



Australian Precision
Aerobatics

www.f3a.com.au

Expert Class – A20

Description of Manoeuvres

1. **VERTICAL 8**
From inverted, push through a loop, pull through a loop, exit inverted.
2. **STALL TURN with consecutive two $\frac{1}{4}$ rolls**
From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop, exit upright.
3. **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 a 45° upline, pull through a $\frac{1}{4}$ loop into a 45° downline, pull through a $\frac{1}{4}$ loop into a 45° downline, pull through a $\frac{1}{8}$ loop, exit upright.
4. **FIGURE 9**
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, push through a $\frac{3}{4}$ loop, exit inverted.
5. **KNIFE-EDGE FLIGHT with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll**
From inverted, perform a $\frac{1}{4}$ roll, perform a knife-edge flight, perform a $\frac{1}{4}$ roll, exit upright.
6. **INVERTED SPLIT S with $\frac{1}{2}$ roll**
From upright, push through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, exit upright.
7. **GOLF BALL**
From upright pull through a $\frac{1}{8}$ loop into a 45° upline, pull through a $\frac{3}{4}$ loop into a 45° downline, pull through a $\frac{1}{8}$ loop, exit upright.
8. **SHARK FIN with $\frac{1}{2}$ roll**
From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, pull through a $\frac{3}{8}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.
9. **DOUBLE IMMELMAN with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**
From upright perform a $\frac{1}{2}$ roll, push through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll in the centre, pull through a $\frac{1}{2}$ loop, perform a $\frac{1}{2}$ roll, exit inverted.
10. **PUSH-PUSH-PUSH HUMPTY-BUMP with $\frac{1}{2}$ roll (Option: with $\frac{3}{4}$ roll, $\frac{1}{4}$ roll)**
From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{2}$ loop into a vertical downline, push through a $\frac{1}{4}$ loop, exit inverted.
Option: From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{2}$ loop into a vertical downline, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted
11. **ROLL**
From inverted, perform a roll, exit inverted.
12. **TOP HAT WITH SPIN**
From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, push through a $\frac{1}{4}$ loop into a horizontal line, perform a spin with 2 turns into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.
13. **FIGURE Z**
From upright, pull through a $\frac{3}{8}$ loop into a 45° upline, push through a $\frac{3}{8}$ loop, exit upright.
14. **COMET with $\frac{1}{2}$ roll**
From upright, push through a $\frac{1}{8}$ loop into a 45° downline, pull through a $\frac{3}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.
15. **ROLL COMBINATION with consecutive two $\frac{1}{2}$ rolls**
From upright perform consecutively two $\frac{1}{2}$ rolls, exit upright.



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16. HALF SQUARE LOOP ON CORNER

From upright, pull through a 1/8 loop into a 45° upline, pull through a 1/4 loop into a 45° upline, pull through a 1/8 loop, exit inverted.

17. AVALANCHE

From inverted pull through a loop while performing a snap roll in the low centre, exit inverted.