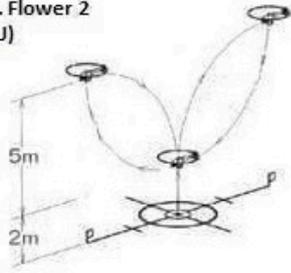
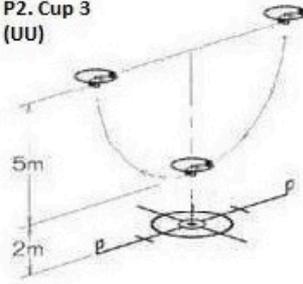


P1. Flower 2  
(UU)



P2. Cup 3  
(UU)



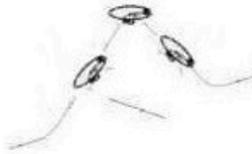
P3. Forward straight flight 75m  
(DD)



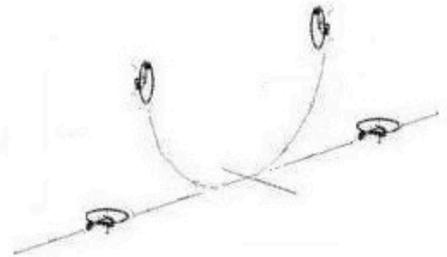
P4. Stall turn  
(UD)



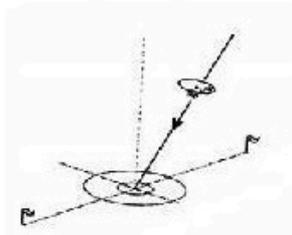
P5. Cobra (UU)



P6. 2 Quater loops  
(DD)



P7 Landing 45°  
(UU)



# Pop 2016

# F3C Pop 2016

## **P1. Flower 2 (UU)**

MA takes off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds. MA then ascends forward while performing a quarter of a 5m radius circle and stops over flag 1 (2) and hover for a minimum of 2 seconds. MA then descends backwards while performing a 5m radius circle and stops over the helipad and hover for a minimum of 2 seconds. MA then ascends backwards while performing a quarter of a 5m radius circle and stops over flag 2 (1) and hover for a minimum of 2 seconds. MA then descends forward while performing a 5m radius circle and stops over the helipad and hover for a minimum of 2 seconds. MA then descends and lands in the helipad.

## **P2. Cup 3 (UU)**

MA takes off vertically from the helipad and ascends to 2m and hovers for a minimum of 2 seconds. MA then ascends forward while performing a quarter of a 5m radius circle and stops over flag 1 (2) and hover for a minimum of 2 seconds. MA then moves backwards to the opposite flag and stops over flag 2 (1) and hover for a minimum of 2 seconds. MA then descends forward while performing a 5m radius circle and stops over the helipad and hover for a minimum of 2 seconds. MA then descends and lands in the helipad.

## **P3. Forward Straight flight 75m (DD)**

MA flies straight and level at 20 m height parallel to the judges' line between 25 to 50 m outside the helipad for at least 75 m. The maneuver should start at least 20 m before flag 1(2) and finish at least 20 m after flag 2(1). MA must fly, not hover.

Note: MA must not lose altitude, speed or direction/attitude change.

## **P4. Stall turn (UD)**

MA flies straight and level for a minimum of 10. MA pulls up vertically and ascends. Once the MA stops the MA then performs a 180° stall turn in any direction. MA descends vertically and pulls into a horizontal straight and level flight for a minimum of 10m.

## **P5. Cobra (UU)**

MA flies straight and level for 10m and enters the maneuver by pulling up into a 45° climb of minimum 10 m. Then MA crosses the center line it enters a 45° dive identical to the earlier climb and after minimum 10 m MA recovers at starting altitude in level flight for 10m to finish maneuver.

## **P6 Quarter loops (DD)**

MA flies straight and level for a minimum of 10. After crossing the center line the MA pulls up into a quarter loop and stops. MA then performs a 180° stall turn. MA then performs a ½ inside loop, crossing the centerline, and stops. MA then performs a 180° stall turn. MA then pulls out of the last quarter loop and into a horizontal straight and level flight for a minimum of 10m.

**Landing 45° (UU)**

MA flies on the hover line at a minimum altitude of 20 m. The manoeuvre begins when MA meets a point that makes one end of a 45° line with the other end in the middle of the helipad. From this point MA starts a landing. MA must be in descending state when it meets this line. The descending rate must be constant from this point until just before touchdown on the helipad. The MA flight path must never be parallel to the ground.