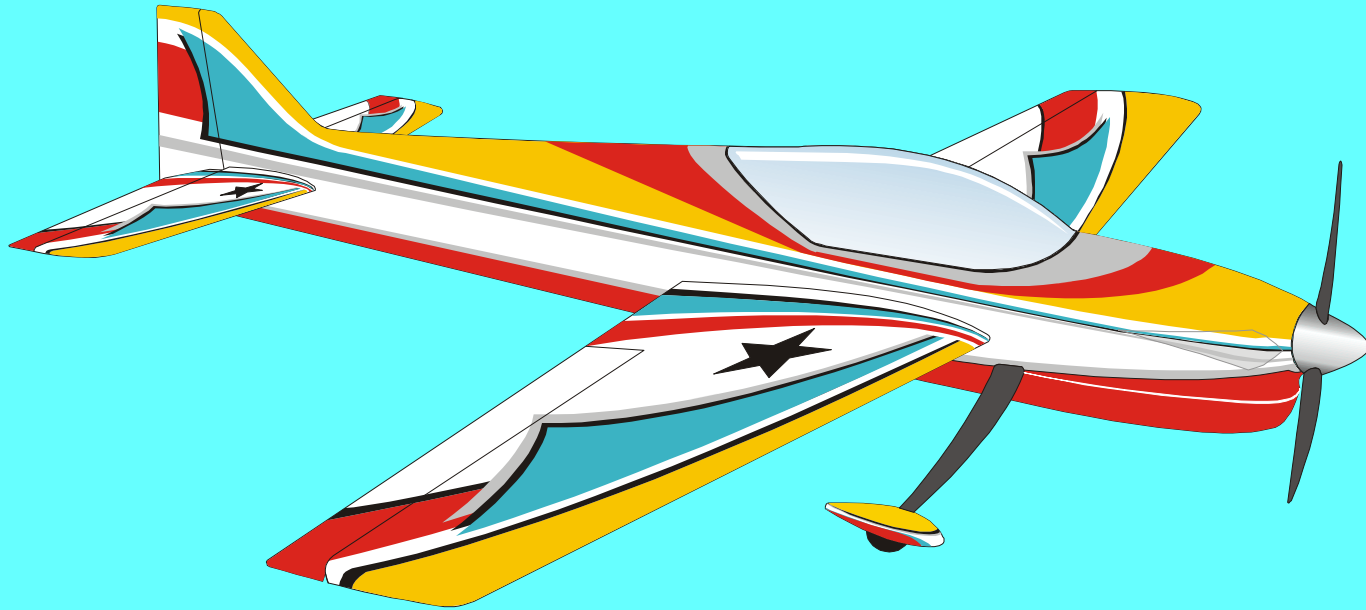


# Flying and Judging F3A

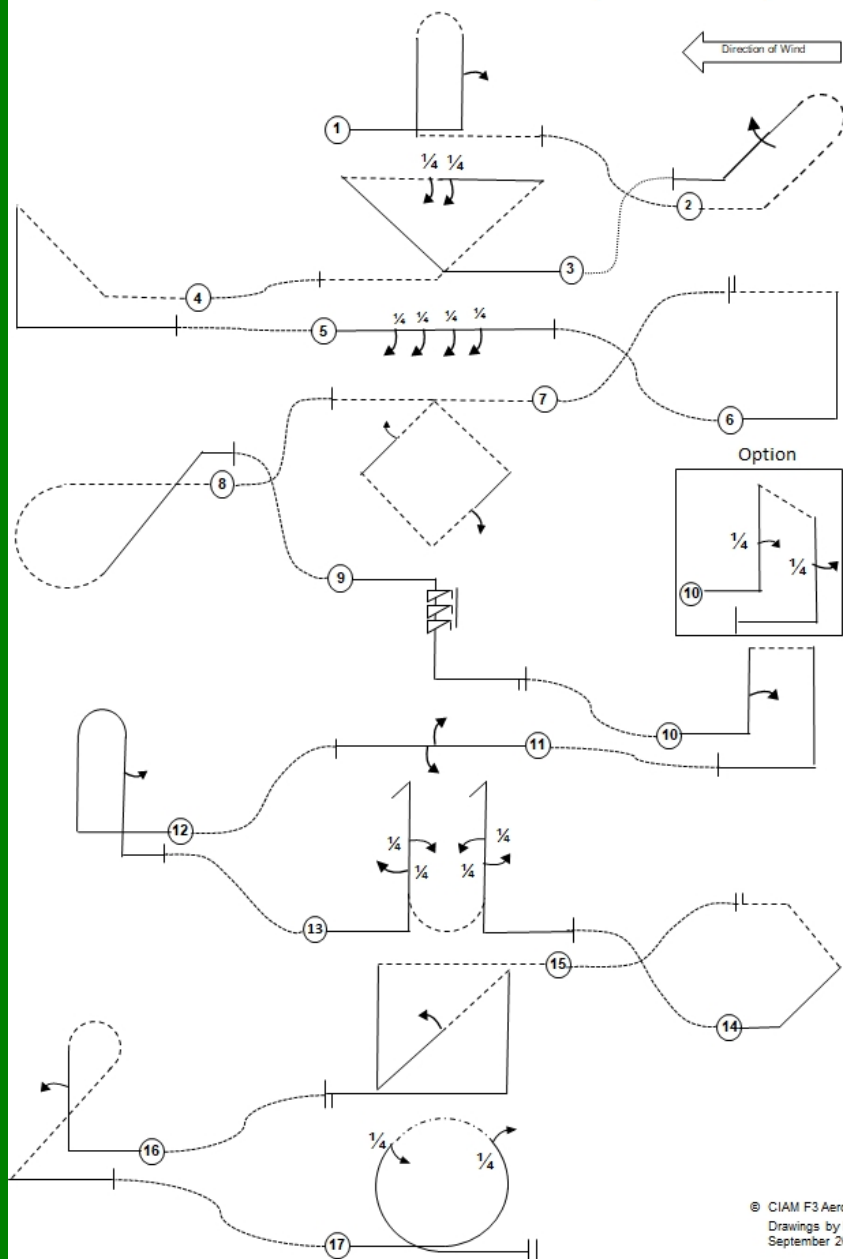
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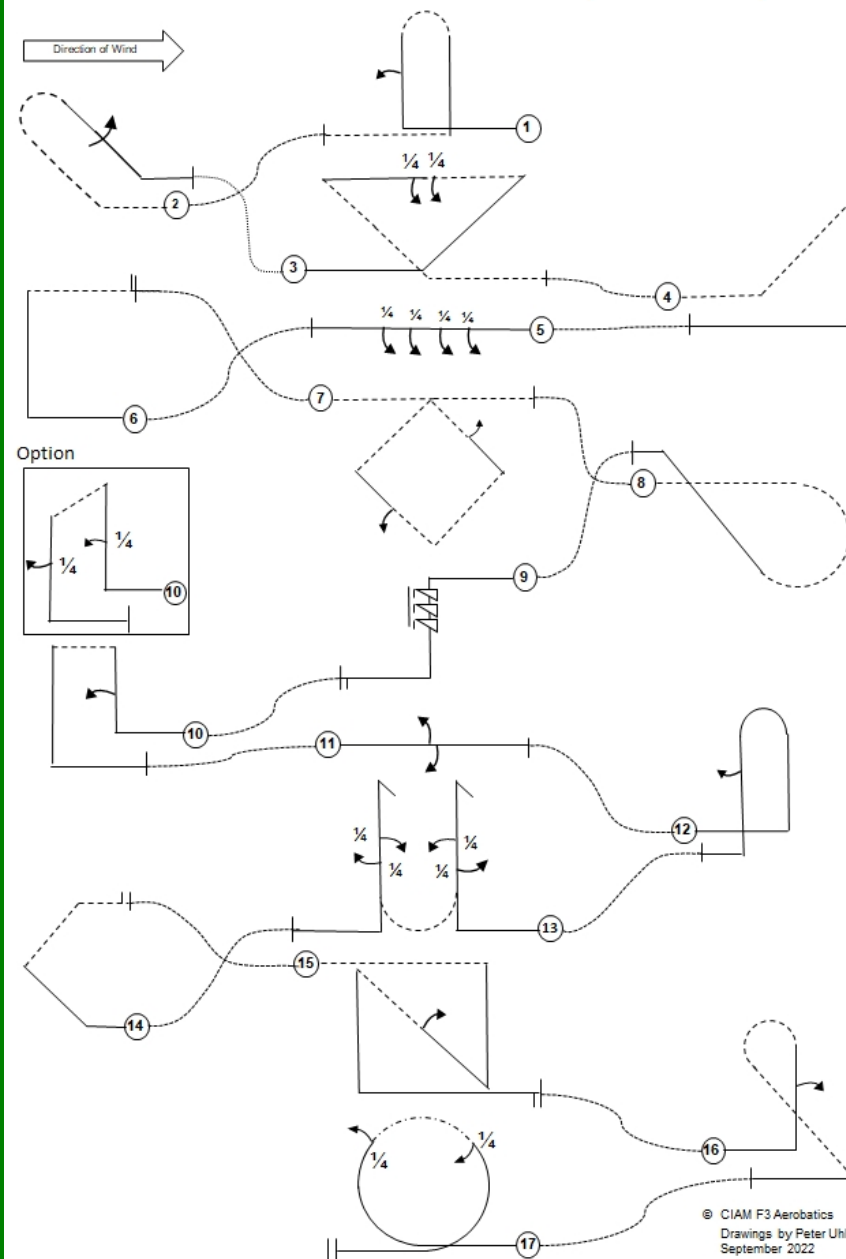
**SCHEMATIC MANOEUVRE ILLUSTRATIONS**  
**SCHEDULE A-27**

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



© CIAM F3 Aerobatics  
Drawings by Peter Uhlig  
September 2022

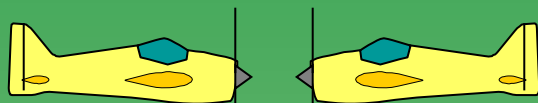
# ADVANCED SCHEDULE F3A A-27 (2026 – 2027)



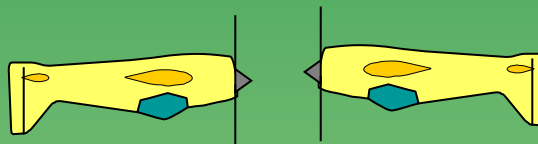
© CIAM F3 Aerobatics  
Drawings by Peter Uhlig  
September 2022



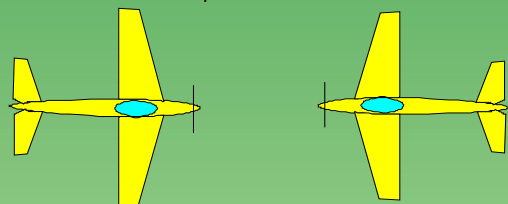
# Explanations:



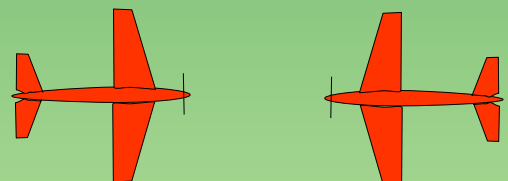
Aircraft upright



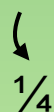
Aircraft inverted



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



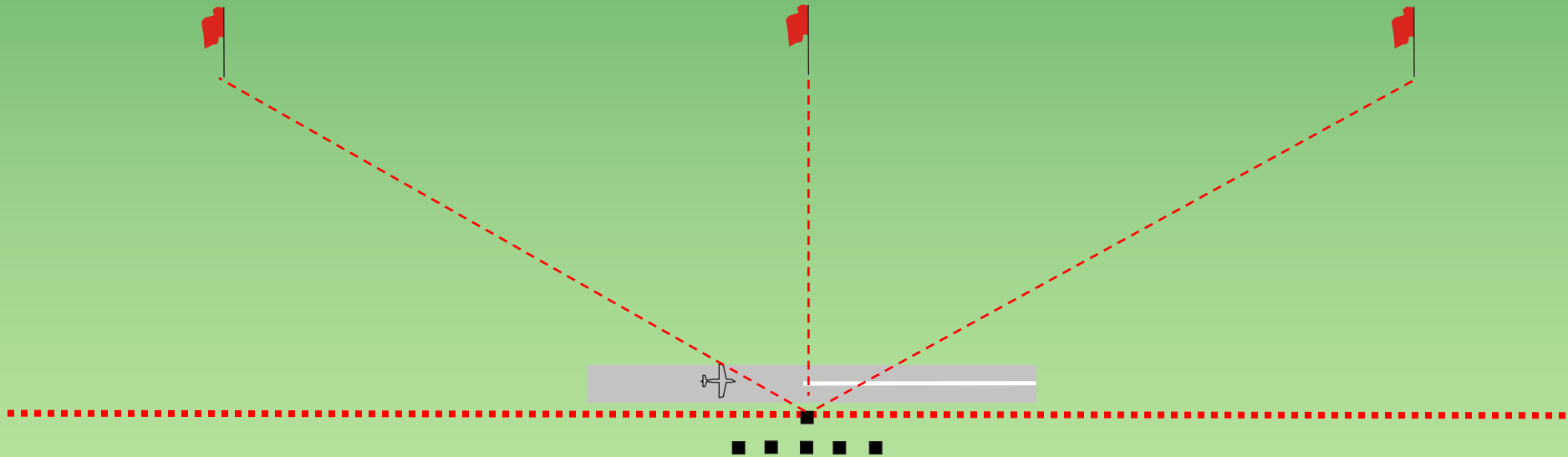
reference points



# Take-off procedure ( not judged, not scored )



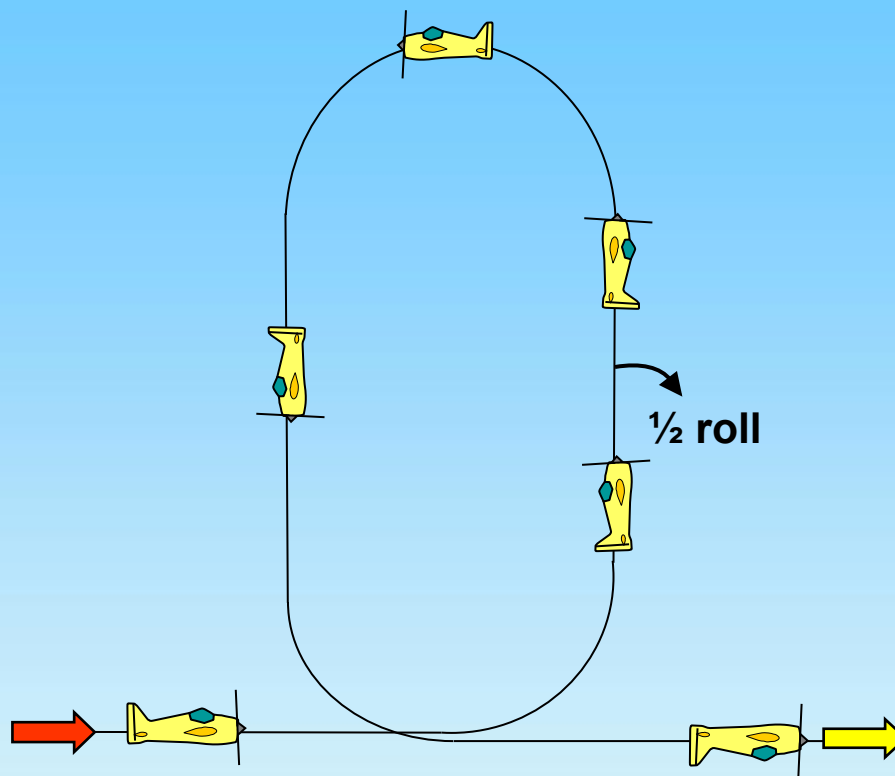
wind



Safety line



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

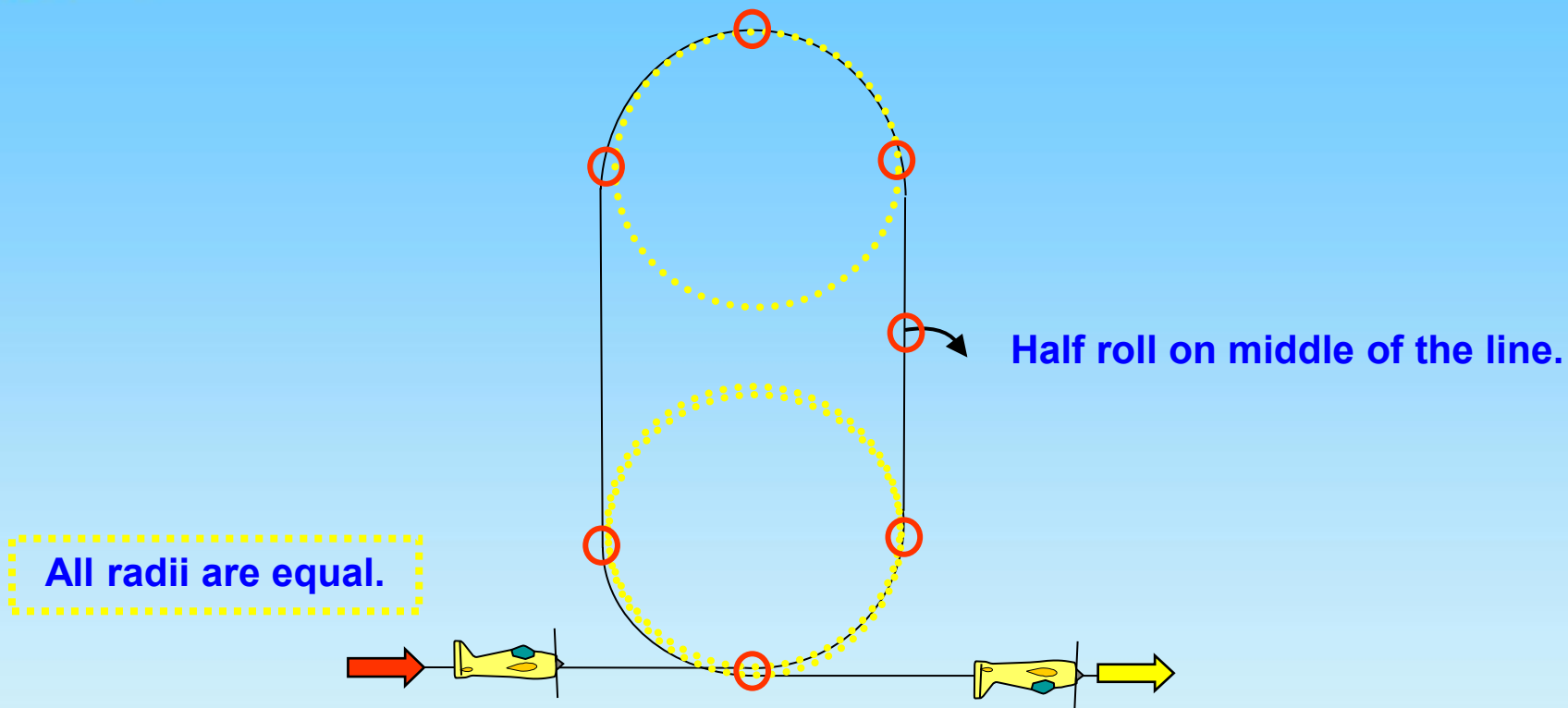


From upright, at centre, pull through a quarter loop into a vertical upline, perform a  $\frac{1}{2}$  roll, push through a half loop into a vertical downline, push through a  $\frac{1}{4}$  loop, exit inverted



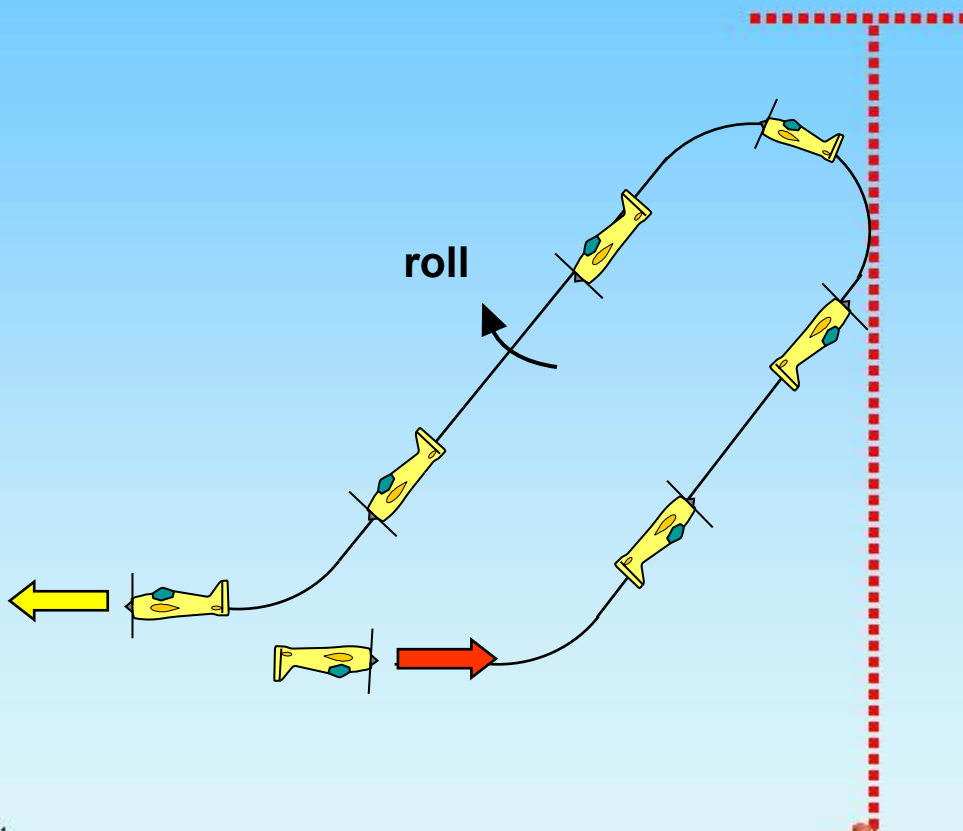


## A-27.01 Pull-Push-Push Humpty Bump with half roll

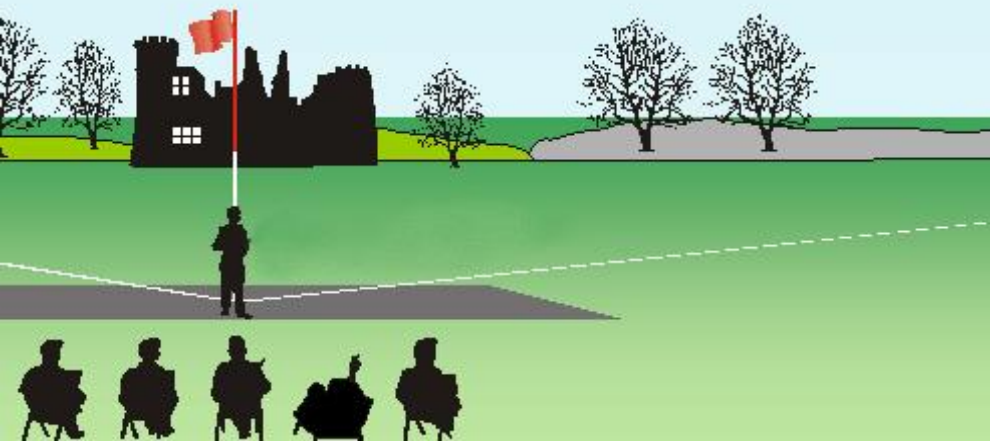




## A-27.02 Trombone with roll



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.

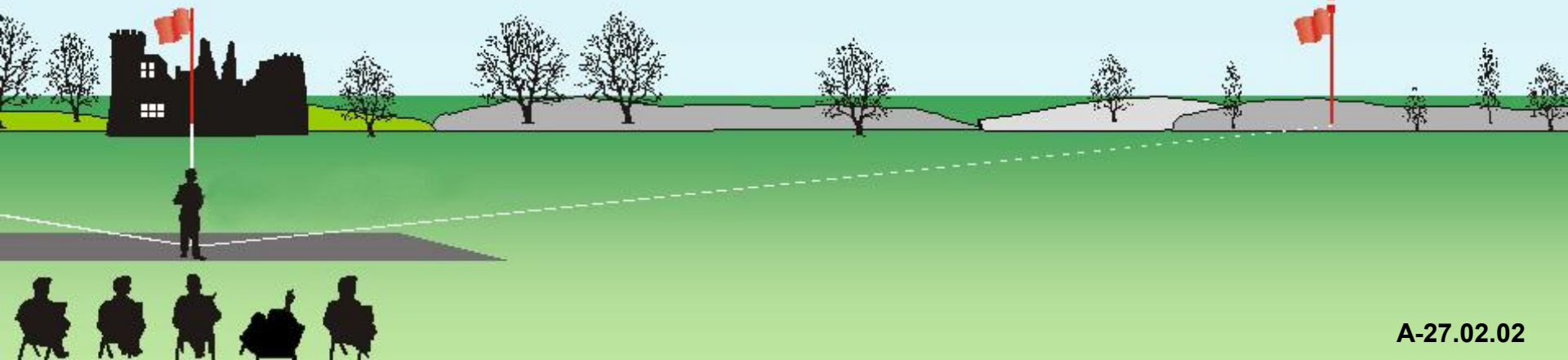
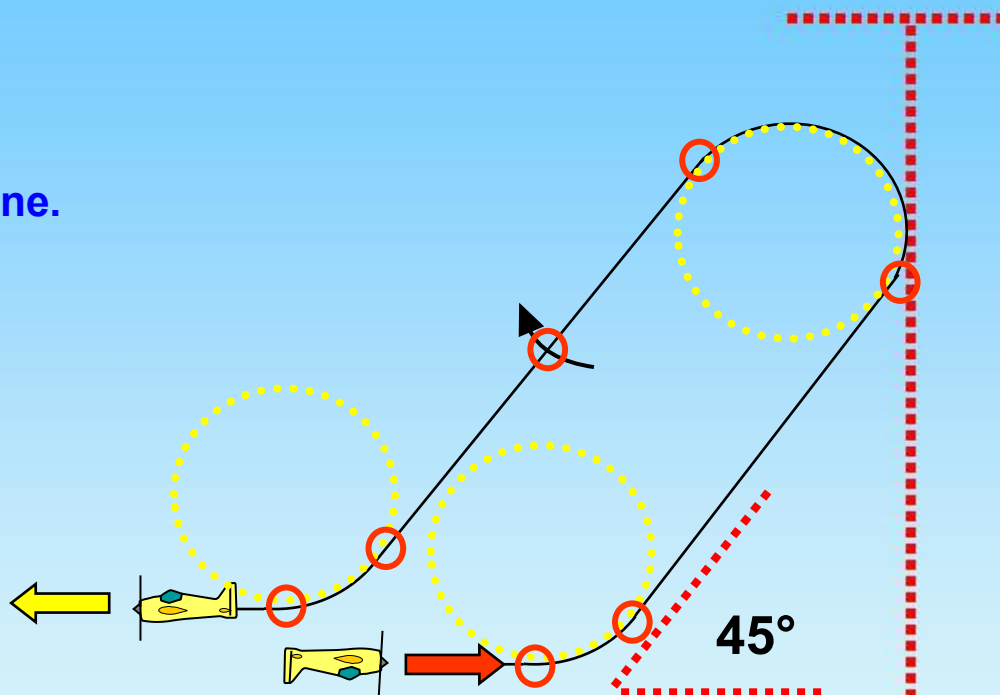




## A-27.02 Trombone with roll

Roll on middle of the line.

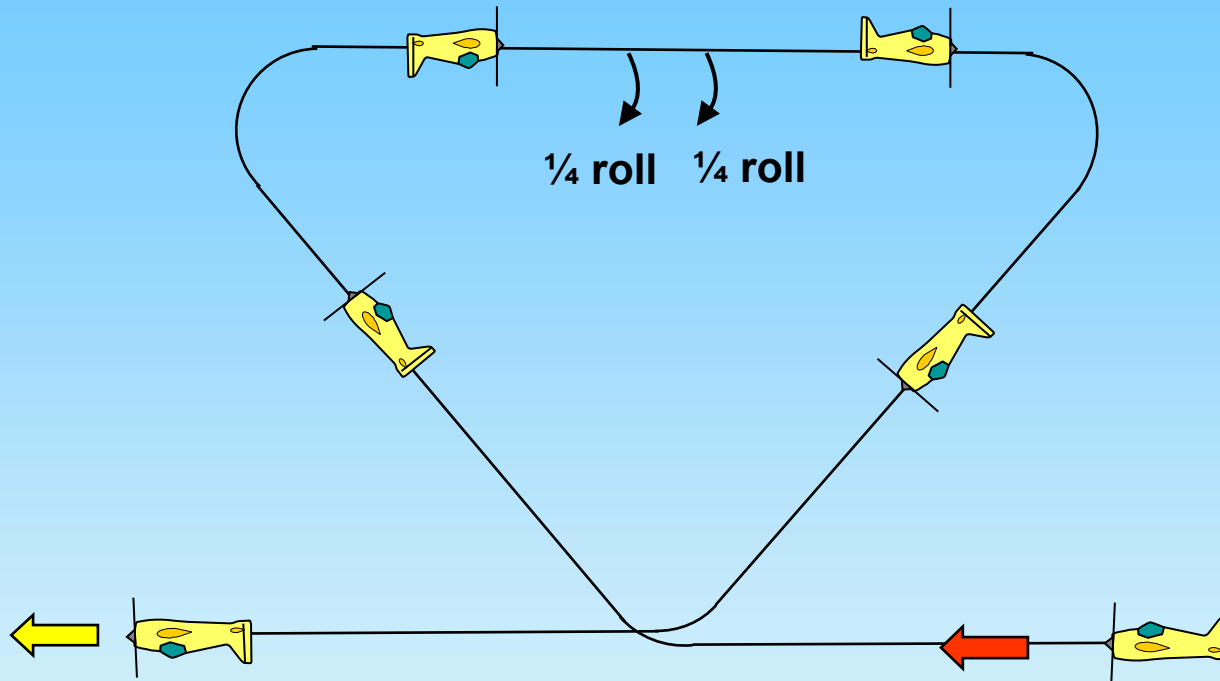
All radii are equal.







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

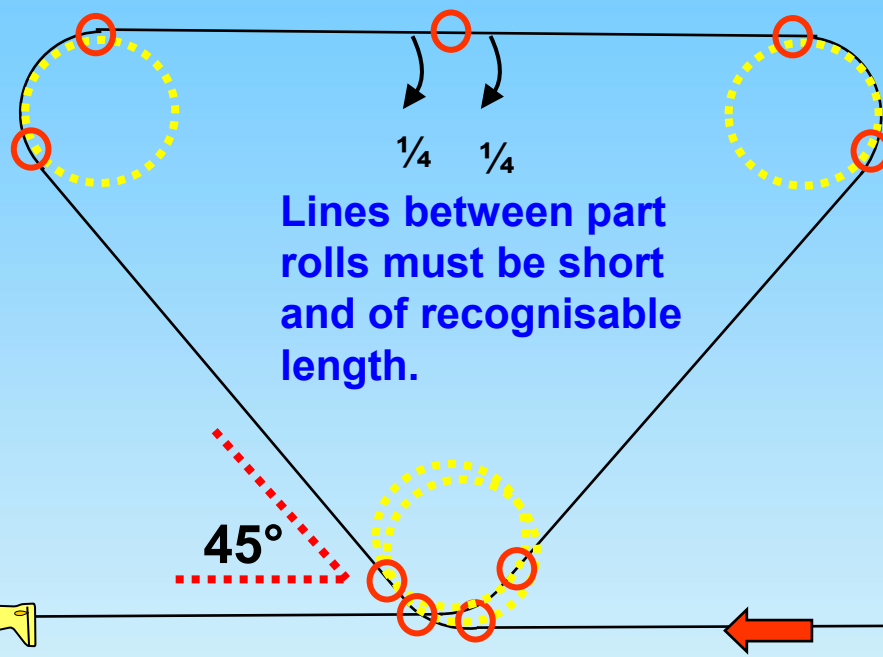


From upright, at centre, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{8}$  loop, perform consecutively two  $\frac{1}{4}$  rolls, push through a  $\frac{3}{8}$  loop into a  $45^\circ$  downline, push through  $\frac{1}{8}$  loop, exit inverted.



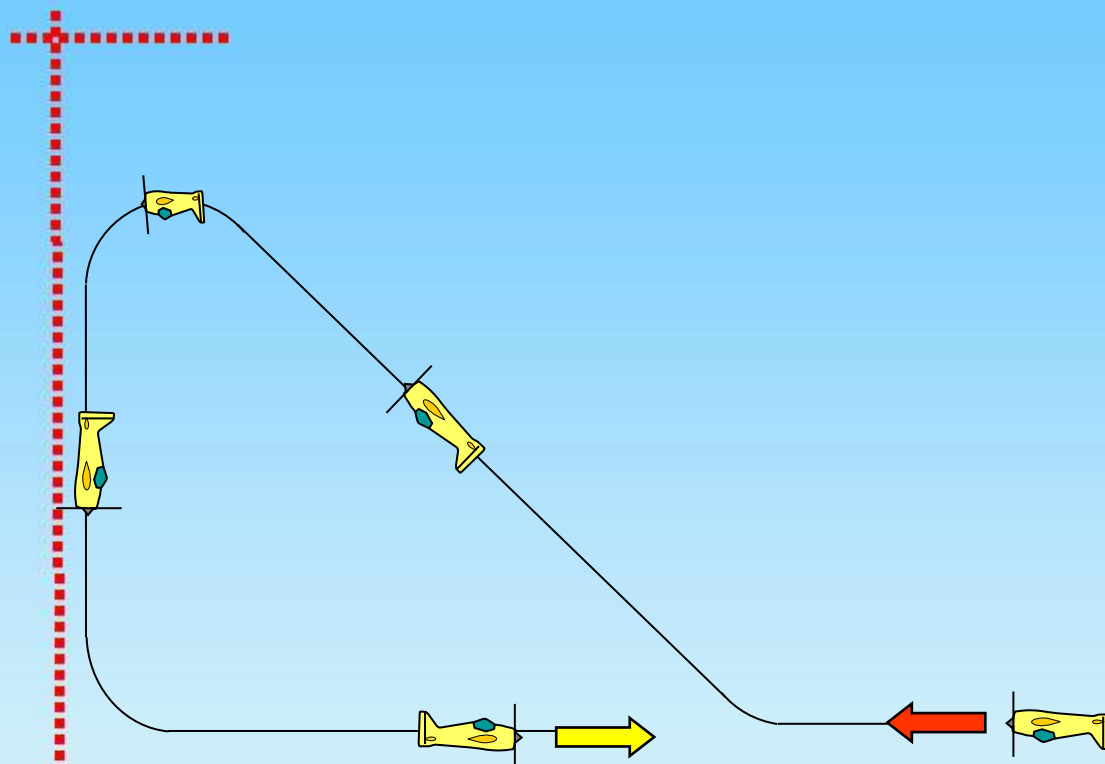
## A-27.03 Triangle with quarter roll, quarter roll

Part rolls centered on middle of the line.





## A-27.04 Reverse Shark Fin

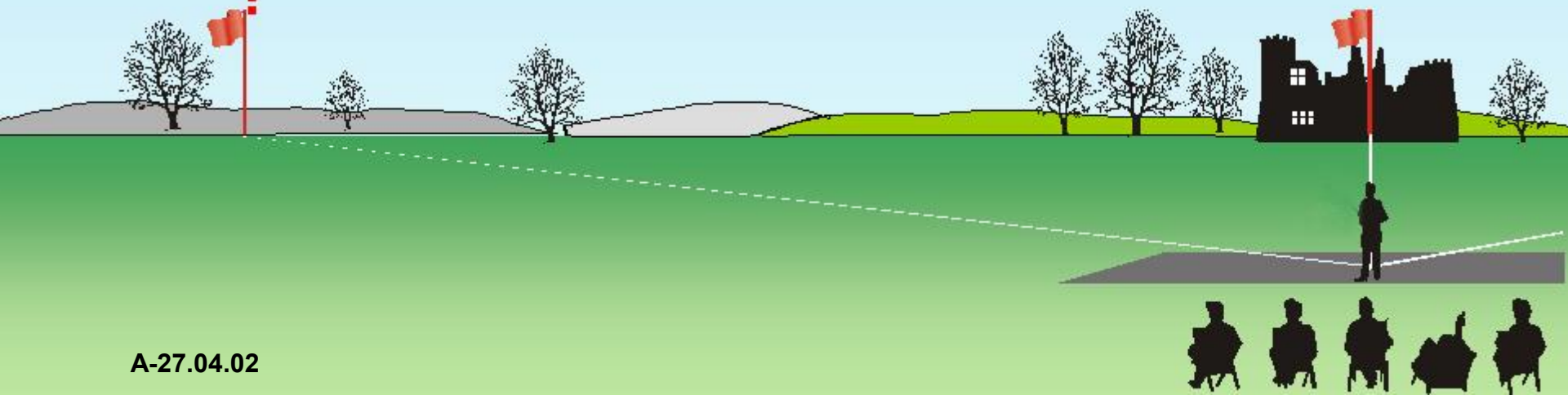
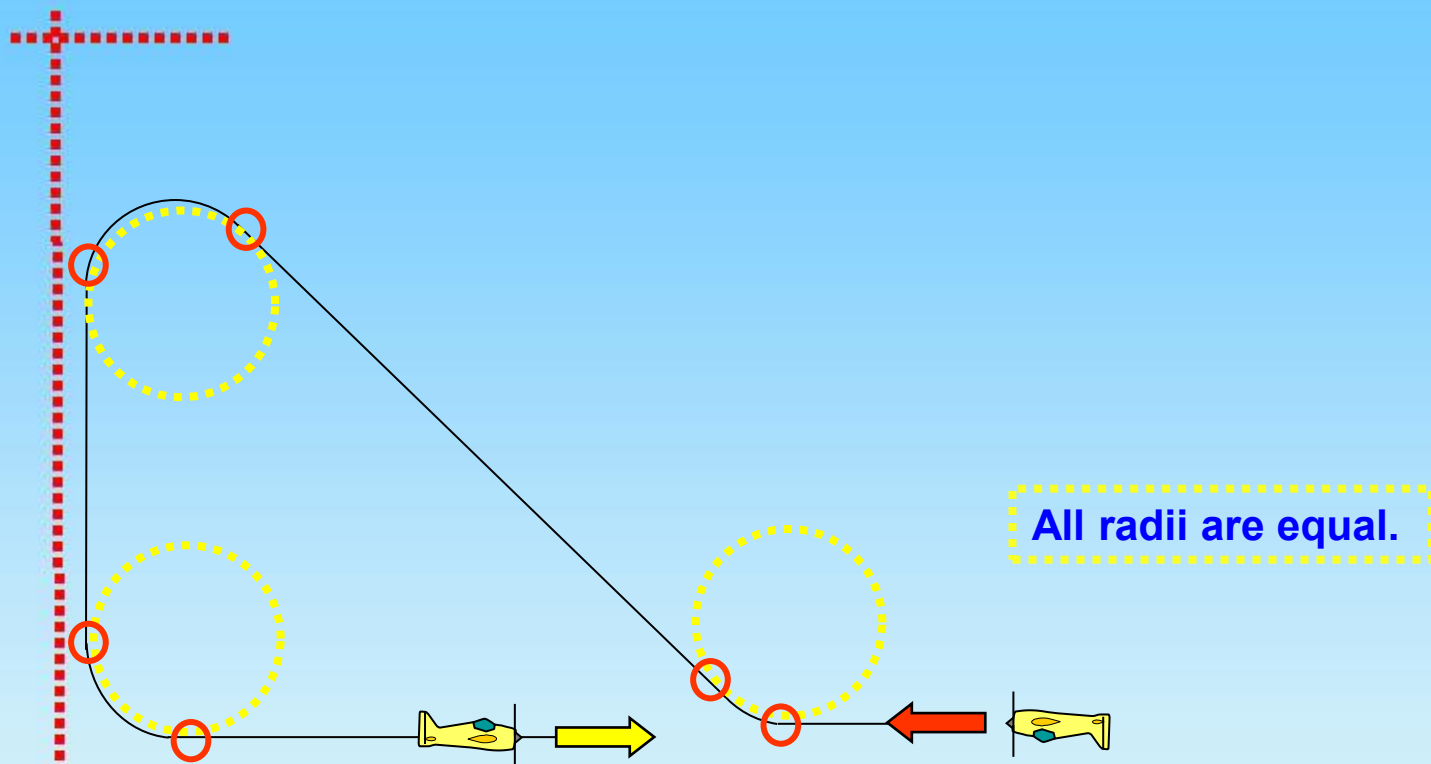


From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{8}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.



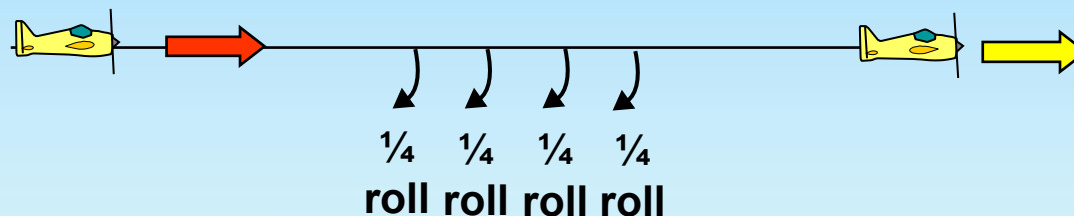


# A-27.04 Reverse Shark Fin





## A-27.05 Four consecutive quarter rolls



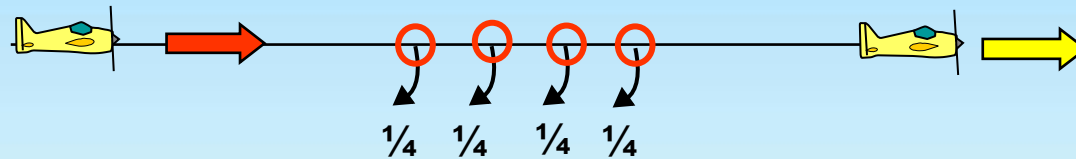
From upright, perform consecutively four  $\frac{1}{4}$  rolls, exit upright.





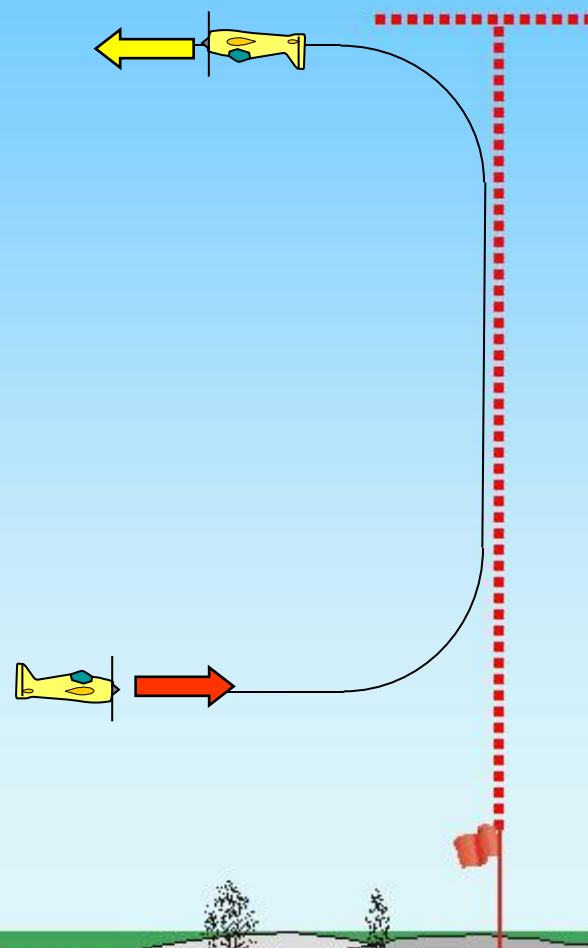
## A-27.05 Four consecutive quarter rolls

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





## A-27.06 Half Square Loop



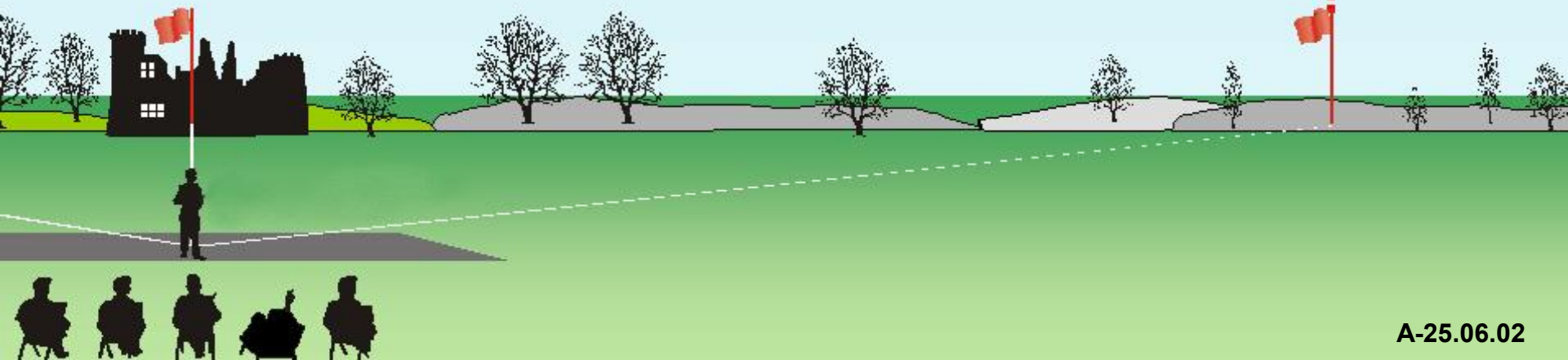
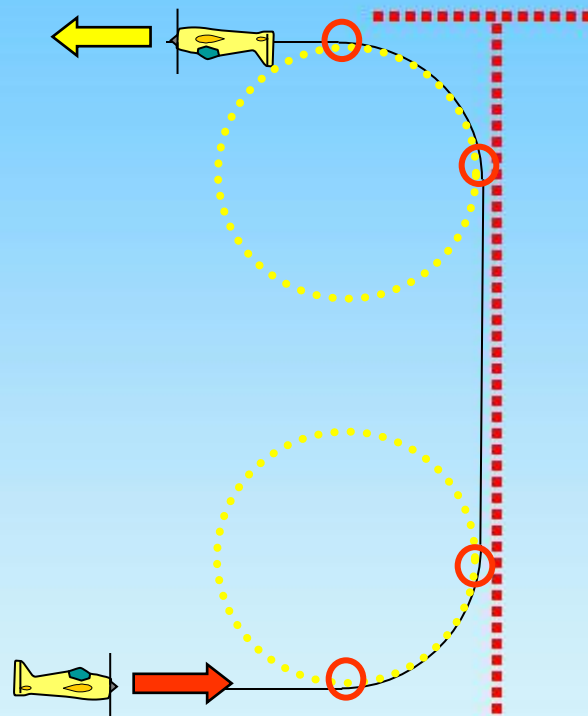
From upright, pull through a quarter loop into a vertical upline, pull through a quarter loop, exit inverted.





## A-27.06 Half Square Loop

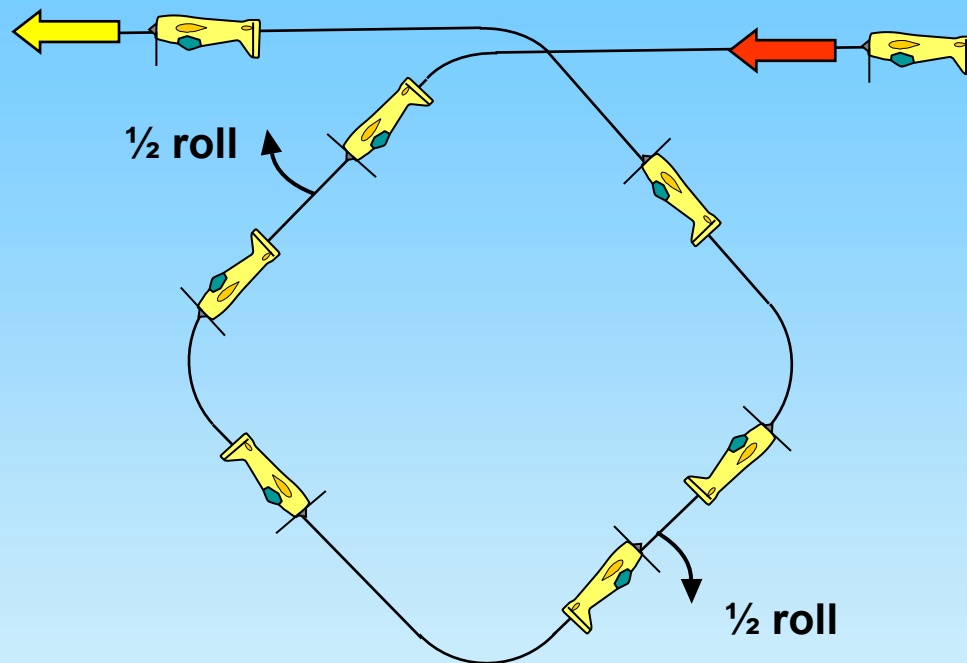
All radii are equal.







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

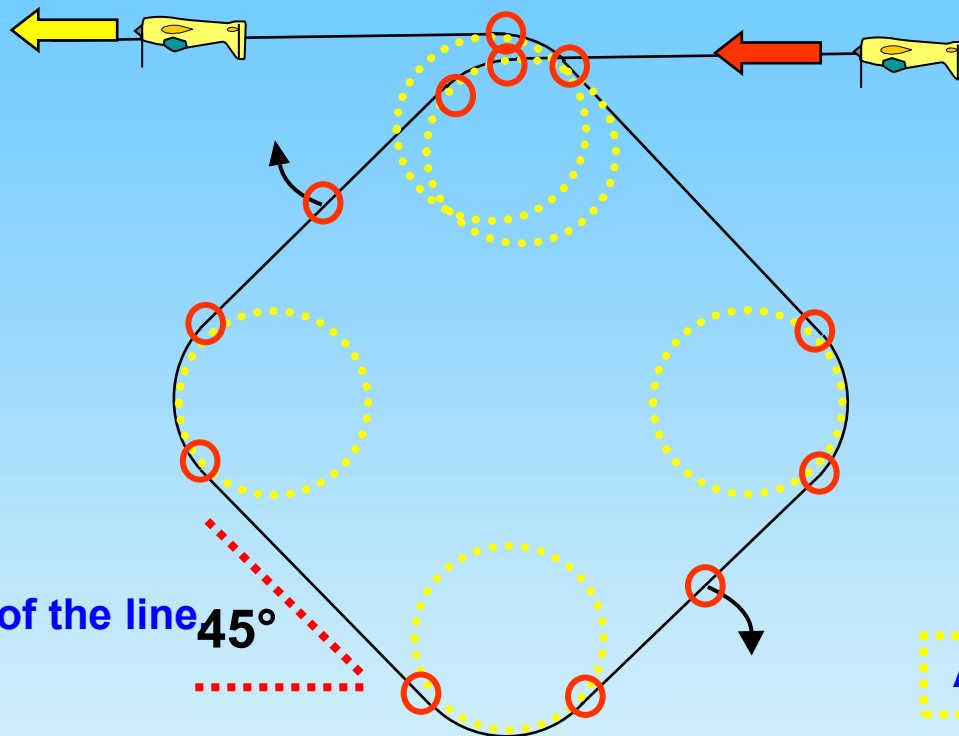


From inverted, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$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



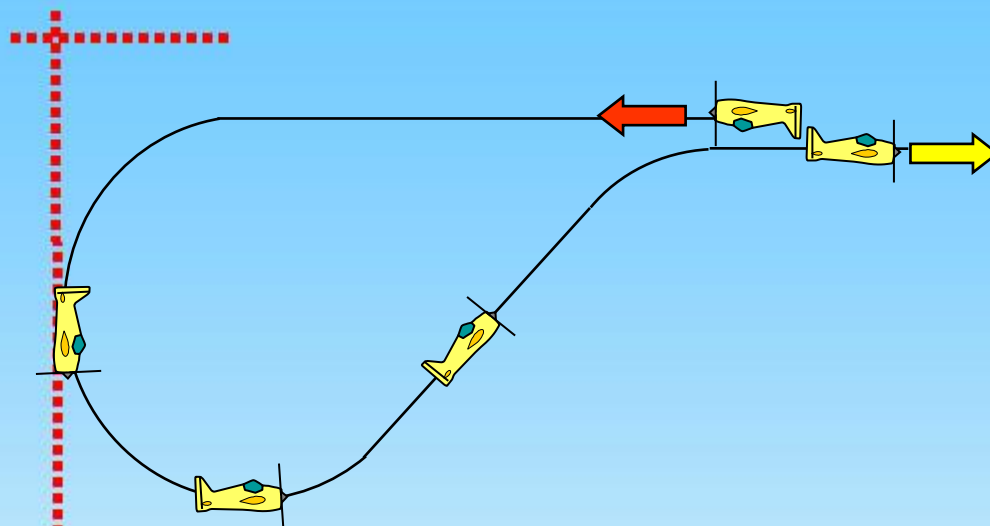


## A-27.07 Square Loop on corner from Top with half roll, half roll





## A-27.08 Half Cuban Eight from Top

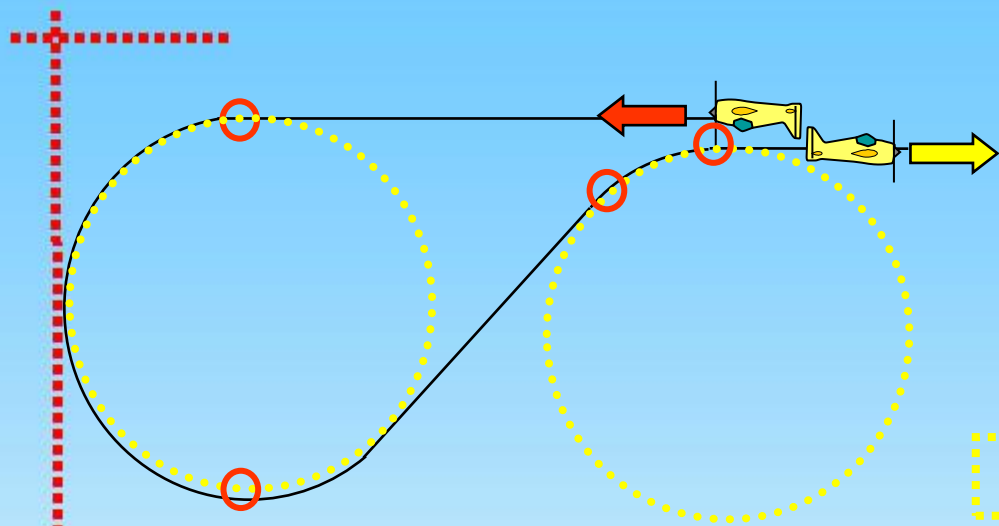


From inverted, pull through a  $\frac{5}{8}$  loop into a  $45^\circ$  upline, push through a  $\frac{1}{8}$  loop, exit upright.

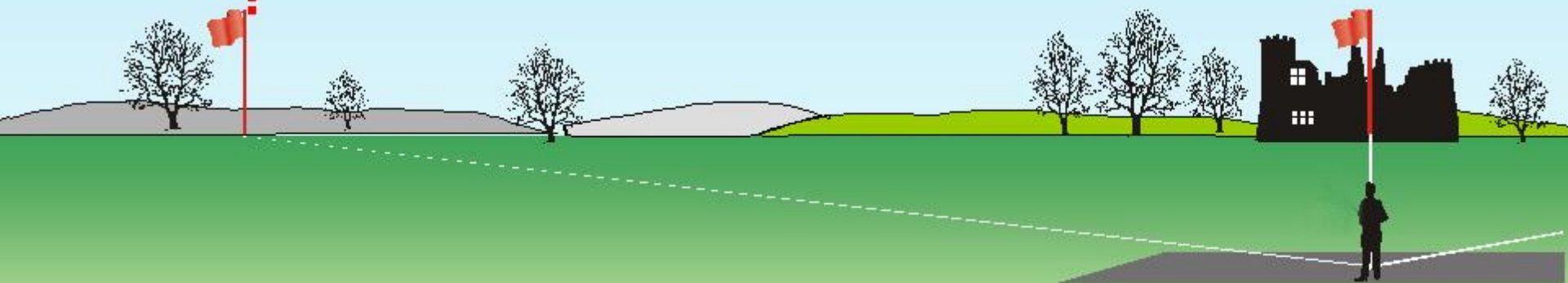




# A-27.08 Half Cuban Eight from Top

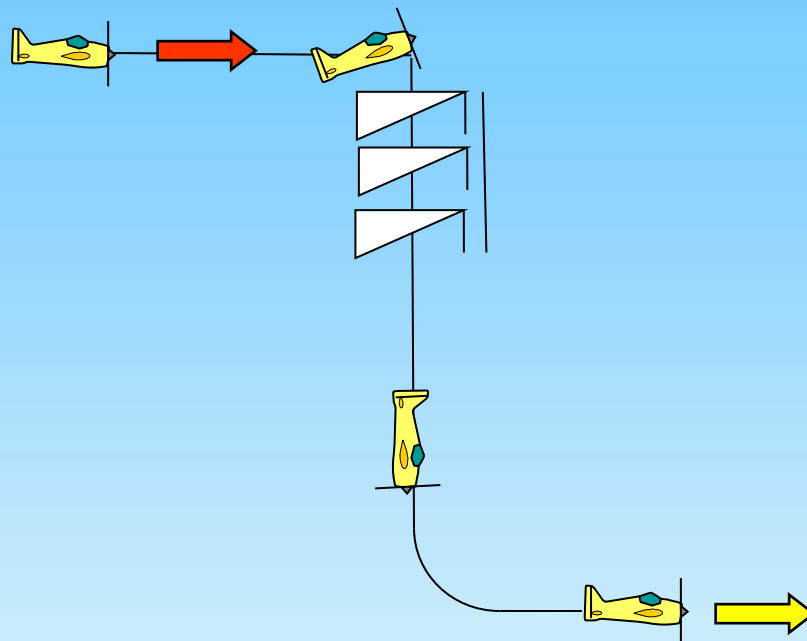


All radii are equal.





## A-27.09 Spin with three turns

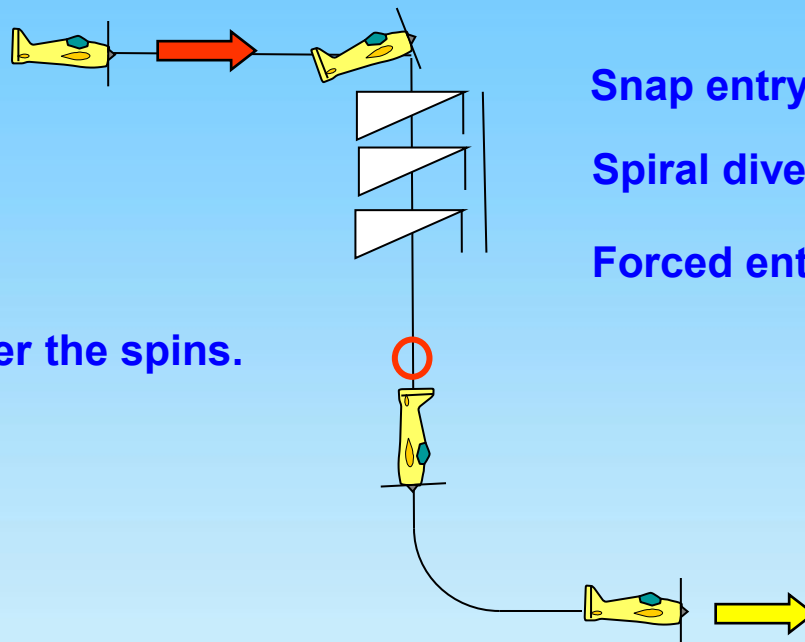


From upright, perform a spin with three turns, perform a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.





## A-27.09 Spin with three turns



Snap entry - 0 points!

Spiral dive - 0 points!

Forced entry: downgrade.

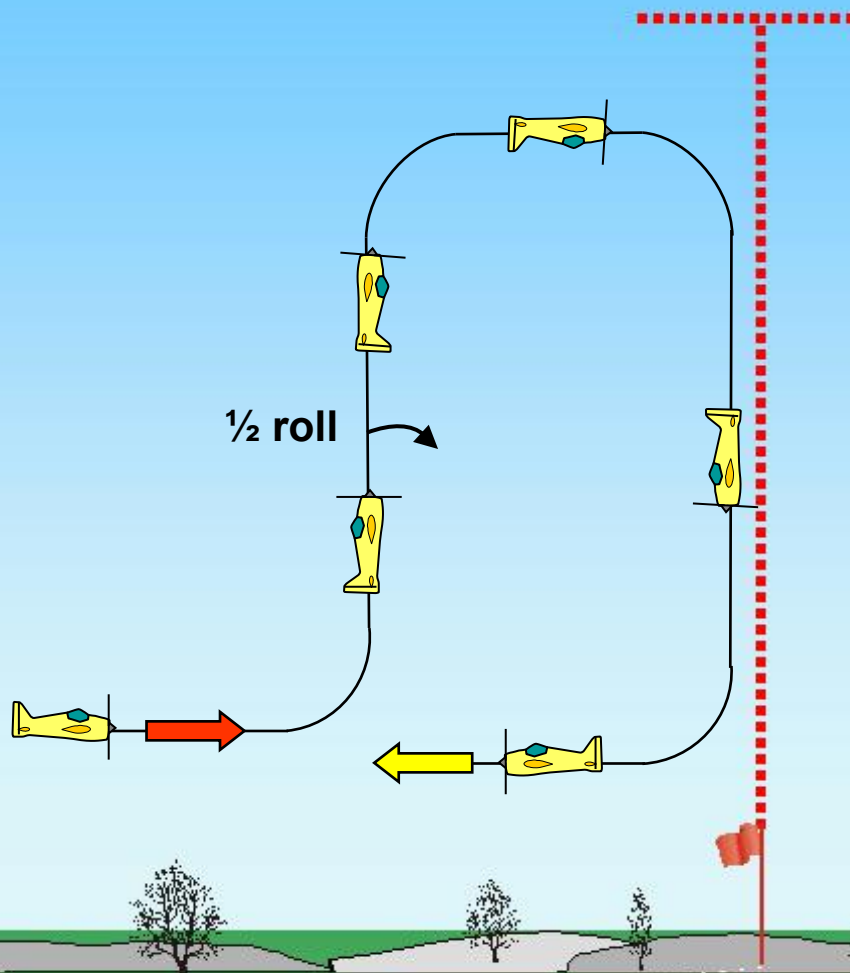
Line after the spins.







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



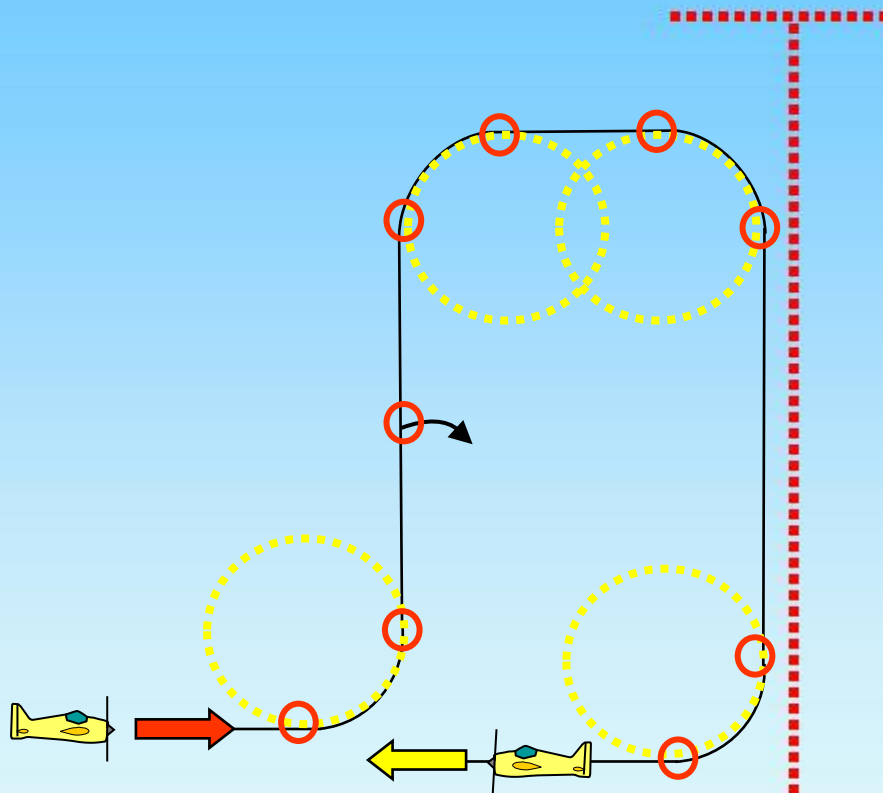
From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop, pull through a  $\frac{1}{4}$  loop into a vertical downline, pull through  $\frac{1}{4}$  loop, exit upright.



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

$\frac{1}{2}$  roll on middle of the line.

All radii are equal.

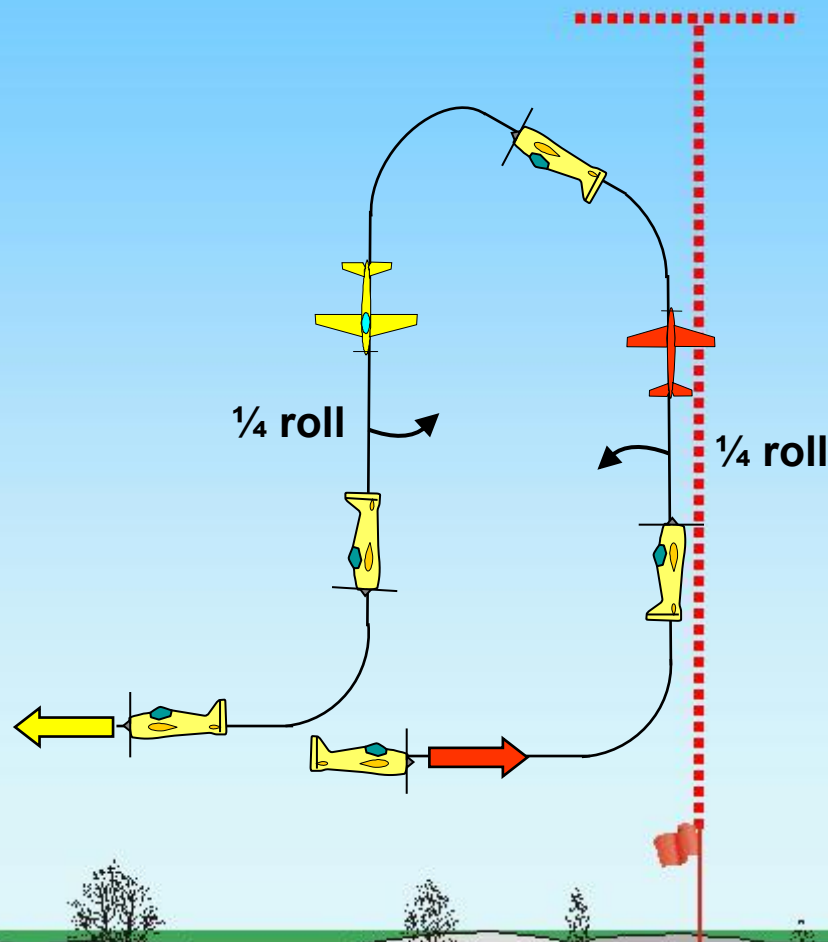






## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll

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.

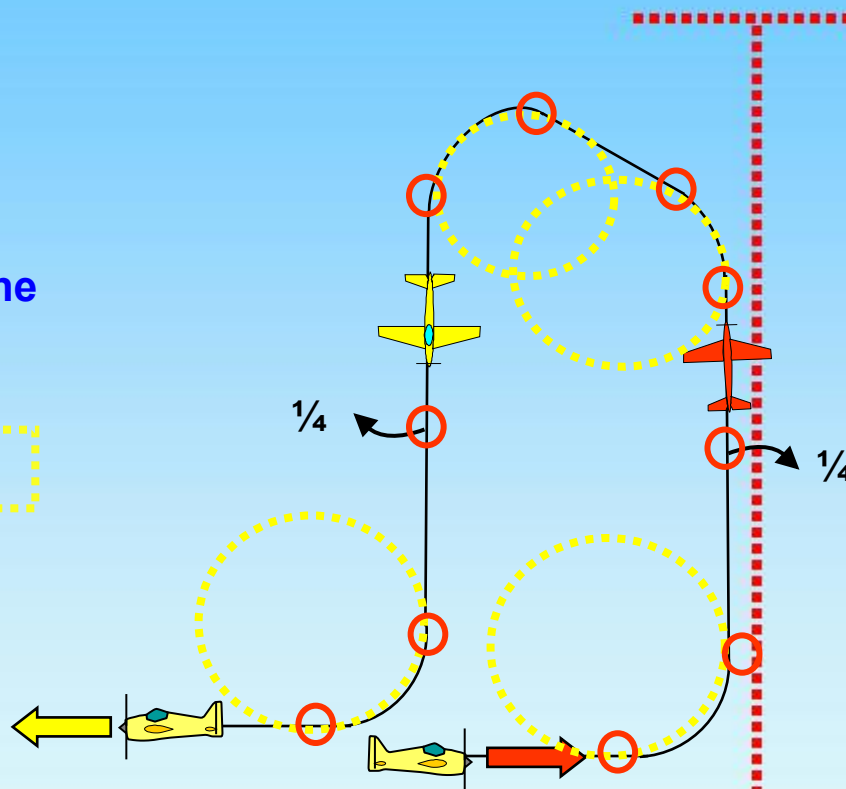


## A-27.10 Top Hat with half roll. Option: Top Hat with quarter roll, quarter roll

Option

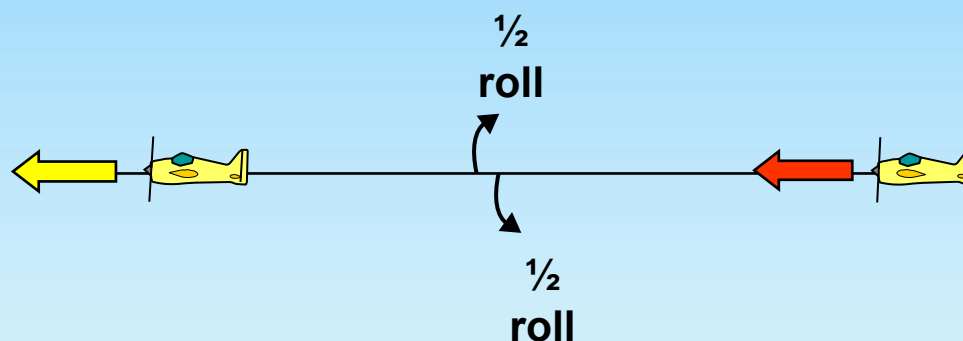
Part rolls on middle of the line.

All radii are equal.





## A-27.11 Two consecutive half rolls



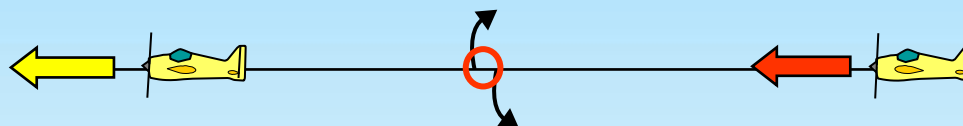
From upright perform consecutively two  $\frac{1}{2}$  rolls in opposite direction, exit upright.





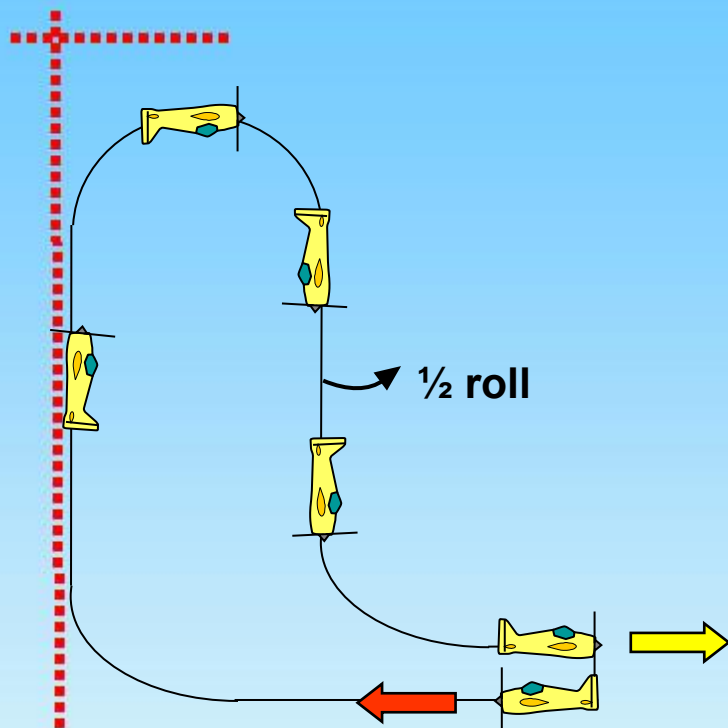
## A-27.11 Two consecutive half rolls

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





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

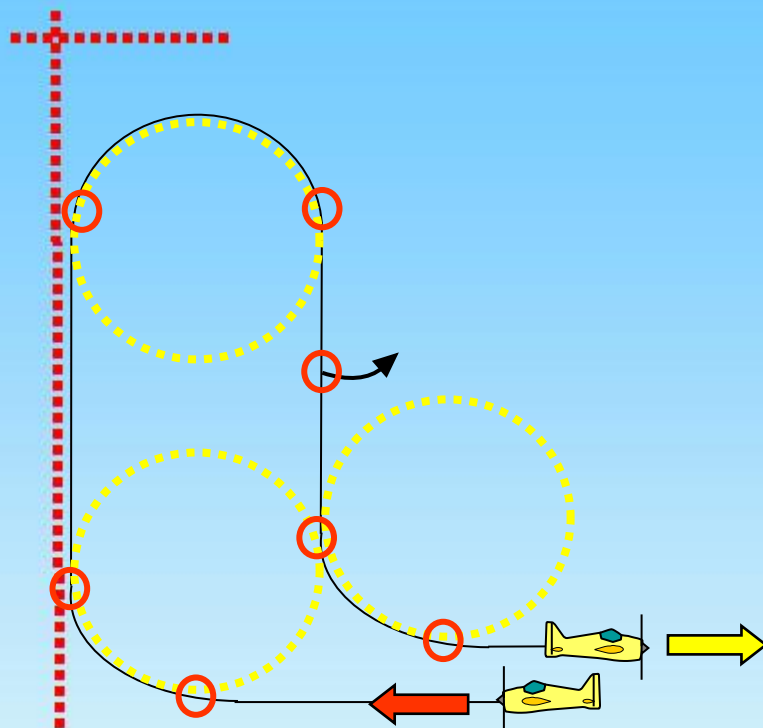


From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, pull through a half loop into a vertical downline, perform a half roll, pull through a  $\frac{1}{4}$  loop, exit upright.





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



$\frac{1}{2}$  roll on middle of the line.

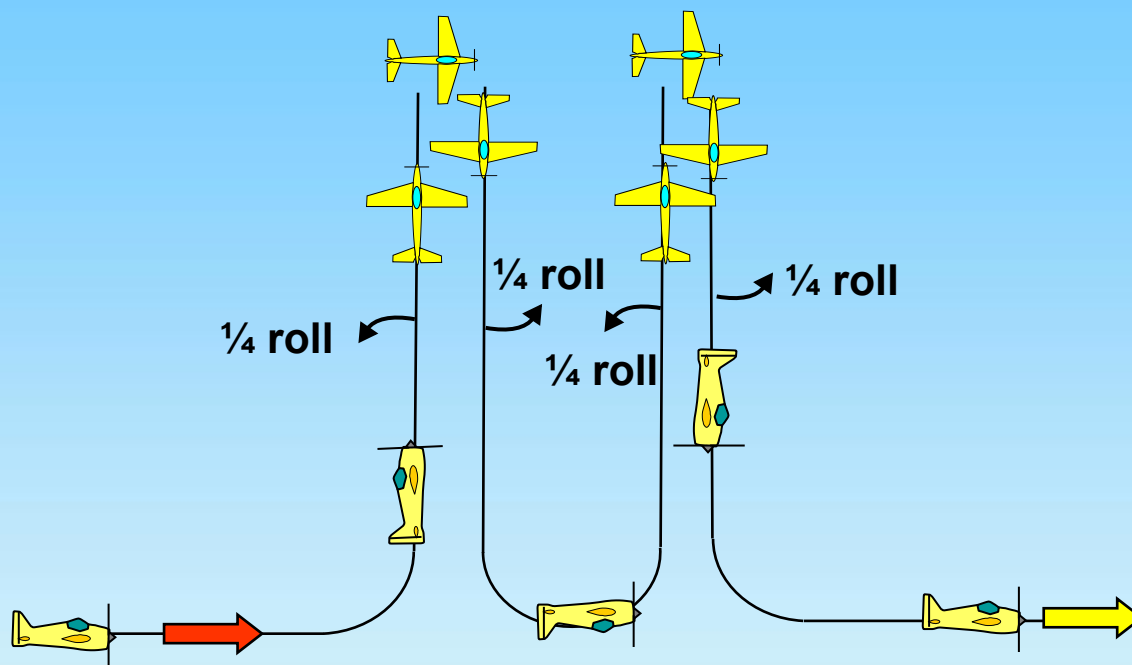
All radii are equal.







## 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.



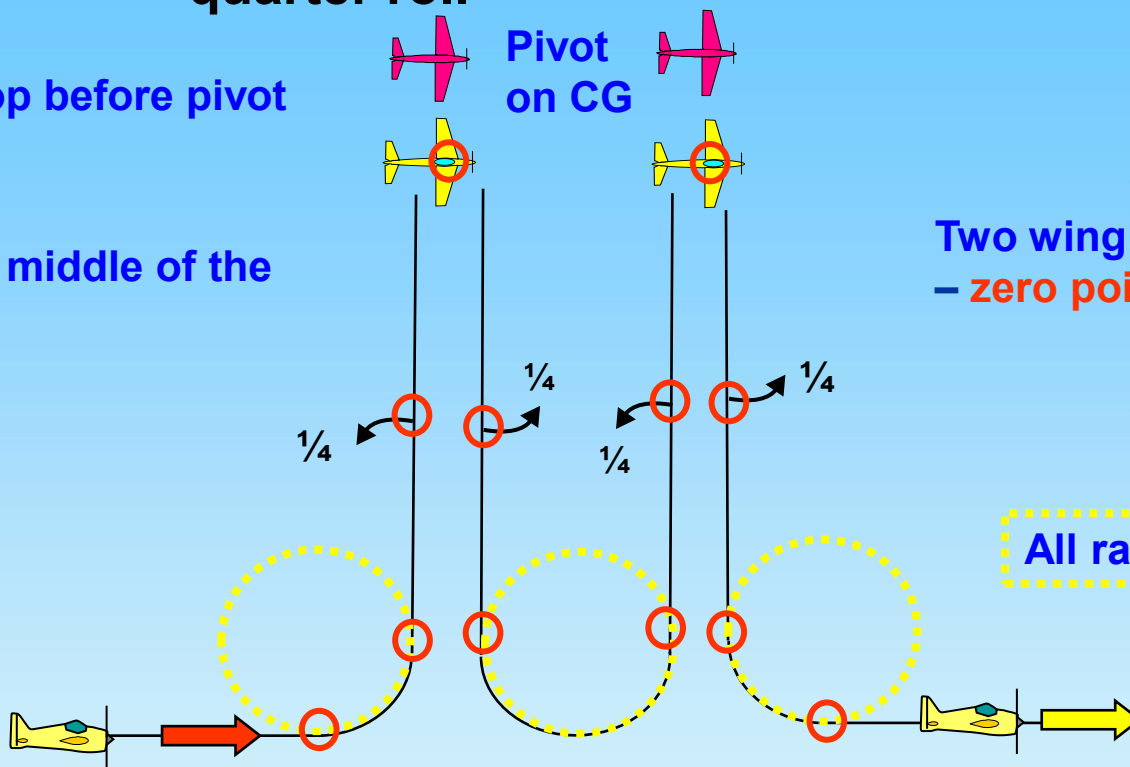
# A-27.13 Figure M with quarter roll, quarter roll, quarter roll, quarter roll

Stop before pivot

Pivot  
on CG

Part rolls on middle of the  
lines.

Two wing spans or more  
— **zero points!**



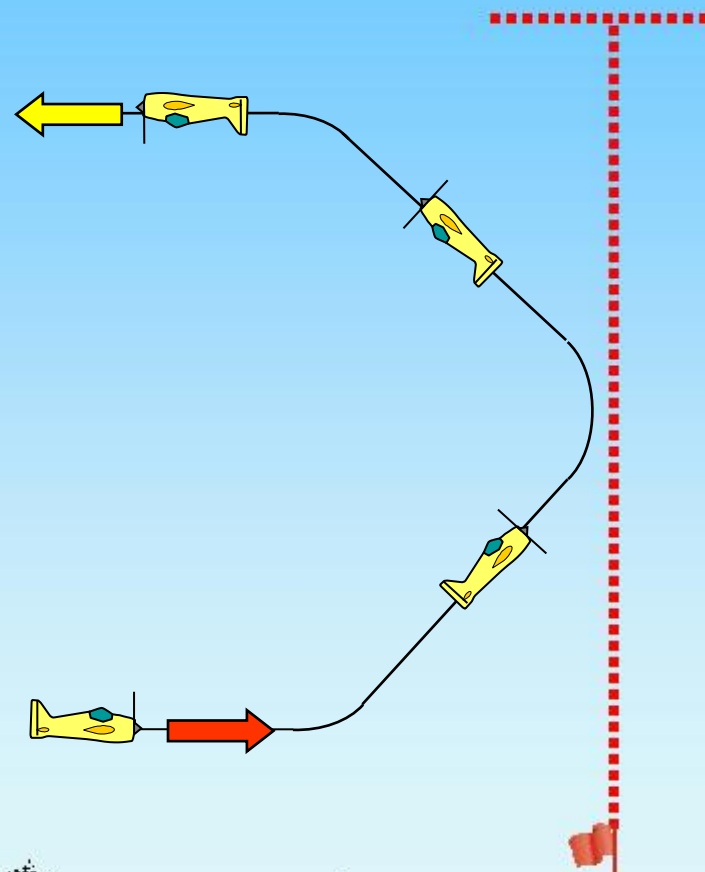
All radii are equal.







## A-27.14 Half Square Loop on Corner



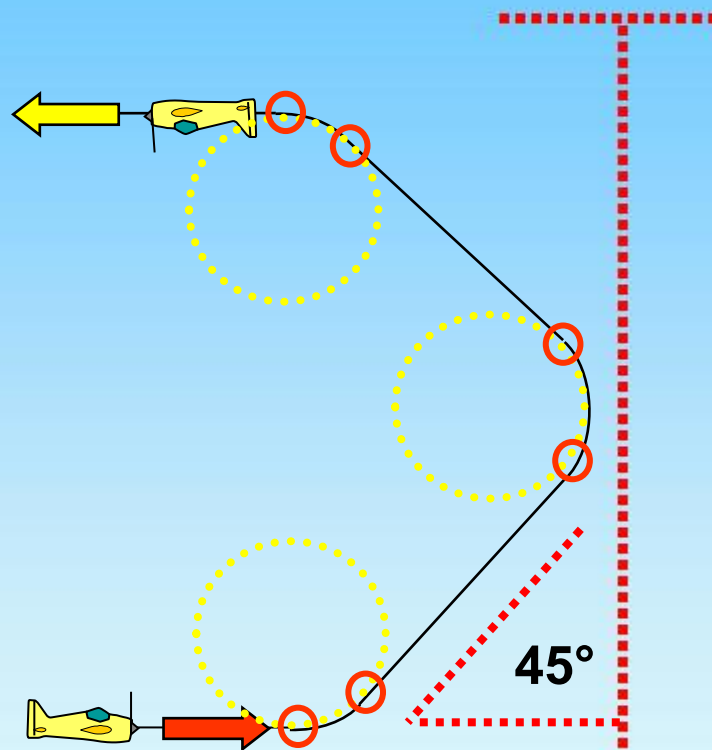
From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{8}$  loop, exit inverted.





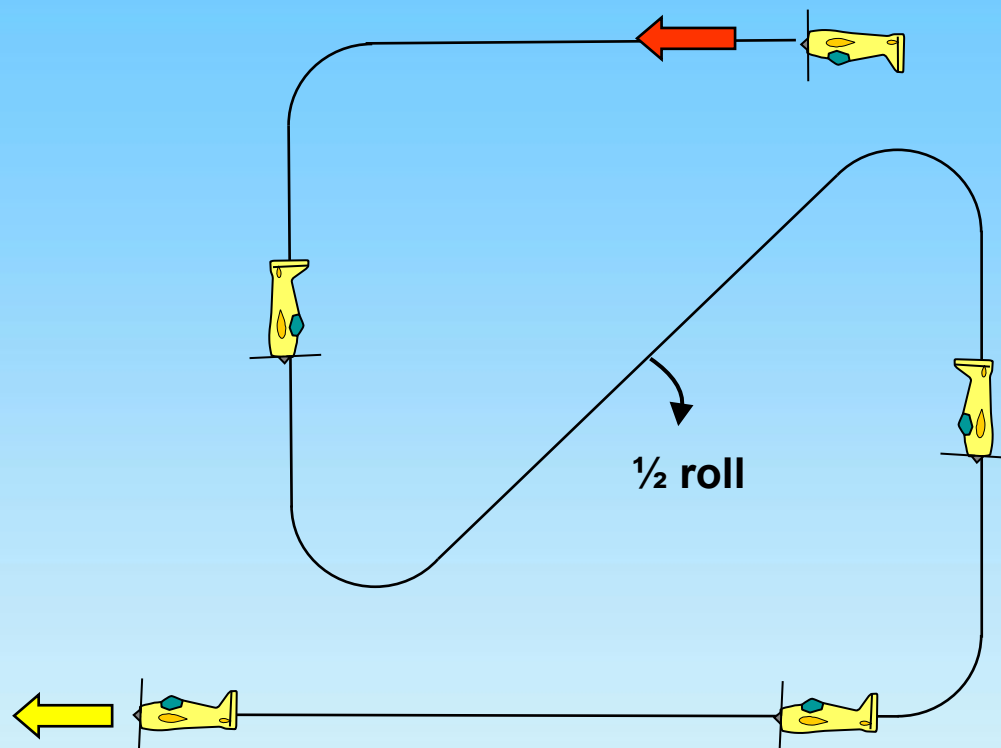
## A-27.14 Half Square Loop on Corner

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.

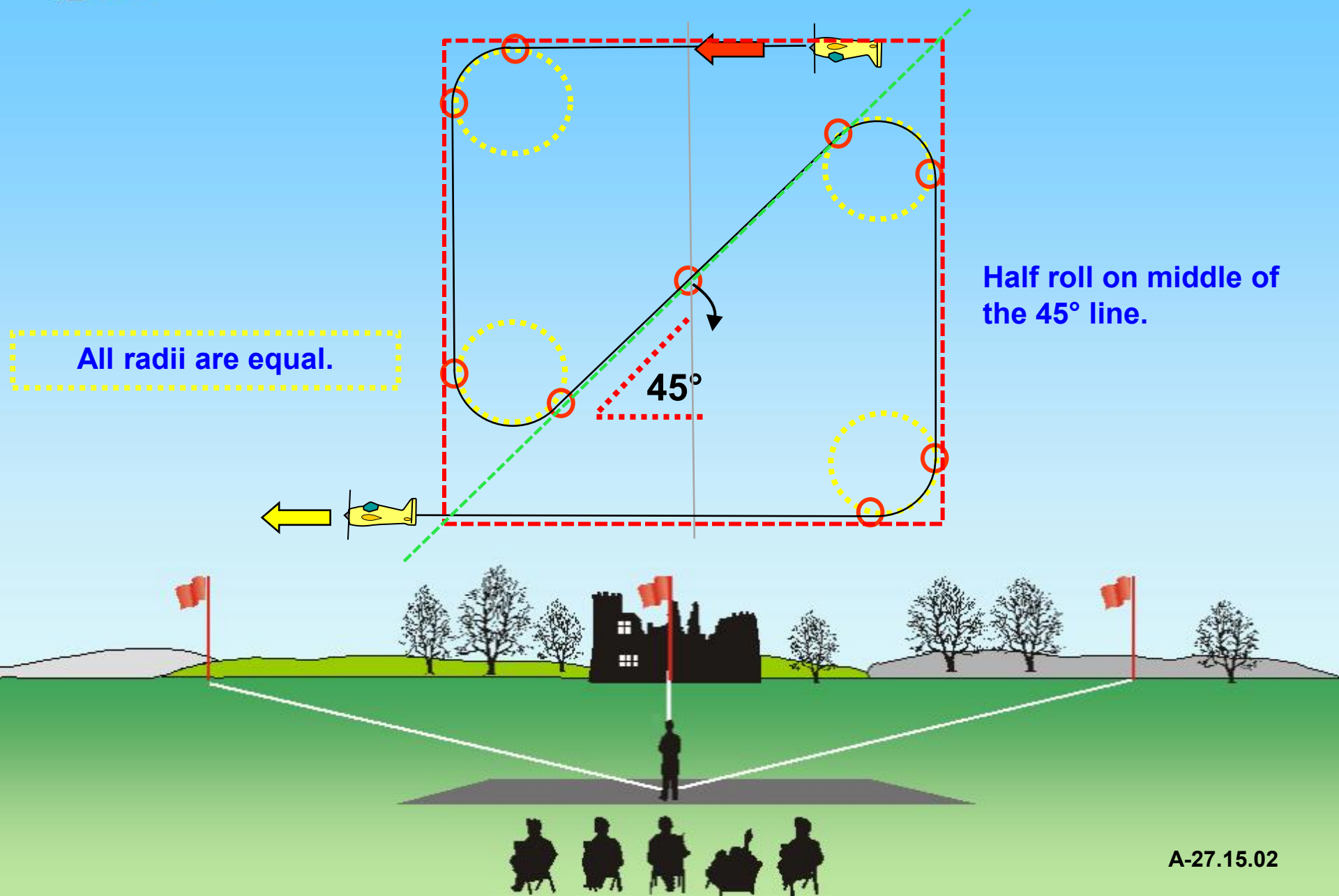


## A-27.15 Square from Top with half roll

All radii are equal.

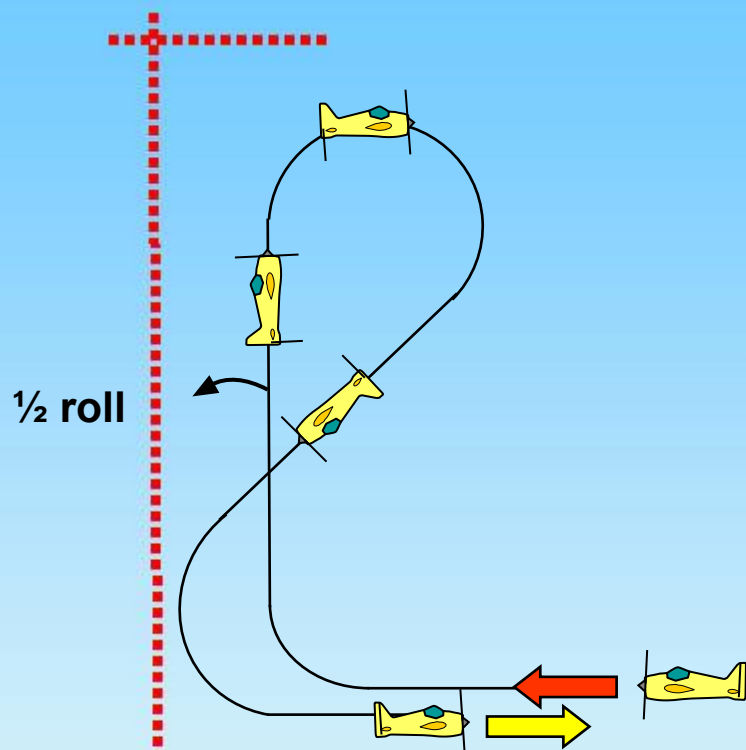
Half roll on middle of the 45° line.

45°





## A-27.16 Reverse Figure ET with half roll

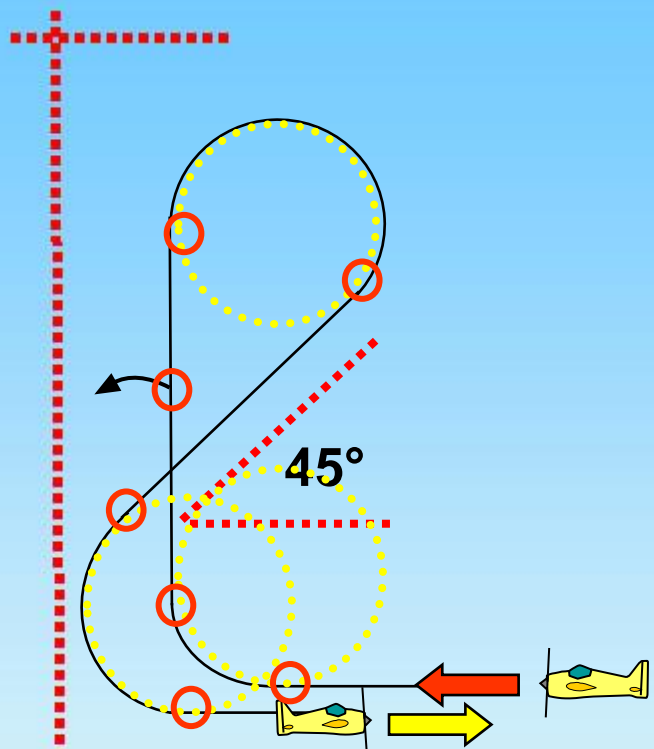


From upright, pull through  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{5}{8}$  loop into a 45° downline, pull through a  $\frac{3}{8}$  loop, exit upright.



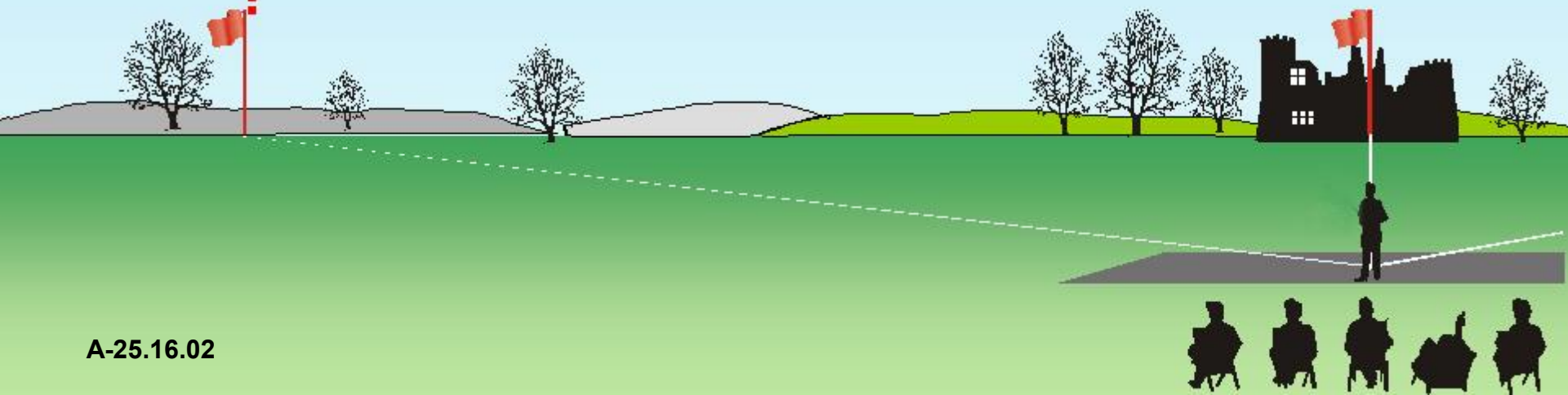


# A-27.16 Reverse Figure ET with half roll



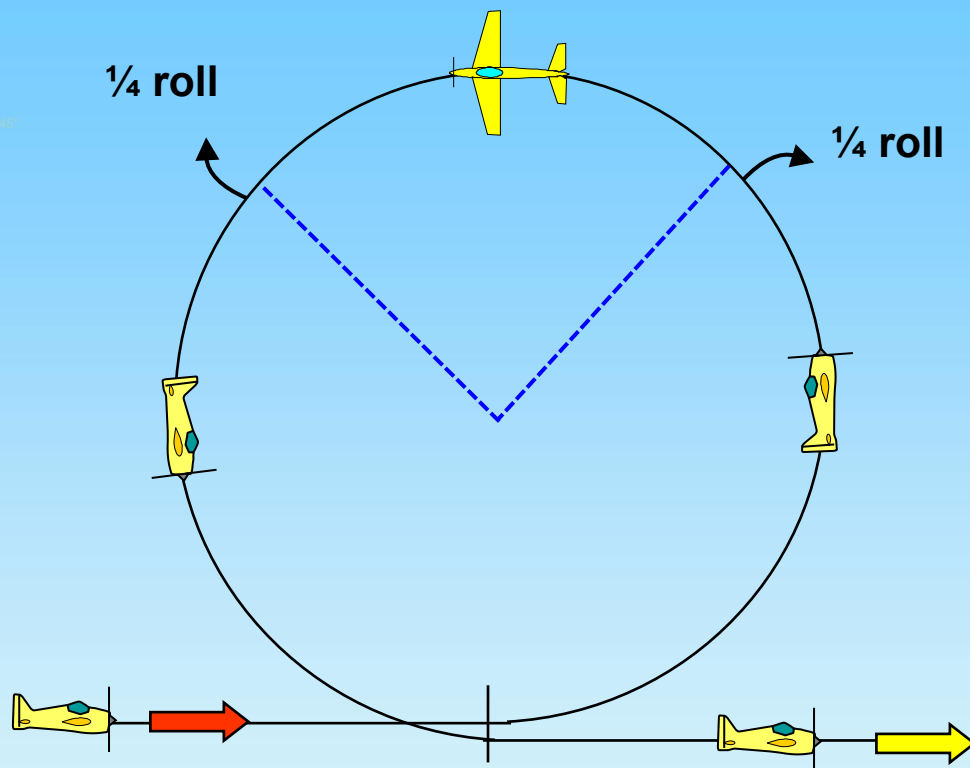
1/2 roll on middle of the line.

All radii are equal.





## 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° of the loop, perform a  $\frac{1}{4}$  roll, exit upright.

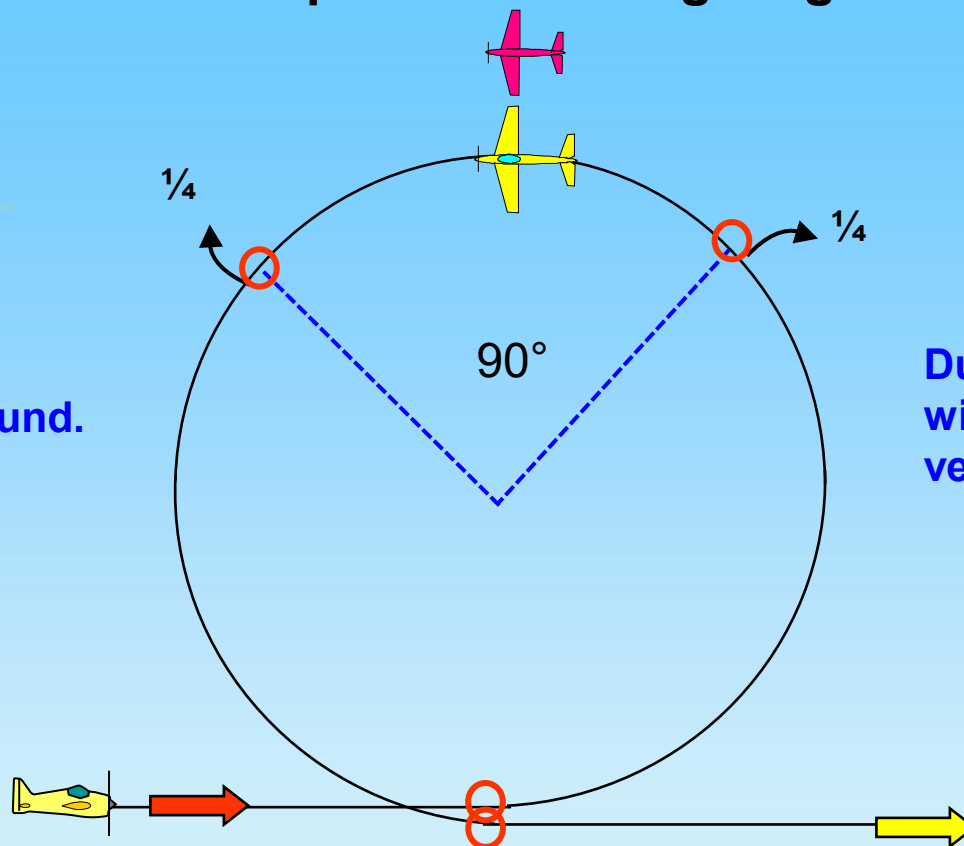






## A-27.17 Loop with knife-edge flight

Loop must be round.



During knife.edge  
wing must be in the  
vertical plane

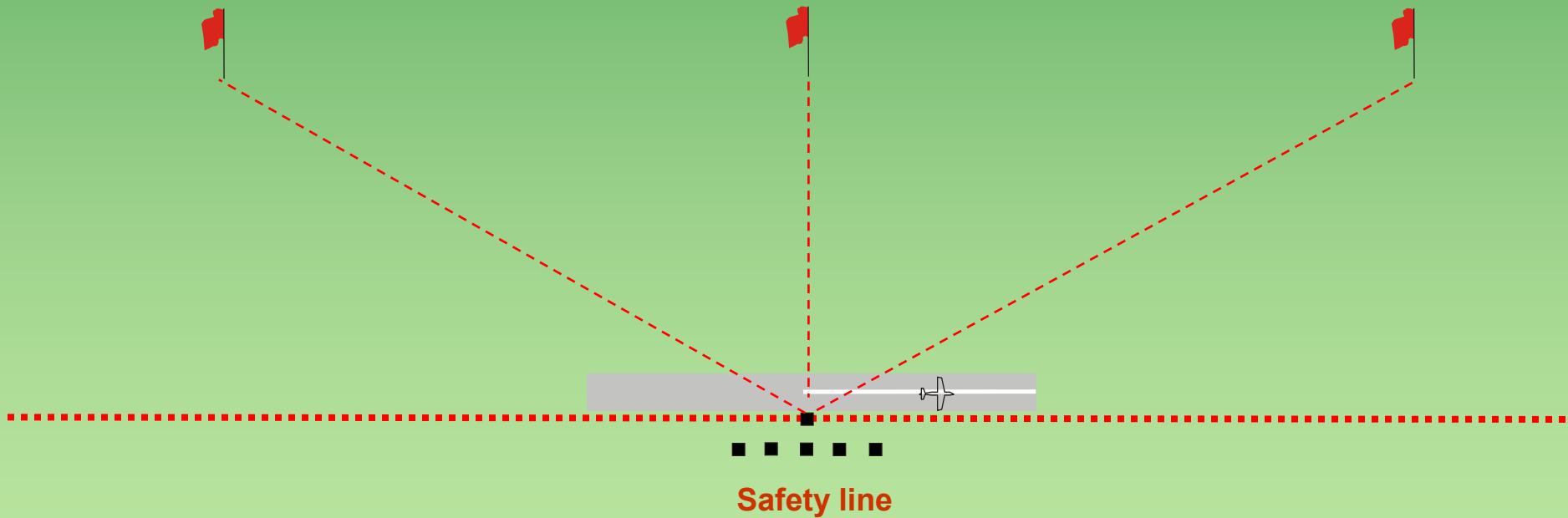






# Landing procedure ( not judged, not scored )

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

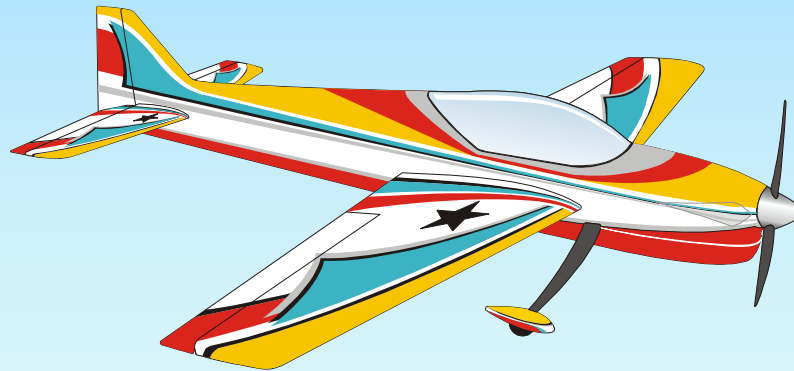


Forget **WHO** is flying  
(friend, rival, countryman, flier from other nation)

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