

F3P Canada Intermediate 2016-2017

1	Takeoff Sequence	1	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 takeoff.
2	Cuban 8	3	From upright, pull through a 5/8 loop into a 45 deg downline, perform a 1/2 roll, pull through a 3/4 loop into another 45 deg downline, perform a 1/2 roll, pull through a 1/8 loop, exit upright.
.			Free Turnaround Turnaround 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
3	Cobra	2	Model pulls up to a 45 deg upline, push to a 45 deg downline, then pulls to recover in level flight.
			Free Turnaround Turnaround 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
4	Knife Edge	3	Perform a 1/4 roll, maintain knife edge flight for at least 5 meters, perform a 1/4 roll.
			Free Turnaround Turnaround 180 degrees and position the airplane for the next maneuver. Adjust altitude as required.
5	2-Point Roll	3	Model rolls through 360 deg in either direction, hesitating when inverted.
6	Stall Turn	3	Near the end of the room, the model pulls up into a vertical flight path, stall turns through 180 deg to a vertical dive, then pulls up to recover in level flight.
7	Loop	2	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	Perform a rectangular circuit to position the airplane for the landing in the same direction as the takeoff. The model flares smoothly to touch the ground near the center line with no bouncing or changes in heading and rolls to a stop.