

B-01 Take-off Sequence:

Take off unassisted and complete no more than 1½ circuits before entering the first manoeuvre. The climb out should be gradual and 90 degree turns controlled until after ½, 1 or 1½ circuits the model enters the first manoeuvre.

Judging notes.

- Change in height to be smooth and constant.
- Lines parallel to hall.

B-02 Triangular Loop (Base at the bottom):

From upright on the baseline pass centre and pull through a 3/8 loop into a 45° up line. Pull through a ¼ loop positioned on the centre line into a 45° down line. Pull through a 3/8 loop to exit upright at baseline height.

Judging notes.

- All radii equal.
- Entry and exit should be same height.
- The base of a 45° triangle is longer than other two lines.

B-03 Humpty Bump Pull, Pull, Pull, half roll up:

From upright on the baseline pull through a ¼ loop into a vertical up line. Perform a half roll. At the top of the vertical up line pull through a half inside loop into a vertical down line. At the bottom of the down line, pull through a ¼ loop to exit upright on the baseline.

Judging notes.

- All radii equal.
- Half roll performed in middle of vertical up line.
- Lines not vertical (downgrade 1 point per 15 degrees).

B-04 One Roll Rolling Circle:

From upright on the baseline at the centre line perform a one roll rolling circle to exit upright at baseline height.

Judging notes.

- Constant roll rate and radius.
- Manoeuvre centred on centre line.
- Entry and exit should be same height.

B-05 Half Knife Edge Square Circuit, exit inverted:

From upright on the baseline perform a ¼ roll (either direction) to knife edge flight. After a short pause push or pull through a ¼ horizontal circle into cross box knife edge flight. Push or pull through a ¼ horizontal circle into a parallel knife edge flight. After a short pause perform a ¼ roll (either direction) to exit inverted on the baseline.

Judging notes.

- All radii equal.
- Heading not parallel or wings not perpendicular (downgrade 1 point per 15 degrees).
- Constant knife edge flight (downgrade 1 point per 15 degrees).
- Constant height.

B-06

Square Loop, exit inverted:

From inverted on the baseline pass centre and push through a ¼ loop into a vertical up line. Push through a ¼ loop into horizontal upright flight. Push through a ¼ loop into a vertical down line. Push through a ¼ loop to exit inverted at baseline height.

Judging notes.

- All radii equal.
- Entry and exit should be same height.
- Lines should be straight (downgrade 1 point per 15 degrees) and of equal length.
- Manoeuvre should be centred on centre line.

B-07

Half Inverted Circle, half roll on exit:

From inverted on the baseline perform a half horizontal control line circle immediately followed by a half roll to exit upright on the baseline.

Judging notes.

- All radii equal.
- Consistent radius.
- Entry and exit should be same height.
- Heading change (downgrade 1 point per 15 degrees).
- Half roll should be performed immediately after half horizontal circuit.

B-08

Stall Turn, Full Roll Up:

From upright on the baseline pull through a ¼ loop into a vertical up line, perform a full roll, followed by a stall turn into a vertical down line. Pull through a ¼ loop to exit upright.

Judging notes.

- Full roll should be centred on vertical up line.
- If the stall turn is between half and 1 wing span then minus 1 point.
- If the stall turn is between 1 wing span and a 1.5 wing spans then minus 2/3 points.
- If the stall turn is between 1.5 wing spans and a 2 wing spans then minus 4/5 points.
- If the stall turn is greater than 2 wing spans then minus 10 points.
- If the aircraft exhibits a pendulum effect after exiting the stall turn then minus 1 point.

B-09

One Torque Roll:

From upright on the baseline reduce flying speed and pivot the model about the centre of gravity into a vertical hover on the centre line. Pause briefly and then perform one torque roll, pause briefly and then pivot the model about the centre of gravity to exit upright on the baseline.

Judging notes.

- Manoeuvre centred on centre line.
- Height should be constant through roll.
- Model should rotate with torque.

C-09

Landing Sequence:

Exit the last manoeuvre and complete no more than 1½ circuits before descending to land in front of the pilot. The descent should be gradual and 90 degree turns controlled.

Judging notes.

- Change in height should be smooth and constant.
- Lines should be parallel to hall.

Maximum score = 370. Promotion = 222 (60%)