



Classic Aerobatics

Expert Schedule Descriptors

Take Off	U	Not Scored
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Double Immelman with half rolls	U	K2
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From upright, pull through a 1/2 inside loop, then immediately perform a half roll to level inverted flight, hesitate, then push into a 1/2 outside loop to return to the entry altitude, immediately perform a half roll to exit upright. The horizontal legs must be equal to the diameter of the half loops, thus forming a square.

Downgrades:

- Half loops not round with constant and equal radius.
- Half loops not completed exactly above or below point of commencement of half loops.
- Horizontal legs not equal to diameter of half loops.
- Rolls not executed immediately after completion of half loops.
- Roll rates not constant and equal.
- Changes in track during half loop, rolls
- Entry and exit not at same altitude or not level.
- Under or over rotation of prescribed roll elements. Apply "One Point per 15 Degree Rule"

Slow Roll	D	K3
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From upright, perform a full roll of at least 3 seconds, exit upright. Center is middle of inverted flight.

Downgrades:

- Changes in track
- Changes in altitude.
- Roll rate not constant.
- Model does not roll exactly 360 degrees. Apply "One Point per 15 Degree Rule".
- Duration of roll less than 3 seconds.

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2 Consecutive Loops	U	K3
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From upright, pull 2 consecutive inside loops to exit upright. Both loops shall be round and superimposed.

Downgrades:

- Loops not round.
- Loops not superimposed.
- Wings not level during loops.
- Changes in track during loops.
- Exit not at same altitude and track as entry.

2 Consecutive Rolls	D	K3
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From upright, roll at a uniform rate through 2 complete revolutions in either direction to exit upright. Center is that point when the airplane is upright between the rolls.

Downgrades:

- Changes in track during rolls.
- Changes in altitude during rolls.
- Roll rate not constant.
- Model does not do exactly two (2) rolls. Apply “One Point per 15 Degree Rule”.
- Wings not level at beginning or end of roll sequence. Apply “One Point per 15 Degree Rule”.

Top Hat with Half Rolls up and down	U	K3
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The model starts from straight and level flight and noses up to a vertical position prior to the centre line. Halfway up the vertical line performs a half roll. At the top of the line, the pulls through a quarter of a loop and follows high level straight and level flight, past centre for a distance equal to that prior to centre. The model then pulls through another quarter loop into a vertical downward path. Just prior to the baseline height, the model pulls into level flight in the same direction as which it started the manoeuvre.

Downgrades:

- Looping radius not constant
- Rolls not central in vertical line
- Manoeuvre not symmetrical either side of centre
- Model doesn't finish on same height as entry

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Two Outside Loops	D	K4
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Model enters from a high position and pushes up to execute an outside loop, performs 1 further outside loop on the same track as the first, then continuing in level flight at same height as entry

Downgrades:

- Loops not round
- Changes in heading during loops and rolls
- Wings not level during loops
- Model does not enter and exit maneuver at same height
- Pauses of level flight not equal
- Exit not same altitude and heading as entry

Square Loop on Corner	U	K3
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The model starts from straight and level flight and pulls through an 1/8th of a loop, continuing on an upward track, 45 degrees to the horizontal. After establishing a straight line for a short distance, the model pulls through a further 1/8th loop on a further straight line. The sequence continues till the model pulls back on to the base line. The manoeuvre positioned equal side of centre.

Downgrades:

- All radii equal.
- Straight line paths not at 90 degrees to horizontal or horizontal.
- Entry and exit not on same altitude

Straight Inverted Flight	D	K2
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Model performs one-half (1/2) roll to inverted and flies straight and level inverted for a minimum of five (5) seconds, then performs one-half (1/2) roll back to level flight. Half rolls may be in either direction.

Downgrades:

- Half roll not level
- Inverted flight not straight and level
- Changes in heading during rolls and inverted flight
- Path not parallel to flight line

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Stall Turn ¼ Roll Up and Down	U	K2
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The model starts from straight and level flight and noses up to a vertical position, performs a quarter roll and continues vertically for distance equal to the initial vertical path, yaws through 180 degrees, then dives along a parallel path performing another quarter roll and continues for an equal distance vertically. The model then pulls into level flight and finishes the maneuver with the plane level at the same altitude as the entry.

Downgrades:

- Model not level at start
- Does not become exactly vertical
- Turns left or right during pull up
- Does not yaw tightly through 180 degrees
- Return path more than two (2) wing-spans from entry path
- Return path not parallel to entry path
- Maneuver not finished at same altitude as entry
- Plane not level at finish of maneuver
- Model does not fly straight and level to complete maneuver

Cuban Eight with Half Rolls	D	K3
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From upright on the baseline fly past centre and pull through 5/8 of an inside loop into a 45° down line. Perform a half roll in the centre of the 45° down line. Pull through ¾ of an inside loop into a 45° down line. Perform a half roll in the centre of the 45° down line. Pull through a 1/8 loop to exit inverted on the baseline.

Downgrades:

- Half rolls performed on centre line of box, and in middle of 45° lines.
- All radii equal.

Two Turn Spin	U	K2
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From upright on the top line, on the centre line of the box perform two consecutive spins followed by a vertical down line. At the bottom of the vertical down line, pull through a ¼ loop followed by a well-defined, straight line to exit upright on the baseline.

Downgrades:

- Climbing on entry into spin, downgrade 1 point per 15 degrees.
- Yawing before entry into spin, downgrade 1 point per 15 degrees.
- Snap-roll entry, zero points.
- Forced entry, severe downgrade.
- Spin under or over rotation, downgrade 1 point per 15 degrees.

Landing	U	Not Scored
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