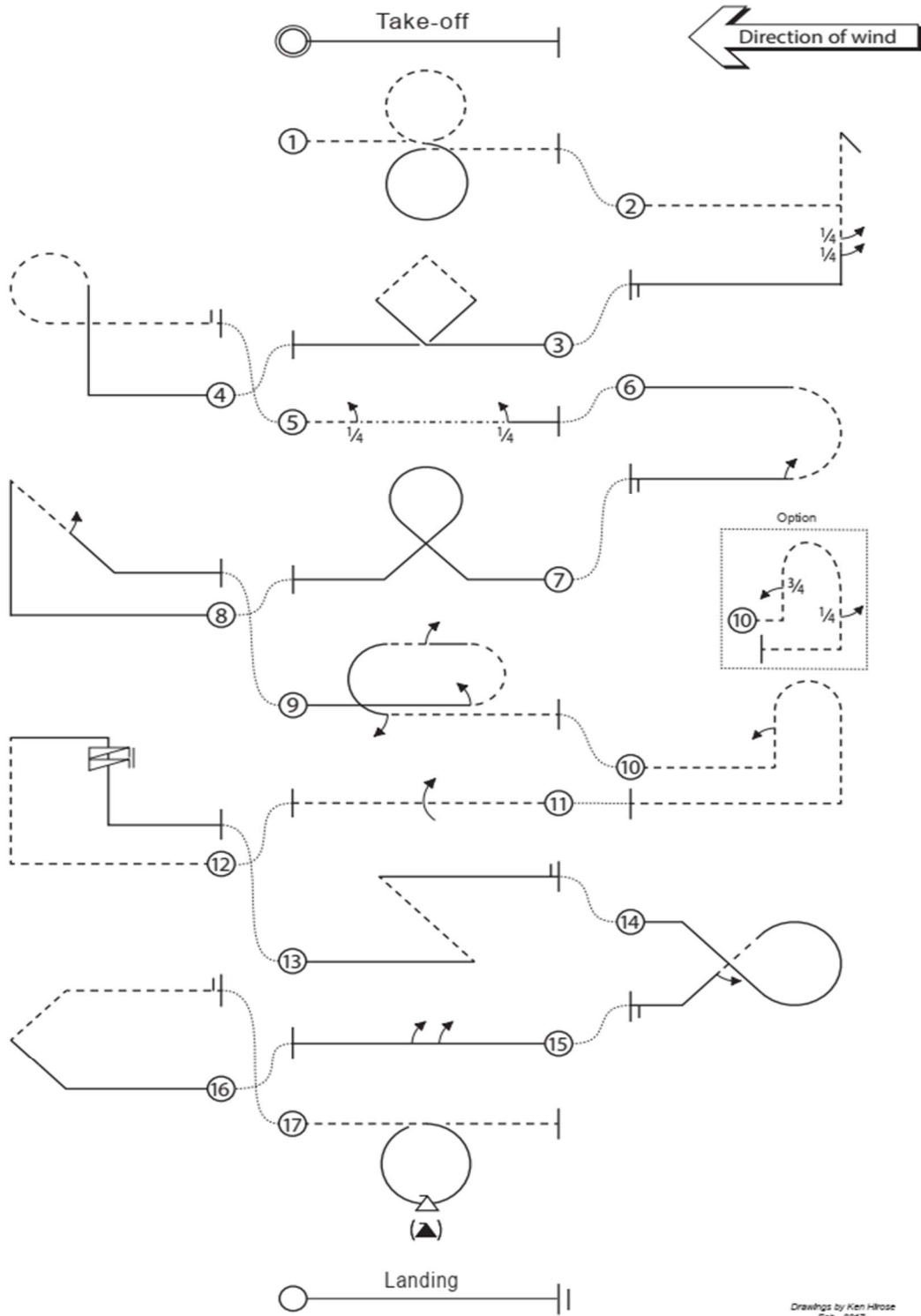
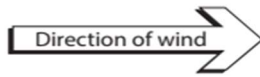


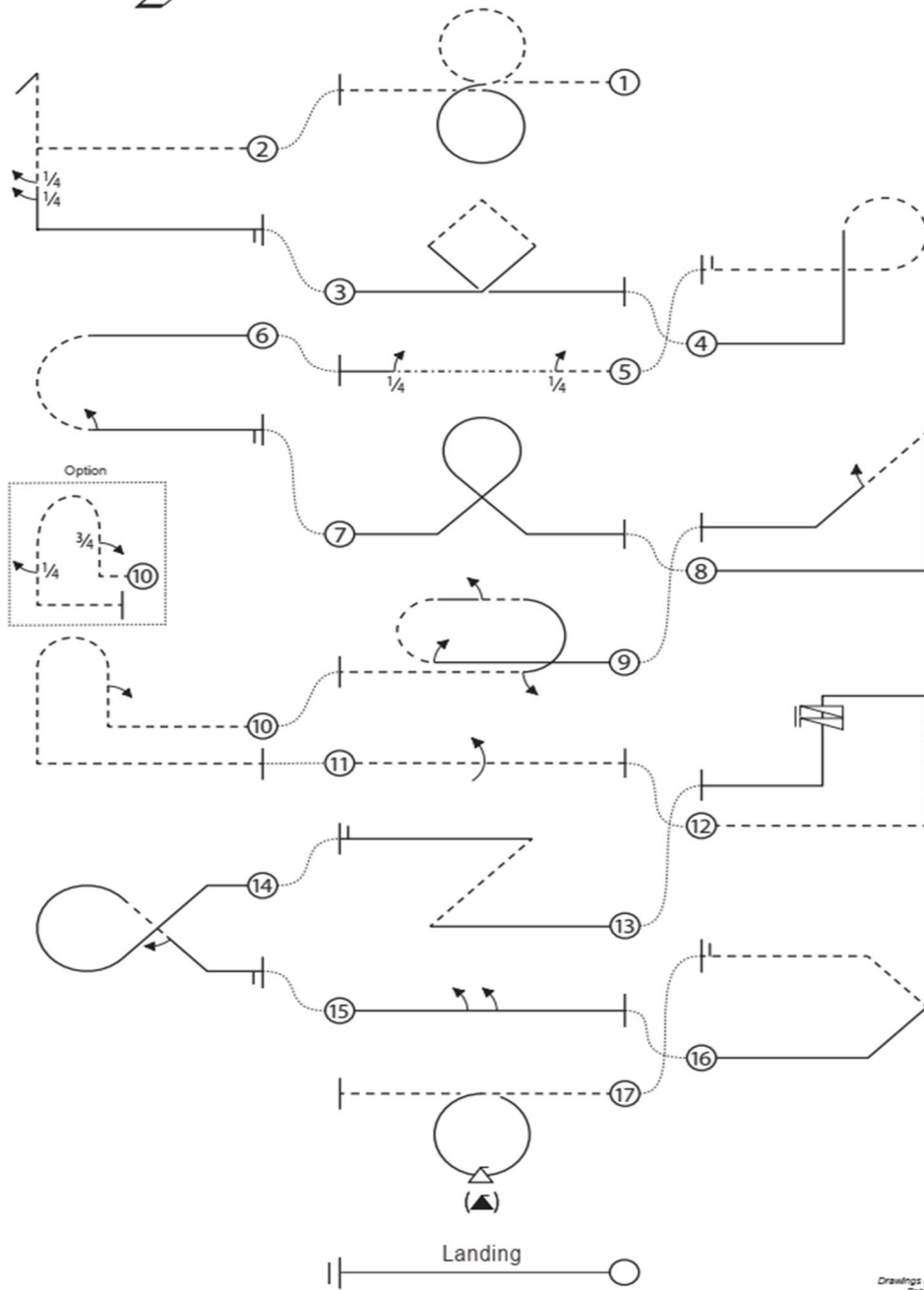
# ADVANCED SCHEDULE A-20 (2019-2020)



# ADVANCED SCHEDULE A-20 (2019-2020)



Take-off



<b>ADVANCED SCHEDULE A-20 (2019-2020)</b>		
<b>Código FAI</b>	<b>Maniobra</b>	<b>K-Factor</b>
A-20.01	Vertical 8	K 3
A-20.02	Stall Turn with consecutive two $\frac{1}{4}$ rolls	K 3
A-20.03	Square Loop on Corner	K 4
A-20.04	Figure 9	K 3
A-20.05	Knife-Edge flight with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll	K 5
A-20.06	Inverted Split S with $\frac{1}{2}$ roll	K 2
A-20.07	Golf Ball	K 5
A-20.08	Shark Fin with $\frac{1}{2}$ roll	K 3
A-20.09	Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	K 5
A-20.10	Push-Push-Push Humpty-Bump with $\frac{1}{2}$ roll (Option: with $\frac{3}{4}$ roll, $\frac{1}{4}$ roll)	K 3
A-20.11	Roll	K 4
A-20.12	Top Hat with spin	K 4
A-20.13	Figure Z	K 4
A-20.14	Comet with $\frac{1}{2}$ roll	K 3
A-20.15	Roll Combination with consecutive two $\frac{1}{2}$ rolls	K 3
A-20.16	Half Square Loop on Corner	K 2
A-20.17	Avalanche	K 4
	<b>Total K</b>	<b>60</b>

**F3A – RADIO CONTROLLED AEROBATIC MODEL AIRCRAFT**  
**DESCRIPTION OF MANOEUVRES**

**A-20.01 Vertical 8**

From inverted, push through a loop, pull through a loop, exit inverted.

**A-20.02 Stall Turn with consecutive two ¼ rolls**

From inverted, push through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two ¼ rolls, pull through a ¼ loop, exit upright.

**A-20.03 Square Loop on Corner**

From upright, pull through a 1/8 loop into a 45° upline, pull through a ¼ loop into a 45° upline, pull through a ¼ loop into a 45°downline, pull through a ¼ loop into a 45° downline, pull through a 1/8 loop, exit upright.

**A-20.04 Figure 9**

From upright, pull through a ¼ loop into a vertical upline, push through a ¾ loop, exit inverted.

**A-20.05 Knife-Edge flight with ¼ roll, ¼ roll**

From inverted, perform a ¼ roll, perform a knife-edge flight, perform a ¼ roll, exit upright.

**A-20.06 Inverted Split S with ½ roll**

From upright, push through a ½ loop, perform a ½ roll, exit upright.

**A-20.07 Golf Ball**

From upright pull through a 1/8 loop into a 45° upline, pull through a ¾ loop into a 45° downline, pull through a 1/8 loop, exit upright.

**A-20.08 Shark Fin with ½ roll**

From upright, pull through a ¼ loop into a vertical upline, pull through a 3/8 loop into a 45° downline, perform a ½ roll, pull through a 1/8 loop, exit upright.

### **A-20.09 Double Immelman with 1/2 roll, 1/2 roll, 1/2 roll**

From upright perform a 1/2 roll, push through a 1/2 loop, perform a 1/2 roll in the centre, pull through a 1/2 loop, perform a 1/2 roll, exit inverted.

### **A-20.10 Push-Push-Push Humpty-Bump with 1/2 roll (Option: with 3/4 roll, 1/4 roll)**

From inverted, push through a 1/4 loop into a vertical upline, perform a 1/2 roll, push through a 1/2 loop into a vertical downline, push through a 1/4 loop, exit inverted.

Option: From inverted, push through a 1/4 loop into a vertical upline, perform a 3/4 roll, push through a 1/2 loop into a vertical downline, perform a 1/4 roll, push through a 1/4 loop, exit inverted

### **A-20.11 Roll**

From inverted, perform a roll, exit inverted.

### **A-20.12 Top Hat with spin**

From inverted, push through a 1/4 loop into a vertical upline, push through a 1/4 loop into a horizontal line, perform a spin with 2 turns into a vertical downline, pull through a 1/4 loop, exit upright.

### **A-20.13 Figure Z**

From upright, pull through a 3/8 loop into a 45° upline, push through a 3/8 loop, exit upright.

### **A-20.14 Comet with 1/2 roll**

From upright, push through a 1/8 loop into a 45° downline, pull through a 3/4 loop into a 45° downline, perform a 1/2 roll, pull through a 1/8 loop, exit upright.

### **A-20.15 Roll Combination with consecutive two 1/2 rolls**

From upright perform consecutively two 1/2 rolls, exit upright.

### **A-20.16 Half Square Loop on Corner**

From upright, pull through a 1/8 loop into a 45° upline, pull through a 1/4 loop into a 45° upline, pull through a 1/8 loop, exit inverted.

### **A-20.17 Avalanche**

From inverted pull through a loop while performing a snap roll in the low centre, exit inverted.