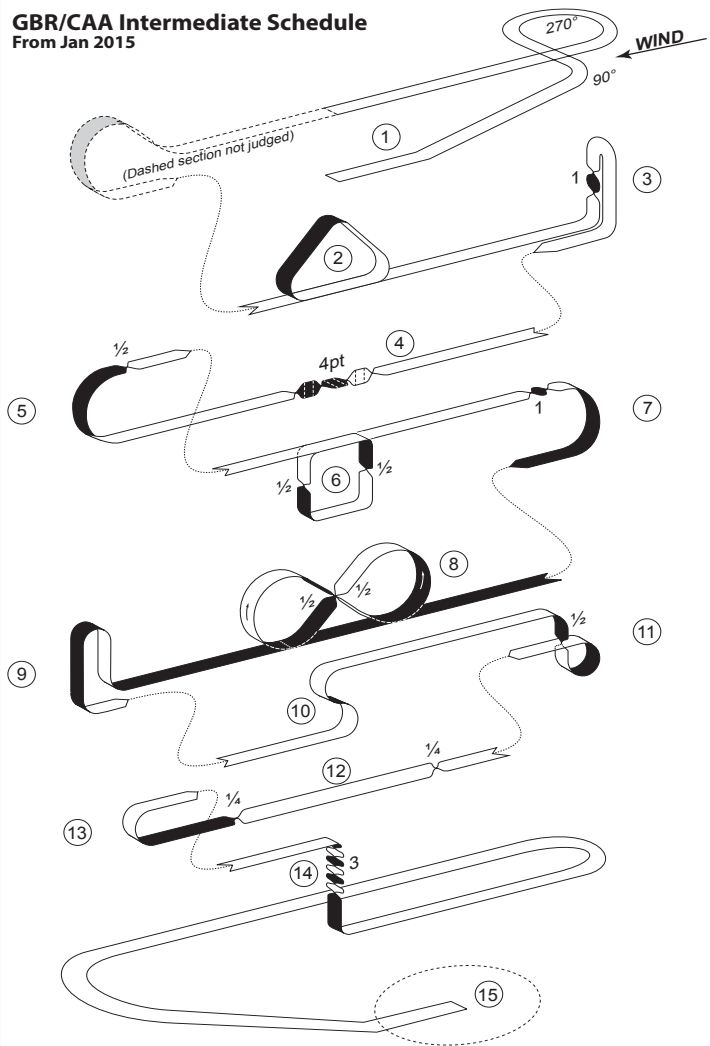


GBR/CAA Intermediate Schedule

From Jan 2015



No	GBR/CAA Intermediate Schedule	K
1	Take-off Sequence	1
2	Triangular Loop (Base at the bottom)	3
3	Stall Turn, Full Roll Up	3
4	Four Point Roll	3
5	Immelman Turn with Half Roll	2
6	Square Loop with ½ Rolls in legs 1 and 3	4
7	Split S Full Roll, Exit Inverted	2
8	Cuban Eight with Half Rolls, Exit Inverted	3
9	Humpty Bump Push, Pull, Pull	2
10	Figure S	4
11	Figure 6, Half roll down.	3
12	Knife Edge, Exit Inverted	4
13	Half Loop	1
14	Three Turn Spin	4
15	Landing Sequence	1

Total K: 40 Max. Score = 400

Promotion = 260 (65%)

I-01 Take-off Sequence

Judging notes.

- As per GBR/CAA Take-off and Landing Judging criteria.

I-02 Triangular Loop (Base at the bottom):

From upright on the baseline pass centre and pull through a 3/8 loop into a 45° up line. Pull through a 1/4 loop positioned on the centre line into a 45° down line. Pull through a 3/8 loop to exit upright at baseline height.

Judging notes.

- All radii equal.
- Entry and exit should be same height.
- Base of a 45° triangle is longer than other two lines.

I-03 Stall Turn, Full Roll Up:

From upright on the baseline pull through a 1/4 loop into a vertical up line, perform a full roll, followed by a stall turn into a vertical down line. Pull through a 1/4 loop to exit upright.

Judging notes.

- Full roll should be centred on vertical up line.
- If the stall turn is between half and 1 wing span then minus 1 point.
- If the stall turn is between 1 wing span and a 1.5 wing spans then minus 2/3 points.
- If the stall turn is between 1.5 wing spans and a 2 wing spans then minus 4/5 points.
- If the stall turn is greater than 2 wing spans then minus 10 points.
- If the aircraft exhibits a pendulum effect after exiting the stall turn then minus 1 point.

I-04 Four Point Roll:

From upright, perform 4 consecutive 1/4 rolls, exit upright.

Judging notes.

- Pauses between rolls should be short and of equal length.
- Constant roll rate.
- Aircraft is on centre line of box in middle of inverted line.

I-05 Immelmann Turn with Half Roll:

From upright pull into a half loop and immediately perform a half roll to exit upright.

Judging notes.

- Constant radius through half loop.
- Half roll should immediately follow half loop.

I-06 Square Loop with 1/2 Rolls in legs 1 and 3:

From upright on the top line pass centre and push through a 1/4 loop into a vertical down line. Perform a half roll centred on the vertical down line. Pull through a 1/4 loop to upright on the baseline and fly past centre and pull through a 1/4 loop to a vertical up line. Perform a half roll centred on the vertical up line. Push through a 1/4 loop to exit upright on the top line.

Judging notes.

- All radii equal.
- Manoeuvre performed on centre line.
- Half rolls to be in centre of lines.

I-07

Split S Full Roll, Exit Inverted:

From upright on the top line perform a full roll immediately followed by half an outside loop to exit inverted on the baseline.

Judging notes.

- Half loop immediately follows full roll.
- Constant radius through half loop.

I-08

Cuban Eight with Half Rolls, Exit Inverted:

From inverted on the baseline fly past centre and push through 5/8 of an outside loop into a 45° down line. Perform a half roll in the centre of the 45° down line. Push through ¾ of an outside loop into a 45° down line. Perform a half roll in the centre of the 45° down line. Push through a 1/8 loop to exit inverted on the baseline.

Judging notes.

- Half rolls performed on centre line of box, and in middle of 45° lines.
- All radii equal.

I-09

Humpty Bump Push, Pull, Pull:

From inverted on the baseline push through a ¼ loop into a vertical up line. At the top of the vertical up line pull through a half inside loop into a vertical down line. At the bottom of the down line, pull through a ¼ loop to exit upright on the baseline.

Judging notes.

- All radii equal.

I-10

Figure S:

From upright on the baseline on centre pull through half an inside loop and immediately push into half an outside loop to exit upright on the top line.

Judging notes.

- All radii equal.
- There should be no line between half loops.

I-11

Figure 6, Half roll down:

From upright on the top line, push into a vertical down line. Perform a half roll centred on the vertical down line. At the bottom of the down line, push through ¾ of an outside loop to exit upright at mid height.

Judging notes.

- All radii equal.
- Roll must be in middle of down line.

I-12

Knife Edge, Exit Inverted:

From upright at mid height before centre perform a ¼ roll (either direction) into knife edge. Past centre perform a ¼ roll to exit inverted at mid height.

Judging notes.

- Knife edge should be held long enough to demonstrate controlled, sustained knife-edge flight (3 to 5 seconds as a guide).
- Whole manoeuvre should be centred.

I-13

Half Loop:

From inverted at mid height, push through half a loop to exit upright on the top line.

Judging notes.

- Radius must be constant

I-14

Three Turn Spin:

From upright on the top line, on the centre line of the box perform three consecutive spins followed by a vertical down line. At bottom of vertical down line, pull through a ¼ loop followed by a well-defined, straight line to exit upright on the baseline.

Judging notes.

- Climbing on entry into spin, downgrade 1 point per 15 degrees.
- Yawing before entry into spin, downgrade 1 point per 15 degrees.
- Snap-roll entry, zero points.
- Forced entry, severe downgrade.
- Spin under or over rotation, downgrade 1 point per 15 degrees.

I-15

Landing Sequence

Judging notes.

- As per GBR/CAA Take-off and Landing Judging criteria.

Maximum score = 400. Promotion = 260 (65%)

