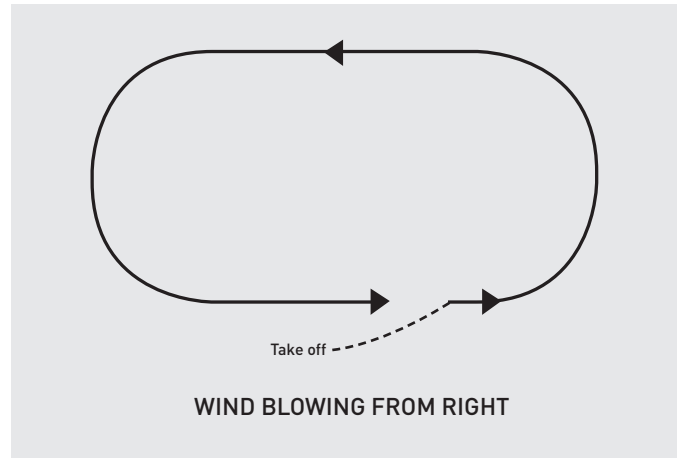
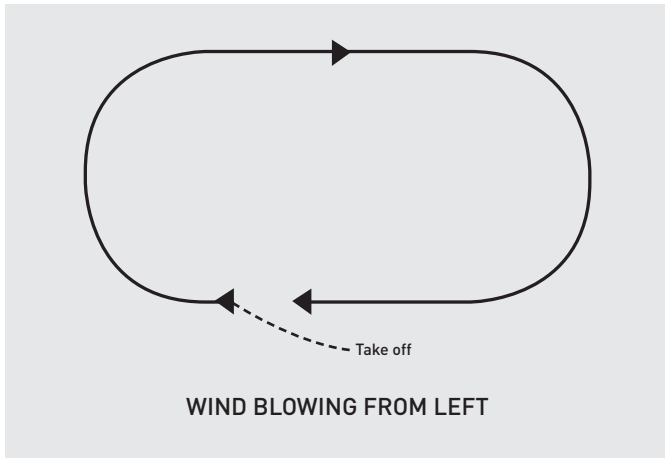
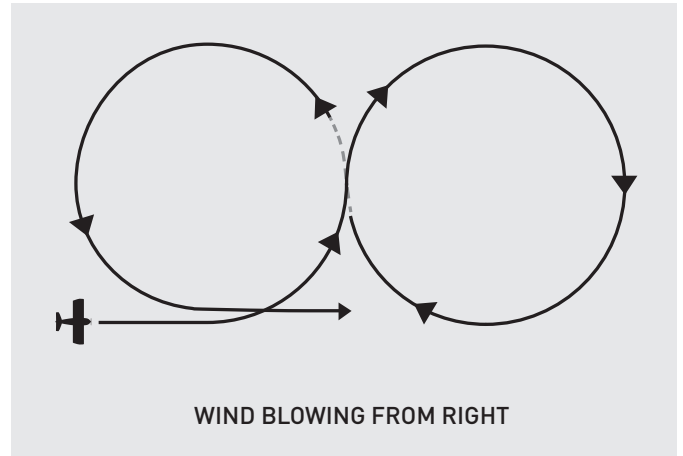
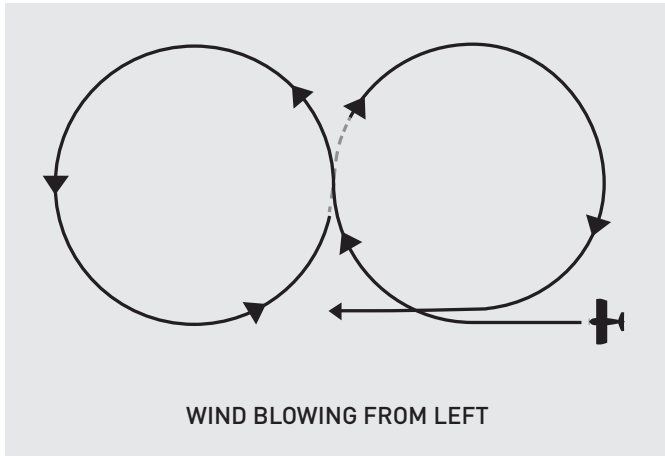


# B TEST: FIXED WING POWERED AIRCRAFT

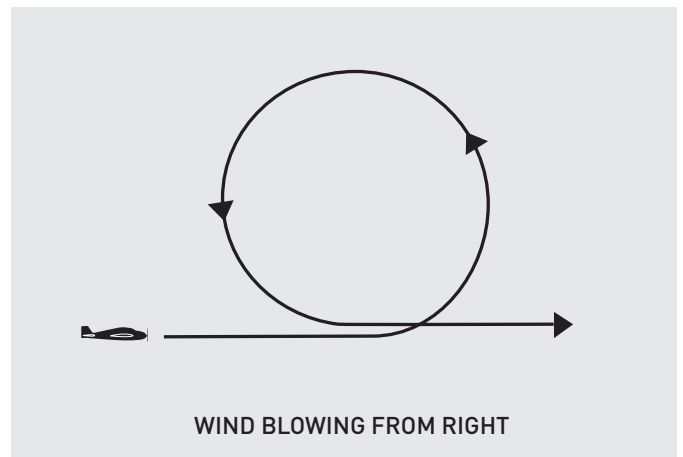
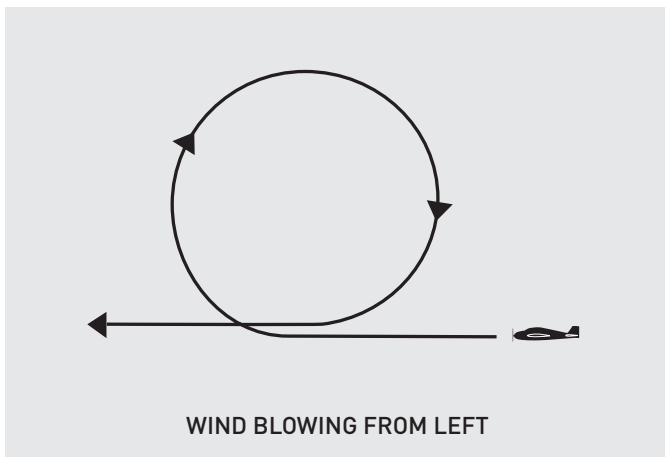
1: Take off into wind and complete a circuit and overfly the take-off area.  
Circuit can be racetrack, rectangular or circular



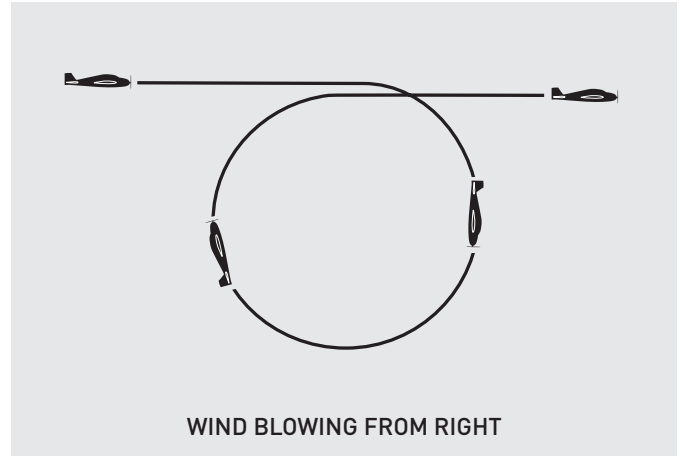
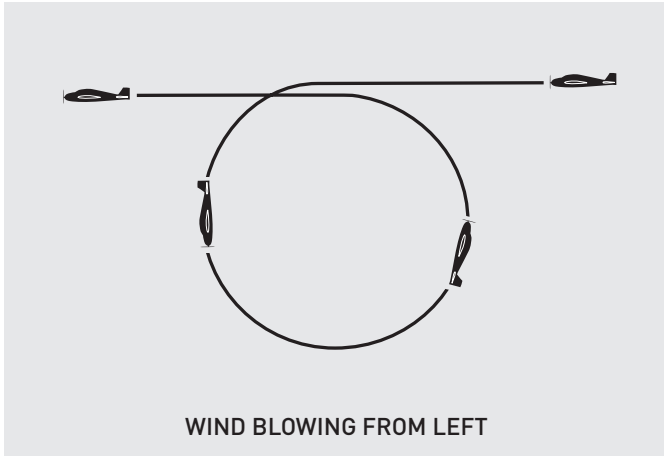
2: Fly a "figure of eight" course with the cross-over in front of the pilot, height to be constant



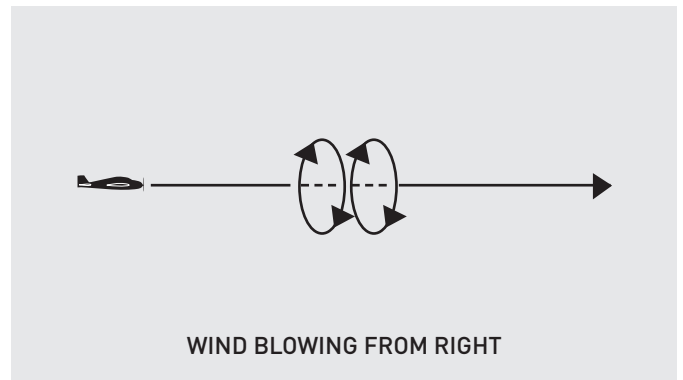
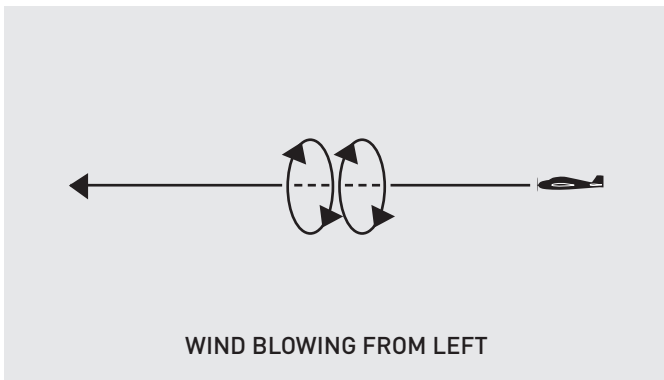
3: Fly downwind & complete one inside loop



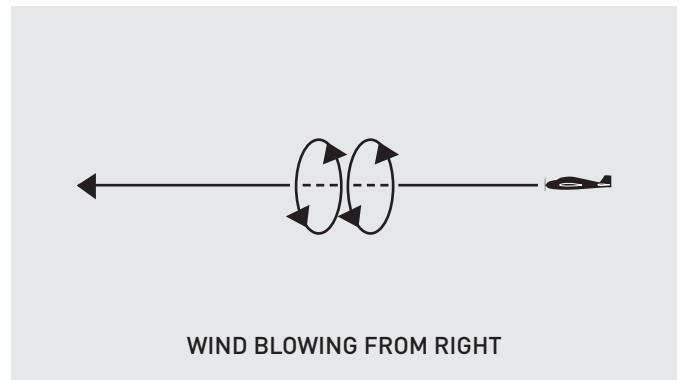
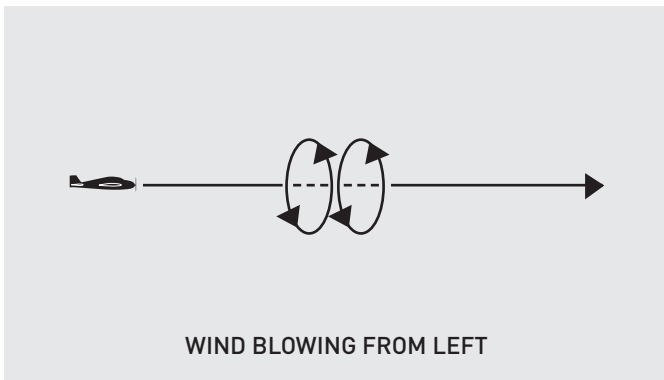
4: Fly downwind & complete one outside loop downwards from the top, i.e. a bunt



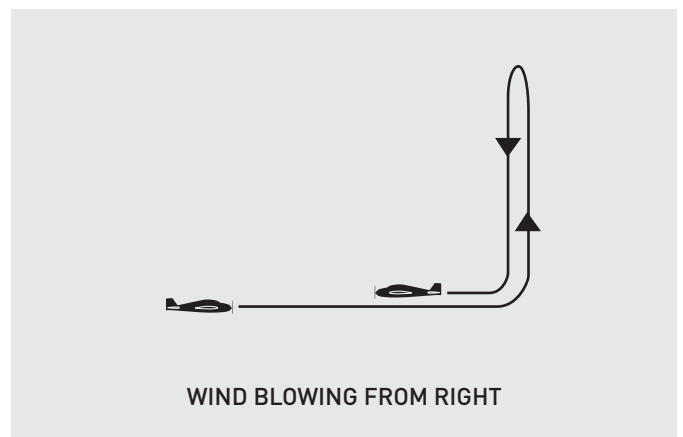
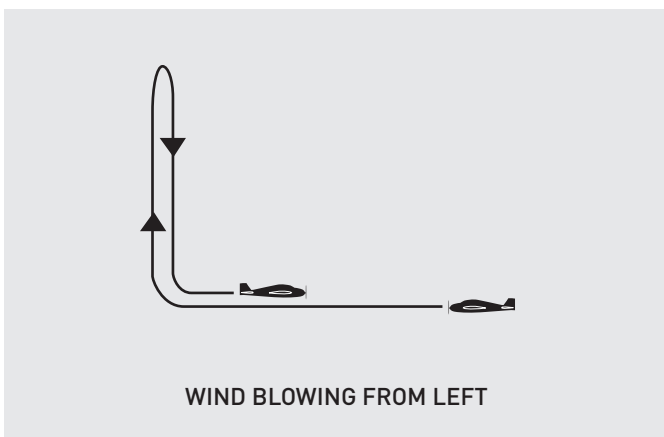
5: Complete 2 consecutive rolls into wind. Diagram show clockwise rolls but the roll direction can be clockwise or counter-clockwise at your choice



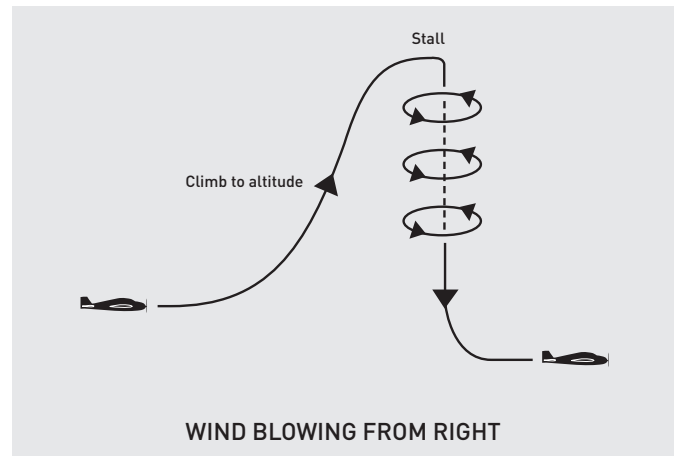
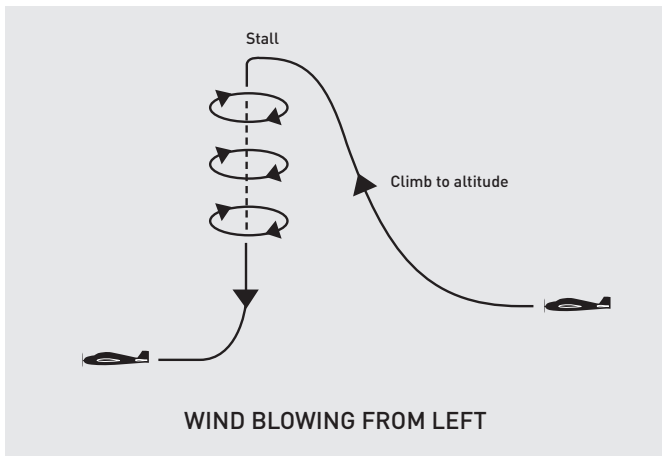
6: Complete 2 consecutive rolls downwind using the opposite direction of roll rotation to your earlier rolls



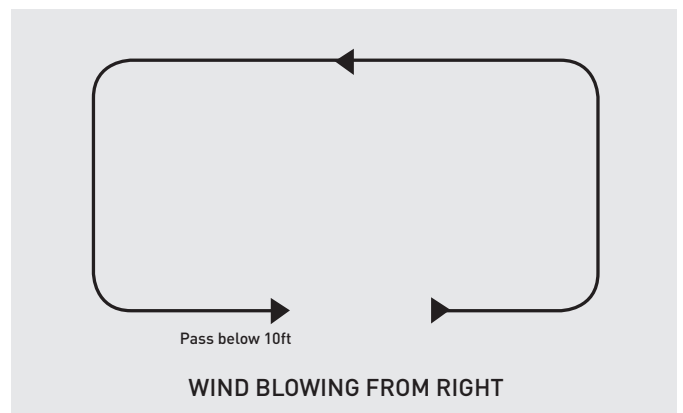
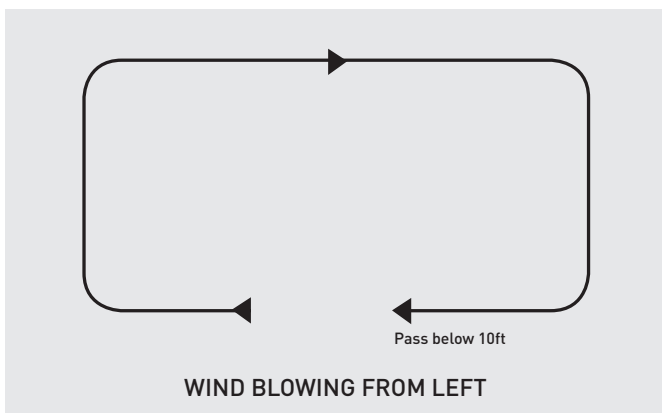
7: Complete a stall turn either left or right. Your turn should be away from the flight line.



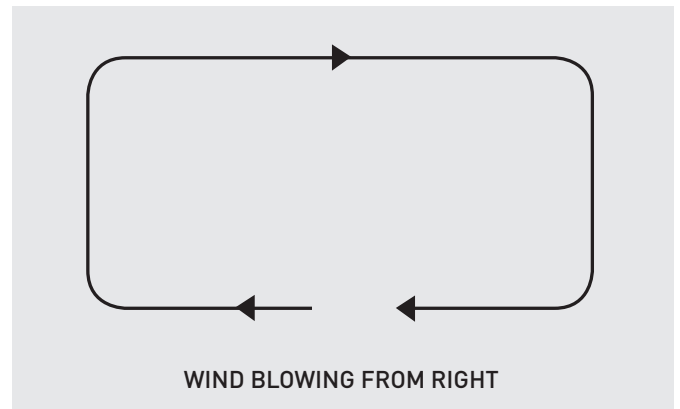
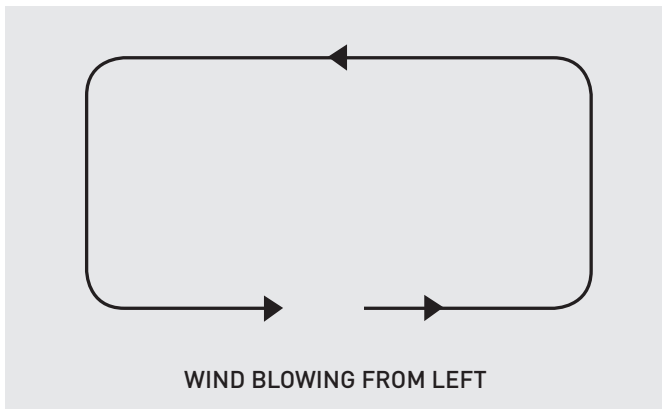
8: Gain height & perform a 3 turn spin. The initial heading & the recovery must be into wind. The model must fall into the spin. Clockwise spins are shown but you can spin counter-clockwise if you choose.



Fly a rectangular landing approach and go-around from below 10ft.  
Note, this manoeuvre is an aborted landing not a low pass.



Fly a rectangular circuit in the opposite direction at a constant height of not more than 40ft.  
Remember to announce your change of direction.



Fly a rectangular landing approach and land (wheels to touch within a pre-arranged designated 30 metre boundary)

