

B.M.F.A. GUIDANCE for TEST CANDIDATES

**THE "A" TEST**

- A) CARRY OUT PRE-FLIGHT TESTS AS REQUIRED BY BMFA SAFETY CODE.
- B) TAKE OFF AND COMPLETE A LEFT OR RIGHT HAND CIRCUIT AND OVERFLY THE TAKE-OFF AREA.
- C) FLY A FIGURE OF EIGHT COURSE WITH THE CROSSOVER POINT IN FRONT OF THE PILOT AND AT CONSTANT HEIGHT.
- D) FLY A RECTANGULAR CIRCUIT AND APPROACH USING THROTTLE TO LAND IN DESIGNATED AREA.
- E) TAKE OFF AND MAKE A LEFT OR RIGHT HAND CIRCUIT AND OVERFLY THE TAKE-OFF AREA.
- F) FLY A RECTANGULAR CIRCUIT AT CONSTANT HEIGHT IN THE OPPOSITE DIRECTION TO THAT FLOWN IN D).
- G) PERFORM A SIMULATED DEAD STICK LANDING WITH ENGINE AT IDLE, BEGINNING AT A SAFE HEIGHT HEADING INTO WIND OVER THE TAKE-OFF AREA. LAND IN A SAFE MANNER IN THE DESIGNATED LANDING AREA.
- H) REMOVE MODEL AND EQUIPMENT FROM THE TAKE OFF/LANDING AREA. I) CARRY OUT POST FLIGHT CHECKS.

**'B' CERTIFICATE**

**Test Flight Check List**

**BMFA Guidelines....**

<http://www.bmfa.org/achievement/files/2012/Fw-B-2012.pdf>

Carry out pre-flight checks as required by the BMFA Safety Codes	Complete a stall turn either left or right
Take off and complete a left (or right) hand circuit and overfly the take-off area.	Gain height and perform a three turn spin
Fly a 'figure of eight' course with the crossover point in front of the pilot, height to be constant	Fly a rectangular landing approach and overshoot from below 10 ft
Fly into wind and complete one inside loop	Fly a rectangular circuit in the opposite direction to that in (j) at a constant height of not more than 40 feet

	Fly downwind and complete one outside loop downwards from the top (a bunt). For models unable to bunt, a Split S or Reversal may be acceptable	Fly a rectangular landing approach and land (wheels to touch within a pre-designated 30 metre boundary)
	Complete two consecutive slow rolls into wind	Complete post-flight checks as required by the BMFA Safety Codes.
	Complete two consecutive slow rolls downwind using the opposite direction of roll rotation to that used in (f) above	