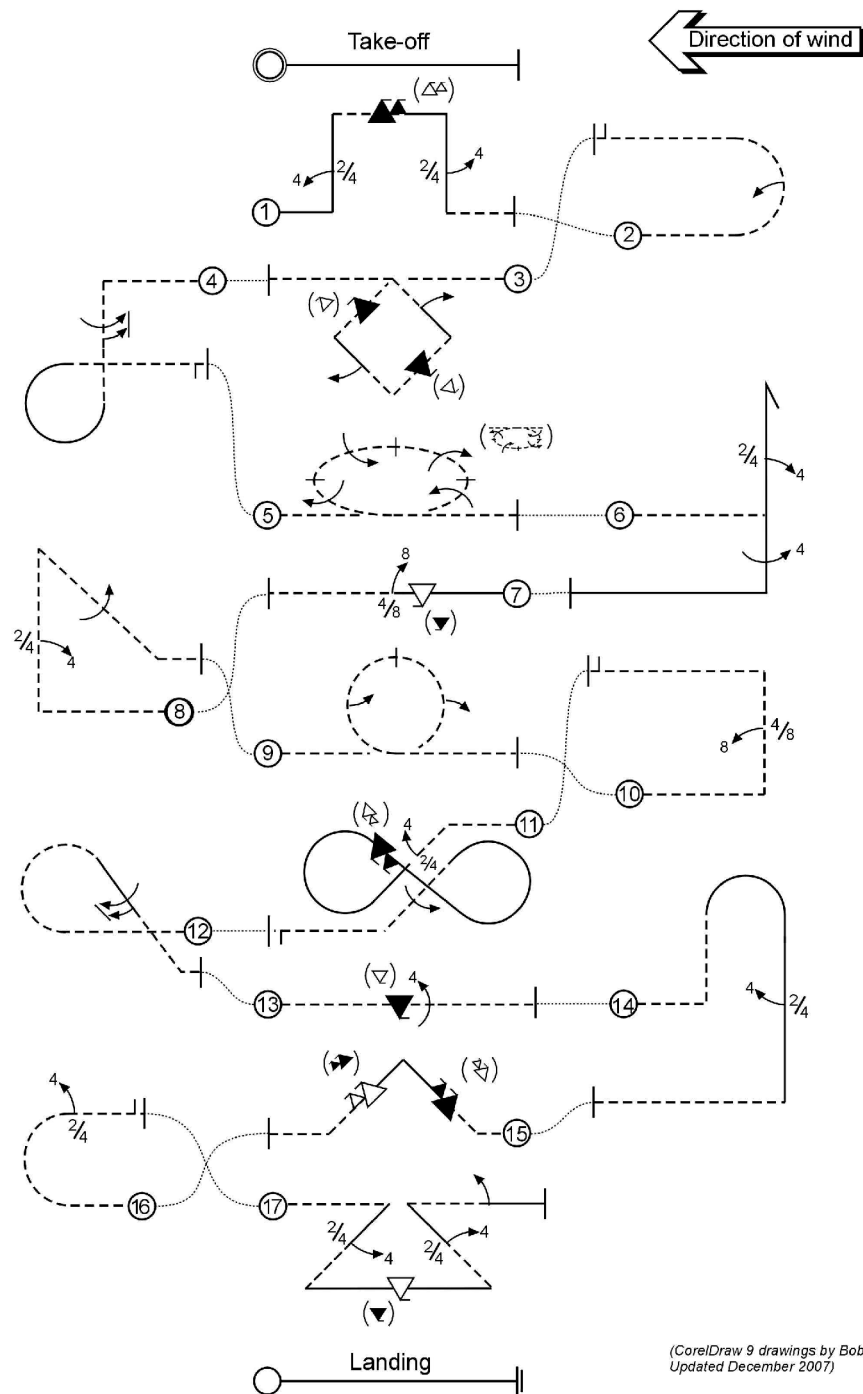




FAI - F3A

K-Factor



(CorelDraw 9 drawings by Bob Skinner, Updated December 2007)

- Take off Sequence
- | | |
|--|----------|
| 1 Top Hat, 2 of 4- point roll up & down, 1 & ½ Snap over the top, exit inverted | 5 |
| 2 Half Outside Loop with integrated half-roll, exit inverted | 3 |
| 3 Square Loop on corner. 1 Snap in legs 1 & 3, ½ roll in legs 2 & 4, exit inverted | 6 |
| 4 Figure 6, 1 ½ roll down, exit inverted | 3 |
| 5 Rolling Circle, 4 rolls in opposite, first in, exit inverted | 5 |
| 6 Stall Turn. 2 of 4-point up, 4-point down | 4 |
| 7 1 Snap then opposite way 4 of 8-point, exit inverted | 5 |
| 8 Shark Tooth. 2 of 4-pt up, full roll in the 45° down, exit inverted | 3 |
| 9 Rolling Loop. Integrated ½ rolls in opposite, exit inv'd | 5 |
| 10 Half Outside Square Loop, 4 of 8-point up, exit inverted | 3 |
| 11 Reverse Cuban. 2 of 4-point in the first 45° downline, 1 ½ Snap in the 2nd, 1 roll in the 3rd, exit inverted | 5 |
| 12 Half Cuban, 1 ½ rolls in the 45° downline, exit inverted | 3 |
| 13 1 Snap, opposite-way 4-point, exit inverted | 5 |
| 14 Humpty Bump. Pull out, 2 of 4-point down, exit inverted | 3 |
| 15 Cobra Roll. 1 ½ Snap in each 45° up and downline, Negative then Positive OR Pos then Neg. exit inverted | 5 |
| 16 Outside Immelman with 2 of 4-point, exit inverted | 2 |
| 17 Triangle Loop. Pulling 135°, 2 of 4-point in each 45°, One Snap on bottom, half-roll in the exit line | 5 |
- Landing Sequence