

Dia. 1: The Pirouetting Flip

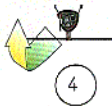
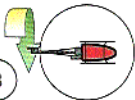
1



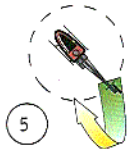
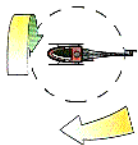
2



3



4



5



6

- 1) Start model pirouetting to the right.
- 2) When tail faces the pilot, apply forward cyclic so the tail goes up.
- 3) After 90° tail rotation, reduce forward cyclic and start applying left cyclic, the model will be side on to the pilot pointing right.
- 4) After 180° tail rotation, reduce left cyclic and start applying back cyclic with negative collective. The model will be tail-in and inverted.
- 5) After 270° tail rotation, reduce back cyclic and start applying right cyclic, reducing negative collective, moving toward positive pitch. The model will be sideways on the pilot facing left.
- 6) After 360° tail rotation, reduce right cyclic apply positive pitch. The model will be right way up with tail facing the pilot.

Judges