

2010 SAMJA Jet Rule Book

1. Some notes on the system of rules:

In South Africa there are three classes of Jet Competition in order to cater for all levels of interest and skill.

The Sport Jet Class is a flying only class aimed at the entry level jet pilot and the schedule consists of a series of 'centre' manoeuvres with unspecified turn around manoeuvres which are not judged. A pilot entering Sport Jet cannot enter any of the other classes at a specific competition.

The Aerobatic Jet Class is a flying only class aimed at the more advanced jet pilot and all manoeuvres, centre and turn around, are specified and judged.

The F4J International Class is a scale class consisting of both a static and a flying section as per the latest IJMC (International Jet Model Committee) F4J Rule Book as published on the official IJMC web site www.ijmc.net .

The rules for the conduct of competition in all three classes are as per the F4J rules where applicable to the particular class unless stated otherwise.

1. SPORT JET CLASS

This is a flying only class of which the flight schedule consists of:

1. Take-off	K=10
2. Straight Flight	K=5
3. Manoeuvre 1	K=10
4. Manoeuvre 2	K=10
5. Manoeuvre 3	K=10
6. Manoeuvre 4	K=10
7. Manoeuvre 5	K=10
8. Circuit, Approach and Landing.	<u>K=15</u>
	Total K =80

Manoeuvres 1 to 5 must be chosen from the five manoeuvre groups as found in the latest IJMC F4J Rule Book. Any number of manoeuvres may be chosen from any of the manoeuvre groups. A specific manoeuvre may only appear once in a specific schedule. All manoeuvres including take-off and circuit, approach and landing will be judged according to the descriptions and judges guide in the latest IJMC Rule Book.

Notes:

1. Basic rules as per applicable parts of IJMC Rule Book.
2. Maximum dry weight of model is 25kg

3. Flight time is 12 minutes. Start up time up to being airborne is 6 minutes.
4. Aerobatic "box" has an upper limit of 60 degrees, no side limit.

2. AEROBATIC JET CLASS

This is a flying only class of which the flight schedule consists of:

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| 1. | Take-off sequence | K=2 |
| 2. | Half Cuban Eight (turn around) | K=1 |
| 3. | Loop with Roll | K=2 |
| 4. | Half Reverse Cuban Eight (turn around) | K=1 |
| 5. | 4-Point Roll | K=3 |
| 6. | Half Square Loop (turn around) | K=1 |
| 7. | Reverse Cuban Eight from above | K=4 |
| 8. | Half Loop Downward (turn around) | K=1 |
| 9. | Slow Roll | K=3 |
| 10. | Pull-Pull-Pull Humpty Bump with option
(1x ½ Roll or 2x ¼ Rolls) turn around) | K=1 |
| 11. | 45 degree Up Line with 2-Point Roll | K=2 |
| 12. | Split-S (Reversal) (turn around) | K=1 |
| 13. | Straight Inverted Flight with Half Rolls | K=2 |
| 14. | Half Circle (turn around) | K=1 |
| 15. | Landing Approach | K=2 |
| 16. | Landing. | K=2 |

Total K =29

MANOEUVRE DESCRIPTIONS

- 1. Take-off sequence:** Model takes off on a straight heading. Soon after reaching a safe height turn out 90 degrees away from the runway and then turn 270 degrees in the opposite direction for a downwind trim pass to enter manoeuvre 2
- 2. Half Cuban Eight:** Pull into a 5/8 Inside Loop to a 45 degree down line, perform ½ Roll, then pull to recover upright and straight and level.
- 3. Loop with Roll:** From upright, complete an Inside Loop with a roll centred on the apex of the loop.
- 4. Half Reverse Cuban Eight:** Pull into a 45 degree up-line, perform a ½ Roll, then pull through a 5/8 Inside Loop to recover upright and straight and level.
- 5. Four Point Roll:** From straight and level flight the model rolls at a constant rate through four complete quarter rotations, hesitating at three equally spaced intervals to resume straight and level flight.
- 6. Half Square Loop:** From straight and level, pull to a vertical up-line and pull again to exit straight and level inverted.
- 7. Reverse Cuban Eight from Above:** From straight and level inverted, pull to a 45 degree inverted down-line and perform a ½ Roll, pull through a ¾ Inside Loop to a 45 degree inverted down-line, perform a ½ Roll and pull through 5/8 of an Inside Loop to exit straight and level inverted.
- 8. Half Loop Downward:** From inverted, pull through a ½ Inside Loop to exit upright, straight and level.
- 9. Slow Roll:** From straight and level flight the model rolls slowly at a constant rate, taking between 3 and 5 seconds to execute the roll, and resumes straight and level flight.
- 10. Pull-Pull-Pull Humpty Bump with Option (1x ½ Roll or 2x 1/4Rolls):**
Pull into a Vertical Up Line, perform a ½ Roll, pull through a ½ loop to a Vertical Down Line, then pull to recover upright **OR** Pull into a Vertical Up Line, perform a ¼ Roll, pull through a ½ Loop to a Vertical Down Line, perform a ¼ Roll, then pull to recover upright.
- 11. 45 Degree Up Line with 2-Point Roll:** Pull into a 45 degree Up Line, perform a 2-Point Roll, continue with the Up-Line and push through 135 degrees to recover straight and level.
- 12. Split-S (Reversal):** Perform a ½ Roll, followed immediately by a ½ Inside Loop.

13. Straight Inverted Flight with ½ Rolls: Before the centre line, perform a ½ roll to level inverted flight, maintain inverted flight for a few seconds, then ½ roll to recover upright.

14. Half Circle: Perform a level 180 degree turn to line up with the runway.

15. Landing Approach: from straight and level flight over the runway the model will execute a symmetrical rectangular or race course type of landing approach with the descent starting with the final cross-wind leg.

16. Landing: After lining up with the runway the model descends at a constant rate to land on the runway in front of the judges.

Notes:

1. Basic rules as per applicable parts of the IJMC Rule Book.
2. Maximum dry weight of model is 25kg.
3. Flight time is 12 minutes. Start up time up to being airborne is 6 minutes.
4. Aerobatic "box" has an upper limit of 60 degrees, no side limit.

3. INTERNATIONAL F4J CLASS

This is the International Scale Class and is run as per the latest set of IJMC F4J Rules that are available on the official IJMC web site (www.ijmc.net)

Notes:

1. Flight time is 12 minutes. Start up time up to being airborne is 6 minutes.
2. Aerobatic "box" has an upper limit of 60 degrees, no side limit.

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