



# Radio Control F3A F11 Schedule

	<table border="1"> <thead> <tr> <th>No</th> <th>MANOEUVRE</th> <th>K</th> </tr> </thead> <tbody> <tr> <td></td> <td><i>Take Off Sequence - Not judged, not scored</i></td> <td></td> </tr> <tr> <td>1</td> <td>Top Hat, 2/4 point roll in up and downlines, 1½ snap roll over top, inverted exit</td> <td>5</td> </tr> <tr> <td>2</td> <td>Half outside loop with ½ integrated roll, inverted exit</td> <td>3</td> </tr> <tr> <td>3</td> <td>Square loop on corner, snap rolls in legs 1 &amp; 3, ½ rolls in legs 2 &amp; 4, inverted exit</td> <td>6</td> </tr> <tr> <td>4</td> <td>Figure 6 with 1½ roll down, inverted exit</td> <td>3</td> </tr> <tr> <td>5</td> <td>Inverted rolling circle, with 4 rolls opposite, first roll to inside, inverted exit</td> <td>5</td> </tr> <tr> <td>6</td> <td>Stall turn, 2/4 point roll up, 4 point roll down</td> <td>4</td> </tr> <tr> <td>7</td> <td>Snap roll with 4/8 point roll opposite, inverted exit</td> <td>5</td> </tr> <tr> <td>8</td> <td>Shark tooth, 2/4 point roll up, full roll on 45 degree downline, inverted exit</td> <td>3</td> </tr> <tr> <td>9</td> <td>Inverted rolling loop, integrated ½ rolls opposite in each 180 degree half, inverted exit</td> <td>5</td> </tr> <tr> <td>10</td> <td>Outside half loop, 4/8 point roll up, inverted exit</td> <td>3</td> </tr> <tr> <td>11</td> <td>Reverse Cuban 8, 2/4 point roll, 1½ snap, full roll in 45 degree downline, inverted exit</td> <td>5</td> </tr> <tr> <td>12</td> <td>Half inverted Cuban 8, 1½ roll down, inverted exit</td> <td>3</td> </tr> <tr> <td>13</td> <td>Snap roll with 4 point roll opposite, inverted exit</td> <td>5</td> </tr> <tr> <td>14</td> <td>Push-pull-push humpty bump, 2/4 point roll down, inverted exit</td> <td>3</td> </tr> <tr> <td>15</td> <td>Cobra roll, 1½ snap rolls up and down, inverted exit</td> <td>5</td> </tr> <tr> <td>16</td> <td>Outside immelman turn, 2/4 point roll, inverted exit</td> <td>2</td> </tr> <tr> <td>17</td> <td>Triangle loop, 2/4 point roll in 45 degree down and uplines, snap roll on bottom, ½ roll exit</td> <td>5</td> </tr> <tr> <td></td> <td><i>Take Off Sequence - Not judged, not scored</i></td> <td></td> </tr> </tbody> </table>			No	MANOEUVRE	K		<i>Take Off Sequence - Not judged, not scored</i>		1	Top Hat, 2/4 point roll in up and downlines, 1½ snap roll over top, inverted exit	5	2	Half outside loop with ½ integrated roll, inverted exit	3	3	Square loop on corner, snap rolls in legs 1 & 3, ½ rolls in legs 2 & 4, inverted exit	6	4	Figure 6 with 1½ roll down, inverted exit	3	5	Inverted rolling circle, with 4 rolls opposite, first roll to inside, inverted exit	5	6	Stall turn, 2/4 point roll up, 4 point roll down	4	7	Snap roll with 4/8 point roll opposite, inverted exit	5	8	Shark tooth, 2/4 point roll up, full roll on 45 degree downline, inverted exit	3	9	Inverted rolling loop, integrated ½ rolls opposite in each 180 degree half, inverted exit	5	10	Outside half loop, 4/8 point roll up, inverted exit	3	11	Reverse Cuban 8, 2/4 point roll, 1½ snap, full roll in 45 degree downline, inverted exit	5	12	Half inverted Cuban 8, 1½ roll down, inverted exit	3	13	Snap roll with 4 point roll opposite, inverted exit	5	14	Push-pull-push humpty bump, 2/4 point roll down, inverted exit	3	15	Cobra roll, 1½ snap rolls up and down, inverted exit	5	16	Outside immelman turn, 2/4 point roll, inverted exit	2	17	Triangle loop, 2/4 point roll in 45 degree down and uplines, snap roll on bottom, ½ roll exit	5		<i>Take Off Sequence - Not judged, not scored</i>		
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