

Canada F3P Schedules 2014-2015

	Sportsman
1	Take off sequence
2	Cuban 8
	Free Turnaround
3	Cobra
	Free Turnaround
4	Knife Edge
	Free Turnaround
5	2 Point Roll
6	Stall Turn
7	Loop
8	Landing Sequence
	Intermediate
1	Take off sequences
2	Square Loop
3	Stall Turn, 1/2 Roll up, exit inverted
4	Outside Loop from bottom, exit inverted
5	Top Hat with 1/4 Roll up & down, exit inverted
6	1 Circle inverted
7	Half Horizontal Knife Edge Circle
8	4 Consecutive 1/4 Rolls
9	Half Cuban, 1/2 roll
10	1 Torque Roll
11	Landing sequence

### F3P Canada - Sportsman 2014-2015

	Maneuvers	K	Position	Description
1	Take off sequence	1	Center	The takeoff run should be straight, the model should lift gently from the ground on the center line and climb at a gradual angle. Perform a rectangular circuit to position the airplane for the first maneuver in the same direction as the take off.
2	Cuban 8	3	Center	From upright, pull through a 5/8 loop into a 45° downline, perform a 1/2 roll, pull through a 3/4 loop into another 45° down line, perform a 1/2 roll, pull through a 1/8 loop, exit upright.
	Free Turnaround			Turn around 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
3	Cobra	2	Center	Model pulls up to 45-degree upline, Push to a 45-degree downline, then pulls to recover in level Flight.
	Free Turnaround			Turn around 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
4	Knife Edge	3	Center	Perform a 1/4 roll, maintain knife edge flight for at least 5 meters, perform a 1/4 roll
	Free Turnaround			Turn around 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
5	2 Point Roll	3	Center	Model rolls through 360° in either direction, hesitating when inverted.
6	Stall Turn	3	Turnaround	Near the end of the room, the model pulls up into a vertical flight path, stall turns through 180° to a vertical dive, then pulls up to recover in level flight.
7	Loop	2	Center	The model flies straight and level to the center line, pulls up and performs one complete loop to finish at the same altitude and direction
8	Landing Sequence	1	Center	Perform a rectangular circuit to position the airplane for the landing in the same direction as the take off. The model flares smoothly to touch the ground near the center line with no bouncing or changes in heading and rolls to a stop.
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### F3P Canada - Intermediate 2014-2015

	Maneuvers	K	Position	Description
1	Take off sequences	1	Center	The takeoff run should be straight, the model should lift gently from the ground on the center line and climb at a gradual angle. Perform a rectangular circuit to position the airplane for the first maneuver in the same direction as the take off
2	Square Loop	3	Center	From upright, pull through a ¼ loop into a vertical upline, pull through a ¼ loop into a horizontal line, pull through a ¼ loop into a vertical downline, pull through a ¼ loop into a horizontal line, exit upright.
3	Stall Turn, 1/2 Roll up, exit inverted	2	Turnaround	Pull up into a vertical flight path, perform a 1/2 roll, stall turn through 180° to vertical, then push to recover in level inverted flight.
4	Outside Loop from bottom, exit inverted	2	Center	From inverted, the model pushes and executes an outside round loop.
5	Top Hat with 1/4 Roll up & down, exit inverted	3	Turnaround	From inverted, push through a ¼ loop into a vertical upline, perform a ¼ roll, pull a ¼ loop into a horizontal cross- box line, pull a ¼ loop into a vertical downline, perform a ¼ roll, push through a 1/4 loop, exit inverted.
6	1 Circle inverted	2	Center	From inverted, perform a full 360 degree circle with constant banking or wing level, exit inverted
7	Half Horizontal Knife Edge Circle	3	Turnaround	From inverted, perform a 1/4 roll, push or pull to 180 degrees, perform a 1/4 roll, exit upright
8	4 Consecutive 1/4 Rolls	4	Center	From upright, perform consecutively four ¼ rolls, exit upright
9	Half Cuban, 1/2 roll	2	Turnaround	From upright, pull through a 5/8 loop into a 45° downline, perform a 1/2 roll, pull through a 1/8 loop, exit upright.
10	1 Torque Roll	6	Center	From upright, pull to a vertical attitude, after a short line, perform 1 torque roll with no altitude change (minimum 3 seconds in length), go vertical for a short line, push to level flight.
11	Landing sequence	1	Center	Perform a rectangular circuit to position the airplane for the landing in the same direction as the take off. The model flares smoothly to touch the ground near the center line with no bouncing or changes in heading and rolls to a stop
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