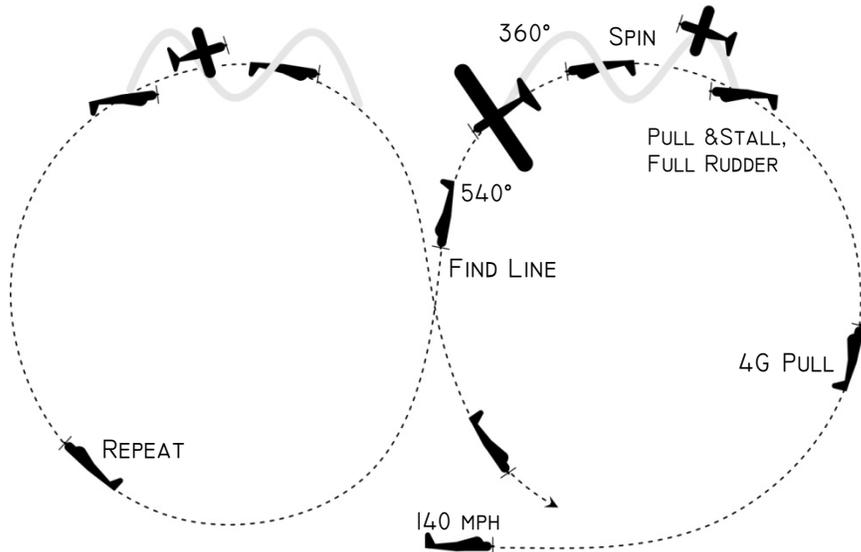


The Camiguin Crazy 8

(Camiguin-Grown Aerobatic Maneuver)

Camiguin-grown aerobatic maneuvers usually develop out of necessity, some inadequacy of the Super Decathlon or, brace yourself, the pilot. The *Camiguin Crazy 8* is no exception, and, sure, a little crazy it is:



140 mph ... pull 4G into the loop... before reaching the top inverted, pull even harder to induce a high-speed stall and apply full rudder to initiate a *Spin* ... keep spinning right around, that's 360°, until you are inverted and have found your line again... finish the loop. You just did an *Avalanche*!

Here's the problem: Given its slower entry and snap speeds I always found it difficult to fly a nicely rounded *Avalanche* in the Super Decathlon. To keep it round, you have to push on the stick as you come out of the 360° *Spin*, now inverted at the top of the loop, for the nose not to drop cutting your arc. Push on the stick too much, at your low airspeed, and you

can feel the onset of a *Negative Inverted Spin*. Since switching from positive to negative rotations is where it gets confusing for me, I don't push on the stick too much. No super-round *Avalanches* in the Super D for me ☹️.

Regardless of the culprit, airplane or pilot, I decided to cover up the inadequacy of the "oval *Avalanche*".

Instead of one full (360°) inverted spin at the top, you do one and a half (540°) spins, coming out in line and right side up ready for another *Avalanche* on the opposite side. So now you have executed two oval loops, with radical looking spins at their tops, right beside each other, drawing out the figure 8 ... that's the *Camiguin Crazy 8*.

Check out some of our flying adventures on [f /camiguinaviation/videos](https://www.facebook.com/camiguinaviation/videos) or www.camiguinaviation.com and feel free to contact us with questions about our Advanced Flight Maneuver Camp on Camiguin Island.

Happy Eights!

Capt. Sean



The Camiguin Crazy 8

1. ... is two oval *Avalanches* with 1½ inverted spins at their tops, right beside each other
2. When flying the *Avalanche* try not to push into a *Negative Inverted Spin* at the top

