

Class III

Gerakan-gerakan berikut ditandai dengan arah mulai dan akhir (U=upwind/Melawan angin , D=downwind/Searah angin).

1. Vertical Triangle with 180 Degree Pirouettes
2. Nose In Circle
3. Vertical Rectangle with 360 Degree Pirouettes
4. 540 Degree Stall Turn
5. Slow Roll
6. Immelmann S
7. Stall Turn with 1/2 Roll
8. Autorotation with 180 Degree Turn

Lihat gambar terlampir untuk rincian gerakan.

1. Vertical Triangle with 180 Degree Pirouettes Model is positioned on central helipad parallel to judges. Model takes off from the central helipad and rises to eye level, pauses, hovers backward to the edge of the box at a constant altitude, heading, and speed, pauses, rotates 180 degrees in either direction, pauses, climbs 5m in altitude in a straight line backwards at a 45 degree angle to the central helipad, pauses, descends 5m to original altitude in a straight line backwards at a 45 degree angle to the opposite side of the box, pauses, rotates 180 degrees in the opposite direction, pauses, hovers backward to the central helipad, pauses, descends vertically to central helipad

2. Nose In Circle Model takes off from the central helipad and rises vertically to eye level, pauses, hovers backwards in a straight line, at a constant altitude, heading, and speed to edge of box, pauses, hovers either direction with nose pointing at the central helipad in a 5m radius circle passing over the center of each side of the box, pauses, hovers forward in a straight line to the central helipad, pauses, descends vertically to central helipad.

3. Vertical Rectangle with 360 Degree Pirouettes Model takes off from the central helipad and rises vertically to eye level, pauses, hovers backwards in a straight line at a constant altitude, heading, and speed, to the edge of the box, pauses, climbs vertically 2m, pauses, rotates 360 degrees in either direction, pauses, climbs vertically 2m, pauses, hovers forward in a straight line over the central helipad to the opposite side of the box, pauses, descends vertically 2m, pauses, rotates 360 degrees in the opposite direction, pauses, descends vertically 2m, pauses, hovers backward in a straight line to the central helipad, pauses, descends vertically to central helipad.

4. 540 Degree Stall Turn Model flies straight and level for 10m then climbs with a smoothly rounded curve of 90 degrees to a vertical climb. When the vertical climb stops, the model rotates 540 degrees about the yaw axis so that the nose points downward. While diving, the model follows the same path as the beginning of the maneuver. Entry and exit should be at the same altitude. The beginning and end of the pull ups should be on the midline and the vertical line offset in the direction of flight.

5. Slow Roll Model flies straight and level for a minimum of 10m, rolls through one (1) complete 360 degree revolution maintaining the nose in the direction of flight, flies straight and level for the same duration and at the same altitude as the entry. Maneuver is centered with the model inverted at the midline and the roll portion of the maneuver should have a duration of 3 seconds minimum.

6. Immelmann S Model flies straight and level, executes a 1/2 loop, flies level 5m minimum, rolls 360 degrees from inverted to inverted, flies level 5m minimum, executes a 1/2 loop back to original altitude and flies straight and level. Maneuver begins and ends with level flight on the midline.

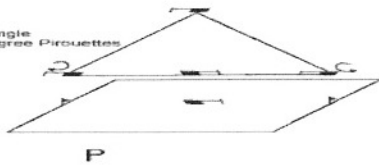
7. Stall Turn with 1/2 Roll Model flies straight and level for 10m, climbs vertically with a smoothly rounded curve, stops, rotates 180 degrees so the nose is downward, executes 1/2 roll, either direction, and recovers to straight level flight 10m at

original altitude. Note: there should be a helicopter length of straight flight between the rotation and the 1/2 roll, and between the 1/2 roll and the recovery. Vertical line should be on the midline.

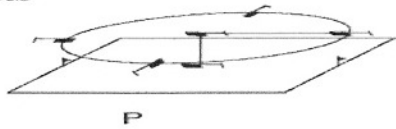
8. Auto Rotation with 180 Degree Turn Model flies at a minimum altitude of 20m with a speed that is less than required for stationary flight, the engine must be stopped before the model crosses the midline and begins a 180 degree turn to land on the central helipad. Maneuver begins at the midline. If the skids are inside the central helipad, a maximum of 10 points can be earned. If the skids touch the central helipad, a maximum of 9 points can be earned,. If the skids are outside the central helipad, a maximum of 8 points can be earned. If the skids are on or outside the box, a maximum of 5 points can be earned. If the motor is running after the model crosses the centerline, a score of zero (0) shall be given.

Class III

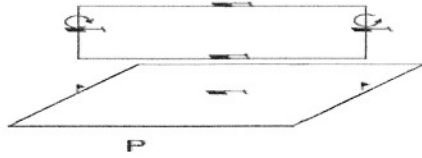
1 Vertical Triangle with 180 Degree Pirouettes



2 Nose in Circle



3 Vertical Rectangle with 360 Degree Pirouettes



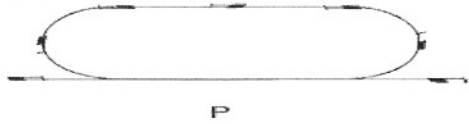
4 540 Degree Stall Turn



5 Slow Roll



6 Immelman S



7 Stall Turn with 1/2 Roll



8 Auto Rotation with 180 Degree

