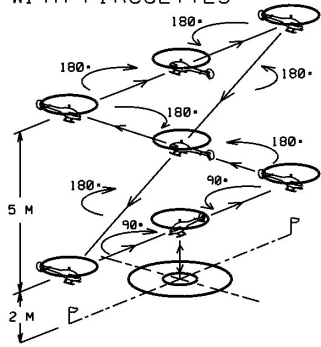
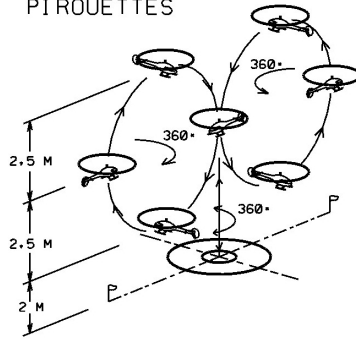


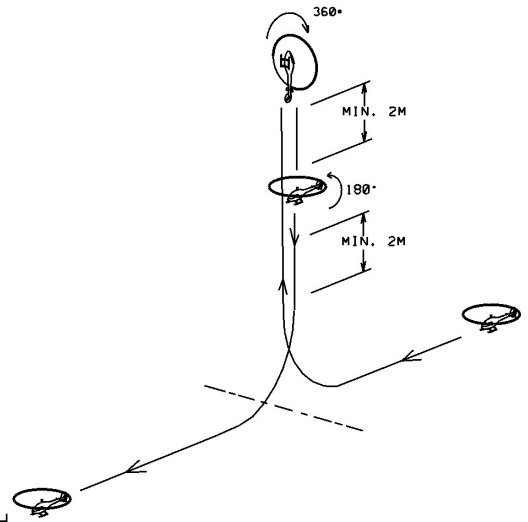
F1. VERTICAL HOURGLASS WITH PIRQUETTES



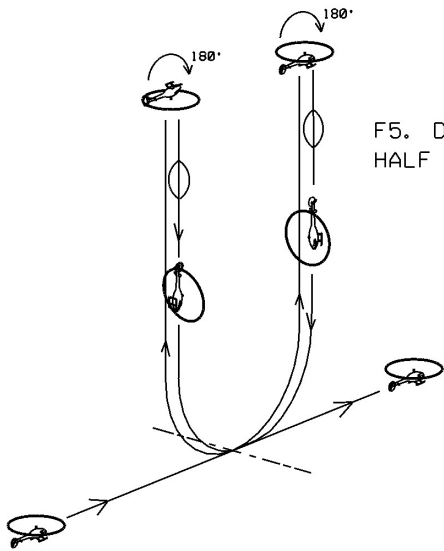
F2. LAID EIGHT WITH PIRQUETTES



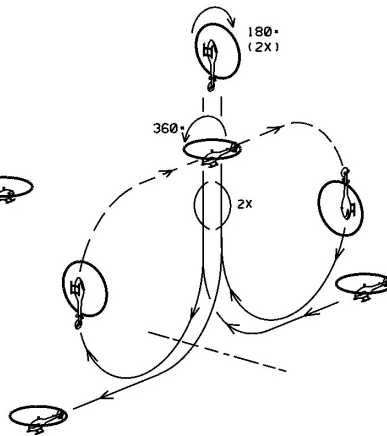
F3. CANDLE WITH 360° TAIL TURN AND 180° PUSHED FLIP



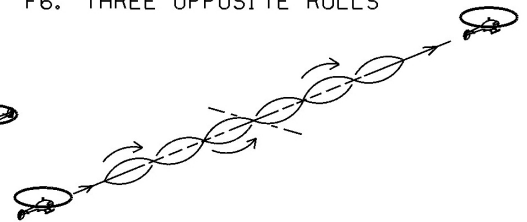
F4. DOUBLE CANDLE WITH HALF FLIPS AND HALF ROLLS



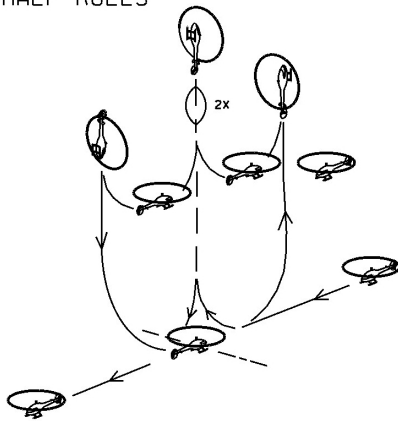
F5. DOUBLE STALL TURNS WITH HALF ROLLS AND FLIP



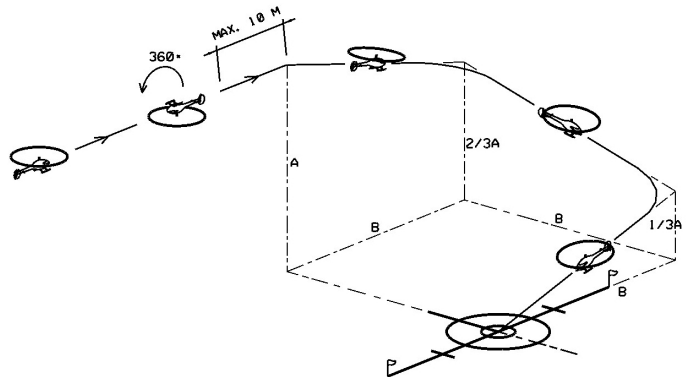
F6. THREE OPPOSITE ROLLS



F7. INVERTED UMBRELLA WITH HALF ROLLS



F8. AUTOROTATION WITH FLIP AND TWO 90° TURNS



F1: Vertical Hourglass with Pirouettes 90°/180° (UU)

K=1.5

MA takes off vertically from the helipad and ascends to 2 m, stops and hovers for a minimum of 2 seconds, flies backwards to flag 1 (2) while simultaneously performing a 90° nose in pirouette, stops and hovers for a minimum of 2 seconds. MA ascends sideways to 7 m over flag 2 (1) by a straight line while simultaneously performing two 180° pirouettes that are in opposite direction, stops and hovers for a minimum of 2 seconds. MA flies sideways horizontally back to flag 1 (2) while simultaneously performing two pirouettes 180° that are in opposite direction, stops and hovers for a minimum of 2 seconds. MA descends sideways to 2 m over flag 2 (1) by a straight line while simultaneously performing two 180° pirouettes that are in opposite direction, stops and hovers for a minimum of 2 seconds. MA flies sideways horizontally to the helipad while simultaneously performing a 90° pirouette in opposite direction as the first pirouette, stops and hovers for a minimum of 2 seconds. MA descends and lands into the helipad.

Note: The change of the pirouettes direction must be done smoothly on the center line.

F2: Laid Eight with Pirouettes (UU)

K=1.5

MA takes off vertically from the helipad and ascends to 4.5 m while performing simultaneously a 360° pirouette in any direction, then hovers there for at least two seconds. MA flies backwards and descends describing a vertical circle with a radius of 2.5 m while simultaneously performing a 360° pirouette in any direction. MA flies forward and descends describing a vertical circle with a radius of 2.5 m while simultaneously performing a 360° pirouette in the opposite direction, stops and hovers for at least two seconds over the helipad. MA descends and lands into the helipad while simultaneously performing a 360° pirouette in any direction.

Note: The change of direction of the pirouettes must occur smoothly on the center line.

F3: Candle with 360° Tail Turn and 180° pushed Flip (UU)

K=1.0

MA flies straight and level for a minimum of 10 m and pulls up into vertical ascent on center line by doing a quarter loop. MA then performs a 360° tail turn, descends minimum 2 m vertically backwards and performs a 180° pushed flip while descending vertically. MA descends minimum 2 m vertically forward, pulls with a quarter loop into horizontal straight and level flight for a minimum of 10 m at the same altitude as when entering the figure.

Note 1: The quarter loops at the entrance and the exit of the figure must have the same radius.

Note 2: The vertical lines before and after the 180° flip must be of equal length.

F4: Double Candle with ½ Flips and ½ Rolls (DD)**K=1.0**

MA flies straight and level for a minimum of 10 m and performs after crossing the center line a quarter loop and pulls up into a vertical ascent. At the end of the vertical ascent MA performs a 180° pushed flip followed by a recognizable distance of a vertical nose down descend followed by a half roll in any direction. MA performs a half inside loop and pulls up into a vertical ascent. At the end of the vertical ascent MA performs a 180° pulled flip followed by a recognizable distance of a vertical nose down descend followed by a half roll in any direction. MA performs a quarter inside loop which must end at the center line and exit after a 10 m straight line at the same altitude as when entering the figure.

Note 1: The 180° flips and the half rolls must be on the same altitude.

Note 2: The vertical lines before the half rolls must be of equal length.

F5: Double Stall Turns with half Rolls and Flip (UU)**K=1.0**

MA flies straight and level for a minimum of 10 m and pulls up into vertical ascent on center line by doing a quarter loop. At the end of the ascent MA performs a 180° stall turn followed by a half roll in any direction. MA performs a $\frac{3}{4}$ inside loop followed by a travelling 360° centered pushed flip and another $\frac{3}{4}$ inside loop. MA ascends vertically and performs a second 180° stall turn at the end of the ascent followed by a half roll in any direction. MA pulls with a quarter looping into horizontal straight and level flight for a minimum of 10 m at the same altitude as when entering the figure.

Note 1: Before and after the half rolls straight vertical lines are allowed, but they must all be of equal length.

Note 2: Before and after the 360° flip straight horizontal lines are allowed, but they must all be of equal length.

F6: Three opposite Rolls (DD)**K=1.0**

MA flies straight and level for a minimum of 10 m, performs a roll in any direction followed by a roll in opposite direction followed by a roll in the same direction as the first roll. MA flies straight and level for a minimum of 10 m.

Note 1: During the second roll the MA must be in inverted flight when it crosses the center line.

Note 2: The rolls must be executed one immediately after the other, straight flights between the rolls will be downgraded by one to two points.

Note 3: The elapsed time from the beginning of the first to the end of the third roll must be at least 4 seconds.

F7: Inverted Umbrella with half Rolls (UU)**K=1.0**

MA flies straight and level for a minimum of 10 m and pulls up into a vertical ascent on center line. After a nose up stop MA performs immediately in a backward vertically flight a half roll in any direction followed by a half backward loop. After MA stops it performs a centered 'U'. After a nose up stop MA performs a half backward loop followed by a backwards vertically ascent. After a nose down stop MA performs immediately in a forward vertically flight a half roll in any direction followed by a vertical descent. MA pulls with a quarter looping into horizontal straight and level flight for a minimum of 10 m at the same altitude as when entering the figure.

Note 1: The quarter loops at the entrance and the exit of the figure and the half loop of the centered 'U' must have the same radius.

Note 2: The two half backward loops must be of equal size and must have half radius than the half loop of the centered 'U'.

Note 3: The bottom of the 'U' must be at the same altitude as when entering the figure.

Note 4: The two rolls must be performed at the same altitude.

F8: Autorotation with Flip and two 90° Turns (DU)**K=1.0**

MA flies straight and level flight for a minimum of 10 m performs a pulled 360° flip in horizontal movement, flies horizontal straight and level for a maximum of 10 m and turns off the engine (or at idle) during this straight flight period, just before reaching the center line. MA executes 3 constantly descending sides with two 90° turns in the direction of the pilot and lands against the wind into the helipad.

Note 1: The descent rate must be constant to a point just before touchdown on the helipad.

Note 2: Parts of the second side, the second 90° turn and the beginning of the third side may be flown out of the 60° flight window.

Scoring criteria for landing: See ANNEX 5E Paragraph 5E.6.11.