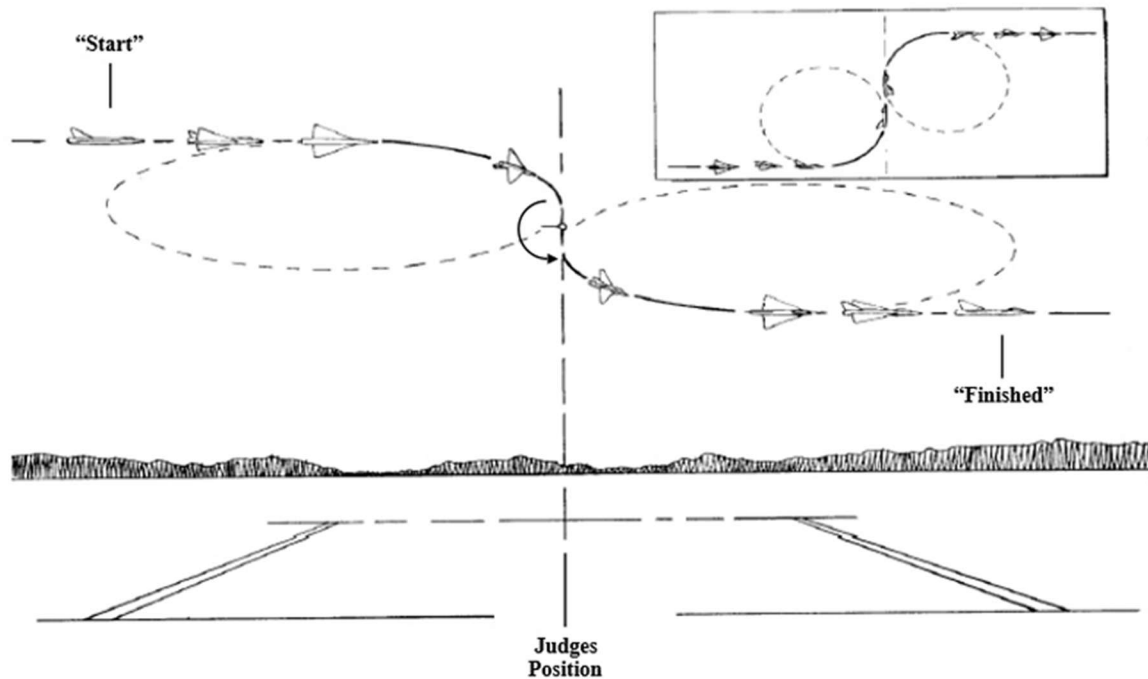


1.3.27. Derry Turn

This is a high-speed performance maneuver limited to high performance aircraft. The model approaches at a high speed in straight and level flight on a parallel line with the judges' line. The model then makes a steep bank (in excess of 60 degrees) one-

quarter-circle turn in a direction away from the judges without losing height. When centered in front of the judges, and perpendicular to the entry line, the model makes a half roll inverted in the same rolling direction as the entry, again directly followed by a steep one-quarter-circle turn in the opposite direction, and then flies off straight and level on a line parallel with that of the entry maneuver. The entire maneuver is flown at the same altitude.



Errors:

- Entry not parallel with judges' line.
- Maneuver not centered in front of judges.
- The rolling maneuver in front of judges not axial on a line directly away from judges.
- The roll in center is not in the same roll direction as the entry to the maneuver. Any hesitation between the end of the first quarter turn, the roll and/or the start of the second turn.
- Exit not parallel with entry.
- Altitude difference during maneuver.
- The maneuver misshapen (as seen as part of a figure eight).