

Hesitation Rolls or Point Rolls

From RCSD

Once you have mastered the (continuous) roll, you might like to try the hesitation or point roll, which are very interesting to do and to watch.

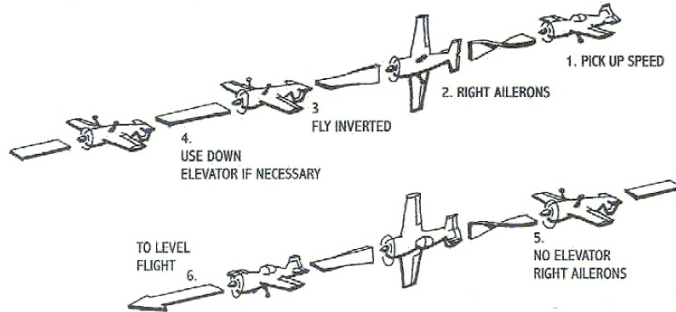
A point roll must hesitate with equal time on each point of its axis, hence the name hesitation or point roll. There are three basic types of hesitation rolls and many variations on these. In order of difficulty we have the two point roll, the four point roll and the eight point roll.

- The two-point roll is the easiest. The aircraft rolls to Inverted, stops (hesitates), and then rolls right side up to level flight.
- Next is the four-point roll, with a hesitation at each 90° stop.
- Most difficult is the 8-point roll. The roll is divided into eight equal parts with the wings stopped at each of the eight points in the rotation (at 45°, 90°, 135°, 180° and so on).

The Two Point (Hesitation) Roll

Get a goodly amount of airspeed; then, from straight and level, with ailerons only (no coupled controls please!), roll to inverted flight and stop the ailerons. Continue inverted for a second or two, then (with ailerons only), roll right side up to straight and level flight. You might or might not have to add a little bit of down elevator when you are inverted to keep the nose up.

2-POINT (SLOW) ROLL (TO THE RIGHT)



This maneuver presents no difficulties! Once you have mastered this, move on to the four point roll.