FINAL SCHEDULE F-25 (2024-2025)
01 Square Loop on Corner with 1/4 roll integrated, $\mathbf{1 / 2}$ roll integrated, $\mathbf{1 / 2}$ roll integrated, $\mathbf{1 / 2}$ roll integrated, $\mathbf{1 / 4}$ roll integrated: From upright, pull through a one eighth loop with $1 / 4$ roll integrated into a $45^{\circ}$ knife-edge upline, perform a $1 / 4$ knife-edge loop with $1 / 2$ roll integrated into a forty five degree 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.

02 Figure Nine with roll, $\mathbf{1 / 2}$ 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 $\mathbf{1 / 2}$ 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 $\mathbf{1 / 2}$ snap rolls, $1 / 2$ roll integrated, one and a $\mathbf{1 / 2}$ 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 $\mathbf{1 / 2}$ 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 $45^{\circ}$ 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 $1 / 4$ knife-edge 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 $\mathbf{1 / 2}$ 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 $45^{\circ}$ knife-edge upline, perform a $1 / 2$ roll, perform a $1 / 4$ knife-edge loop with a $1 / 2$ roll integrated into a $45^{\circ}$ knife-edge downline, perform a $1 / 2$ froll, 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 $45^{\circ}$ 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 $45^{\circ}$ 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 $45^{\circ}$ 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, $\mathbf{1 / 2}$ 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 $\mathbf{1 / 4}$ roll, $\mathbf{1 / 4}$ 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

| $\#$ | Beskrivelse | K |
| :--- | :--- | :--- |
| 1 | Square Loop on Corner with 1/4 roll integrated, 1/2 roll integrated, 1/2 roll <br> integrated, 1/2 roll integrated, 1/4 roll integrated | 4 |
| 2 | Figure Nine with roll, 1/2 roll in opposite directions | 3 |
| 3 | Roll Combination with consecutive two 1/4 rolls, four consecutive 1/4 rolls <br> in opposite direction, two consecutive 1/4 rolls in opposite direction | 4 |
| 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 <br> integrated, one and a 1/2 rolls | 5 |
| 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, <br> $1 / 2$ roll, 1/4 roll integrated | 5 |
| 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 |



