

C-01 Rectangular Take-off Sequence

Judging notes.

- As per GBR/CAA Take-off and Landing Judging criteria.

C-02 Two inside Loops:

From upright on the baseline at the centre line pull through two inside loops to exit upright at baseline height.

Judging notes.

- Loops to be concentric and of equal size.
- Constant radius.
- Entry and exit should be same height.

C-03 Immelmann Turn with Half Roll:

From upright pull into a half loop and immediately perform a half roll to exit upright.

Judging notes.

- Constant radius through half loop.
- Half roll should immediately follow half loop.

C-04 One Outside Loop:

From upright on the top line at the centre line push through one outside loop to exit upright on the top line.

Judging notes.

- Constant radius.
- Entry and exit should be same height.

C-05 Split S:

From upright on the top line perform a half roll immediately followed by half an inside loop to exit upright on the baseline.

Judging notes.

- Half loop immediately follows half roll.
- Constant radius through half loop.

C-06 Cuban Eight with no Rolls:

From upright on the baseline fly past centre and pull through 5/8 of an inside loop into a 45° down line. Push through 3/4 of an outside loop into a 45° down line. Pull through a 1/8 loop to exit upright on the baseline.

Judging notes.

- All radii equal.
- Entry and exit should be same height.
- Crossover on 45 degree down lines must be over centre line.

C-07

Stall Turn:

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

Judging notes.

- 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.

C-08

Slow Roll:

From upright on the baseline perform a slow roll to exit upright on the baseline.

Judging notes.

- Constant roll rate.
- Roll should take 3 to 5 seconds as a guide
- Model should be inverted on centre line.

C-09

Half Square Loop, half roll on exit:

From upright on the baseline pull through a ¼ loop into a vertical up line. Pull through a ¼ loop followed by a half roll to exit up right on the top line.

Judging notes.

- All radii equal.
- There should be a short pause between ¼ loop and half roll.

C-10

Two Turn Spin:

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.

Judging notes.

- 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.

C-11

Landing Sequence

Judging notes.

- As per GBR/CAA Take-off and Landing Judging criteria.

Maximum score = 250. Promotion = 150 (60%)