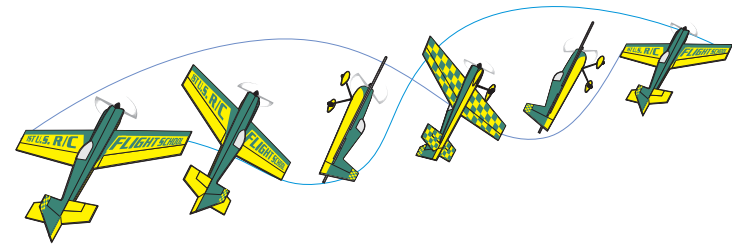


High Alpha 3D Maneuvers

Harrier Pass



**Elevator
Back Flip
Parachute
Whip Stalls**



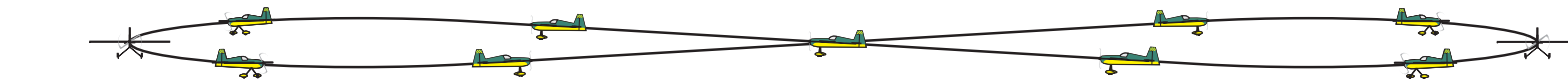
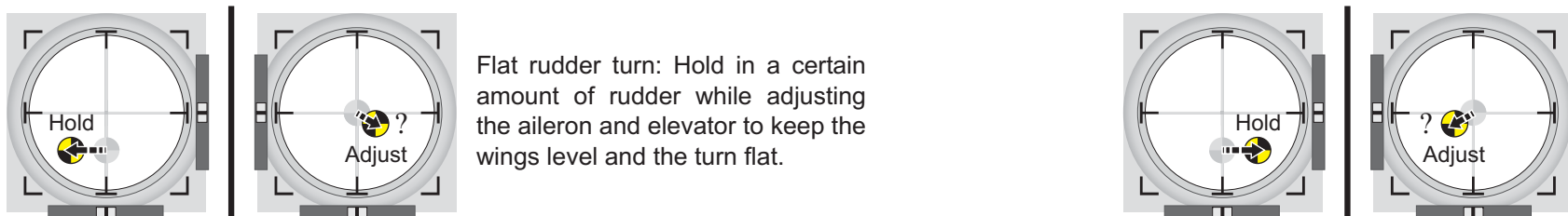
**Rolling Harrier
3D Rolling Turn
3D Knife Edge**

Rudder Warmup

Note: Every flight mode and maneuver presented in this section is flown on high rates. Good throttle management is therefore required to maintain slower airspeeds and manageable control responses.

If possible, practice the maneuvers on a simulator before attempting them for real. You will probably find that a simulator has a largely different feel than real world 3D flying, but a sim will help sharpen your reflexes and expose you to manipulating all the controls simultaneously.

The first practice step toward becoming a 3D pilot is learning to use the rudder at all times: Start by trimming your plane for slow flight at approx. 1/3 throttle and practice race track and figure 8 patterns primarily using the rudder to steer. Test your agility when turning with the rudder by using the aileron and elevator to keep the wings level and the turns flat. There's no telling how the mixes programmed earlier will effect this exercise, but one thing is for certain about 3D related flying, it helps if you remind yourself before each flight to keep your fingers moving!



Repeat this exercise inverted when you're ready to attempt 3D maneuvers that involve sustained inverted flight (e.g., inverted elevators and harriers).

