

Expert Schedule (from January 2010)

1 Figure M, 3 of 4 pt. roll up, ¼ roll down, ½ outside loop, ¼ roll up, ¾ roll down:

From upright, pull to a vertical upline and perform a ¾-point roll up, followed by a stall turn on the vertical downline, perform a ¼ roll down push through a half outside loop, on the vertical upline perform a ¼ roll up, followed by a stall turn on the vertical downline, perform a ¾ roll and pull to exit upright.

2 Half reverse Cuban 8, with 2/4-pt. roll up.

Pull to a 45 degree upline and perform two points of a four-point roll pull through 5/8 of an inside loop to exit upright.

3 Two slow rolls in opposite direction:

From upright perform a slow roll followed by a slow roll in the opposite direction to exit upright.

Judging notes:

The pause between rolls is very brief.

4 Half square loop, full roll up, inverted exit:

From upright, pull to a vertical upline, perform a full roll and pull to exit inverted.

5 4-pt. roll on 45 degrees down, inverted exit:

From inverted pull to a 45 degree inverted downline perform a 4 point roll and push to exit inverted.

6 Push-push-pull humpty bump, ½ roll up, 2/4-pt. roll down:

From inverted, push to a vertical upline and perform a half roll push through a half outside loop on the downline, perform 2 points of a 4 point roll and pull to exit upright.

7 Loop, with 4-pt. roll integrated over top 90 degrees:

From upright, complete an inside loop perform an integrated 4 point roll over the top half of the loop.

Judging notes:

The 4-point roll must be integrated on the circular flight path over 90 degrees.

8 Half square loop on corner, 2/4-point rolls, inverted exit:

From upright, pull to a 45 degree upline and perform 2 points of a 4-point roll push through 90 degrees to a 45 degree upline perform two points of a 4-point roll in either direction and pull to exit inverted.

9 Reverse Cuban 8, 4/8-pt. roll and 2/4-pt. roll in on 45 degree downlines, inverted exit:

From inverted, pull to a 45 degree inverted downline, and perform 4 points of an 8-point roll, pull through a ¾ inside loop to a 45 degree inverted downline, perform 2 points of a 4 point roll and pull through 5/8 of an inside loop to exit inverted.

10 Half loop with $\frac{1}{2}$ roll, inverted exit:

From inverted pull through a half inside loop followed immediately by a half roll to exit inverted.

11 Reverse 8-pt roll (4/8-pt. rolls in opposite direction), inverted exit:

From inverted perform 4 points of an 8-point roll in one direction, followed by 4 points of an 8-point roll in the opposite direction to exit inverted.

12 Stall turn, 2/4-pt. roll up, full roll down:

From inverted push to a vertical upline, perform 2 points of a 4-point roll followed by a stall turn on the vertical downline perform a roll and pull to exit upright.

13 Double Immelman, 2/4-pt. roll and full roll, inverted exit:

From upright pull to complete a half inside loop followed immediately by 2 points of a 4 point roll push through a half outside loop followed immediately by a roll to exit inverted.

Judging notes:

The 2/4 point roll and full roll must follow immediately after the part-loops.

The length of the upper horizontal line (including part-roll) is equal to the diameter of the half loops.

14 Figure 9, full roll up:

From inverted, push to a vertical upline and perform a roll pull through a $\frac{3}{4}$ inside loop to exit upright.

15 Opposite knife-edge:

From upright, on a horizontal line perform a $\frac{1}{4}$ roll to knife-edge perform a $\frac{1}{2}$ roll in the opposite direction to knife-edge and perform a $\frac{1}{4}$ roll to exit upright.

Judging notes:

The knife-edge segments must be of equal length and must be long enough to demonstrate controlled, sustained knife-edge flight.

16 Figure 8, full outside loop, $\frac{1}{2}$ loop on top, inverted exit:

From upright push to perform a complete outside loop followed by a half loop to exit inverted.

17 2 $\frac{1}{4}$ inverted spins in opposite directions, with $\frac{1}{2}$ roll exit:

Perform 2 $\frac{1}{4}$ consecutive inverted (negative) spins, followed immediately by 2 $\frac{1}{4}$ consecutive inverted (negative) spins in the opposite direction push through a $\frac{1}{4}$ loop to horizontal and perform a $\frac{1}{2}$ roll to exit upright.

Judging notes:

Snap entry, zero points.

Forced entry, downgrade.

Spin reversal is immediate.