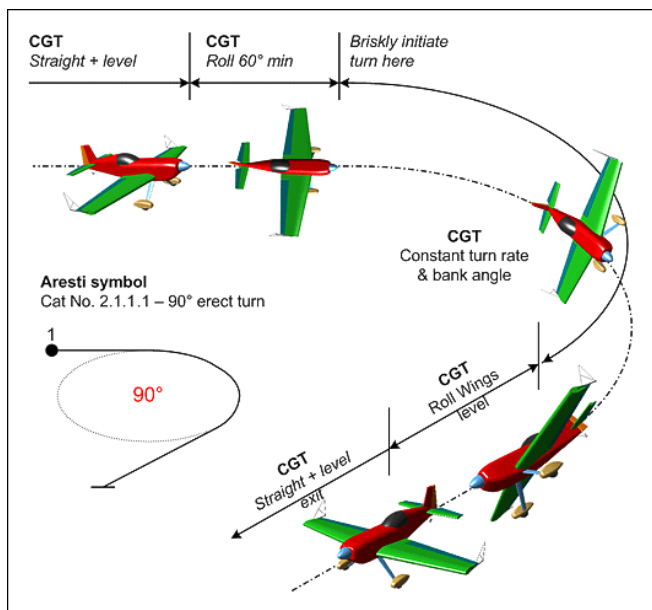


**Entry, Graduate, Sportsman:**

*From the "British Aerobatic Academy & BAeA Websites"*

An aerobatic steep turn is different to a steep turn learned in PPL training. It is a turn of at least 60° angle of bank where the bank angle is initiated without turning, then the aircraft is made to turn, the turn is then stopped and then the bank rolled off after the turn is completed.



**How to Fly a Steep Turn**

In this example I will assume that height and speed is sufficient and it is trimmed to zero G.

- Looking ahead and maintaining heading, roll the aircraft to 60° angle of bank, making sure to keep the nose above the horizon with top rudder and a constant roll rate using some forward stick to prevent the aircraft changing heading.
- Apply moderate back pressure to initiate the turn using rudder to keep the nose at the same height above the horizon – the more back pressure, the tighter the turn
- When on heading, remove the back pressure and apply a little forward stick to remain on heading
- Maintaining heading. roll the wings level making sure straight and level flight is maintained



## Figure of the Month

# The Steep Turn

## Common Mistakes

- Climbing/descending entry
- Off heading entry/exit
- Turning whilst initiating bank angle and taking bank angle off
- Not a constant rate of turn

Above is a quick rundown on the Steep Turn, as usual, all books on aerobatics will have a section on how to fly the Steep Turn, so I will leave it to you pilots to read up on it more thoroughly. I also suggest reading the judging criteria sent out with this attachment so you know what the judges are looking for and what you will be downgraded on.

For those not into reading, the following video link is from the IAC website explaining how to fly a competition Steep Turn:

[The Aerobatic Textbook: Aerobatic Turns - YouTube](#)

For **Yak 52/Intermediate, Advanced and Unlimited** the only place that a steep turn may be considered in a program is in a linking manoeuvre in programs 2, 3 & 4. The K factor is too low to be used as a submitted figure for Programs 2, 3 & 4 and also usually too low to want to use as a free figure in your Free Known. Plus, a Free Known, program 1, must have a Rolling Turn in the program, hence again no real benefit gained by having a steep turn in program 1.

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