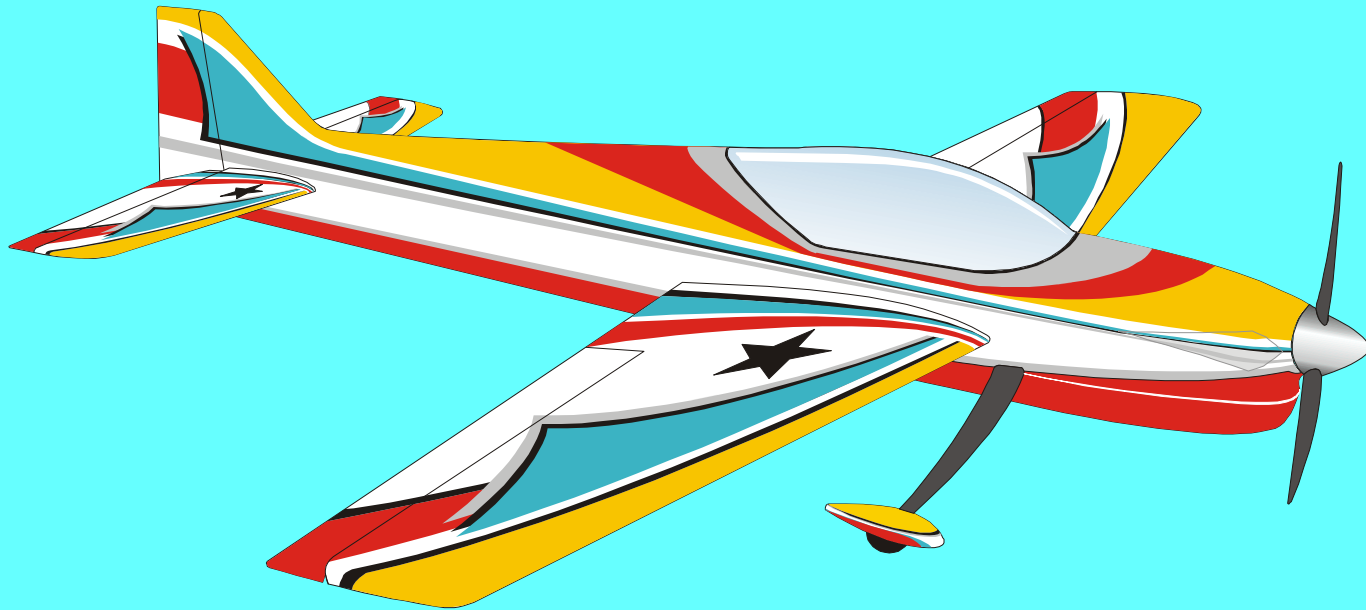


Presisjons-akrobatikk F3A

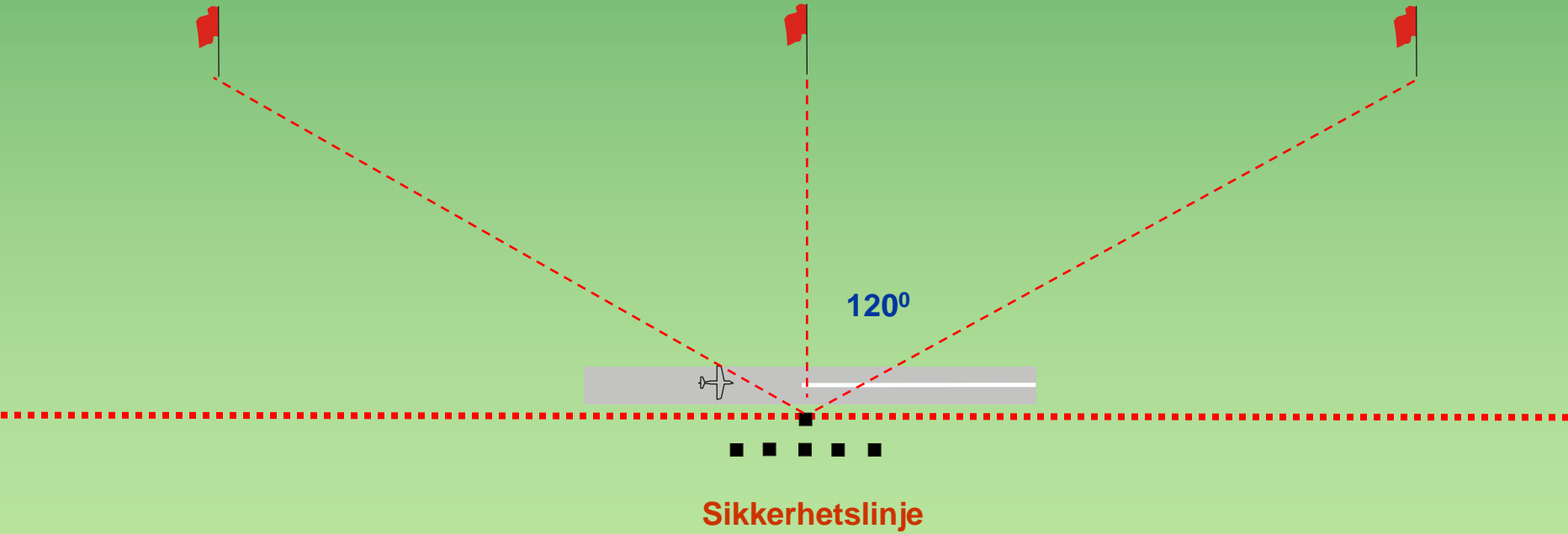
Program Sport (2011 utgave)





Avgang (Bedømmes ikke)

← Vind

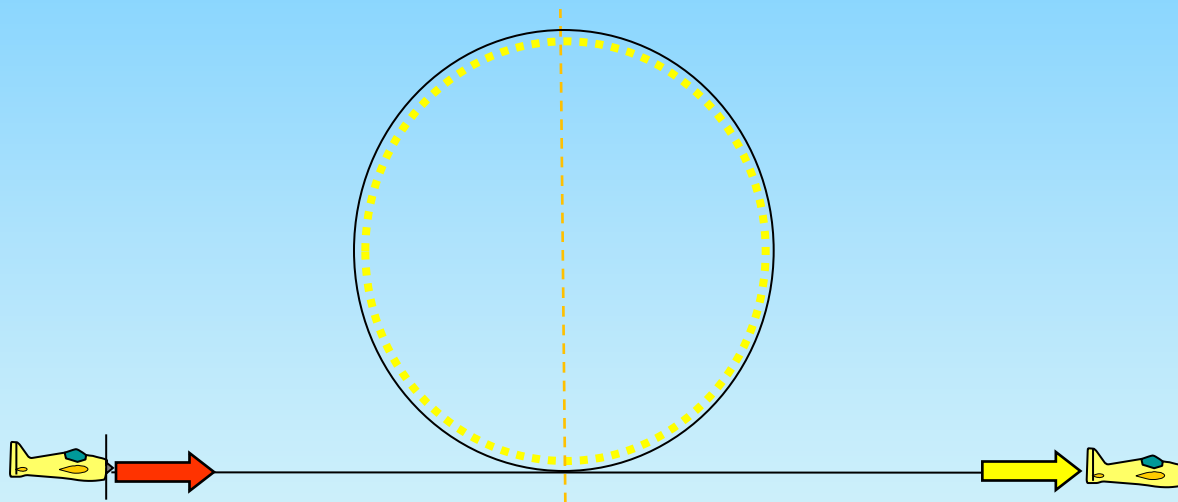


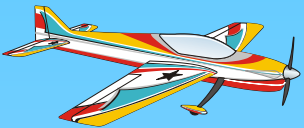


Sport.01 2 looper

Konstant radius

Sentrert og topp rett over bunn



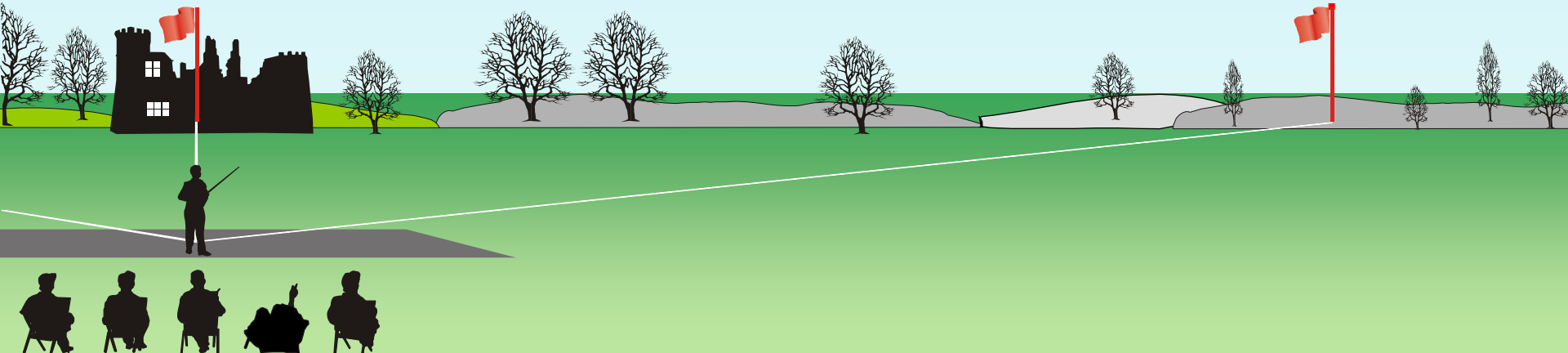
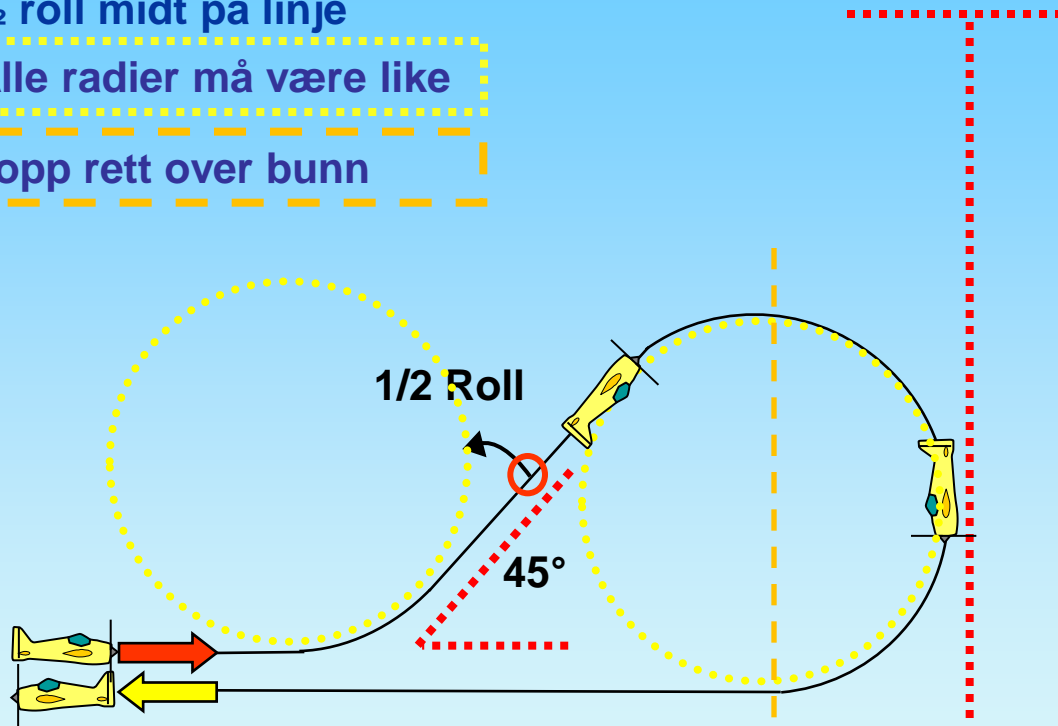


Sport.02 Halv reversert cubansk 8

½ roll midt på linje

Alle radier må være like

Topp rett over bunn

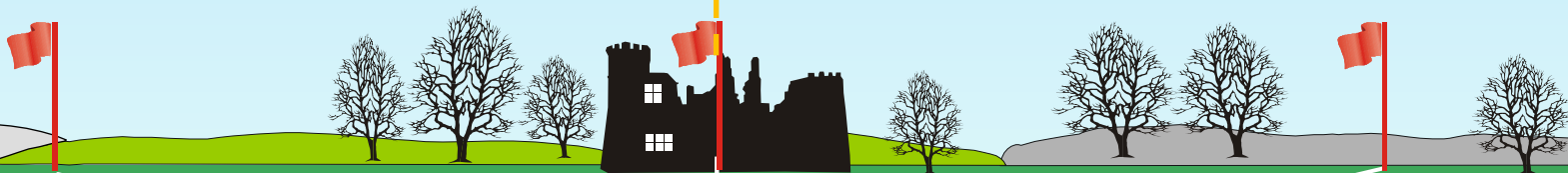
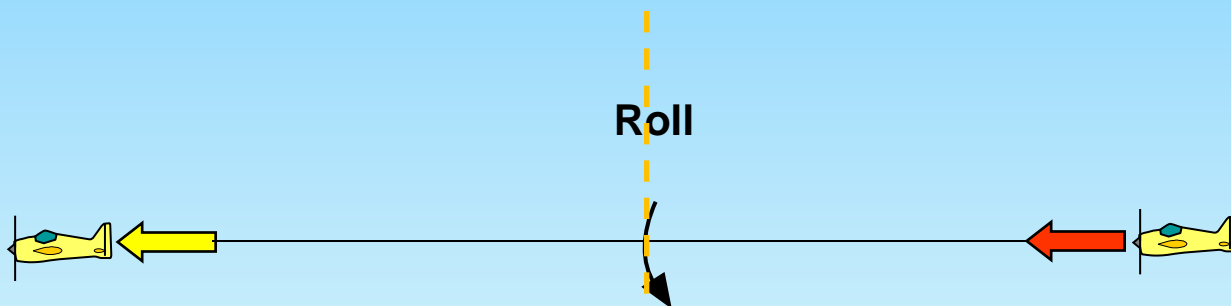




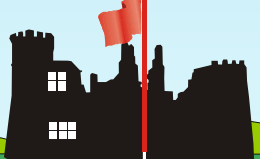
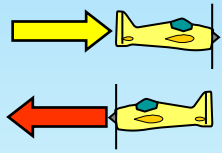
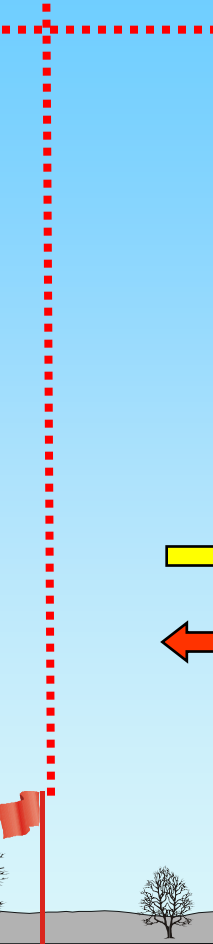
Sport.03 Roll

Konstant roll-rate (2-3 sek)

Sentrert



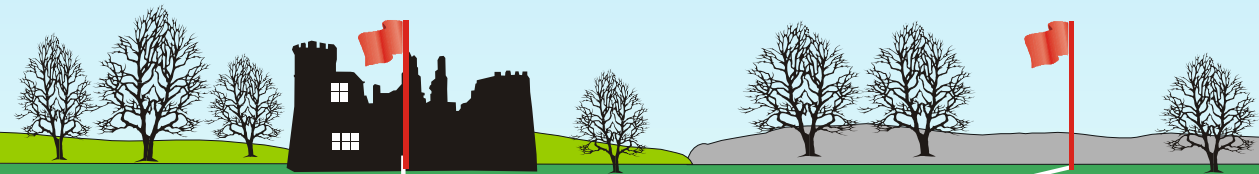
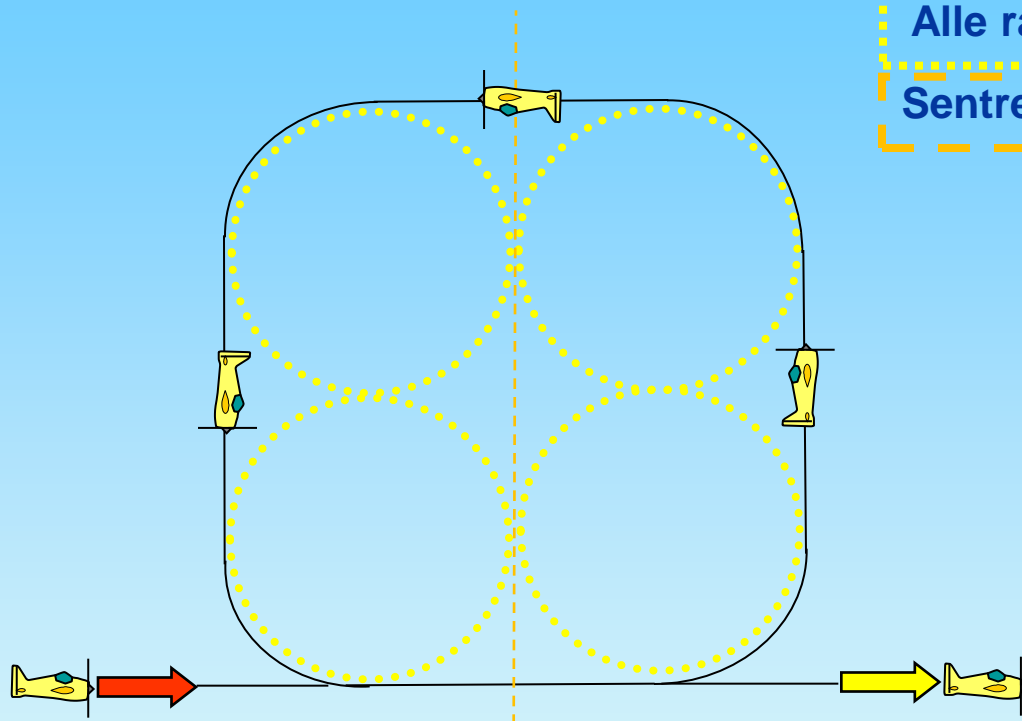
Sport Fri vending





Sport.04 Firkantet loop (kvadratisk)

Alle radier må være like
Sentrert

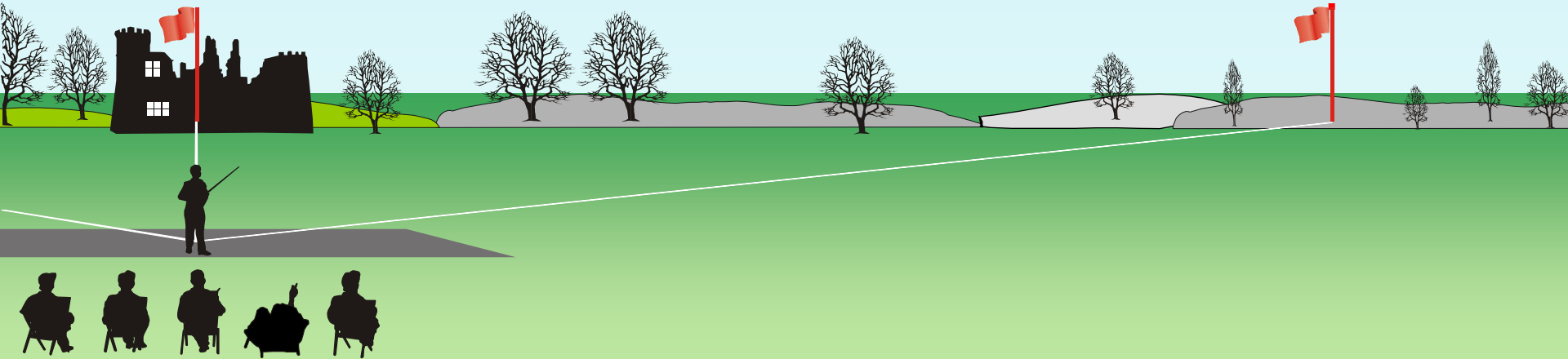
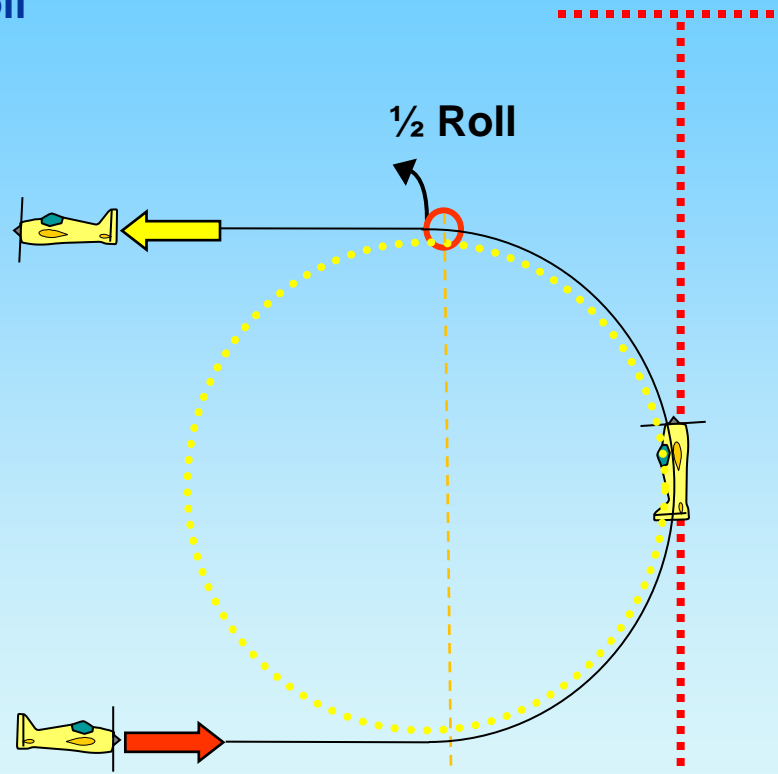




Sport.05 Immelmann

Ingen linje mellom loop og roll

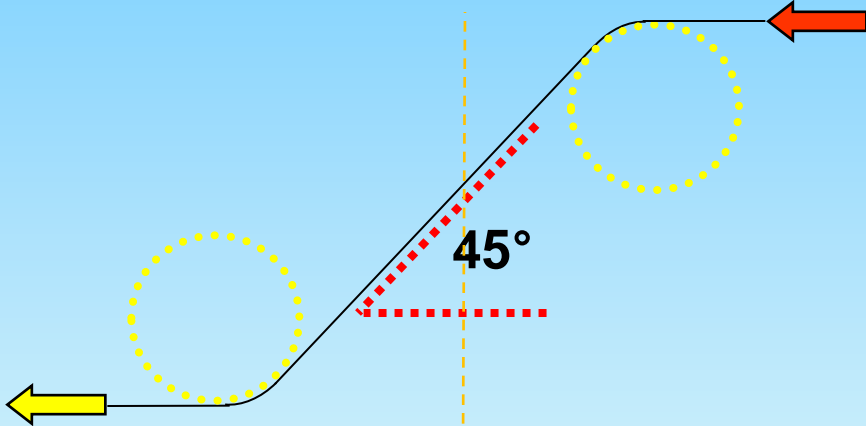
- Konstant radius
- Topp rett over bunn



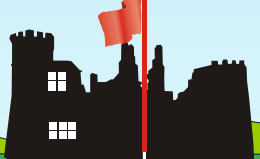
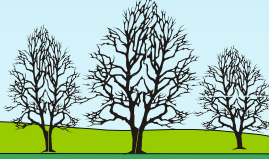
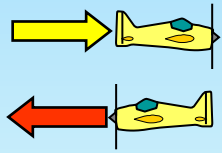
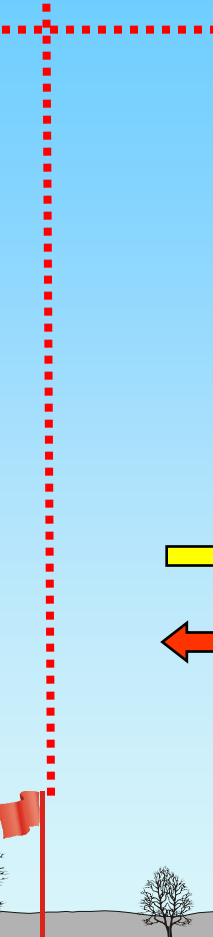


Sport.06 45° nedstigning

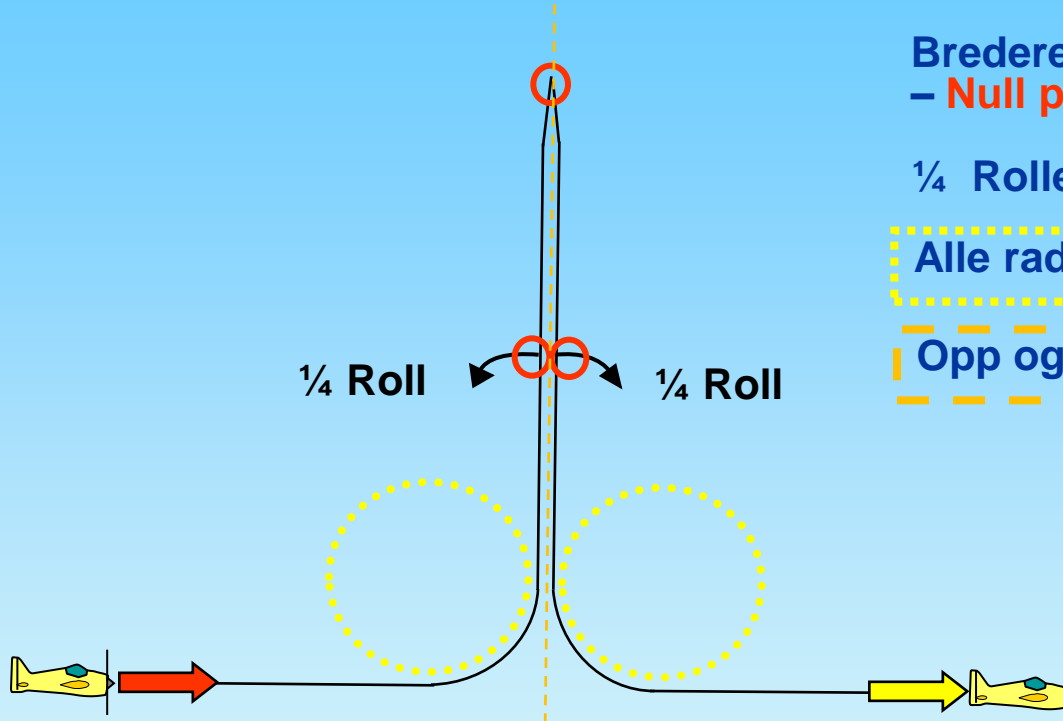
Alle radier må være like
Sentrert



Sport Fri vending



Sport.07 Stall-turn med $\frac{1}{4}$ roller

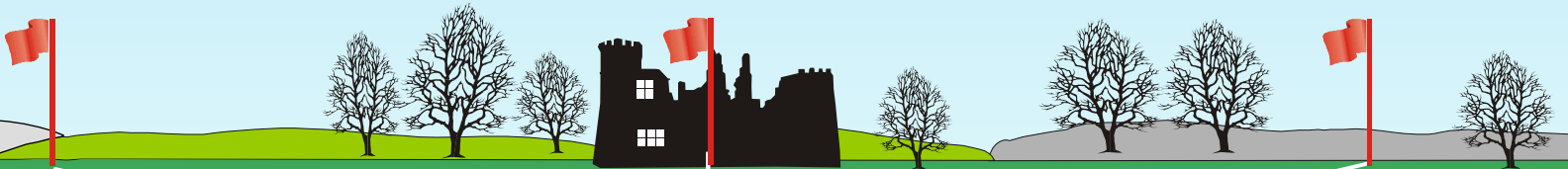


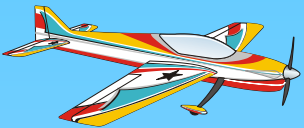
Bredere enn to vingespenn
– Null poeng!

$\frac{1}{4}$ Rollene midt på linjene

Alle radier må være like

Opp og ned på senter

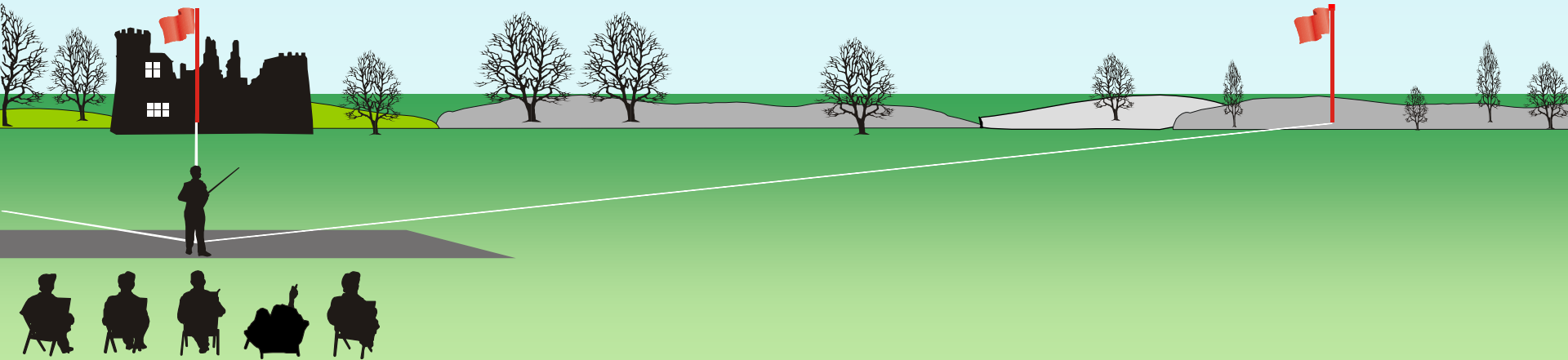
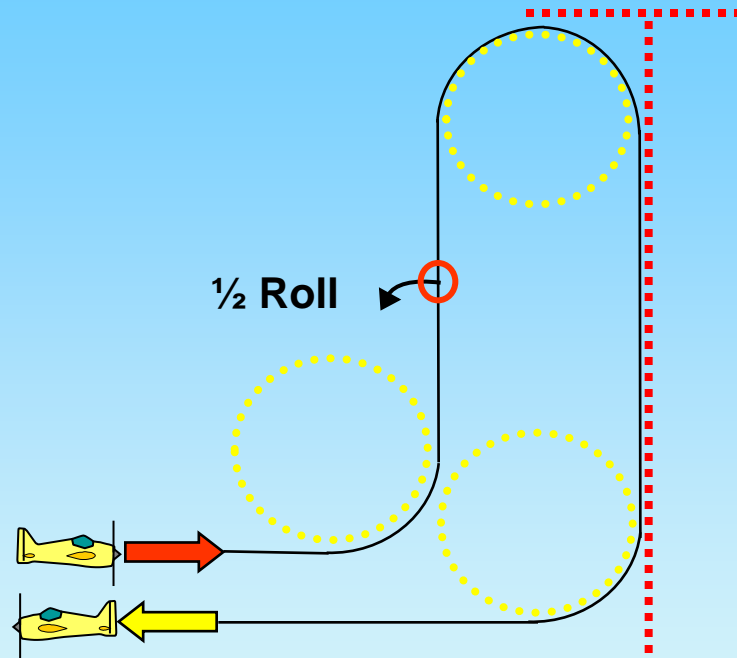




Sport.08 Humpty bump med $\frac{1}{2}$ roll

1/2 Rollen midt på linjen

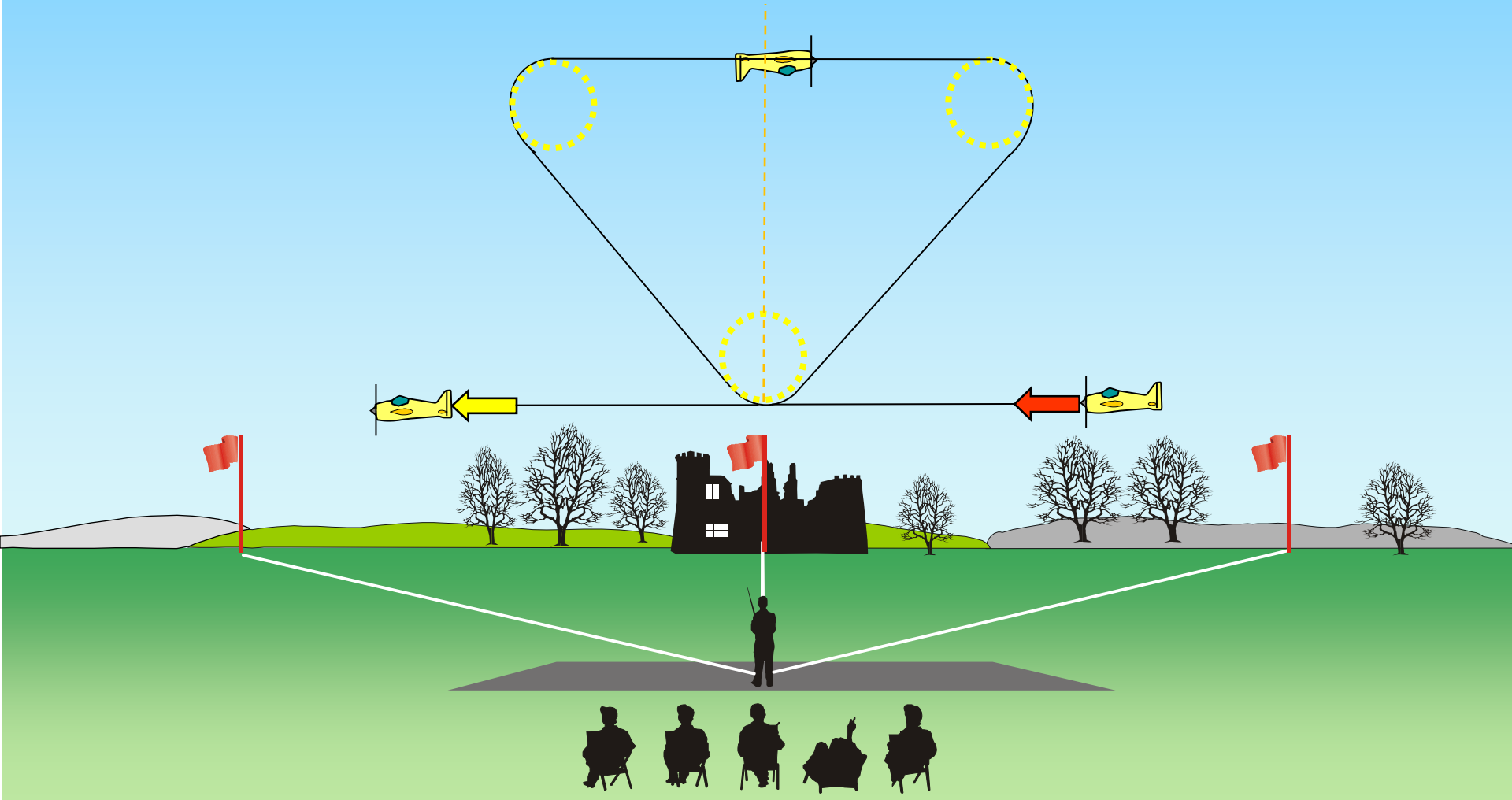
Alle radier må være like



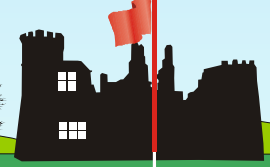
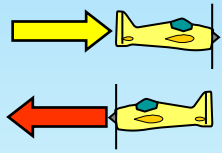
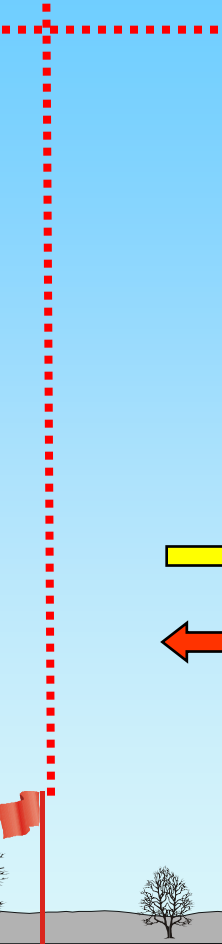
Sport.09 Trekantet loop



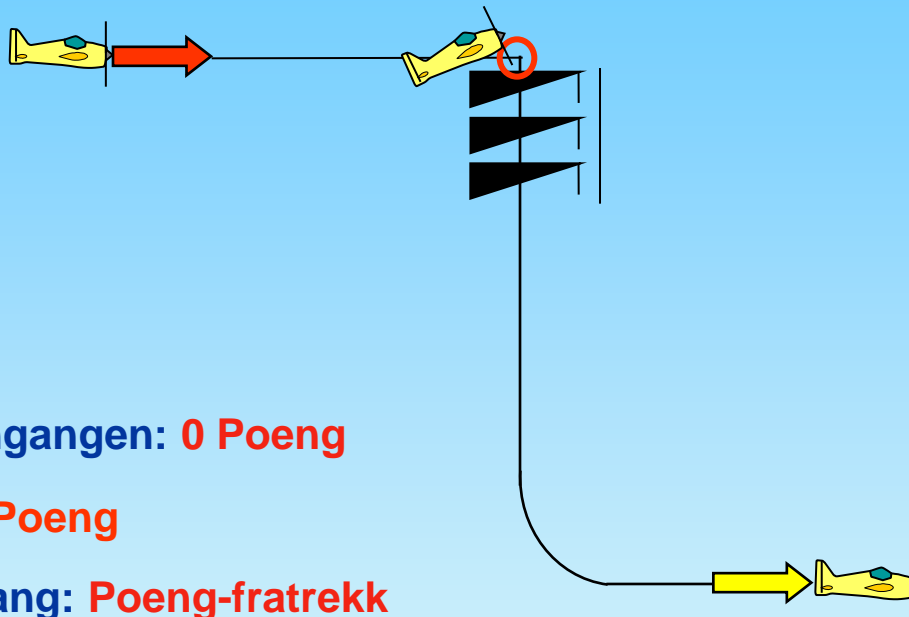
Alle radier må være like
Sentrert



Sport Fri vending



Sport.10 3 turn spinn



Snap-roll i inngangen: **0 Poeng**

Spiralstup: **0 Poeng**

Tvunget inngang: **Poeng-fratrekk**

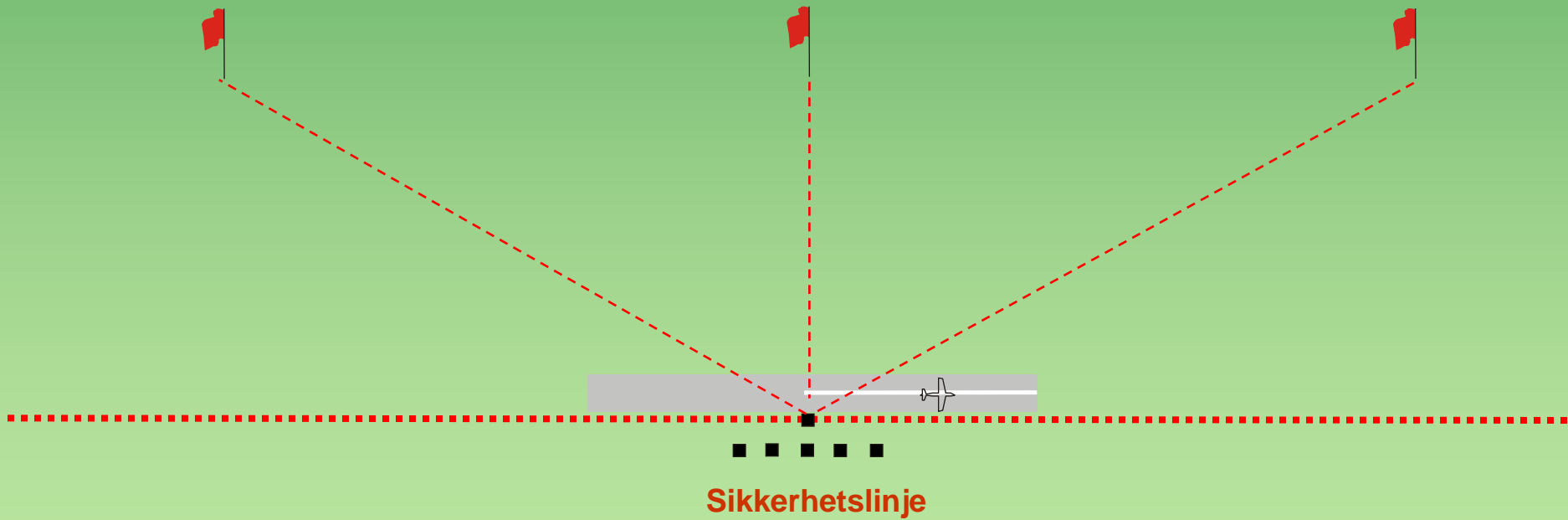




Landing (bedømmes ikke)

Retningen på landingen kan avvike fra avgangens retning

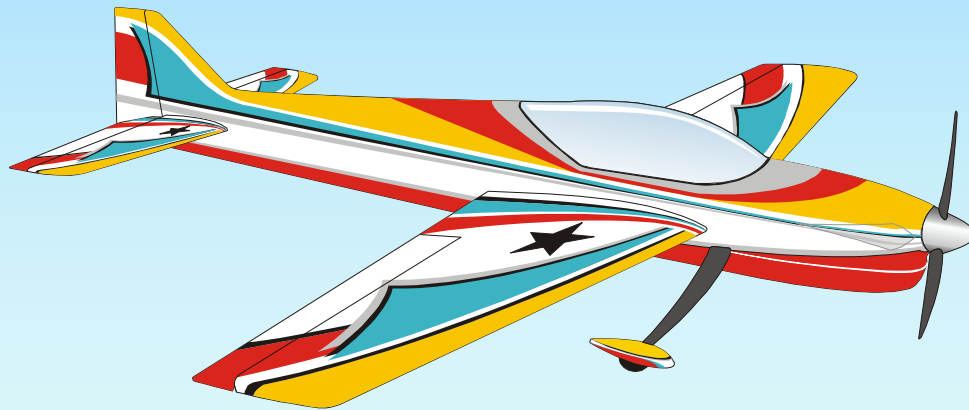
 **Vind**



Glem **HVEM** som flyr!

Glem **HVA** som flyr!

SE KUN PÅ LINJENE SOM TEGNES PÅ HIMMELEN



Bob Skinner

Takk!

Ola Fremming, April 2016