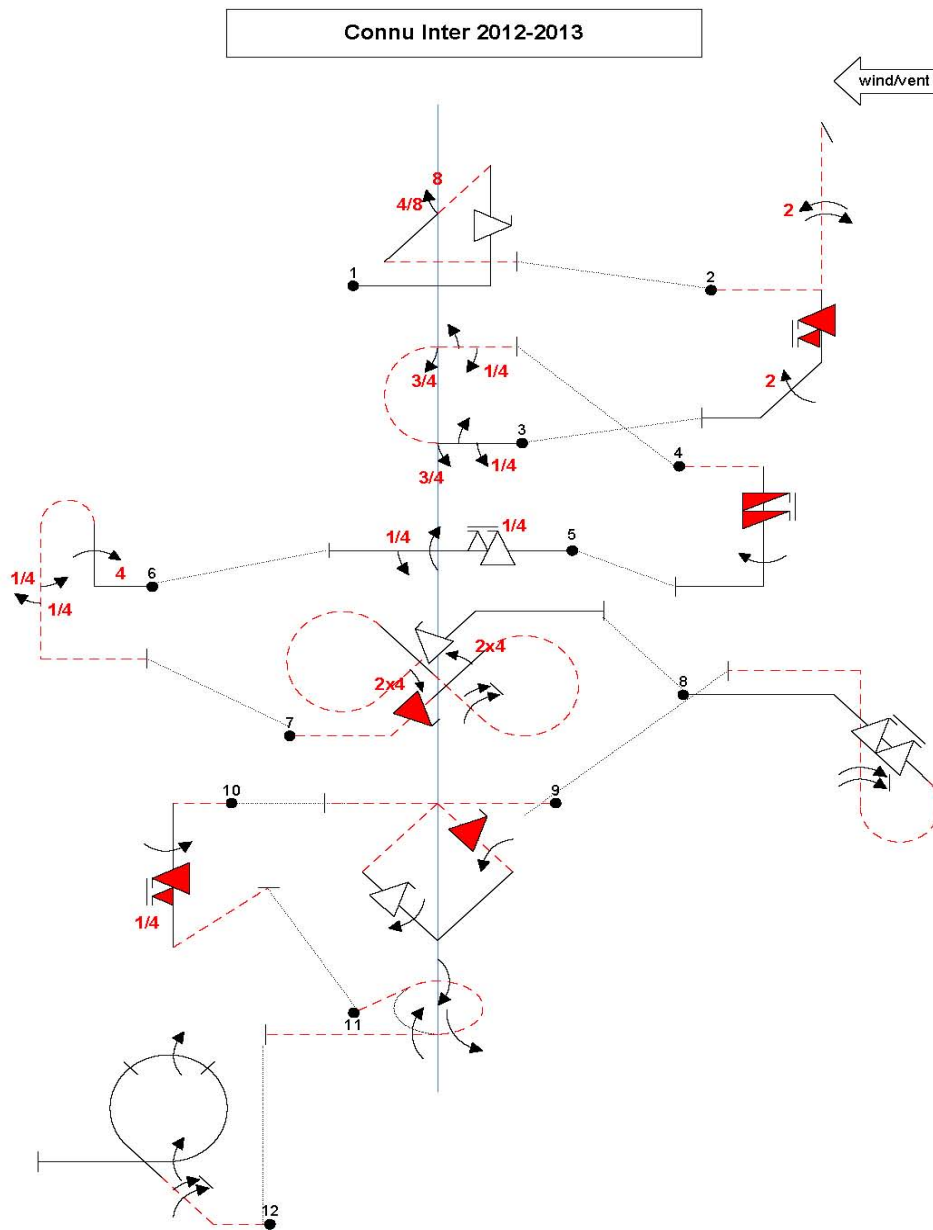


**EAC - EUROPEAN ACRO CUP**  
**Rahmenausschreibung 2012 – deutsch -**

**GAM 2012 Known A= (with FAI-corrected Aresti-Description in Figure 7)**  
**European Acro Cup International Known 2012/2013**

Figure	K
1 Triangle loop with positive snap roll on upline and 4/8-point roll on 45° line.	3
2 Stall turn with one roll and 2/2-point roll opposite on upline, 1,5 negative snap roll on downline and 2/2-point roll on 45° leg	4
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7 Reverse Cuban eight, one negative snap roll, 2/4-point roll opposite on leg 1, 1 1/2 roll on leg 2, 2/4-point roll and a opposite positive snap roll on leg 3	6
8 Teardrop with 2 positive snap rolls on 45° downline, 2 linked rolls on upline	4
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## **Figurenbeschreibung Programm INTERNATIONAL**

(englische Version aus "FAI-Sportingcode F3M - RADIO CONTROLLED AEROBATIC MODEL AIRCRAFT")

### **1. Triangle loop with positive snap roll on upline and 4/8-point roll on 45° line**

Pull to a 90° climbing vertical line, perform a positive snap roll then pull to a 45° down line, perform half an 8-Point roll, then push to an horizontal inverted flight.

Possible mistakes:

K=3

- The snap roll is not positive
- Rotations are not in the middle of their respective lines.
- Parts of the half 8-point roll are not equals.

### **2. Stall turn with one roll and 2/2-point roll opposite on upline, 1,5 negative snap roll on downline and 2/2-point roll on 45° leg**

From inverted, push to a vertical line, perform a roll and an opposite 2-point roll, slow down to perform a stall turn. In the down line, perform a 1,5 negative snap roll, pull to a 45° down line, perform a 2-point roll and pull to an horizontal positive line.

Possible mistakes:

K=4

- Rotations are not in the middle of their respective lines.
- Rolls are not opposite.
- Snap roll is not negative

### **3. Half loop with 1/4., 1/2, 3/4 alternate rolls on enter and 3/4, 1/2, 1/4 alternate roll on exit**

From upright, perform a 1/4. roll, then an opposite half roll, then an opposite 3/4 roll. Immediately after push for a negative half loop. Immediately after, perform a 3/4 roll, an opposite half roll and a 1/4. opposite roll.

Possible mistakes:

K=4

- Rolls are not opposites.
- The half loop does not start or end on the centre line.
- Rotations does not stop exactly on knife-edge or on horizontal flight.
- The half loop is not round.

#### **4. Two turn negative spin**

From inverted, perform two consecutive inverted (negative) spins followed by an opposite roll and push to exit inverted.

Possible mistakes: K=3

- Entry is a snap roll : zero points.
- Entry is forced.
- Roll is not opposite to spin.

#### **5. 1 1/4 positive snap roll, same direction roll, opposite 1/4 roll**

From upright, perform a 1 1/4. snap roll, one roll in the same direction, half a roll, and one opposite 1/4. roll.

Possible mistakes: K=4

- The figure is not centred.
- Rotations does not stop exactly on knife-edge or on horizontal flight.

#### **6. Pull-Push-Push Humpty Bump 4-point roll on upline, opposite 1/4 roll and 1/4 roll on downline**

From upright, pull to a verticalline, perform a 4-point roll, push half a loop to a verticalline, perform 1/4 roll and ¼ opposite roll, then push to inverted flight.

Possible mistakes: K=3

- Rotations are not in the middle of their respective lines.
- The two Y. rolls are not opposite.

#### **7. Reverse Cuban eight, one negative snap roll, 2/4-point roll opposite on leg 1,5 roll on leg 2, 2/4-point roll and a opposite positive snap roll on leg 3.**

From inverted perform an inverted Cuban eight. On the first 45°, perform a negative snap roll followed by an opposite 2/4-point roll, one and a half roll on the second 45° line and a 2/4-point roll followed by an opposite positive snap roll on the third 45° line. Exit upright on high level.

Possible mistakes: K = 6

- The two 3/4 loop are not the same radius.
- The two 3/4 loop are not round.
- Rotations are not in the middle of their respective lines.
- Rotations are not in opposite directions.

**8. Teardrop with 2 positive snap rolls on 45° downline, 2 linked rolls on upline**

From upright, push to a 45° downline, perform 2 positive snap rolls, push 5/8 of loop to a vertical line, perform 2 full rolls, push to an inverted flight on high level.

Possible mistakes:

K=4

- Rotations are not in the middle of their respective lines.

**9. Diamond loop, a positive opposite snap roll and roll on leg 2, opposite roll and snap roll on leg 4**

From negative, perform an inverted square loop on corner. On the second leg, perform a positive snap roll followed by an opposite roll. On the third leg, perform a roll and an opposite snap roll. Exit inverted.

Possible mistakes:

K= 5

- Rotations are not in the middle of their respective lines.
- Rolls and snaps are not opposite.

**10. Halfsquare loop, a roll and 1 Y. opposite negative snap roll**

From inverted, pull to a vertical line, perform a full roll and 1 1/4. opposite negative snap roll, then push to an inverted flight.

Possible mistakes:

K=3

- Rotations are not in the middle of their respective lines.
- Roll and snap are not opposite.

**11. 3/4 of rolling circle with 3 alternated rolls, first Inside**

From inverted, perform 3/4 of a rolling circle (away from, or towards the runway), with three rolls in opposite directions. The first roll is to the inside of the circle. Exit inverted.

Possible mistakes:

K=5

- Roll rate must be constant and continuous.
- Roll reversal must be immediate.
- Circle must be of constant radius and wind corrected.

Manoeuvre must be downgraded if the circle is too large, and too far out. If the competitor chooses to perform the circle towards the runway, the manoeuvre must be downgraded if any portion of the circle is outside of the manoeuvring zone.

**12. 45° uphill 1 1/2, roll, 5/8 of a loop with one integrated full roll and a roll on exit**

From inverted, push to a 45° line, perform 1 1/2 roll, then 5/8 of a loop with an integrated roll on its top, finally a full roll on exit.

Possible mistakes:

K=4

- The roll is not integrated.
- The exit roll is not performed immediately after the loop.