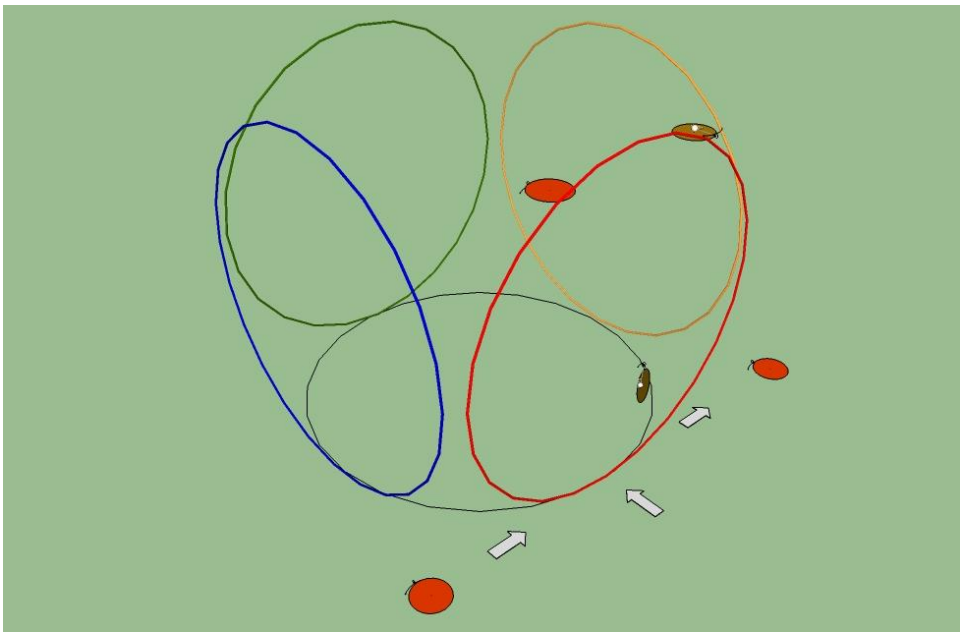
**3D Masters New Manoeuvres 2011**

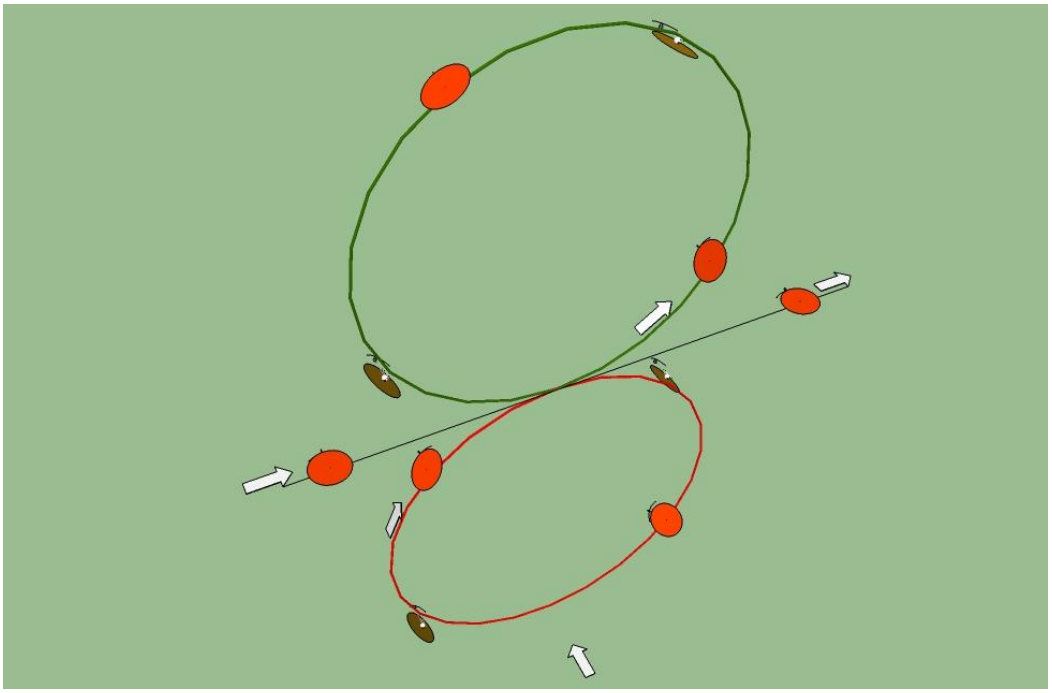
**K= 3 Koob** – Pirouetting Wall of Death with 4 vertical Pirouetting Loops with Pirouetting Flips

Entering along the flight line, the model will enter a vertical piro-loop with skids-out. At the top of the loop, the model will half piro-flip to skids-in and then complete the loop. At the bottom of the loop the model will reverse its piro-direction and then enter the first quarter of a skids-in Piro Wall of Death. The model with then enter a second piro-loop again with a half piro-flip at the top to skids -out. At the bottom of this loop the model will again reverse piro-direction. The manoeuvre will continue in this way to complete a further 2 loops and the remaining piro wall of death to exit the manoeuvre travelling in the same direction and height as entry.



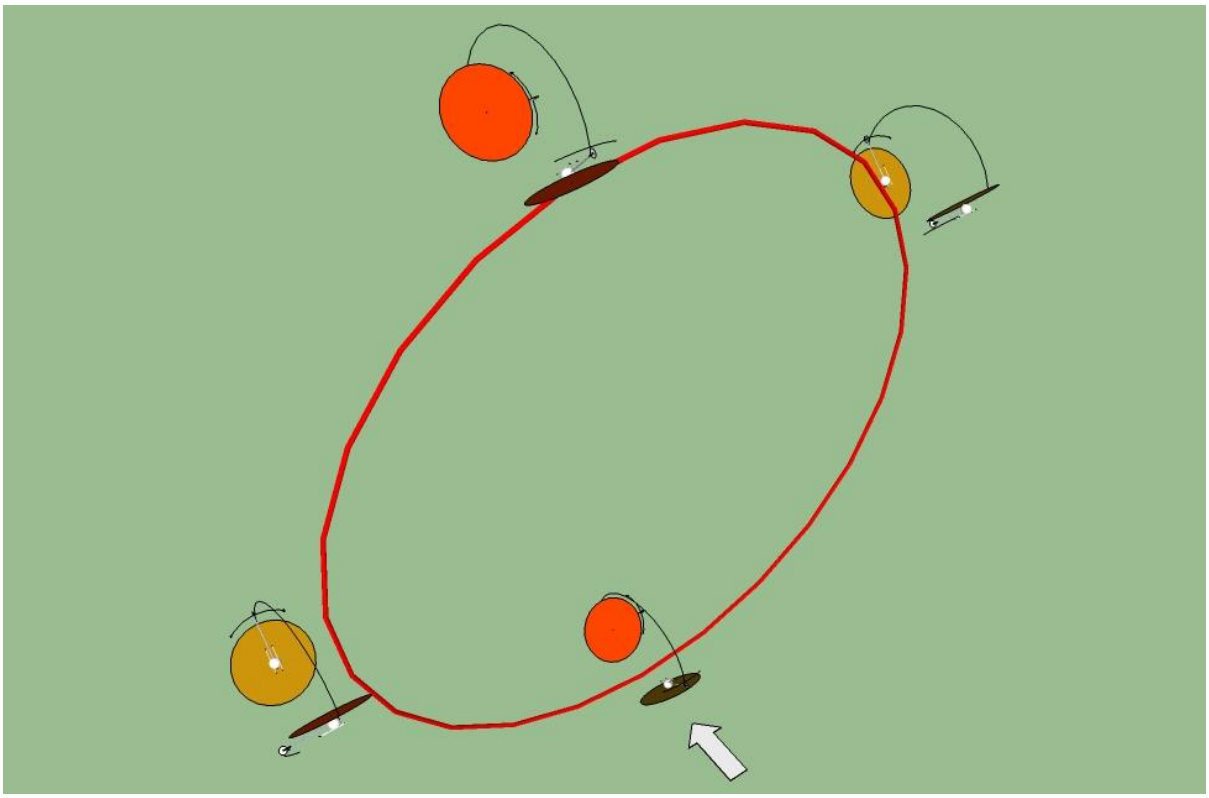
**K= 2.5 Jupiter Probe** – A vertical Pirouetting 8 with half-flips

The model will execute a pirouetting Vertical 8 with entry skids down along the flight line at the centre of the 8. On completion of the first half-loop the model will piro-flip and complete the second half of the loop skids-in. At the centre of the 8 the model will remain skids-out and begin the lower loop of the 8. At the bottom of the 8 the model will piro-flip to skids in and finish the lower loop, exiting in the same direction as entry.



**K= 3 Hong Kong Eye**

Pirouetting Metronoming continuously, the model will prescribe a vertical circle in front of the judges and at each ¼ of the vertical circle will piro-flip skids-in to skids-out and vice versa.



**k=2.5 Hammock –** a succession of stall turns while continuously pirouetting to prescribe a circle.

The model will enter the manoeuvre while continuously pirouetting and pull up to a vertical stall turn, at which point the direction of pirouetting will reverse and the direction of movement of the model will change to continue the next descent and climb to the next stall turn. There must be at least 8 peaks around the prescribed horizontal circuit.