# FEDERATION AERONAUTIQUE INTERNATIONALE
## AEROMODELLING COMMISSION (CIAM) - PROPOSAL FORM

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**Date:** **15-10-22**
**Proposal submitted by:** **FRANCE**

For proposals from Subcommittees: Voting Numbers Required:

Overall Votes Cast: [ ] For: [ ] Against: [ ]

**Sporting Code Volume:** **Volume F3 Radio Control Aerobatics**

**Heading of section:** **Section 4 - Aeromodelling**

**Class:** **F3A – RC Aerobatic Aircraft**

**Number & heading of the paragraph:** **5.G.8.2. Turnaround manoeuvres**

**Page number if appropriate:** **49**

**This proposal is a:**

| Rule Change | X | Safety | | Noise | | Other | X |
|---|---|---|---|---|---|---|---|
| Clarifica -tions | | | | | | | |

**mark the boxes with ✘ as appropriate**

**Type the instruction in the space below:**

***Amend paragraph 5.G.8.2 by addition of*** **of new manoeuvres in the respective places*:***

**Type the text changes in the space below** *(show deletions as ~~strike-through~~ and additions as* **<u>bold underlined</u>***):*

**<u>A.1 Square loop on corner: from upright pull into vertical upline, 1/4 roll, push through a 1/8 loop, pull through a 1/4 loop, pull through a 1/4 loop, pull through a 1/4 loop, push through a 1/8 loop, 1/4 roll, exit upright (K4)</u>**
**<u>A.2 Square loop on corner: from upright pull into vertical upline, 1/4 roll, push through a 1/8 loop, pull through a 1/4 loop, pull through a 1/4 loop, pull through a 1/4 loop, push through a 1/8 loop, 1/4 roll, exit inverted (K4)</u>**
**<u>A.3 Square loop on corner: from inverted push into vertical upline, 1/4 roll, push through a 1/8 loop, pull through a 1/4 loop, pull through a 1/4 loop, pull through a 1/4 loop, push through a 1/8 loop, 1/4 roll, exit upright (K4)</u>**
**<u>A.4 Square loop on corner: from inverted push into vertical upline, 1/4 roll, push through a 1/8 loop, pull through a 1/4 loop, pull through a 1/4 loop, pull through a 1/4 loop, push through a 1/8 loop, 1/4 roll, exit inverted (K4)</u>**
**<u>A.11 Square loop on corner: from upright pull into vertical upline, 1/4 roll, pull through a 1/8 loop, push through a 1/4 loop, push through a 1/4 loop, push through a 1/4 loop, pull through a 1/8 loop, 1/4 roll, exit upright (K4)</u>**
**<u>A.12 Square loop on corner: from upright pull into vertical upline, 1/4 roll, pull through a 1/8 loop, push through a 1/4 loop, push through a 1/4 loop, push through a 1/4 loop, pull through a 1/8 loop, 1/4 roll, exit inverted (K4)</u>**
**<u>A.13 Square loop on corner: from inverted push into vertical upline, 1/4 roll, pull through 1/8 loop, push through a 1/4 loop, push through a 1/4 loop, push through a 1/4 loop, pull through a 1/8 loop, 1/4 roll, exit upright (K4)</u>**

**A.14 Square loop on corner: from inverted push into vertical upline, 1/4 roll, pull through 1/8 loop, push through a 1/4 loop, push through a 1/4 loop, push through a 1/4 loop, pull through a 1/8 loop, 1/4 roll, exit inverted (K4)**
**A.23 Square loop on corner: from upright pull into vertical upline, 1/2 roll, 1/8 knife edge loop, 1/4 knife edge loop into 45° upline, 1/4 knife edge loop into 45° downline, 1/4 knife edge loop into 45° downline, 1/8 knife edge loop into vertical downline, 1/2 roll, pull into 1/4 loop, exit upright (K5)**
**A.24 Square loop on corner: from inverted push into vertical upline, 1/2 roll, 1/8 knife edge loop, 1/4 knife edge loop into 45° upline, 1/4 knife edge loop into 45° downline, 1/4 knife edge loop into 45° downline, 1/8 knife edge loop into vertical downline, 1/2 roll, push into 1/4 loop, exit inverted (K5)**
**A.25 Shovel: : from upright pull into vertical upline, 1/2 roll, 1/4 knife edge loop into a first horizontal line, 1/4 knife edge loop into vertical upline, 1/4 knife edge loop into a second horizontal line in opposite direction as the first one, 1/4 knife edge loop into vertical downline, 1/4 knife edge loop into horizontal line in same direction as the first one, 1/4 knife edge loop into vertical downline, 1/2 roll, pull into 1/4 loop, exit upright (K5)**
**A.26 Shovel: : from inverted push into vertical upline, 1/2 roll, 1/4 knife edge loop into a first horizontal line, 1/4 knife edge loop into vertical upline, 1/4 knife edge loop into a second horizontal line in opposite direction as the first one, 1/4 knife edge loop into vertical downline, 1/4 knife edge loop into horizontal line in same direction as the first one, 1/4 knife edge loop into vertical downline, 1/2 roll, push into 1/4 loop, exit inverted (K5)**
**A.27 Shovel: : from upright pull into vertical upline, 1/4 roll, push into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, push into 1/4 loop, 1/4 roll, exit upright (K4)**
**A.28 Shovel: : from upright pull into vertical upline, 1/4 roll, push into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, push into 1/4 loop, 1/4 roll, exit inverted (K4)**
**A.29 Shovel: : from upright pull into vertical upline, 1/4 roll, pull into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, pull into 1/4 loop, 1/4 roll, exit upright (K4)**
**A.30 Shovel: : from upright pull into vertical upline, 1/4 roll, pull into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, pull into 1/4 loop, 1/4 roll, exit inverted (K4)**
**A.31 Shovel: : from inverted push into vertical upline, 1/4 roll, push into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, push into 1/4 loop, 1/4 roll, exit inverted (K4)**
**A.32 Shovel: : from inverted push into vertical upline, 1/4 roll, push into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, pull into 1/4 loop, push into 1/4 loop, 1/4 roll, exit upright (K4)**
**A.33 Shovel: : from inverted push into vertical upline, 1/4 roll, pull into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, pull into 1/4 loop, 1/4 roll, exit inverted (K4)**
**A.34 Shovel: : from inverted push into vertical upline, 1/4 roll, pull into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, push into 1/4 loop, pull into 1/4 loop, 1/4 roll, exit upright (K4)**
**O.1 Half clover: from upright pull into vertical upline, 1/2 roll, 3/4 knife edge loop into an horizontal flight edge path, 3/4 knife edge loop into a vertical downline, 1/2 roll, exit upright (K5)**
**O.2 Half clover: from inverted push into vertical upline, 1/2 roll, 3/4 knife edge loop into an horizontal flight edge path, 3/4 knife edge loop into a vertical downline, 1/2 roll, exit inverted (K5)**
**O.3 Half clover: from upright pull into vertical upline, 1/4 roll, pull through 3/4 loop into an horizontal flight path, pull through 3/4 loop into a vertical downline, 1/4 roll, exit upright (K4)**
**O.4 Half clover: from upright pull into vertical upline, 1/4 roll, pull through 3/4 loop into an horizontal flight path, pull through 3/4 loop into a vertical downline, 1/4 roll, exit inverted (K4)**
**O.5 Half clover: from upright pull into vertical upline, 1/4 roll, push through 3/4 loop into an horizontal flight path, push through 3/4 loop into a vertical downline, 1/4 roll, exit upright (K4)**
**O.6 Half clover: from upright pull into vertical upline, 1/4 roll, push through 3/4 loop into an horizontal flight path, push through 3/4 loop into a vertical downline, 1/4 roll, exit inverted (K4)**
**O.7 Half clover: from inverted push into vertical upline, 1/4 roll, pull through 3/4 loop into an horizontal flight path, pull through 3/4 loop into a vertical downline, 1/4 roll, exit upright (K4)**
**O.8 Half clover: from inverted push into vertical upline, 1/4 roll, pull through 3/4 loop into an horizontal flight path, pull through 3/4 loop into a vertical downline, 1/4 roll, exit inverted (K4)**
**O.9 Half clover: from inverted push into vertical upline, 1/4 roll, push through 3/4 loop into an horizontal flight path, push through 3/4 loop into a vertical downline, 1/4 roll, exit upright (K4)**
**O.10 Half clover: from inverted push into vertical upline, 1/4 roll, push through 3/4 loop into an horizontal flight path, pull through 3/4 loop into a vertical downline, 1/4 roll, exit inverted (K4)**

**Remark: in all manoeuvres half clover, the 3/4 loops are tangent.**

**Type the reasons in the space below:**

For the composition of unknown schedules, we need more difficult turnaround manoeuvres K=4 and k=5.

**Type any supporting data for the proposed technical amendments in the space below:**