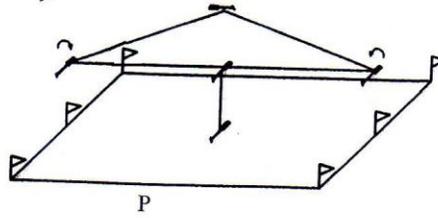
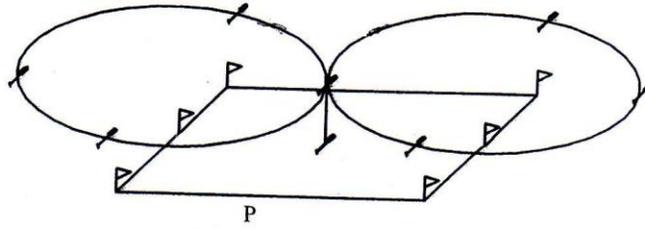


wind
→

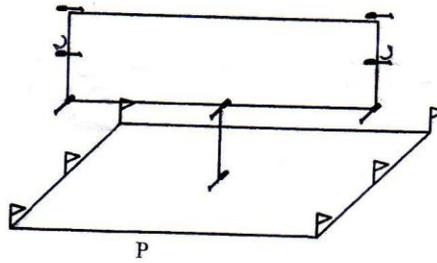
1. Vertical Triangle



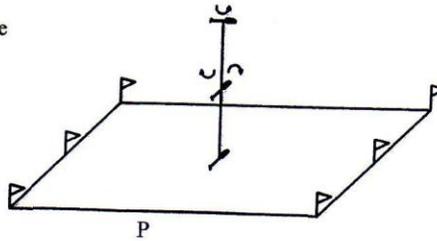
2. Constant Heading Eight



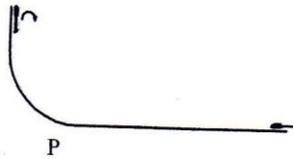
3. Vertical Triangle



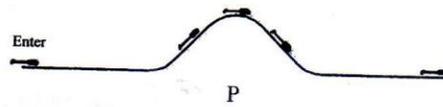
4. Spike with 90 and 180 degree Pirouettes



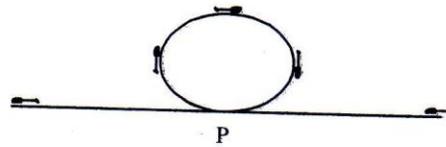
5. Stall Turn



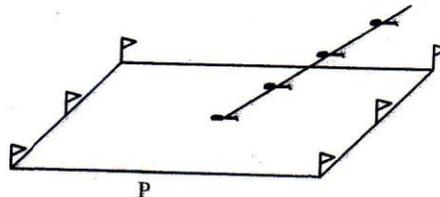
6. Cobra Vee



7. Loop



8. Translational Landing



Gerakan

1. Vertical Triangle (UU)
2. Constant Heading Eight
3. Vertical Rectangle (UU)
4. Spike with 90 and 180 Degree Pirouettes
5. Stall Turn (UD)
6. Cobra Vee
7. Loop (UU)
8. Translational Landing (DD)

Deskripsi :

1. **Vertical Triangle** Model is positioned tail toward the pilot. Pilot stands on the 2m line in front of the judges. Model takes off from the central helipad and rises vertically to eye level, pauses, hovers, either direction, at a constant altitude, heading, and speed, to the edge of the box, pauses, rotates 90 degrees, nose toward the center of the box, climbs 2m in altitude in a straight line diagonally to the central helipad, pauses, descends 2m back to eye level diagonally in a straight line to the opposite side of the box, pauses, rotates 90 degrees in the opposite direction, hovers to the central helipad, pauses, descends vertically to central helipad.

2. **Constant Heading Eight** Model takes off from the central helipad and rises vertically to eye level, pauses, begins a forward hovering circle, maintaining a constant altitude, heading, and speed, in either direction. The circle passes over the two (2) corner flags on one side of the box and back to the central helipad, continues and makes another circle in the opposite direction to the central helipad, pauses, descends vertically to the central helipad.

3. **Vertical Rectangle** Model takes off from the central helipad and rises to eye level, pauses, hovers, in either direction at a constant altitude, heading, and speed, to the edge of the box, pauses, climbs vertically 2m, pauses, rotates 90 degrees nose toward the center of the box, pauses, climbs 2m, pauses, hovers forward over the central helipad to the opposite side of the box, pauses, descends vertically 2m, pauses, rotates 90 degrees in the opposite direction, pauses, descends 2m, pauses, hovers to the central helipad, pauses, descends vertically to central helipad.

4. **Spike with 90 and 180 Degree Pirouettes** Model takes off from the central helipad and rises vertically to eye level, pauses, rotates 90 degrees in either direction, pauses, climbs vertically 2m, pauses, rotates 180 degrees in the opposite direction, pauses, descends vertically 2m, pauses, rotates 90 degree in the original direction, pauses, descends vertically to central helipad.

5. **Stall Turn** Model flies straight and level for 10m then climbs vertically with a smoothly rounded curve of 90 degrees. When the vertical climb stops, the model rotates 180 degrees in yaw so the nose of the model points straight downward. While diving, the model follows the same path as the beginning of the maneuver. The start and finish of the pull up, should be on the midline and vertical line is offset in the direction of flight.

6. **Cobra Vee** Model flies straight and level for 10m, climbs at a smoothly rounded curve of 45 degrees, flies straight a minimum of 10 meters, pushes over 90 degrees to descend at a 45 degree angle, flies straight a minimum of 10 meters, recovers in a smoothly rounded curve, same as first part of maneuver, to level flight, flies straight and level for 10 meters at original altitude. Maneuver should be centered on the midline.

7. **Loop** Model flies straight and level for 10m, performs a loop maintaining the nose in the direction of flight, flies straight and level for 10m at the same altitude as the start of the maneuver. Maneuver should be centered on the midline.

8. **Translational Landing** At an altitude of no less than 10m and on a heading parallel to the flight line, the helicopter begins a constant rate translational descent to a landing on the central helipad. If the skids are completely inside the central helipad, a maximum of 10 points can be earned. If the skids are on the circle of the central helipad, a maximum of 9 points can be earned. If the skids are inside the box, a maximum of 8 points can be earned. If the skids are on or outside the box, a maximum of 5 points may be earned.