

2nd ANNUAL SOUTH AFRICAN ELECTRIC INDOOR CHALLENGE

SPORTSMAN CLASS KNOWN SCHEDULE – Description of Manoeuvres



1. Plane **must** take off from the right, climb gradually, turn 90° to the right, climb gradually, turn 90° to the right, climb to the height at which manoeuvre 2 will start and turn 180° 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 and exit must be at 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 and at a constant height and roll rate.

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

4. Plane must perform one roll to the right and one roll to the left.

Judges note/s: rolls must be equal about centre and at a constant height and roll rate.

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

5. Plane must perform a square loop, by going past centre, pulling to vertical, pulling to horizontal, pulling to vertical down and pulling to horizontal.

Judges note/s: entry and exit must be at the same height, radii must be the same and it must be equal about centre.

6. Plane must perform an Immelmann Turn on the right hand side by pulling into ½ loop and performing a ½ roll to the right.

7. Plane must perform an outside loop by pushing to complete the loop on centre.

Judges note/s: loop must be round and equal about centre. Entry and exit must be at the same height.

8. Plane must perform a ½ roll.

9. Plane must fly inverted for 5 seconds minimum.

Judges note/s: inverted flight must be equal about centre at constant altitude.

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