

Scale Maneuvers

VMAA Trophy

BEFORE the 8.45 am Team Managers briefing, please ask for your Team's score-sheets for each of the two flights; and, in the order they are going to be flown, write your four *chosen* maneuvers (be sure the judges will be able to read your writing!). There will be lots of score-sheets to fill in, so do it early!

Judging will be based on:

TAKE OFF

MAX 10 POINTS

Flight in a Straight Line at Constant Height at max. 6 metre

MAX 10 POINTS

FOUR maneuvers from the list below.

MAX 10 POINTS FOR EACH MANOEUVRE

Options 1 to 5 below are for models of non-aerobatic aircraft only.

LANDING

MAX 10 POINTS

REALISM IN FLIGHT

MAX 30 POINTS (see below)

Realism in flight is the main judging criteria, and includes:

a) Speed of the model and engine noise (tone & tuning)

Max 10 points

b) Stability & trimming

Max 10 points

c) Size of figures & flight elegance

Max 10 points

- a Retract and extend landing gear
- b Retract and extend flaps
- c Dropping of bombs or fuel tanks
- d Stall turn
- e Immelmann Turn
- f One loop
- g Split S (reversal)
- h Cuban Eight
- i Normal Spin (three turns)
- j Roll - barrel / axial = must be nominated
- k Touch and Go
- l Overshoot
- m Flight in triangular circuit
- n Flight in rectangular circuit
- o* Optional Demonstration
- p * Optional Demonstration

Non- aerobatic aircraft:

- 1 Chandelle
- 2 Sideslip to Left or Right
- 3 Flight in a straight line with one motor throttled (for multi-engine models only)
- 4 Wingover
- 5 Inverted flight

*** Optional Demonstrations: a maximum of two flight functions of the pilot's choice per flight.**

You may be required to show that each function was performed by the prototype modelled.

You must indicate to the Flight Judges the nature of the demonstration(s) before going to the flight line

The order in which the maneuvers are to be flown must be marked on the score sheet by the pilot/Team. Every maneuver flown out of order shall be marked zero.

Only one attempt is permitted for each maneuver.