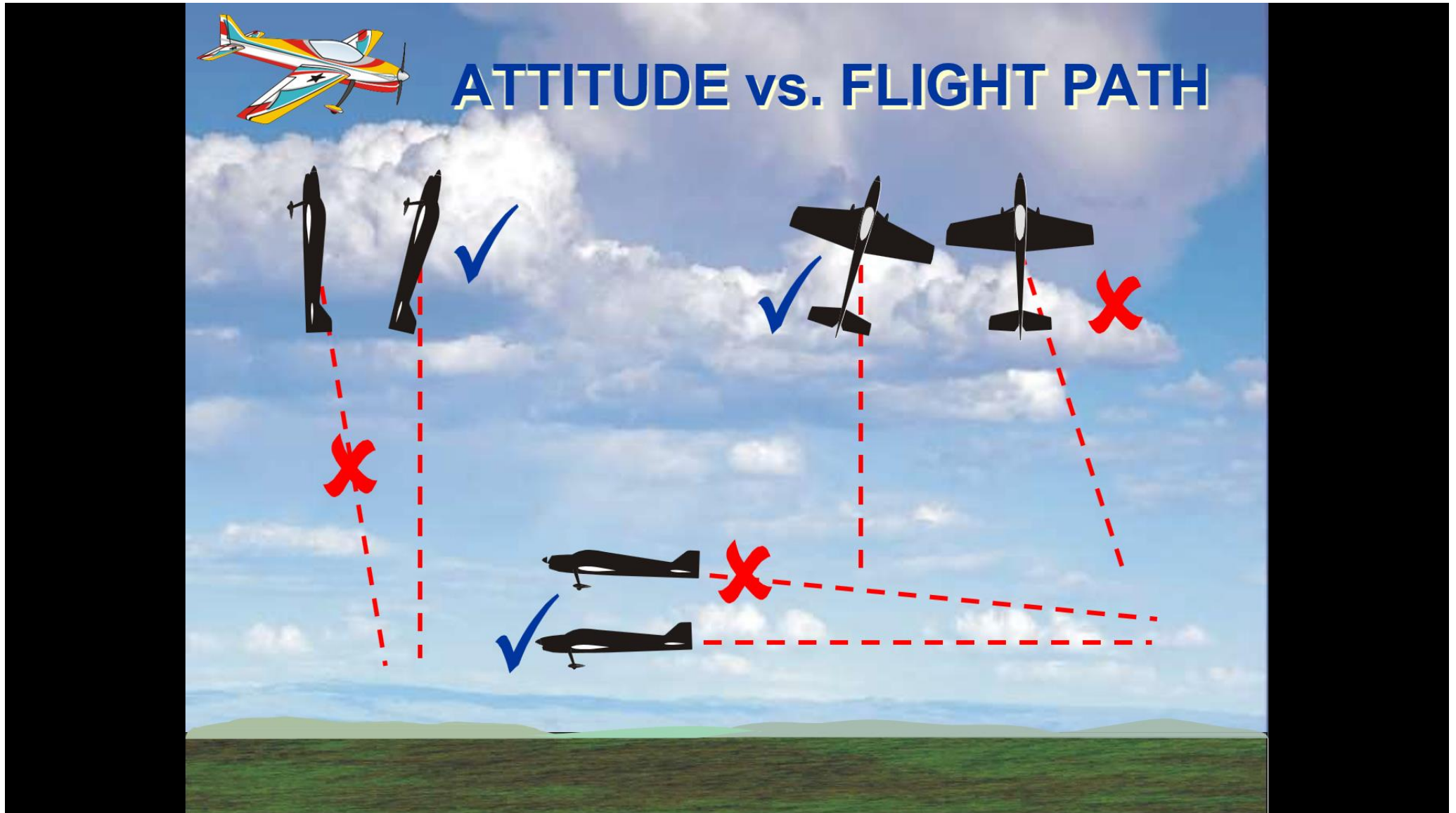
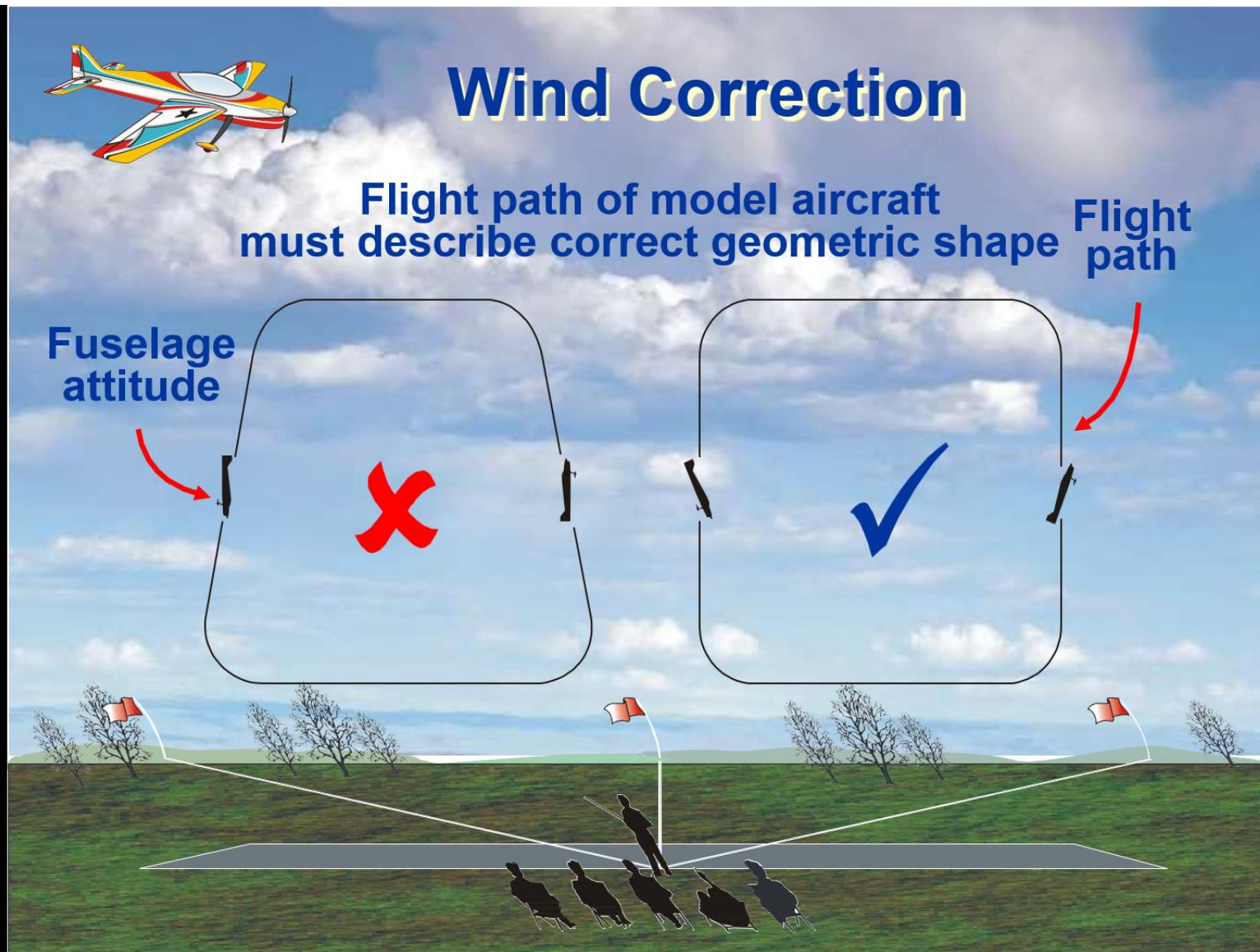


With acknowledgment to the FAI Sporting Code.

Lean the model into the wind to maintain a straight up line.

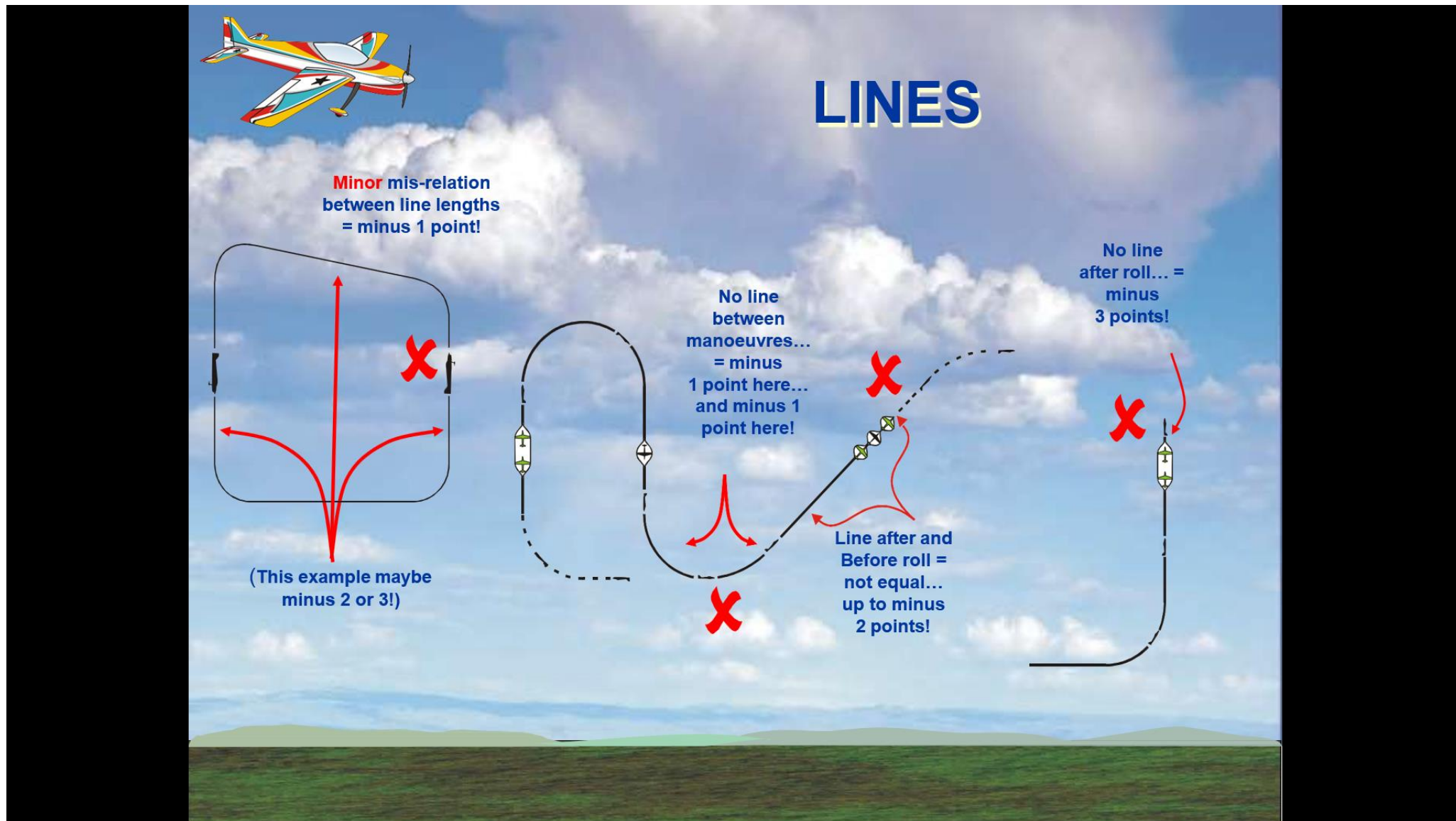


Lack of correct compensation will be seen during a square loop.





Lines should be horizontal, vertical or at a 45° angle with rolls in the centre of the line.



Do not reduce power in the loop until 10 to/past the hour to keep control authority and maintain the shape

# LOOPS

**Radii too tight...** **...too open/loose...** **Good compromise!**

**All part-loop radii equal. Minor mis-relation... up to minus 1 point!**

**This = minus 2 points!**

**Each segmentation... minus 1 point!**

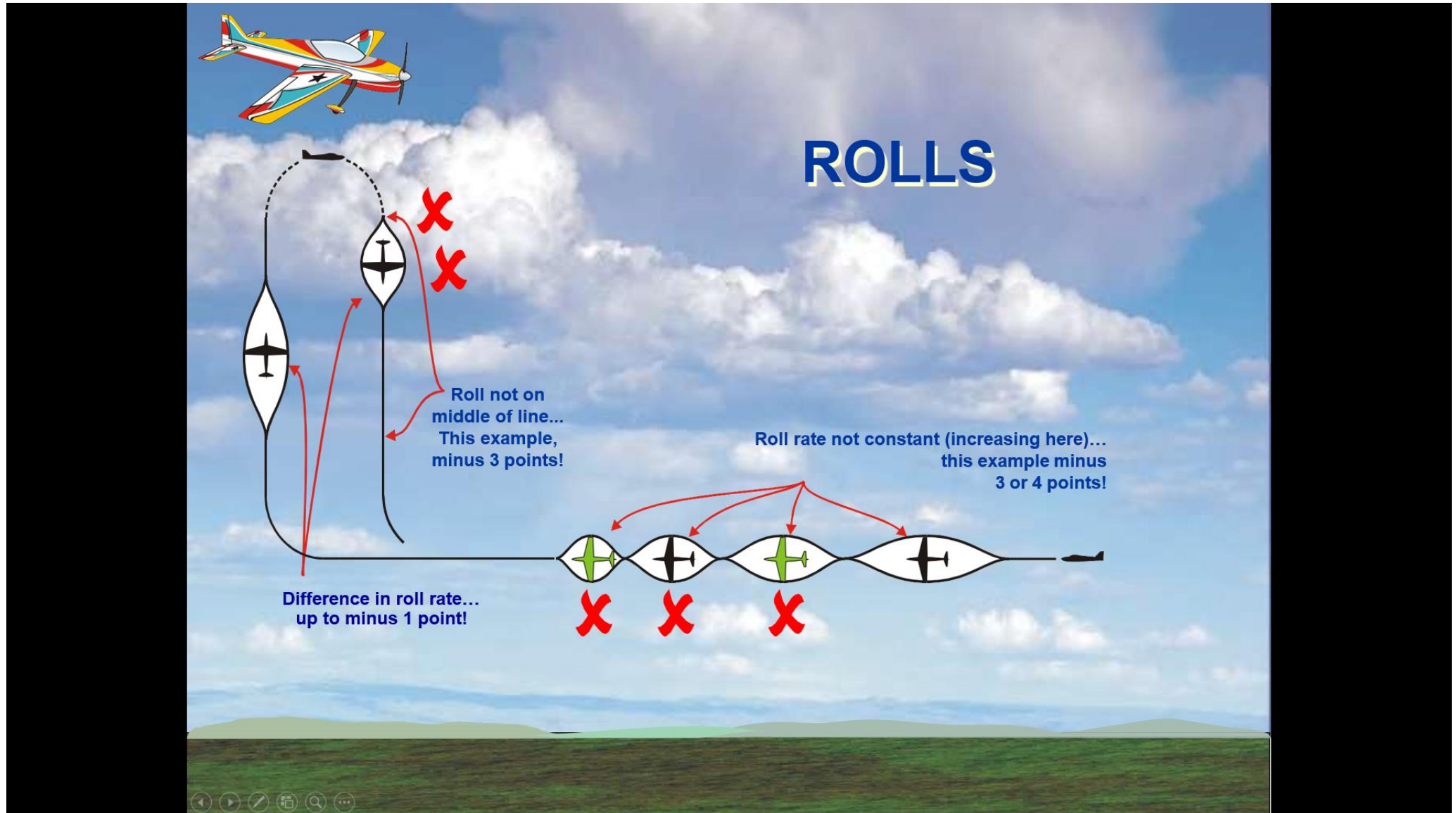
**Radius of first loop determines rest**

**Radius too tight**

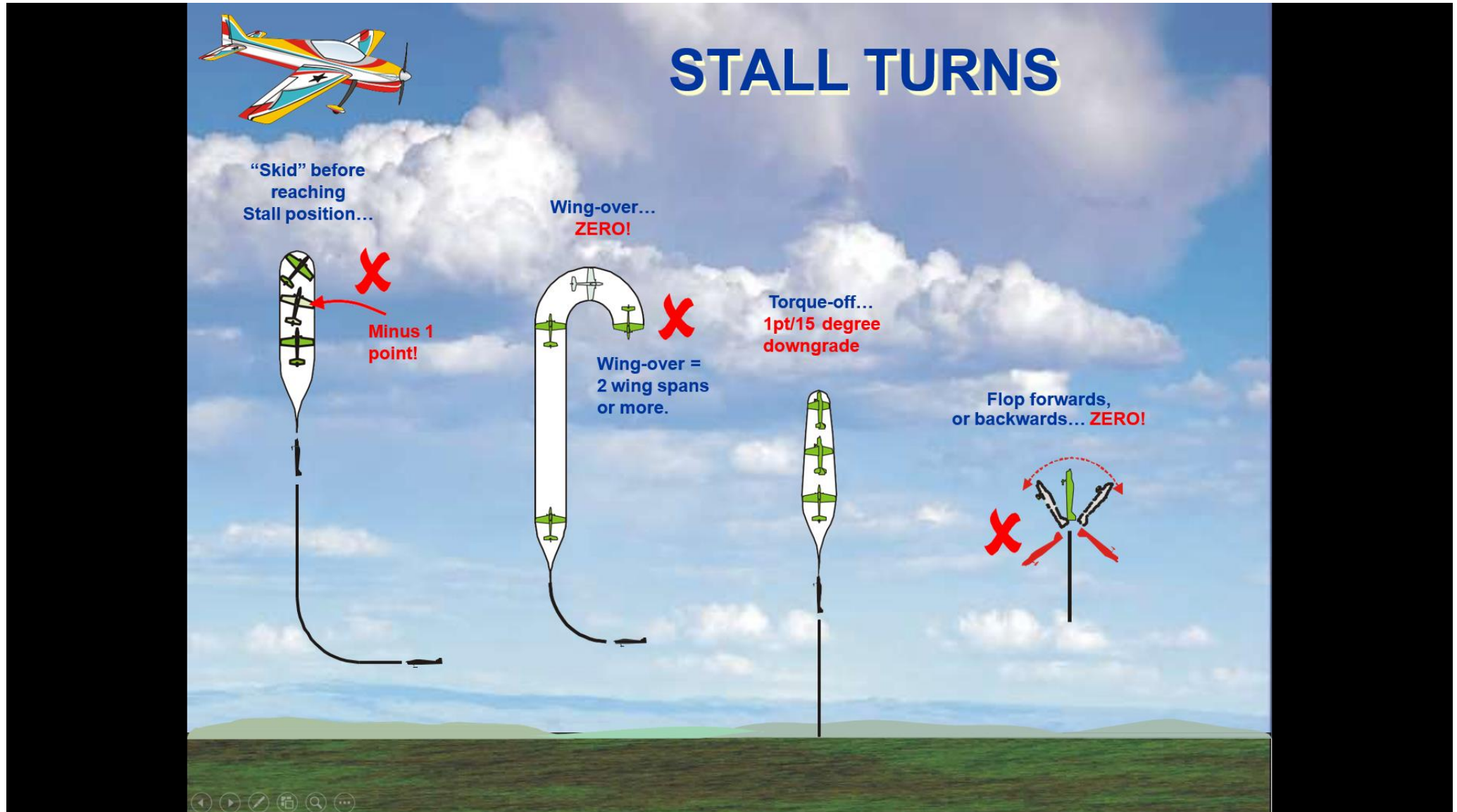
The diagram illustrates various loop shapes and their scoring implications. It features a small airplane icon in the top left corner. The background is a blue sky with white clouds and a green field at the bottom. The diagram is divided into several sections. The top section shows three examples of loop shapes: a square (labeled 'Radii too tight...' with a red X), a rounded square (labeled '...too open/loose...' with a red X), and a rounded square with a blue checkmark (labeled 'Good compromise!'). The middle section shows a loop with three segments, each with a red arrow pointing to it, labeled 'Each segmentation... minus 1 point!'. The bottom section shows a loop with a red arrow pointing to the first segment, labeled 'Radius of first loop determines rest'. The left side of the diagram shows a loop with a red arrow pointing to the first segment, labeled 'All part-loop radii equal. Minor mis-relation... up to minus 1 point!'. The right side of the diagram shows a loop with a red arrow pointing to the first segment, labeled 'Radius too tight' and a red X. The bottom left corner has a small icon of a person and a small icon of a person with a red X.



The back of the fuselage will deviate from the horizontal less if your model has a canalsier or is a bi-plane due to less top rudder being required.



This is our reference for stall turns. The model should stop at the top of the upline – if the model tail wags in the down line it is because the rudder is taken off too quickly.



Our reference for spins.

