

01 Top Hat with two 1/4 rolls up, 1/2 roll, two 1/4 rolls down

From upright pull through a 1/4 loop into a vertical upline, perform consecutively two 1/4 rolls, pull through 1/4 loop, perform a 1/2 roll, push through a 1/4 loop into a vertical downline, perform consecutively two 1/4 rolls, push through a 1/4 loop, exit inverted.

02 1/2 Square Loop with 1/2 roll from inverted

Push through a 1/4 loop into a vertical upline, perform a 1/2 roll, pull through a 1/4 loop, exit inverted.

03 Pull-Pull-Push Humpty-Bump with roll, 1/2 roll from inverted

Fly past centre pull through a 1/4 loop into a vertical downline, perform a roll, pull through a 1/2 loop into a vertical upline, perform a 1/2 roll, push through a 1/4 loop, exit upright.

04 1/2 Square Loop on Corner with 1/2 roll, 1/2 roll

From upright, push through a 1/8 loop into a 45° downline, perform a 1/2 roll, pull through a 1/4 loop into a 45° downline, perform a 1/2 roll, push through a 1/8 loop, exit inverted.

05 45° Upline, with one and a 1/2 snap roll

From inverted, push through a 1/8 loop into a 45° upline, perform one and a 1/2 snap roll, push through a 1/8 loop, exit upright.

06 1/2 Eight-sided Loop

From upright push through a 1/8 loop into a 45° downline, push through a 1/8 loop into a vertical downline, push through a 1/8 loop into a 45° downline, push through a 1/8 loop, exit inverted.

07 Roll Combination with two consecutive 1/2 rolls, two consecutive 1/2 rolls in opposite direction

From inverted perform consecutively two 1/2 rolls, two 1/2 rolls in opposite direction, exit inverted.

08 Pushed Immelmann Turn with 1/2 roll

From inverted push through a 1/2 loop, perform a 1/2 roll, exit inverted.

09 Inverted Spin two and a 1/2 turns

From inverted, perform an inverted spin with 2 1/2 turns, perform a vertical downline, pull through a 1/4 loop, exit upright.

10 Pull-Pull-Push Humpty-Bump, with 1/2 rolls. (Option: three 1/4 roll, 1/4 roll)

From upright, pull through a 1/4 loop into a vertical upline, perform a 1/2 roll, pull through a 1/2 loop into a vertical downline, perform a 1/2 roll, push through a 1/4 loop, exit inverted. Option: From upright pull through a 1/4 loop into a vertical upline, perform a 3/4 roll, pull through a 1/2 loop into a vertical downline, perform a 1/4 roll, push through a 1/4 loop, exit inverted.

11 Reverse Figure ET with two consecutive 1/2 rolls in opposite direction, two consecutive 1/4 rolls

From inverted push through a 1/8 loop into a 45° upline, perform consecutive two 1/2 rolls in opposite direction, pull through a 7/8 loop to a vertical upline, perform consecutively two 1/4 rolls, push through a 1/4 loop, exit upright. Note: The vertical line must be in the centre

12 1/2 Square Loop with 1/2 roll

From upright push through a 1/4 loop into a vertical downline, perform a 1/2 roll, pull through a 1/4 loop, exit upright.

13 Crossbox Figure M, with three 1/4 rolls

From upright pull through a 1/4 loop into a vertical upline, perform a 3/4 roll, perform a stall turn into a vertical downline, push through a 1/2 loop into a vertical upline, perform a stall turn to a vertical downline, perform a 3/4 roll, pull through a 1/4 loop, exit upright.

14 Fighter Turn with 1/4 rolls

From upright pull through a 1/8 loop into a 45° upline, perform a 1/4 roll, push through a 1/2 knife-edge circle into a 45° downline, perform a 1/4 roll, pull through a 1/8 loop, exit upright.

15 Triangle with 1/2 roll, two consecutive 1/4 rolls, two consecutive 1/4 rolls, 1/2 roll

From upright perform a 1/2 roll in the centre, push through a 3/8 loop into a 45° upline, perform consecutively two 1/4 rolls, pull through a 1/4 loop into a 45° downline, perform consecutively two 1/4 rolls, push through a 3/8 loop, perform a 1/2 roll in the centre, exit upright.

16 Shark Fin with 1/2 roll, two consecutive 1/4 rolls

From upright pull through a 1/4 loop into a vertical upline, perform a 1/2 roll, push through a 3/8 loop into a 45° downline, perform consecutively two 1/4 rolls, push through a 1/8 loop, exit inverted.

17 Loop with 1/2 roll integrated

From inverted push through a loop while integrating a 1/2 roll over the top ninety degrees, exit upright.

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← Direction of wind

