

FINAL SCHEDULE F3P AF-27 (2026-2027)

AF-27.01 Horizontal Square on Corner Eight with half roll, quarter roll, quarter roll, half roll, quarter roll, quarter roll, half roll	K-4
AF-27.02 Double Stall Turn with two consecutive quarter rolls, quarter roll, half roll, quarter roll	K-3
AF-27.03 Rolling Circle Rolling Loop Combination with half roll integrated, roll integrated, half roll integrated	K-6
AF-27.04 Corner Combination with half roll integrated, quarter roll, half roll integrated	K-3
AF-27.05 Pushed Loop with quarter roll integrated, quarter roll integrated	K-5
AF-27.06 Half Square Loop with Triangle, half roll, quarter roll, quarter roll	K-4
AF-27.07 Forty-Five Degree Knife Edge Crossbox Line with quarter roll Integrated, two consecutive one eight rolls, two consecutive one eight rolls in opposite direction, quarter roll integrated	K-3
AF-27.08 Two Half Loops with Crossbox Line with half roll integrated, quarter roll integrated, quarter roll integrated, half roll integrated	K-6
AF-27.09 Square Loop with quarter roll, three quarter torque roll, quarter roll, quarter roll	K-5
AF-27.10 Double Shark Fin with quarter roll, quarter roll, half Forty-Five degree circle, quarter roll, quarter roll	K-4
AF-27.11 Double Key with quarter roll, quarter roll, quarter roll, quarter roll	K-4
Total K = 47	

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AF-27.01 Horizontal Square on Corner Eight with half roll, quarter roll, quarter roll, half roll, quarter roll, quarter roll, half roll

From upright, on center, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll into a 45° knife-edge upline, perform a $\frac{1}{4}$ knife edge loop towards the center into a 45° knife edge upline, perform a $\frac{1}{4}$ roll into a 45° upline in inverted flight, pull through a $\frac{1}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll into a 45° knife-edge upline, perform a $\frac{1}{4}$ knife-edge loop towards the center into a 45° knife-edge upline, perform a $\frac{1}{4}$ roll into a 45° upline in upright flight, push through a $\frac{1}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{8}$ loop, exit inverted.

AF-27.02 Double Stall Turn with two consecutive quarter rolls, quarter roll, half roll, quarter roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls, perform a stall turn into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop into a crossbox line, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a stall turn into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

AF-27.03 Rolling Circle Rolling Loop Combination with half roll integrated, roll integrated, half roll integrated

From inverted, in the center, perform a $\frac{1}{4}$ circle while integrating a half roll to the inside, pull through a $\frac{1}{4}$ loop, into a half knife-edge loop while integrating a roll, pull through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ circle while integrating a $\frac{1}{2}$ roll to the outside, exit inverted.

Note: There are no straight lines in the maneuver (except entry and exit line). The Radii of the $\frac{1}{4}$ loops are smaller than the radius of the rolling loop.

AF-27.04 Corner Combination with half roll integrated, quarter roll, half roll integrated

From inverted, perform a $\frac{1}{4}$ circle into a crossbox line, while integrating a $\frac{1}{2}$ roll, pull through $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, while integrating a $\frac{1}{2}$ roll, exit upright.

AF-27.05 Pushed Loop with quarter roll integrated, quarter roll integrated

From upright, push through a $\frac{1}{4}$ loop with integrated $\frac{1}{4}$ roll, followed by a half knife-edge loop and a $\frac{1}{4}$ loop with integrated $\frac{1}{4}$ roll, exit upright.

AF-27.06 Half Square Loop with Triangle, half roll, quarter roll, quarter roll

From upright, push through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{3}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a 45° knife-edge upline, perform a $\frac{1}{4}$ roll into upright flight, push through a $\frac{3}{8}$ loop into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.

AF-27.07 Forty-Five Degree Knife Edge Crossbox Line with quarter roll integrated, two consecutive one eighth rolls, two consecutive one eighth rolls in opposite direction, quarter roll integrated

From inverted, perform a $\frac{1}{8}$ circle with integrated $\frac{1}{4}$ roll into a knife-edge 45° crossbox line, perform consecutively two $\frac{1}{8}$ rolls, followed by two consecutive $\frac{1}{8}$ rolls in opposite direction, perform a $\frac{1}{8}$ circle with integrated $\frac{1}{4}$ roll, exit inverted.

AF-27.08 Two Half Loops with Crossbox Line with half roll integrated, quarter roll integrated, quarter roll integrated, half roll integrated

From inverted, push through a $\frac{1}{2}$ loop ending towards the center, while integrating a $\frac{1}{2}$ roll, immediately perform a $\frac{1}{4}$ circle with $\frac{1}{4}$ roll integrated into a knife-edge crossbox line, perform a $\frac{1}{4}$ circle with integrated $\frac{1}{4}$ roll, immediately pull through a $\frac{1}{2}$ loop ending towards the center, while integrating a $\frac{1}{2}$ roll, exit inverted.

AF-27.09 Square Loop with quarter roll, three quarter torque roll, quarter roll, quarter roll

From inverted, perform a $\frac{1}{4}$ roll on center into knife-edge flight, perform a $\frac{1}{4}$ knife edge loop into a vertical upline, perform a $\frac{3}{4}$ torque roll, pull through a $\frac{1}{4}$ loop, perform a $\frac{1}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

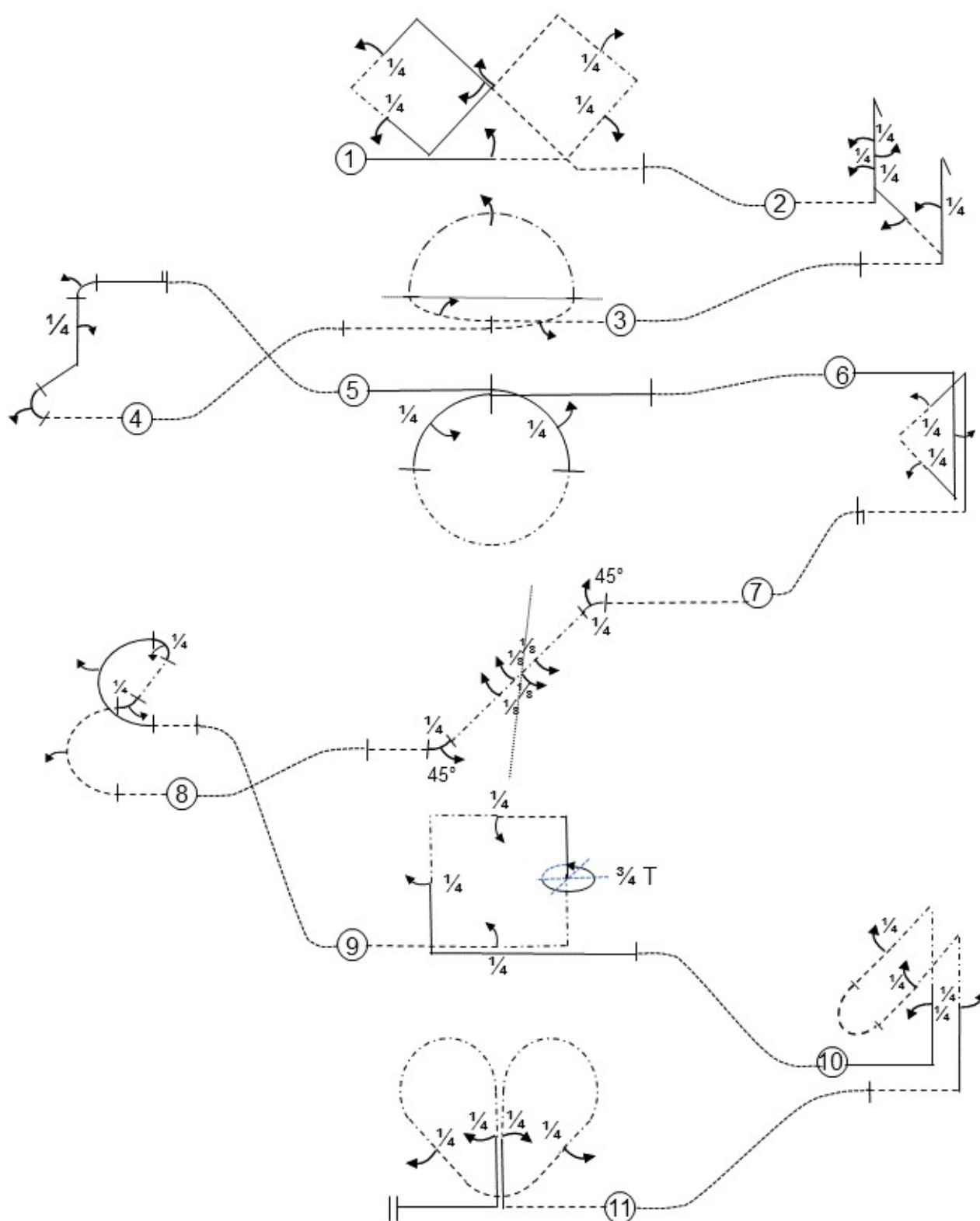
AF-27.10 Double Shark Fin with quarter roll, quarter roll, half Forty-Five degree circle, quarter roll, quarter roll.

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a $\frac{3}{8}$ knife edge loop towards the center into a 45° downline, perform a $\frac{1}{4}$ roll, perform a half 45° rudder circle with wing level in inverted flight into a 45° degree upline, perform a $\frac{1}{4}$ roll, perform a $\frac{3}{8}$ knife-edge loop away from the center into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

AF-27.11 Double Key with quarter roll, quarter roll, quarter roll, quarter roll

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, perform a $\frac{3}{8}$ knife-edge loop away from the center into a 45° downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll, perform a $\frac{3}{8}$ knife-edge loop towards the center into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

Final Schedule F3P AF-27 (2026 – 2027)



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 Drawings by Peter Uhlig
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