- **01 Square Loop on Corner with 1/4 roll integrated, 1/2 roll integrated upline, perform a 1/4 knife-edge upline, perform a 1/4 knife-edge loop with 1/2 roll integrated into a forty five degree knife-edge downline, perform a 1/4 knife-edge loop with 1/2 roll integrated into a forty five degree knife-edge downline, perform a one eighth knife-edge loop with 1/4 roll integrated, exit inverted.**
- **O2 Figure Nine with roll, 1/2 roll in opposite directions**: From inverted, push through a 1/4 loop into a vertical upline, perform consecutively a roll and a 1/2 roll in opposite directions, push through a three 1/4 loop, exit inverted.
- **03** Roll Combination with consecutive two 1/4 rolls, four consecutive 1/4 rolls in opposite direction, two consecutive 1/4 rolls in opposite direction: From inverted, perform consecutively two consecutive 1/4 rolls, four consecutive 1/4 rolls in opposite direction, two consecutive 1/4 rolls in opposite direction, exit inverted.
- **04 1/2 Loop with 1/2 roll integrated:** From inverted, push through a 1/2 loop while integrating a 1/2 roll, exit inverted.
- **05** Pull Pull Push Humpty Bump with one and 1/2 snap rolls, 1/2 roll integrated, one and a 1/2 rolls: From inverted, before centre pull through a 1/4 loop into a vertical downline, perform one and a 1/2 snap rolls, pull through a 1/2 loop with 1/2 roll integrated into a vertical upline, perform one and a 1/2 continuous rolls, push through a 1/4 loop, exit upright.
- **06 Three Turn Spin with 1/2 roll**: From upright, perform a spin with three turns, perform a vertical downline, perform a 1/2 roll, pull through a 1/4 loop, exit upright.
- **07** Horizontal Circle with three 1/2 rolls in opposite direction integrated: From upright, perform a horizontal circle with 1/2 roll integrated in the first ninety degrees, 1/2 roll in opposite direction integrated in next one hundred eighty degrees, 1/2 roll in opposite direction integrated in the last ninety degrees, exit inverted. Note: First 1/2 roll is to the inside.
- **08** Shark Fin with roll, two snap rolls in opposite directions: From inverted, push through a 1/4 loop into a vertical upline, perform a roll, push through three eighths loop into a 45° downline, perform consecutively two snap rolls in opposite directions, pull through a one eighth loop, exit upright.
- **09 Square Vertical Eight with 1/2 roll, roll, 1/4 roll, roll, 1/4 roll, roll, 1/2 roll**: From upright, pull through a 1/4 loop into vertical upline perform a 1/2 roll, push through a 1/4 loop, perform a roll, pull through a 1/4 loop into a vertical upline perform a 1/4 roll, perform a 1/4 knifeedge loop (towards the centre), perform a roll, perform a 1/4 knifeedge loop into a vertical downline, perform a 1/4 roll, push through a 1/4 loop, perform a roll, pull through a 1/4 loop into a vertical down line, perform a 1/2 roll, push through a 1/4 loop, exit inverted.
- **10 Push Push Pull Humpty Bump with 1/2 roll, one and a 1/2 rolls**: From inverted, push through 1/4 loop into a vertical upline, perform a 1/2 roll, push through a 1/2 loop into a vertical downline, perform one and a 1/2 continuous rolls, pull through 1/4 loop, exit upright.
- 11 Knife-edge Triangle with 1/4 roll integrated, 1/2 roll, 1/2 roll integrated, 1/2 roll, 1/4 roll integrated: From upright, fly past centre pull through a 3/8 loop with 1/4 roll integrated into to a 45° knife-edge upline, perform a 1/2 roll, perform a 1/4 knife-edge loop with a 1/2 roll integrated into a 45° knife-edge downline, perform a 1/2 roll, perform a 3/8 knife-edge loop with a 1/4 roll integrated, exit upright.
- **12 1/2 Eight Sided Loop with 1/4 roll, 1/4 roll**: From upright, pull through a one eighth loop into a 45° upline, perform a 1/4 roll, perform a one eighth knife-edge loop into a vertical upline, perform a one eighth knife-edge loop into a 45° knife-edge upline, perform a 1/4 roll, pull through a one eighth loop, exit inverted.
- **13** Forty Five Degree Downline with two consecutive one and a 1/4 rolls in opposite directions: From inverted, pull through a 1/8 loop into a 45° downline, perform consecutively two 1-1/4 rolls in opposite directions, push through a 1/8 loop, exit inverted.
- **14 1/2 Square Loop with roll, 1/2 roll in opposite directions**: From inverted, push through a 1/4 loop into a vertical upline, perform consecutively a roll and a 1/2 roll in opposite directions, pull through a 1/4 loop, exit inverted.
- **15** Avalanche (from top) with 1/4 roll integrated, snap roll, 1/4 roll integrated: From inverted, pull through loop, perform a 1/4 roll integrated in the first ninety degrees of the loop, perform a snap roll at the bottom of the loop, perform a 1/4 roll integrated in last ninety degrees of the loop, exit inverted.
- **16 Knife-edge Split S with 1/4 roll, 1/4 roll**: From inverted, perform a 1/4 roll, immediately perform a 1/2 knife-edge loop down, immediately perform a 1/4 roll, exit inverted.
- 17 Stall Turn with 1/2 roll, three 1/4 rolls, three 1/4 snap roll, 1/2 roll: From inverted, perform a 1/2 roll, pull through a 1/4 loop into vertical upline, perform 3 consecutive 1/4 rolls, perform a stall turn into a vertical downline, perform a 3/4 snap roll, push through a 1/4 loop, perform a 1/2 roll, exit upright. Note: Exit starts after the last 1/2 roll

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1	<b>Square Loop on Corner</b> with 1/4 roll integrated, 1/2 roll integrated, 1/2 roll	4
	integrated, 1/2 roll integrated, 1/4 roll integrated	
2	Figure Nine with roll, 1/2 roll in opposite directions	3
3	<b>Roll Combination</b> with consecutive two 1/4 rolls, four consecutive 1/4 rolls	4
	in opposite direction, two consecutive 1/4 rolls in opposite direction	
4	1/2 Loop with 1/2 roll integrated	4
5	Humpty Bump (Pull-Pull-Push) with one and 1/2 snap rolls, 1/2 roll	5
	integrated, one and a 1/2 rolls	
6	Three Turn Spin with 1/2 roll	3
7	Horizontal Circle with three 1/2 rolls in opposite direction integrated	5
8	Shark Fin with roll, two snap rolls in opposite directions	4
9	Square Vertical Eight with 1/2 roll, roll, 1/4 roll, roll, 1/4 roll, roll, 1/2 roll	5
10	Humpty Bump (Push-Push-Pull) with 1/2 roll, one and a 1/2 rolls	3
11	Knife-edge Triangle with 1/4 roll integrated, 1/2 roll, 1/2 roll integrated,	5
	1/2 roll, 1/4 roll integrated	
12	1/2 Eight Sided Loop with 1/4 roll, 1/4 roll	3
13	Forty Five Degree Downline with 2 1-1/4 rolls in opposite direction	4
14	1/2 Square Loop with roll, 1/2 roll in opposite directions	3
15	Avalanche (from top) with 1/4 roll integrated, snap roll, 1/4 roll integrated	6
16	Knife Edge Split S with 1/4 roll, 1/4 roll	4
17	Stall Turn with 1/2 roll, three 1/4 rolls, snap roll, 1/2 roll	5

## FINAL SCHEDULE F-25 (2024-2025)

