2nd ANNUAL SOUTH AFRICAN ELECTRIC INDOOR CHALLENGE

MASTERS KNOWN SCHEDULE – Description of Manoeuvres

1. Plane **must** take off from the right, climb gradually, turn 90º to the right, climb gradually, turn 90º to the right, climb to the height at which manoeuvre 2 will start & turn 180º to the right.
Judges note/s: climb must be constant until half way along 3rd side.

2. Plane must perform one outside loop on centre.
Judges note/s: loop must be on centre; entry & exit must be at the same height.

Turn around at left hand side, pilot's choice. Not judged.

3. Plane must perform two horizontal rolls to the right, in the same direction.
Judges note/s: rolls must be equal about centre & at a constant height & roll rate.

Turn around at right hand side, pilot's choice. Not judged.

4. Plane must perform a Rolling Eight as follows: - approach from the right, pull to ¼ loop, perform an integrated ½ roll to the right on centre, push to continue full loop on right, perform an integrated ½ roll to the left on centre, push to continue full loop on left.
Judges note/s: loops must be equal about centre, entry & exit must be same height, ½ rolls must be integrated on centre.

Turn around at left hand side, pilot's choice. Not judged.

5. Plane must perform one roll to the right & one roll to the left.
Judges note/s: rolls must be equal about centre & at a constant height & roll rate.

Turn around at right hand side, pilot's choice. Not judged.

6. Plane must perform a Square Loop on centre, by going past centre, pulling to the vertical, pulling to horizontal, pulling to vertical down & pulling to horizontal.
Judges note/s: entry & exit must be at the same height, radii must be the same & it must be equal about centre.

7. Plane must perform an Immelman Turn on the left hand side by pulling into ½ loop & performing a ½ roll to the right.

8. Plane must perform a Square Horizontal Eight on centre by pushing to vertical down on centre, pulling to horizontal, pulling to vertical up, pulling to horizontal, pulling to vertical down, pushing to horizontal, pushing to vertical up & pushing to horizontal.
Judges note/s: square loops must be square, equal in size and with constant radii.

9. Plane must perform a Split S to the right by performing a ½ roll to the right followed by a ½ loop.

10. Plane must perform a Slow Roll to the right.
Judges note/s: must have constant roll rate at constant altitude equal about centre.

11. Plane must pull to 45º & push to perform a 270º outside loop, exit inverted.

12. Plane must fly inverted for 5 seconds minimum.
Judging note/s: inverted flight must be equal about centre at constant altitude.

13. Plane must perform a ½ loop by pushing, followed by 45º down & pulling to horizontal.
Judging note/s: entry & exit must be at the same altitude.

14. Plane must perform ½ roll to the right, followed by ½ roll to the left.
Judges note/s: rolls must have a constant roll rate at the same altitude & rolls must be equal about centre.

15. Plane must land by turning 90º right, 90º right, 90° right & 90º right with a constant decrease in altitude during the second two 90° right turns to touchdown.