

F3C GR B (έκδοση 2022)

F3C Sport

P1. Vortex 2 (UU)

MA takes off vertically from the helipad and ascends to 2 m and hovers for a minimum of 2 seconds, ascends flying backwards describing the upper left (right) quarter of a circle with 5 m radius and stops over flag 1 (2), hovers for a minimum of 2 seconds and then hovers to the other flag 2 (1) while simultaneously performing one 360° pirouettes in any direction, stops and hovers over the flag 2 (1) for at least 2 seconds, descends forward describing the upper right (left) quarter of a circle with 5 m radius, stops over the center line for at least 2 seconds, descends and lands into the helipad.

P2. Diamond 5 (UU)

MA takes off vertically from the helipad and ascends to 2 m and hovers for a minimum of 2 seconds. Ascends 2.5 m in a straight line to any flag and stops for at least 2 seconds. MA ascends 2.5 m in a straight line to 7 m above the center line, stops for at least 2 seconds.

The models then performs a 360° pirouette in any direction. MA descends 2.5 m in a straight line to the second flag and stops for at least 2 seconds. MA descends 2.5 m in a straight line to 2 m above the center line and stops for at least 2 seconds. MA descends and lands in the helipad.

P3. Candle with pulled flip (DD)

MA flies straight and level for a minimum of 10 m and pulls up into a vertical ascent. After a nose up stop MA flies backwards vertically for 2m minimum performs a half pulled travelling flip, descends vertically for a minimum of 2m, pulls into horizontal straight and level flight for a minimum of 10m.

Note 1: The radius at pullup and pull out must be equal.

P4. Loop with 180 degree tail turns (UU)

MA flies straight and level for a minimum of 10 m and performs 1 ¼ loop starting from the center line. When reaching half of the height of the former loop MA performs a 180° tail turn in any direction followed by a half loop in opposite direction. When reaching again half of the height of the first loop MA performs a second 180° tail turn in any direction. After MA pulls with quarter loop into horizontal straight and level flight for a minimum of 10 m at the same altitude as when entering the figure.

Note: The tail turns must be executed exactly at half the height of the loop with the MA being precisely vertical.

P5. UX (DD)

MA flies straight and level for a minimum of 10m and pulls up into a 45° ascent. MA performs a centered half roll. Once the MA has come to a stop, MA performs a 135° pulled flip. MA then performs a centered 'U' and stops. MA then performs a 135° pulled flip and performs a 45° descent with a centered half roll. MA pulls into horizontal straight and level flight for a minimum of 10m

Note: The bottom of the 'U' and the rolls must be centered and same altitude as entry and exit.

P6. Oval with half rolls (UU)

MA flies straight and level for a minimum of 10 m and pulls up into a half loop followed by a half roll in any direction, followed by a straight flight for min 2 sec, followed by a second half roll in any direction. MA then performs a half positive loop and pulls into horizontal straight and level flight for a minimum of 10 m at the same altitude as when entering the figure.

P7. Two half rolls (DD)

MA flies straight and level for a minimum of 10m. MA performs a half roll in either direction. Model flies inverted for a minimum of 1 second, crossing the center line. Model performs a half roll in either direction. MA flies straight and level for a minimum of 10m.

P8. Umbrella (UU)

MA flies straight and level for a minimum of 10 m and pulls up into a vertical ascent. After a nose up stop MA flies backwards and performs a half loop. MA stop at the same height as the first stop. MA descends vertically. MA pulls into horizontal straight and level flight for a minimum of 10m.

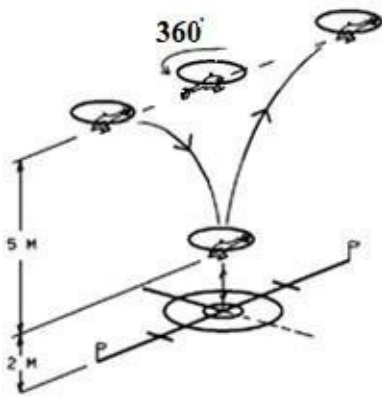
Note 1: The radius at pullup and pull out must be equal.

P9 Straight Autorotation (UU)

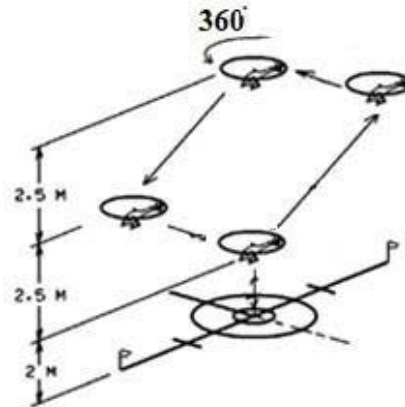
MA flies at a minimum altitude of 20 m. Manoeuvre begins when MA are at 45° angle to the center of the helipad. MA must be in the autorotation state when it cuts this plane. The engine power must be reduced to idle (or off) at this point. The 45° degree descend must start at this point and the descending rate must be constant from this point just before touchdown on the helipad.

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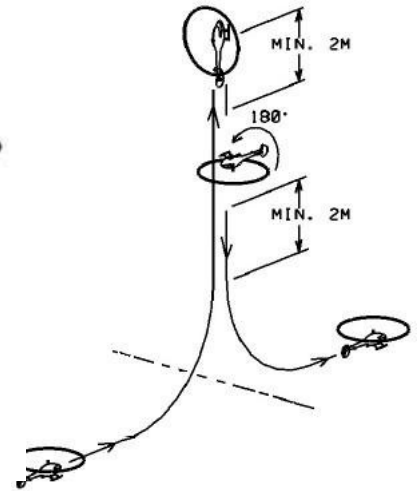
P1. VORTEX 2



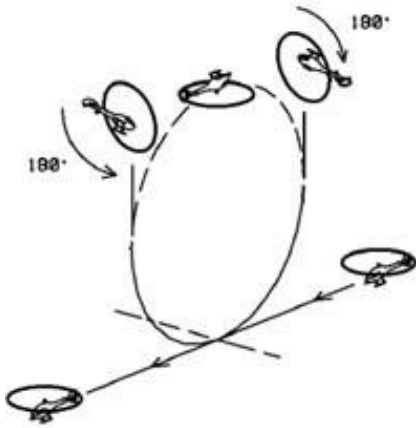
P2. DIAMOND 5



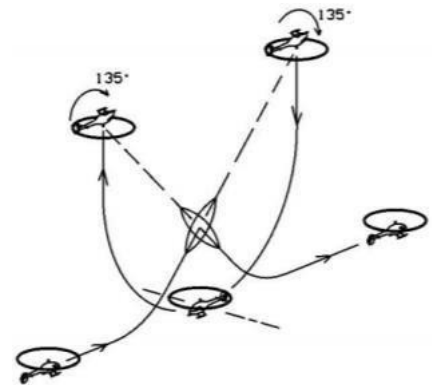
P3. CANDLE WITH DESCENDING FLIP



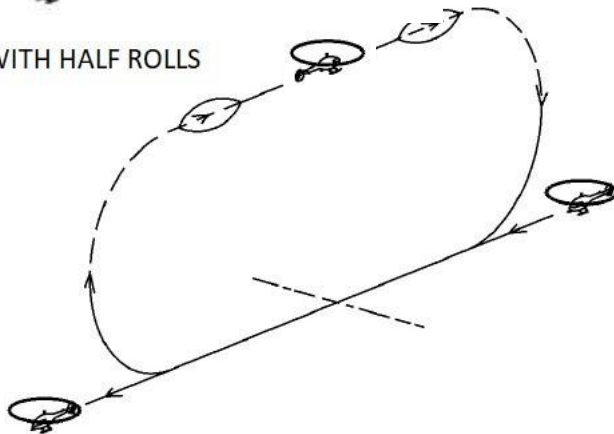
P4. LOOP WITH 180° TAIL TURNS



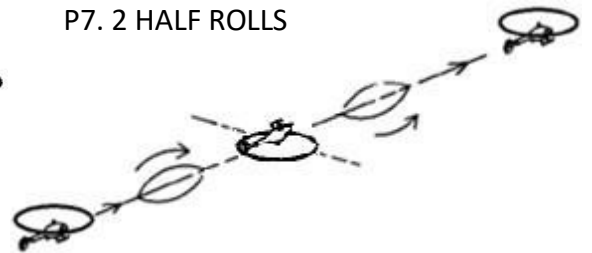
P5. UX



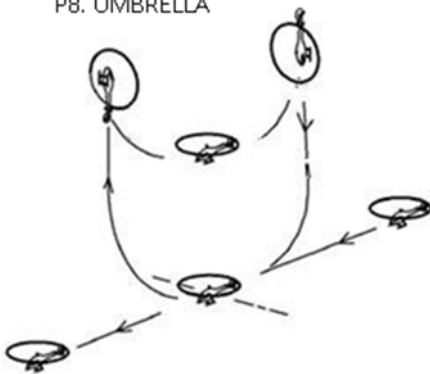
P6. OVAL WITH HALF ROLLS



P7. 2 HALF ROLLS



P8. UMBRELLA



P9. AUTOROTATION 45°

