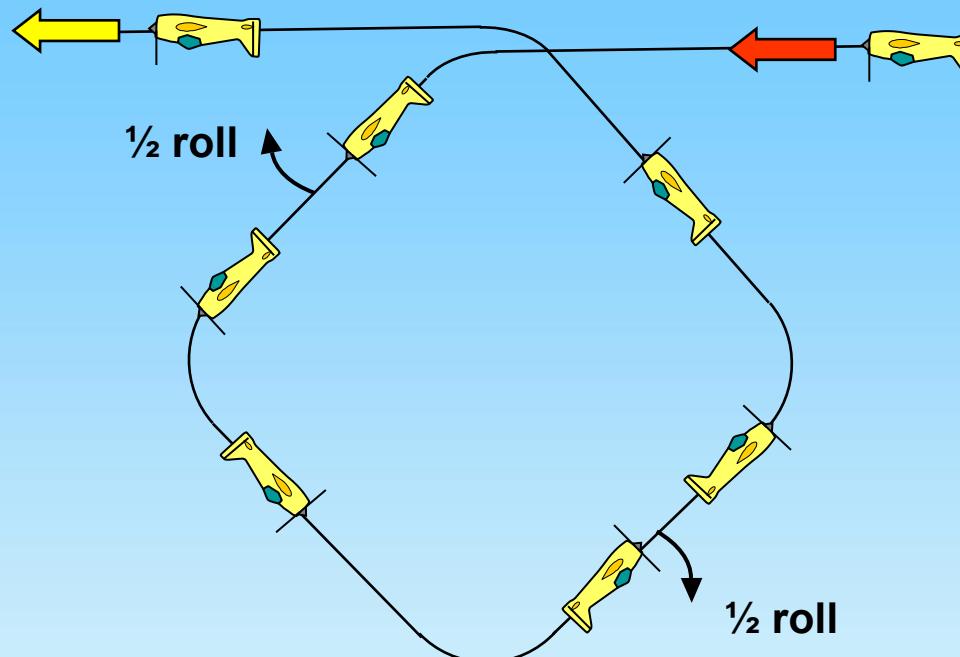


All radii are equal.





## A-27.07 Square Loop on Corner from Top with half roll, half roll

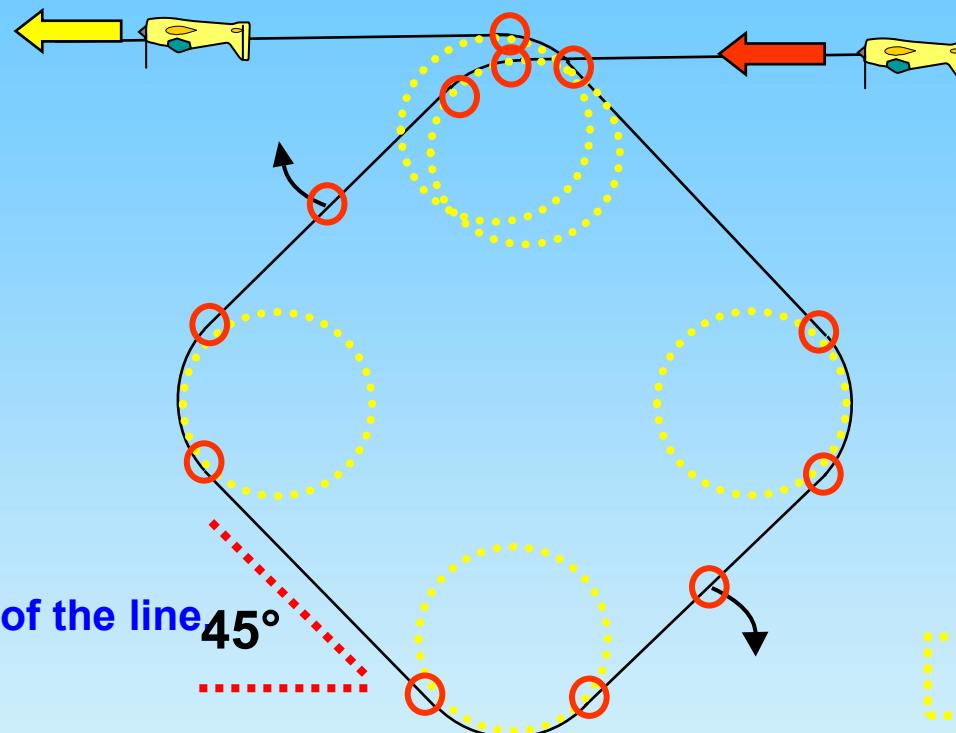


From inverted, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{8}$  loop, exit inverted.



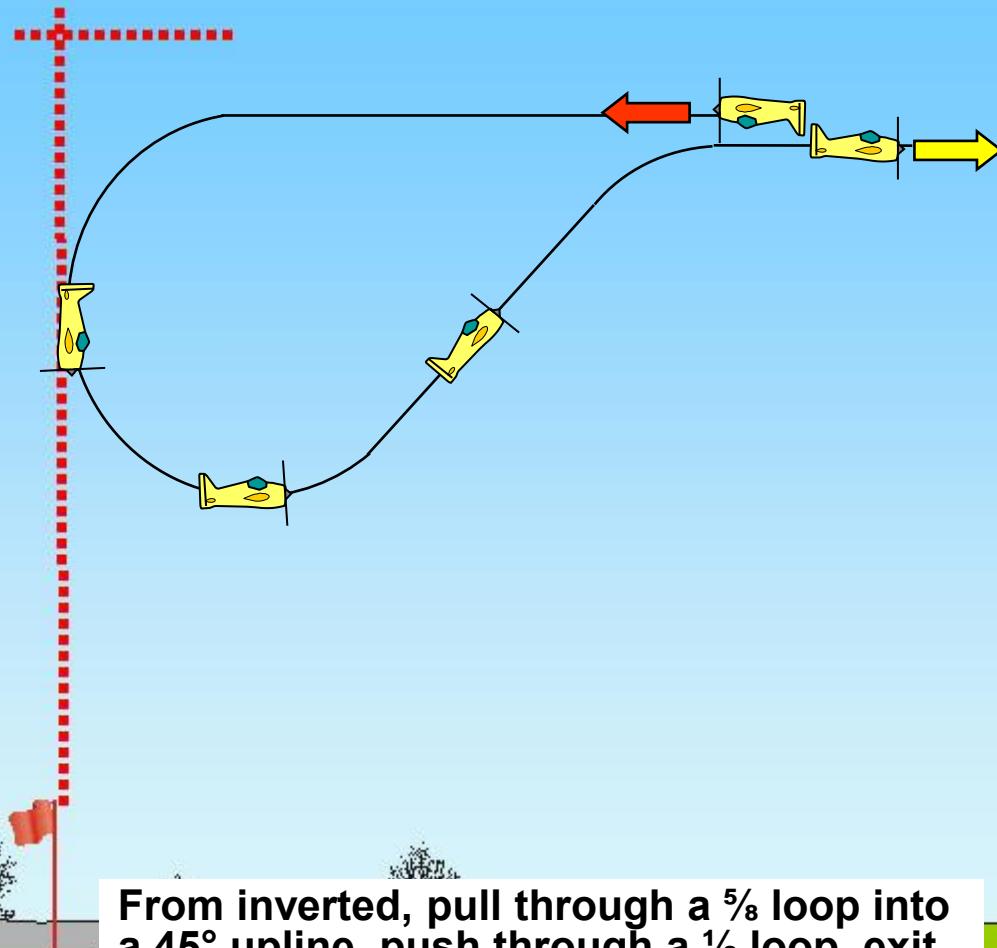


## A-27.07 Square Loop on corner from Top with half roll, half roll





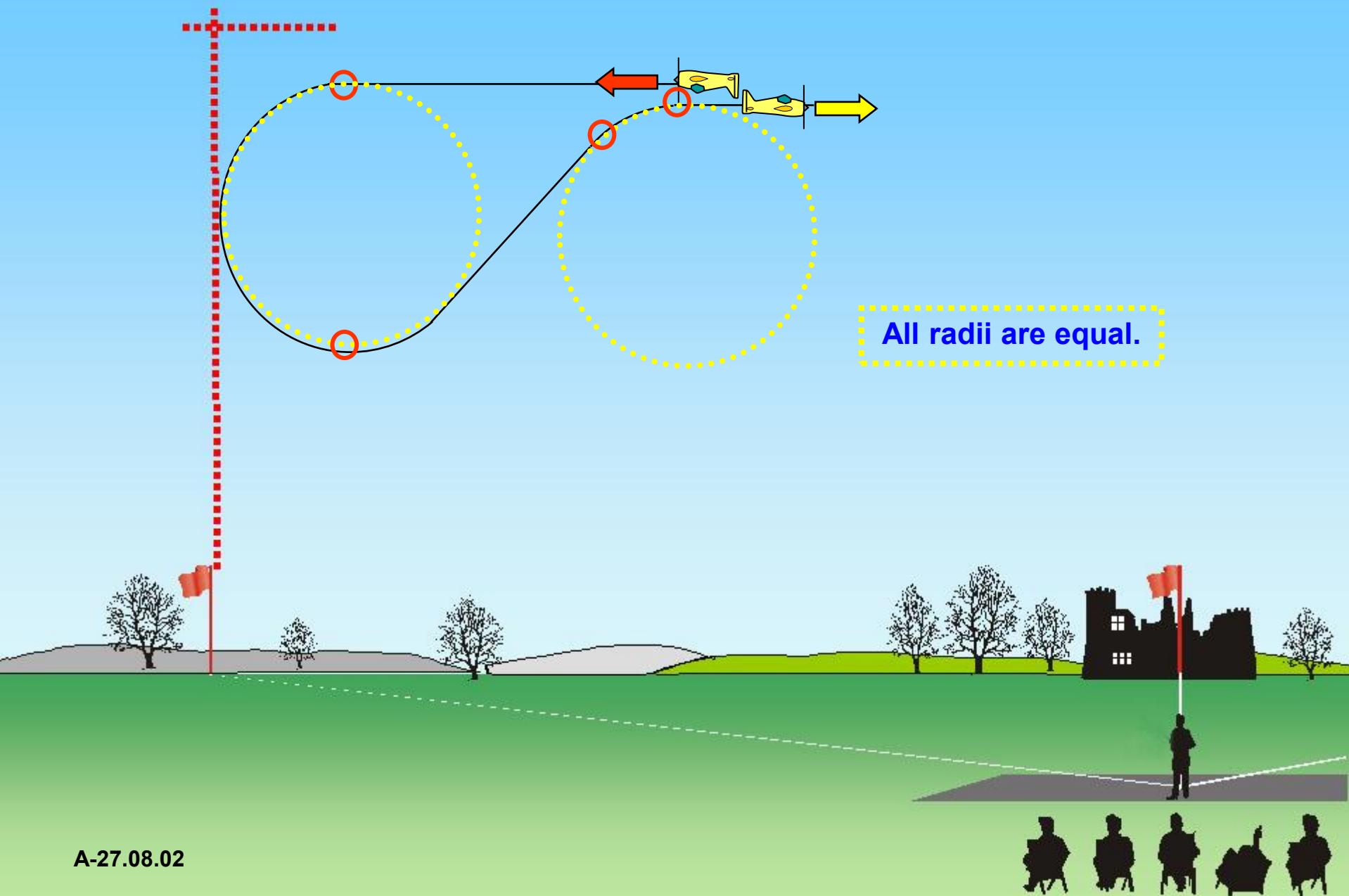
## A-27.08 Half Cuban Eight from Top



**From inverted, pull through a  $\frac{5}{8}$  loop into a  $45^\circ$  upline, push through a  $\frac{1}{8}$  loop, exit upright.**

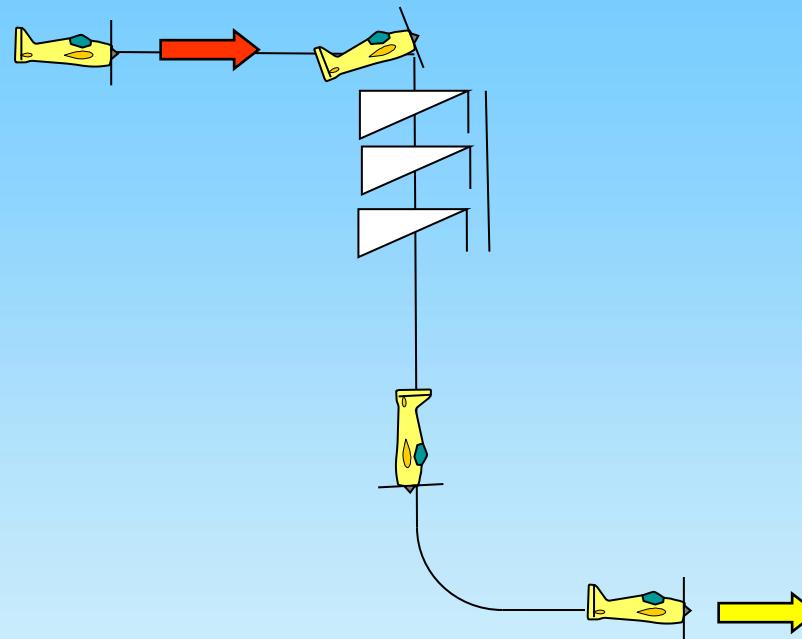


## A-27.08 Half Cuban Eight from Top





## A-27.09 Spin with three turns

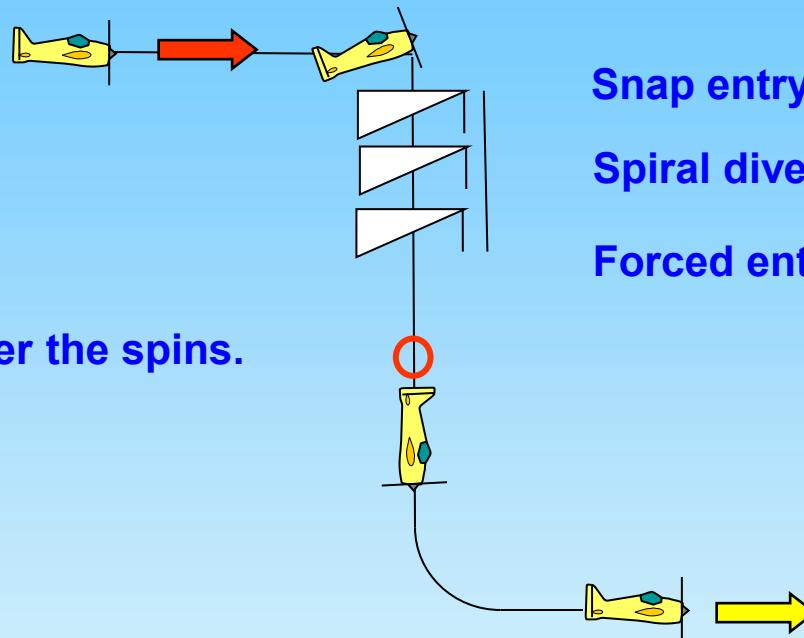


From upright, perform a spin with three turns, perform a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.





## A-27.09 Spin with three turns



**Snap entry - 0 points!**

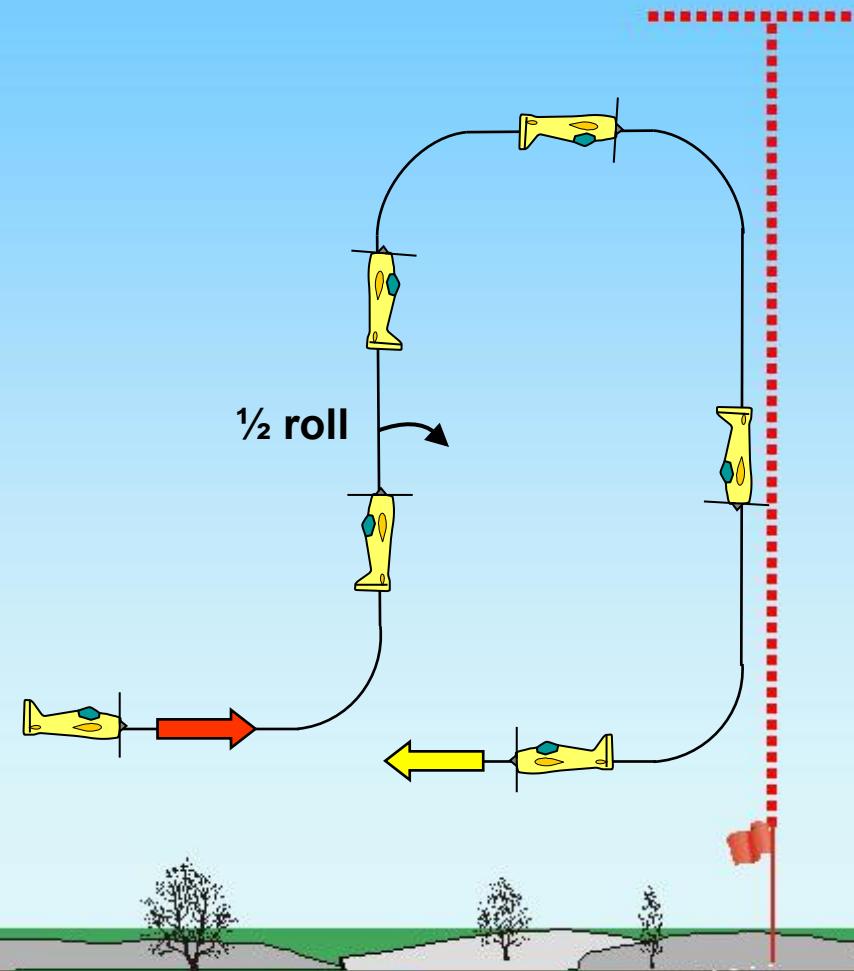
**Spiral dive - 0 points!**

**Forced entry: downgrade.**





## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll



From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop, pull through a  $\frac{1}{4}$  loop into a vertical downline, pull through  $\frac{1}{4}$  loop, exit upright.

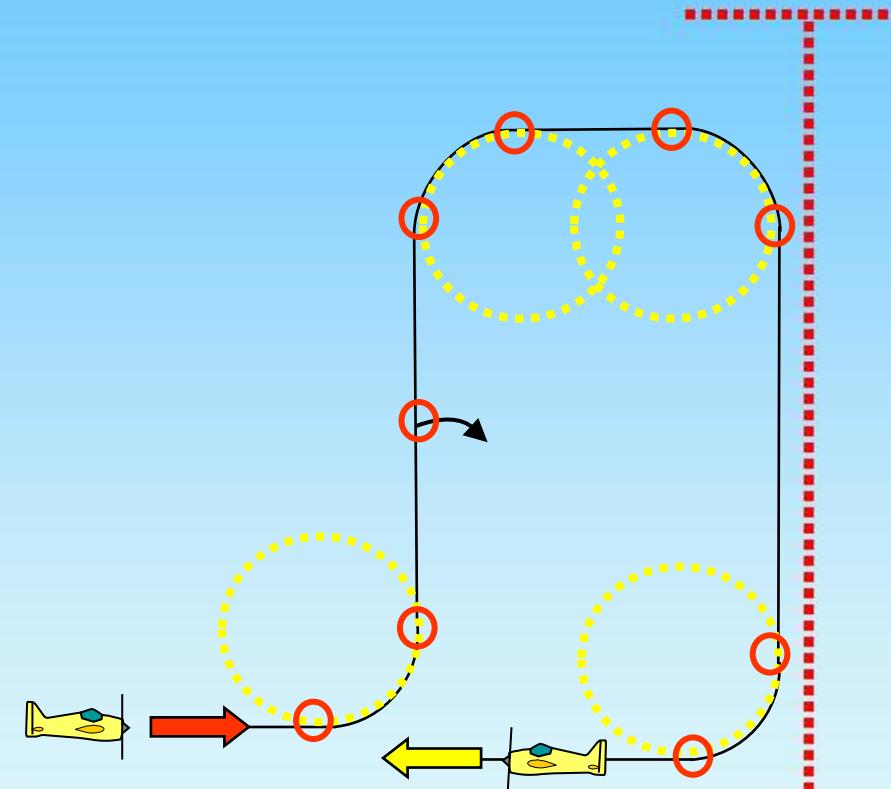




## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll

½ roll on middle of the line.

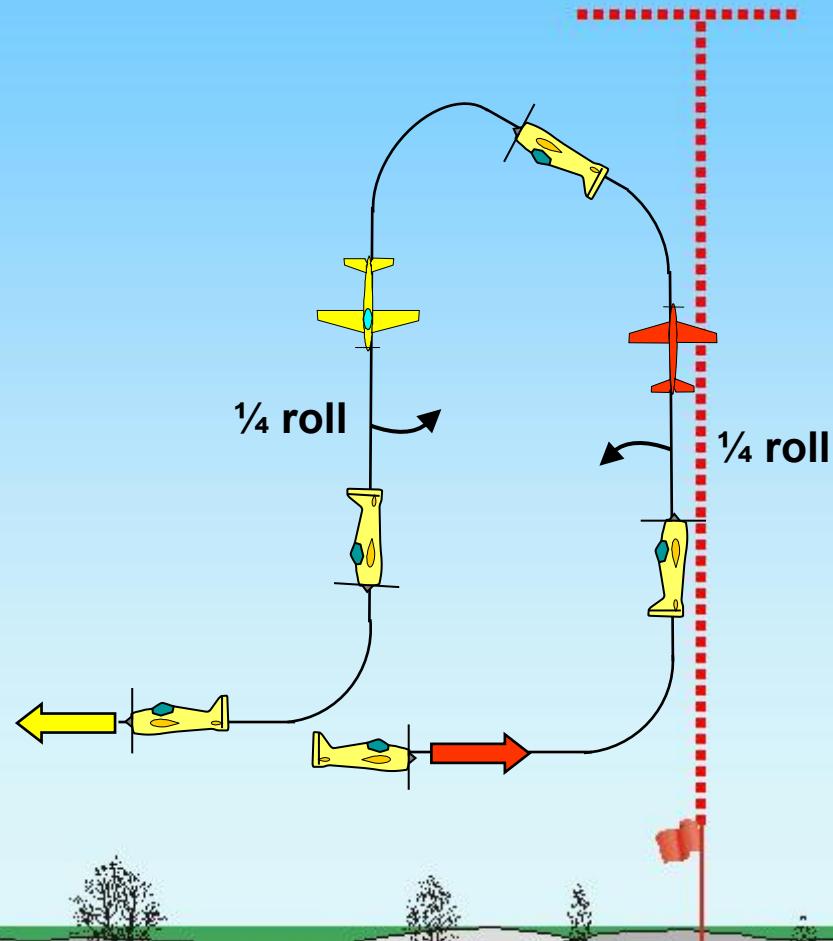
All radii are equal.





## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll

Option



Option: From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, pull through a  $\frac{1}{4}$  loop into a cross box line, pull through a  $\frac{1}{4}$  loop into a vertical downline, perform a  $\frac{1}{4}$  roll, pull through  $\frac{1}{4}$  loop, exit upright.



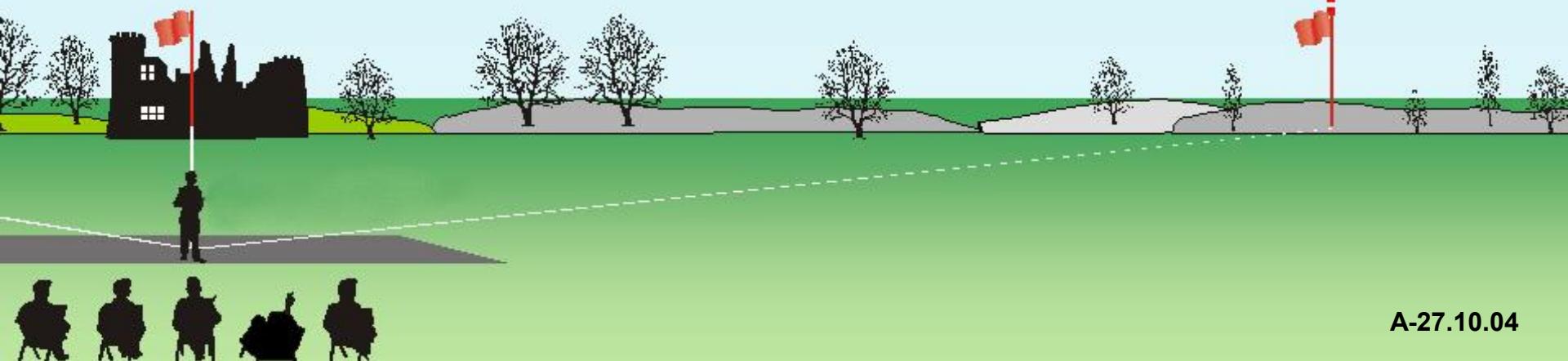
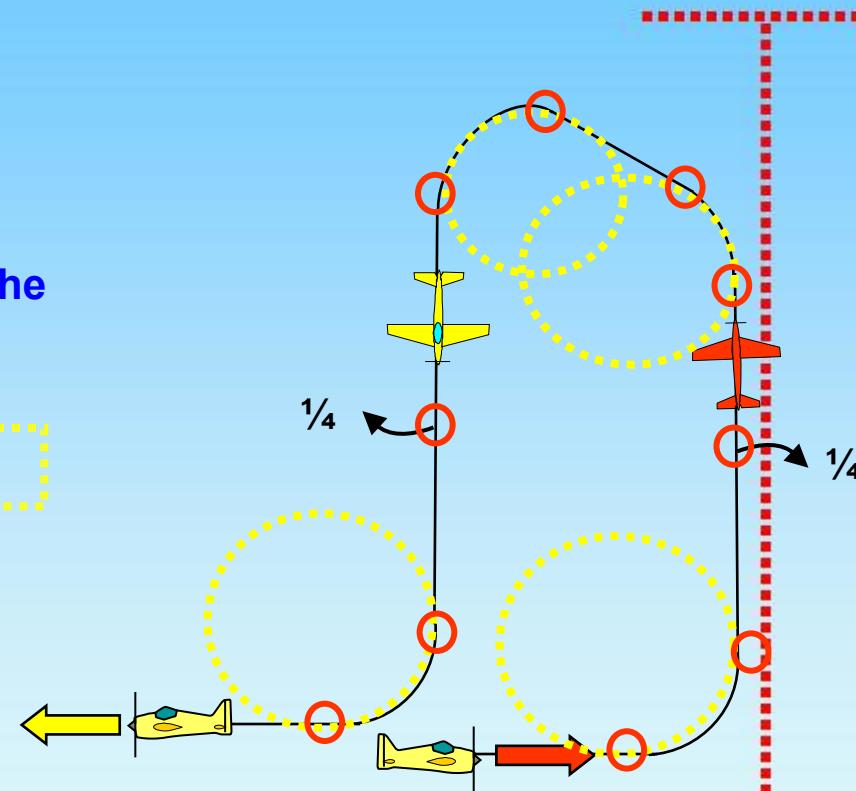


## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll

Option

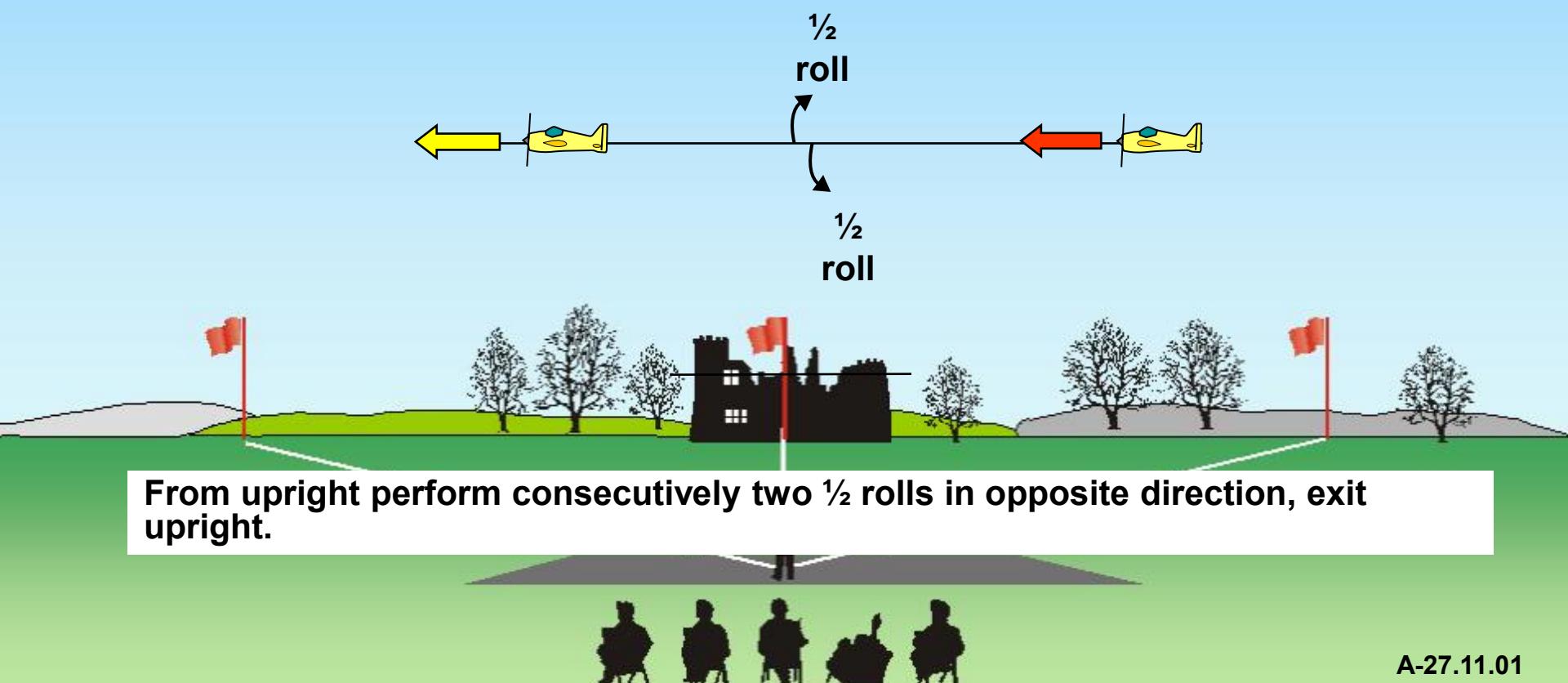
Part rolls on middle of the line.

All radii are equal.





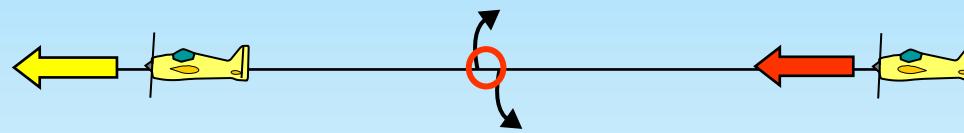
## A-27.11 Two consecutive half rolls





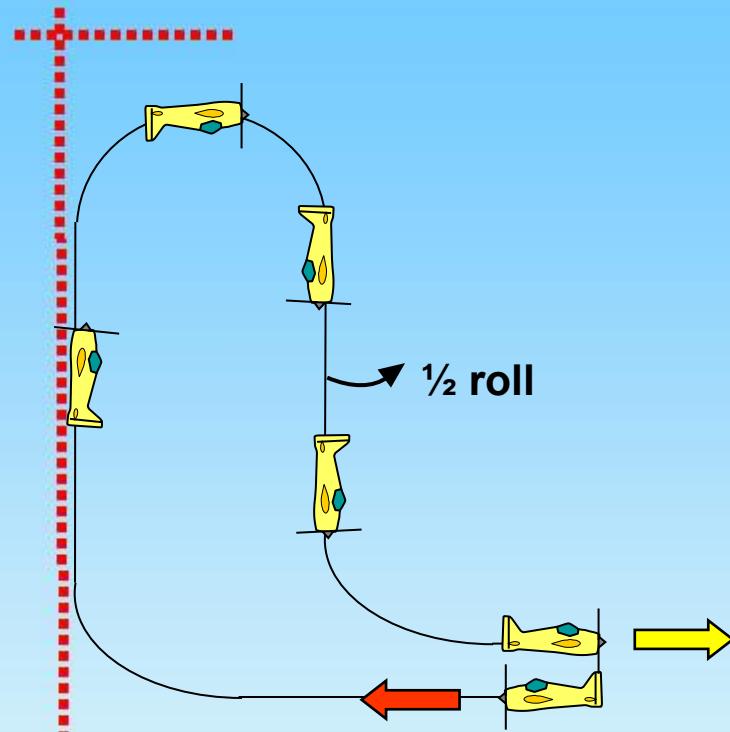
## A-27.11 Two consecutive half rolls

Between rolls and part rolls in opposite direction there must be no line.

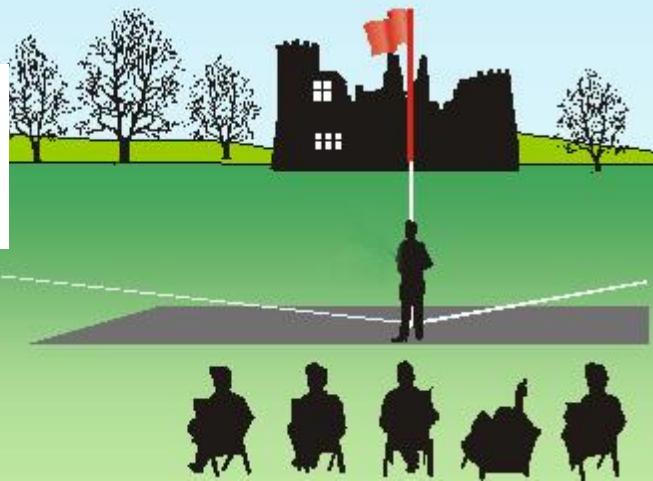




## A-27.12 Pull-Pull-Pull Humpty Bump with half roll

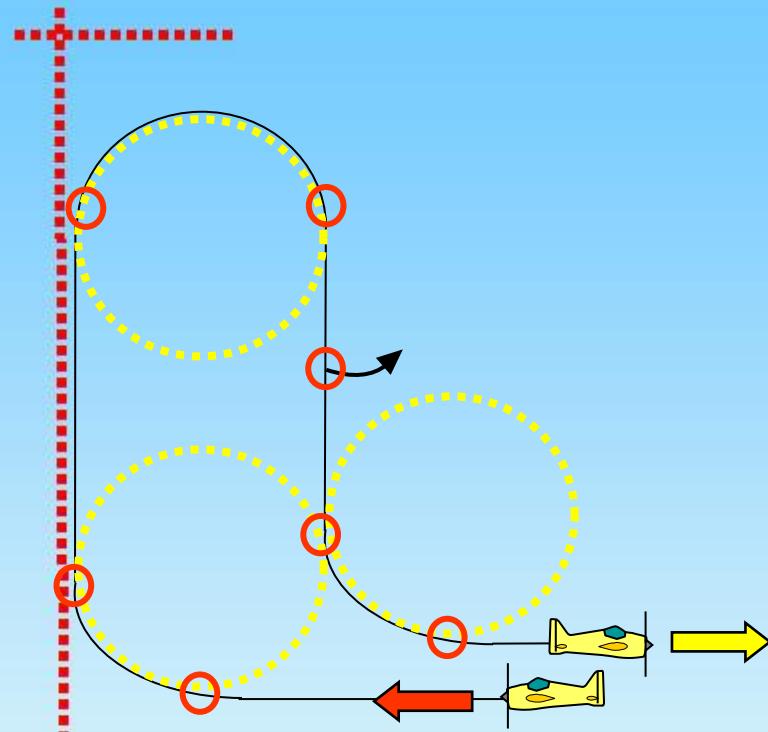


From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, pull through a half loop into a vertical downline, perform a half roll, pull through a  $\frac{1}{4}$  loop, exit upright.



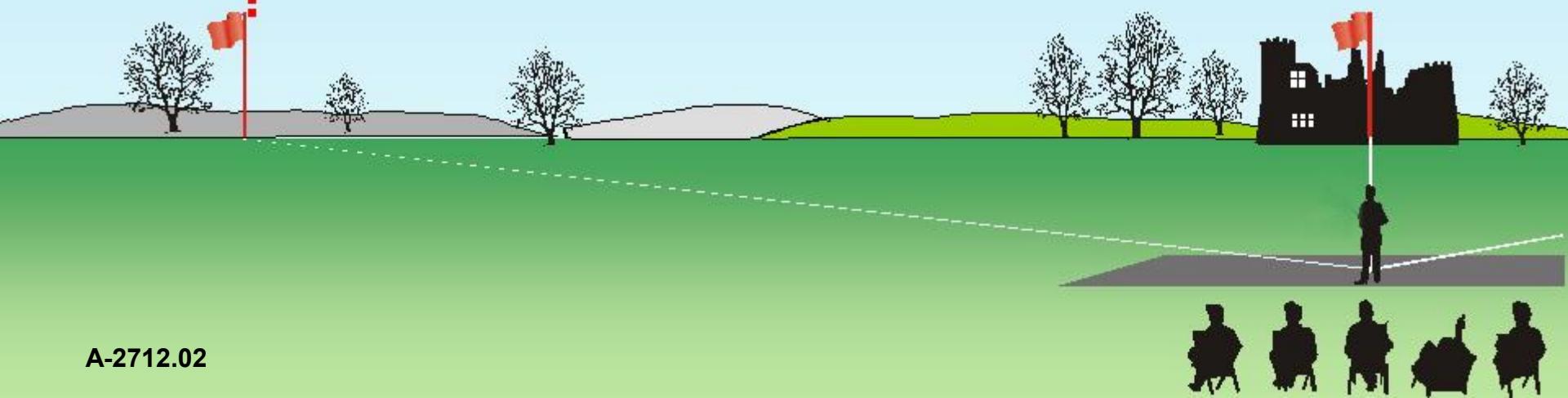


## A-27.12 Pull-Pull-Pull Humpty Bump with half roll



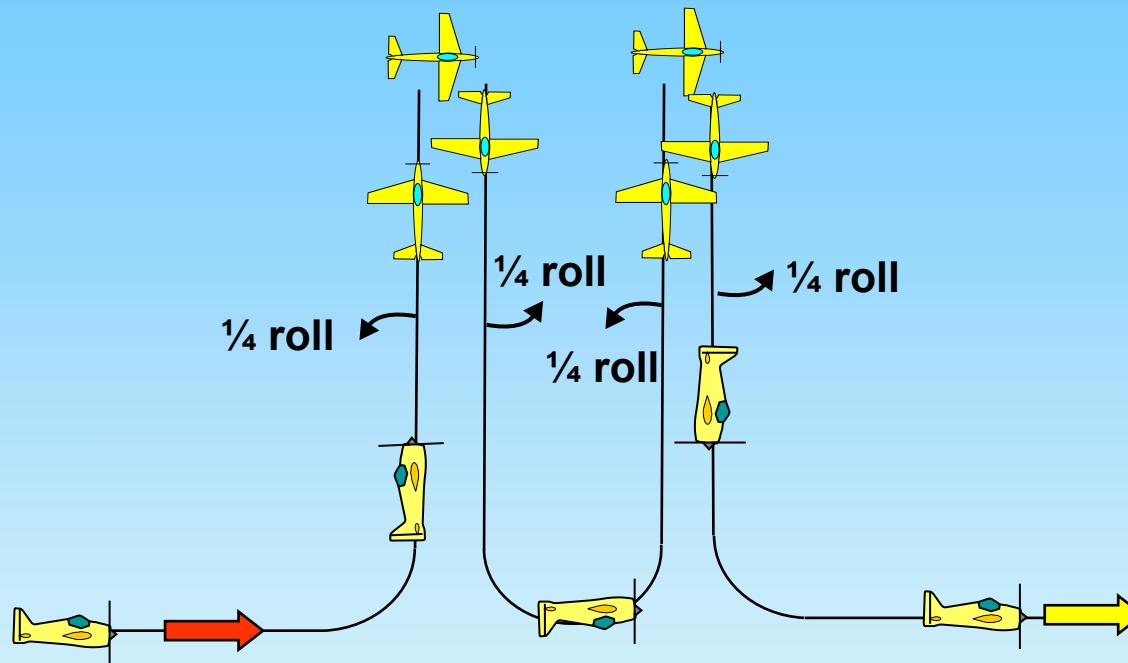
½ roll on middle of the line.

All radii are equal.





## A-27.13 Figure M with quarter roll, quarter roll, quarter roll, quarter roll



From upright, before centre, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into a vertical downline, perform a  $\frac{1}{4}$  roll, push through a half loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into a vertical downline, perform a  $\frac{1}{4}$  roll, pull through a  $\frac{1}{4}$  loop, exit upright.

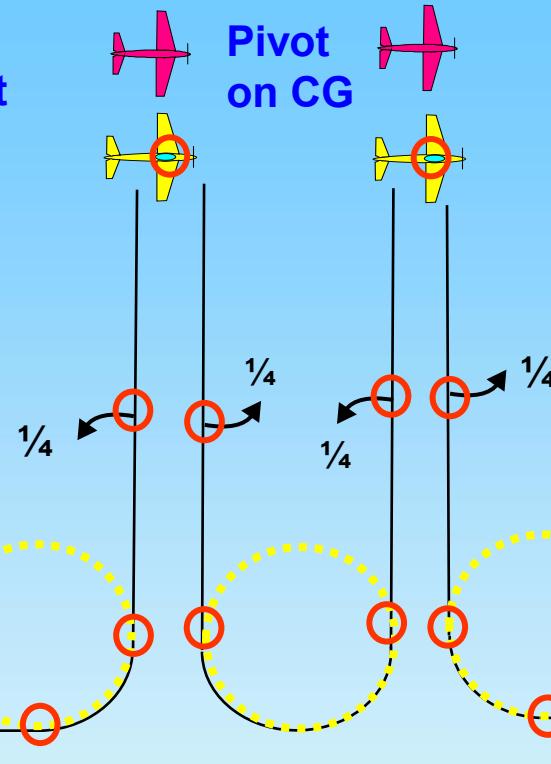




## A-27.13 Figure M with quarter roll, quarter roll, quarter roll, quarter roll

Stop before pivot

Part rolls on middle of the lines.

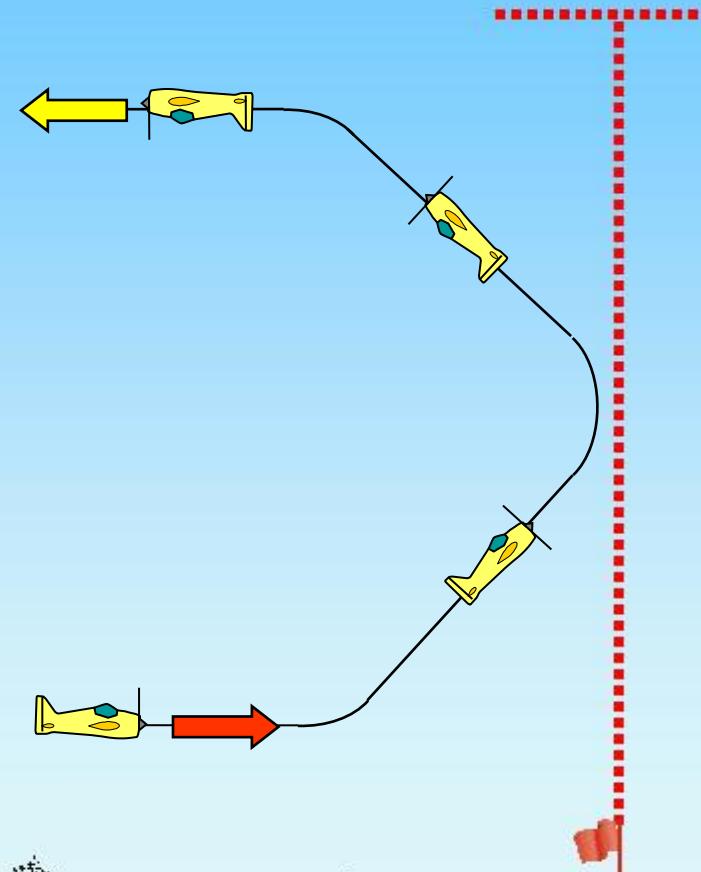


Two wing spans or more  
- zero points!





## A-27.14 Half Square Loop on Corner



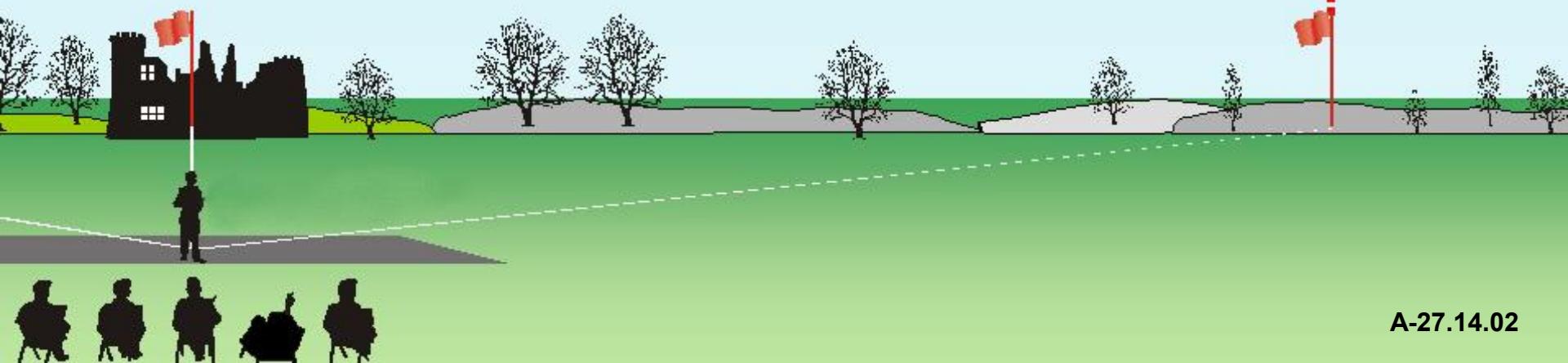
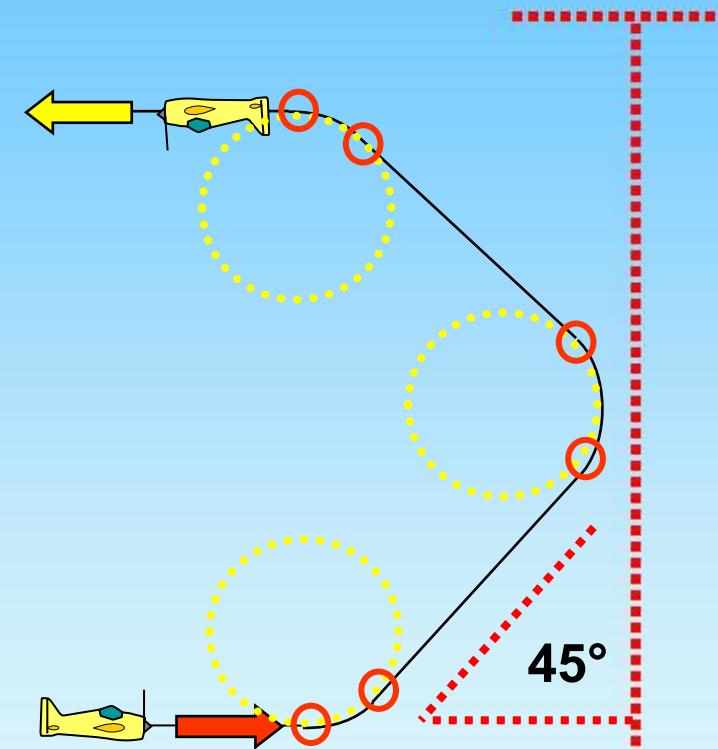
**From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{8}$  loop, exit inverted.**





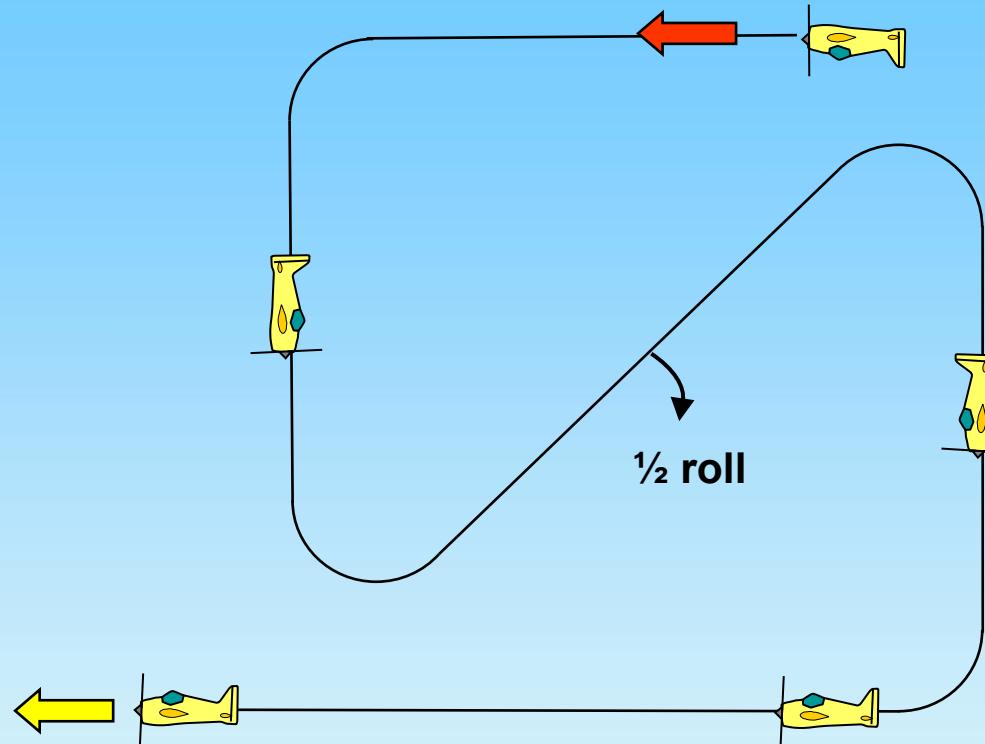
## A-27.14 Half Square Loop on Corner

All radii are equal.





## A-27.15 Square from Top with half roll

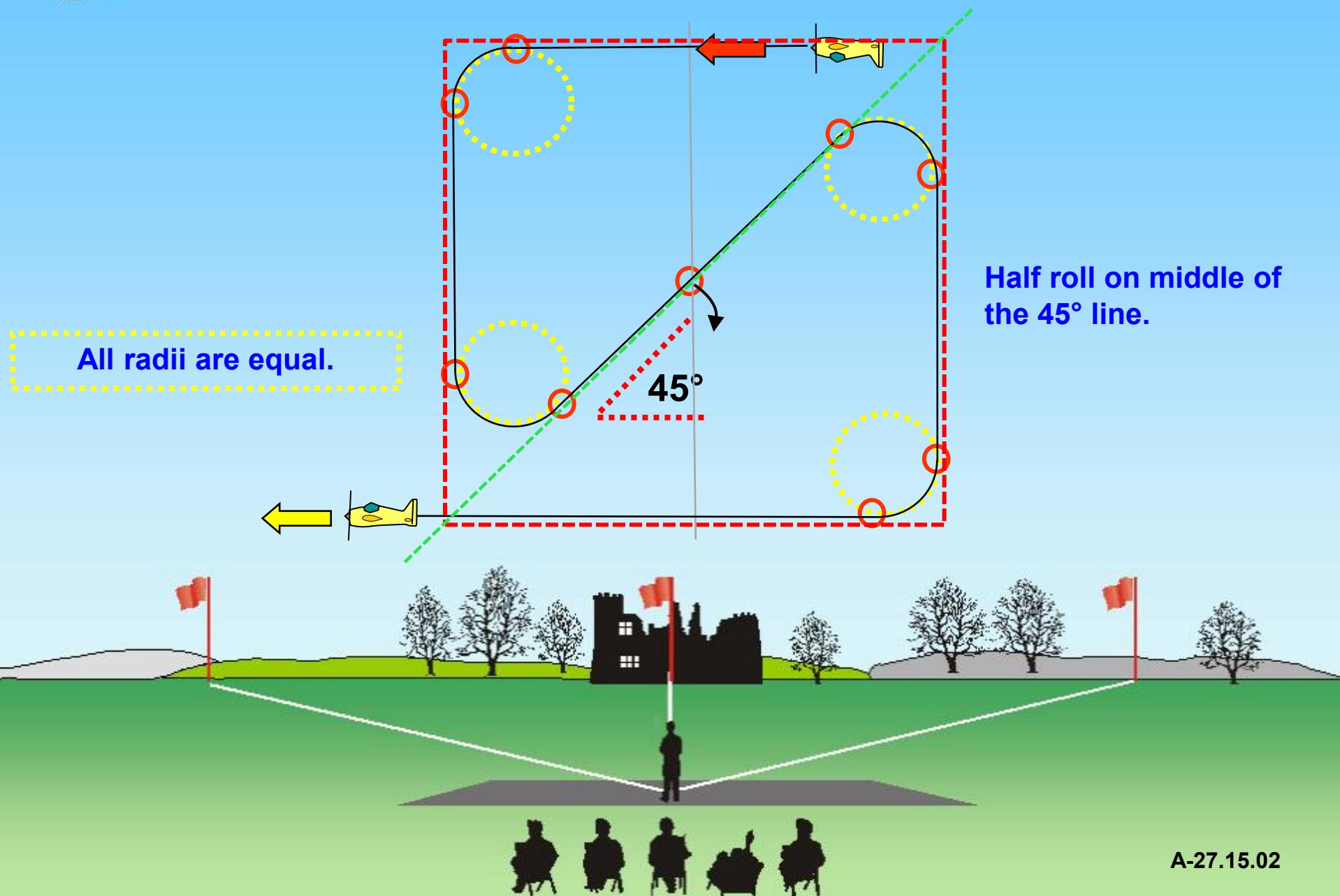


From inverted, fly past centre, pull through a  $\frac{1}{4}$  loop into a vertical downline, pull through a  $\frac{3}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{3}{8}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.





## A-27.15 Square from Top with half roll

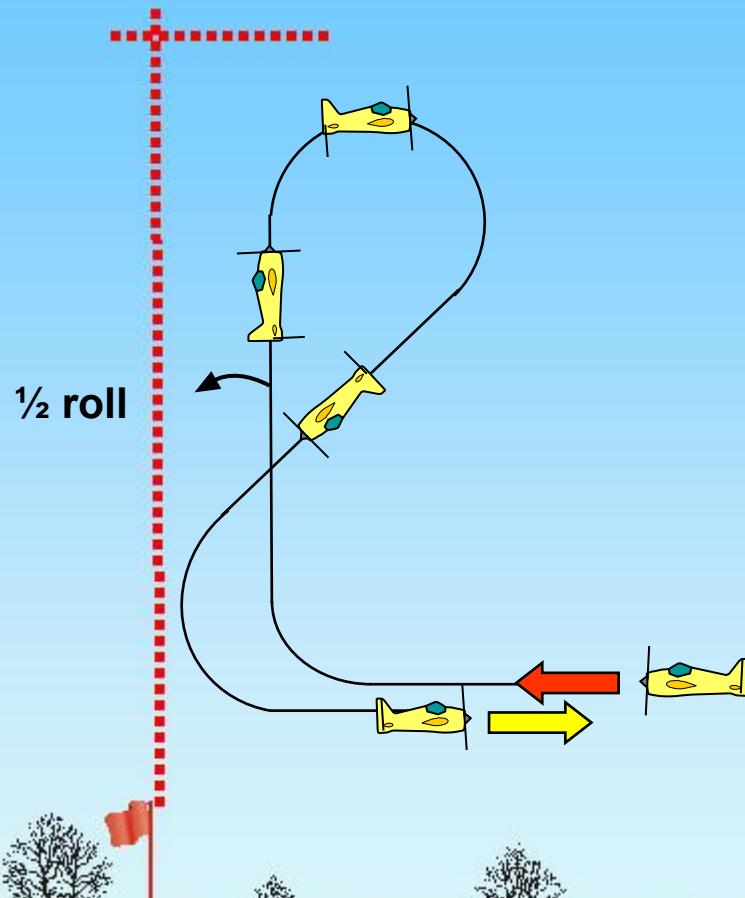


All radii are equal.

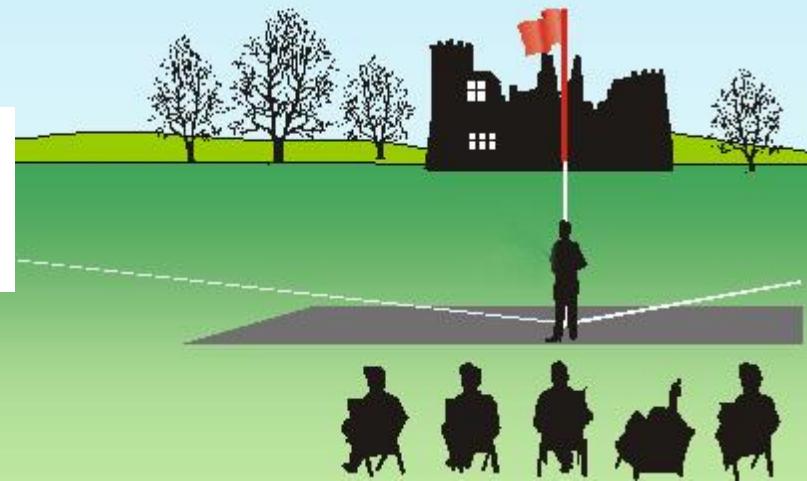
Half roll on middle of the  $45^\circ$  line.



## A-27.16 Reverse Figure ET with half roll

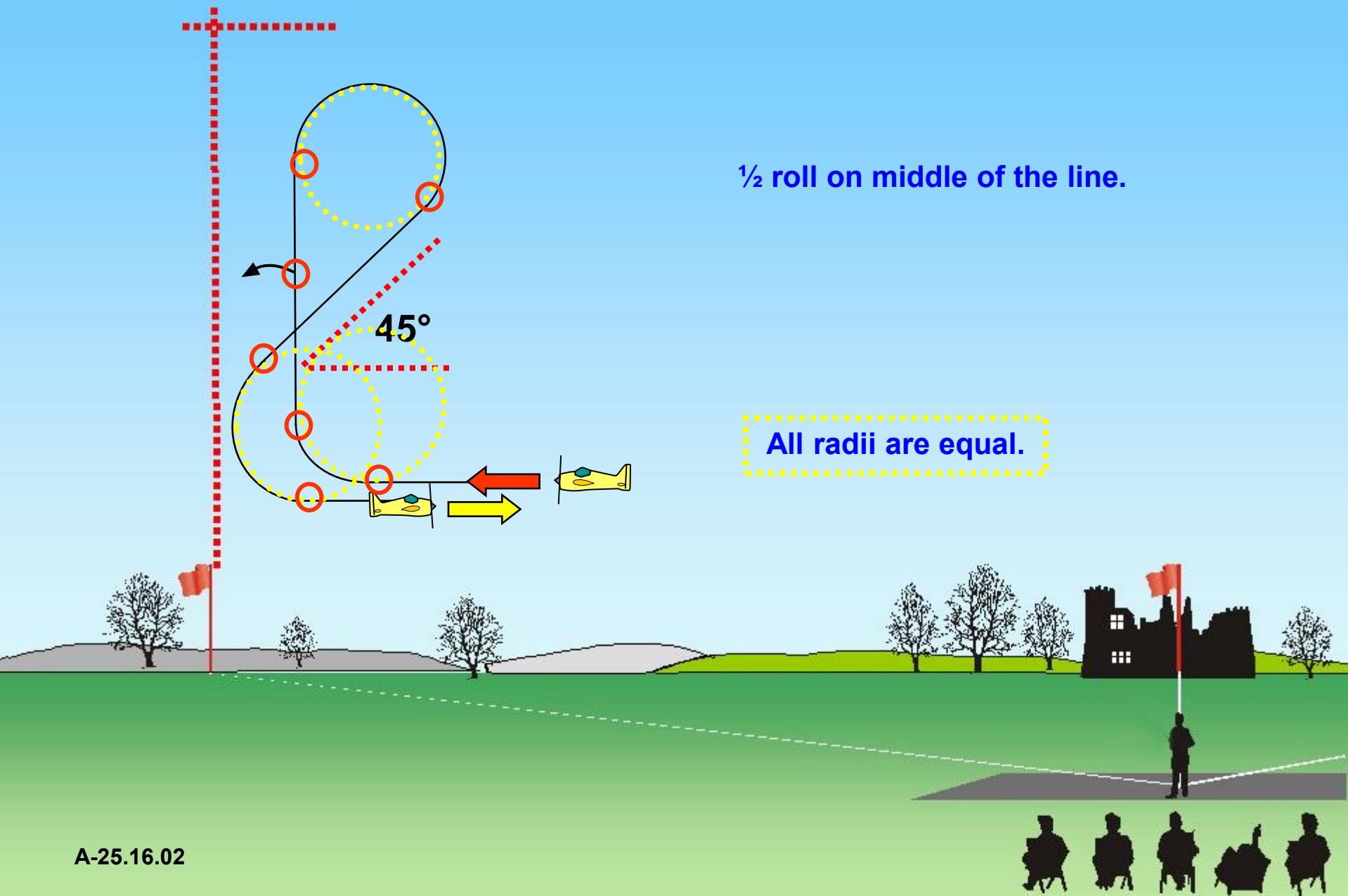


From upright, pull through  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{5}{8}$  loop into a  $45^\circ$  downline, pull through a  $\frac{3}{8}$  loop, exit upright.



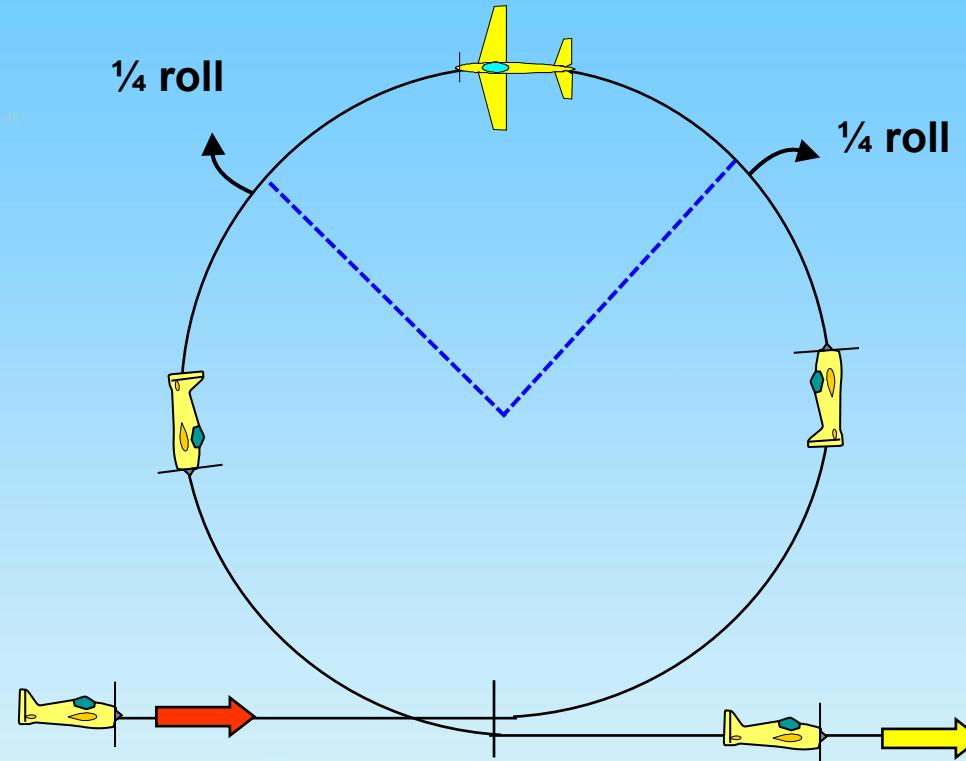


## A-27.16 Reverse Figure ET with half roll





## A-27.17 Loop with knife-edge flight

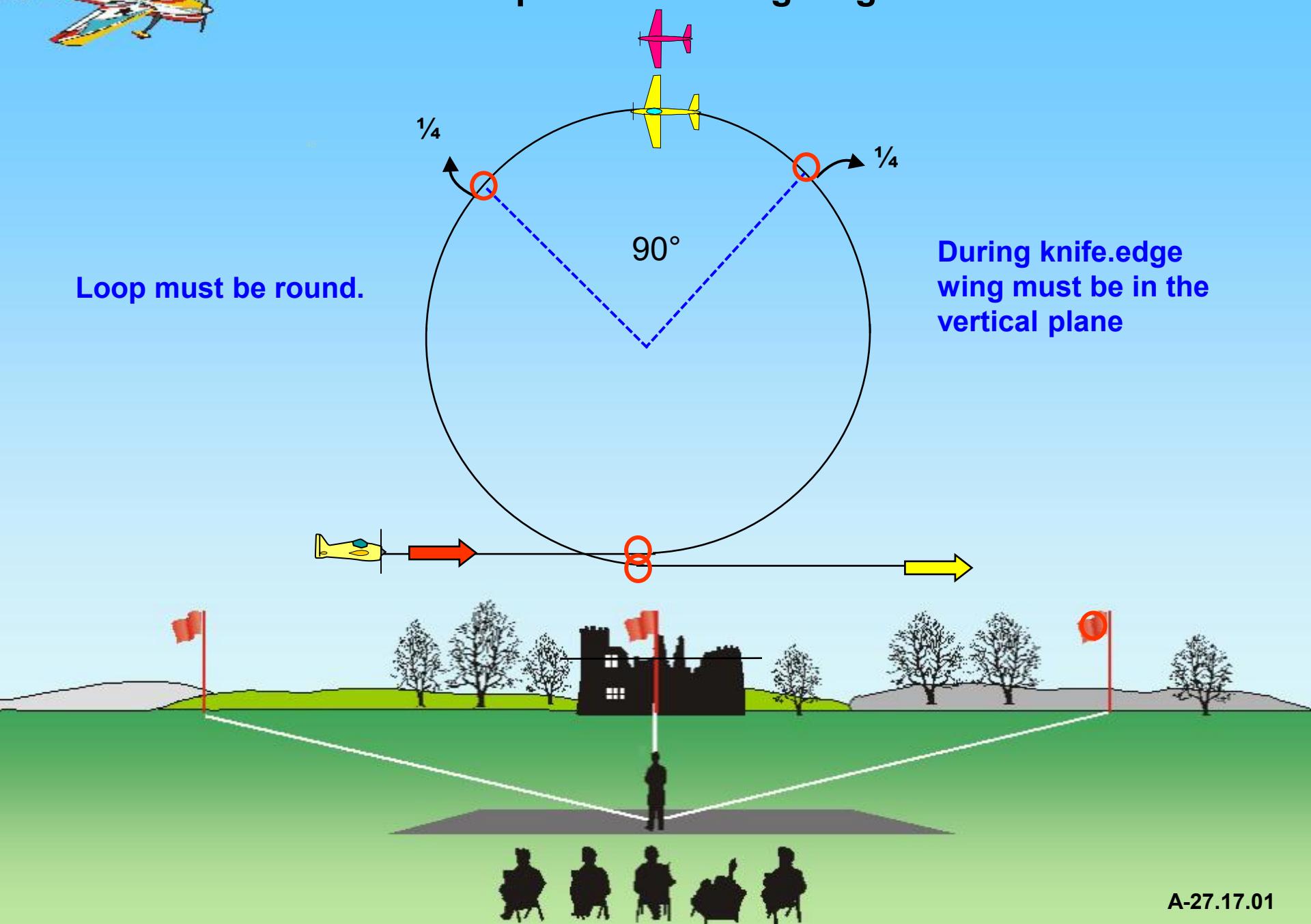


From upright, pull through a loop, perform a  $\frac{1}{4}$  roll into a knife-edge flight over top  $90^\circ$  of the loop, perform a  $\frac{1}{4}$  roll, exit upright.





## A-27.17 Loop with knife-edge flight

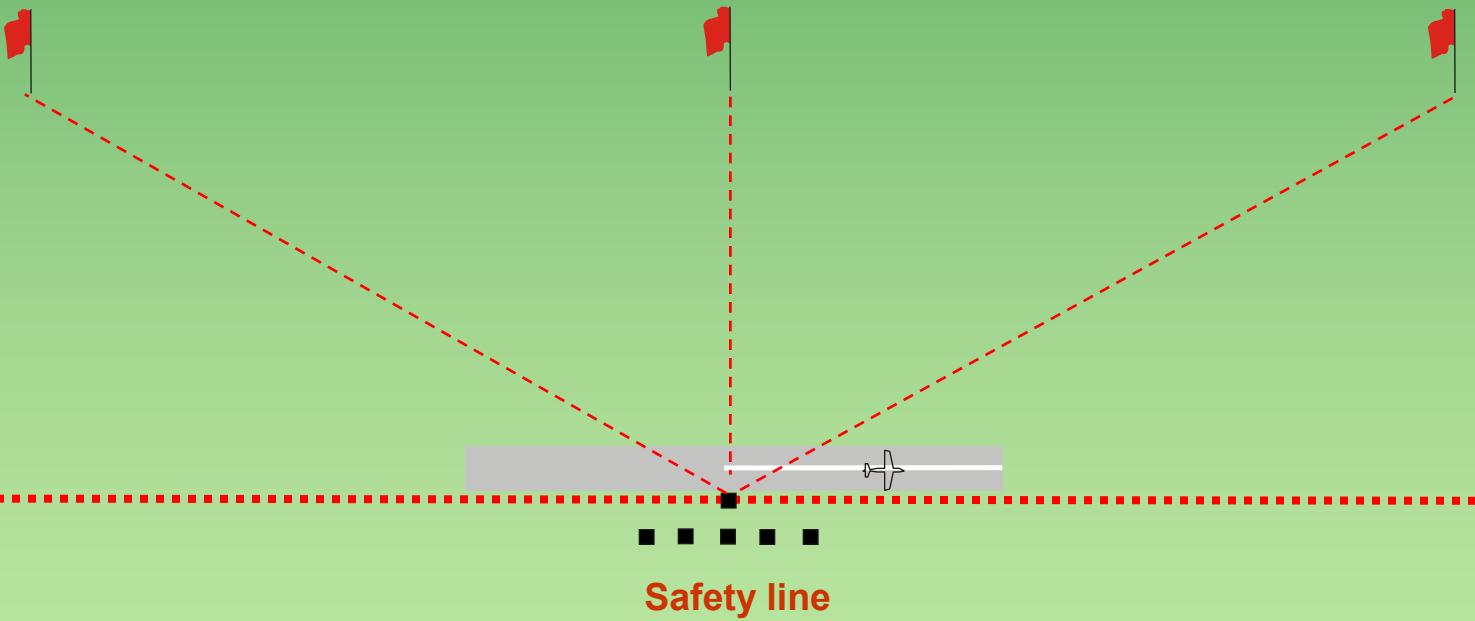




## Landing procedure ( not judged, not scored )

The direction of the landing may be different to the take off.

 **wind**



**Forget WHO is flying**  
(friend, rival, countryman, flier from other nation)

**Forget WHAT is flying**  
(2-stroke, 4-stroke, electric)

**LOOK ONLY AT LINES DESCRIBED IN THE SKY!**

Bob Skinner



**Thank you!**

© Peter Uhlig, September 2025