

Canada F3P Schedules 2014-2015

	Sportsman F3P Canada
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

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	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 ¾ 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 ¼ roll, maintain knife edge flight for at least 5 meters, perform a ¼ 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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