

Maneuver Descriptions for Advanced Schedule (January 2012 - 2013)

1 Half Clover Leaf

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, push out through a $\frac{3}{4}$ loop into an inverted horizontal line, push up through a $\frac{3}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

2 Stall Turn

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

3 Two One-Quarter Rolls in opposite direction

From upright, perform consecutively two $\frac{1}{4}$ rolls (either way is ok) then immediately two $\frac{1}{4}$ rolls back again, exit upright.

4 Immelman Turn

From upright, pull through a $\frac{1}{2}$ loop followed immediately by a $\frac{1}{2}$ roll, exit upright.

5 Triangle with Roll

From upright, push through a $\frac{1}{8}$ loop into a 45° downline, push through a $\frac{3}{8}$ loop into an inverted horizontal line, perform a roll, push up through a $\frac{3}{8}$ loop into a 45° upline, push through a $\frac{1}{8}$ loop, exit upright.

6 Split S

From upright, perform a $\frac{1}{2}$ roll and immediately pull through a $\frac{1}{2}$ loop, exit upright.

7 45° Upline with 1 Snap Roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a snap roll, push through a $\frac{1}{8}$ loop, exit upright.

8 Reverse Humpty Bump with Half Roll in the entry line

From upright, perform a $\frac{1}{2}$ roll, pull a $\frac{1}{4}$ loop to a vertical downline, pull in through a $\frac{1}{2}$ loop to a vertical upline, push through a $\frac{1}{4}$ loop to exit upright

9 Three-Turn Spin

From upright, perform an upright spin with 3 turns, perform a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

10 Humpty-Bump with Option

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push in over the top through a $\frac{1}{2}$ loop to a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

Option (to move IN or OUT): From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll, push over the top through a $\frac{1}{2}$ loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

11 Cuban 8 with Roll in second downline.

From upright, pull through a $\frac{5}{8}$ loop into a 45° inverted downline, push up through a $\frac{3}{4}$ loop into an upright 45° downline, perform a roll, pull through a $\frac{1}{8}$ loop, exit upright.

12 Half Loop

From upright, pull through a $\frac{1}{2}$ loop, exit inverted.

13 Square Loop

From inverted, starting past centre, pull through a $\frac{1}{4}$ loop into a vertical downline, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{1}{4}$ loop into a horizontal line, exit inverted.

14 Half Loop

From inverted, pull through a $\frac{1}{2}$ loop, exit upright.

15 Two Consecutive Rolls (one each in opposite directions)

From upright, perform a roll (in either direction) followed immediately by a roll in the opposite direction, exit upright.

16 Half Square Loop on Corner

From upright pull through a $\frac{1}{8}$ loop into a 45° upline, pull through a $\frac{1}{4}$ loop into an inverted 45° upline, pull through a $\frac{1}{8}$ loop, exit inverted.

17 Figure Z with $\frac{1}{2}$ roll

From inverted, pull through a $\frac{3}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll to inverted, pull through a $\frac{3}{8}$ loop, exit upright.