

SEMIFINAL/FINAL SCHEDULE F-23 (2022-2023)

01. Knife Edge Rolling Loop

From upright, perform a three quarter roll to knife edge, perform a knife edge loop while performing a roll integrated, perform a three quarter roll, exit inverted.

02. Stall Turn with snap roll, roll

From inverted, push through a quarter loop into vertical upline, perform a snap roll, perform a stall turn into a vertical downline, perform a roll, push through a quarter loop, exit inverted.

03. Eight consecutive one eighth rolls

From inverted, perform consecutively eight, one eighth rolls, exit inverted.

04. Shark Tooth with three consecutive quarter rolls, three quarter roll

From inverted, push through a quarter loop into a vertical upline, perform consecutively three quarter rolls, perform a three eighth knife edge loop into a forty five degree downline, perform a three quarter roll, pull through a one eighth loop, exit upright.

05. Square Loop on corner with quarter roll, half roll, half roll, quarter roll

From upright, pull through a one eighth loop into a forty five degree upline, perform a quarter roll to knife edge, perform a quarter knife edge loop into forty five degree upline, perform a half roll, perform a quarter knife edge loop into a forty five degree downline, perform a half roll, perform a quarter knife edge loop into a forty five degree downline, perform a quarter roll, push through a one eighth loop, exit inverted.

06. Push-Pull-Pull Humpty-Bump with consecutive half rolls, integrated roll, snap roll

From inverted, push through a quarter loop into a vertical upline, perform consecutively two half rolls, pull through a half loop with roll integrated into a vertical downline, perform a snap roll, pull through quarter loop, exit upright.

07. Horizontal Eight with rolls integrated

From upright, fly past centre, pull through a three quarter loop while performing the first three quarter roll of two consecutive rolls integrated, then while continuing rolling perform a second loop (one roll integrated), while continuing rolling complete last quarter of first loop (quarter roll integrated), exit upright

08. Reverse Figure ET with roll, two consecutive quarter rolls.

From upright, pull through quarter loop into a vertical upline, perform a roll, pull through a five eighths loop into a forty five degree down line, perform consecutively two quarter rolls, pull through a three eighths loop, exit upright.

09. Knife Edge Forty Five Degree Upline with two consecutive snap rolls in opposite direction

From upright, perform a quarter roll to knife edge, perform a one eighth knife edge loop into a forty five degree upline, perform consecutively two snap rolls in opposite direction, perform a one eighth knife edge loop, perform a quarter roll, exit inverted.

10. Reverse Vertical Shark Tooth with two consecutive half rolls in opposite direction, two consecutive quarter rolls, roll

From inverted, pull through a quarter loop into a vertical downline, perform consecutively two half rolls in opposite direction, pull through a quarter loop, perform consecutively two quarter rolls, push through a three eighths loop into a forty five degree upline, perform a roll, pull through a three eighths loop, exit inverted.

11. Reverse Double Fighter Turn with three consecutive quarter rolls, half roll, half roll, three consecutive quarter rolls

From inverted, pull through a one eighth loop into a forty five degree downline, perform consecutively three quarter rolls, push through a half knife edge circle into a forty five degree upline, perform a half roll, perform a quarter knife edge loop into a forty five degree downline, perform a half roll, push through a half knife edge circle into a forty five degree upline, perform consecutively three quarter rolls, pull through a one eighth loop, exit inverted.

12. Reverse Top Hat with quarter roll, quarter roll. Option: Reverse Top Hat with half roll, half roll

From inverted, pull through a quarter loop into a vertical downline, perform a quarter roll, push through a quarter loop into a horizontal line, push through a quarter loop into a vertical upline, perform a quarter roll, push through a quarter loop, exit upright.

Option: From inverted, pull through a quarter loop into a vertical downline, perform a half roll, push through a quarter loop into a horizontal line, push through a quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

13. Spin with two and a quarter turns, two and a quarter turns in opposite direction

From upright, perform a spin with two and a quarter turns, perform immediately another spin with two and a quarter turns in opposite direction, perform a vertical downline, pull through a quarter loop, exit upright.

14. Half Cuban Eight, with two half rolls in opposite direction, one and a half snap roll

From upright, perform consecutively two half rolls in opposite direction, pull through a five eighths loop into a forty five degree downline, perform a one and a half snap roll, pull through a one eighth loop, exit upright.

15. Rolling Circle with half rolls in opposite direction integrated

From upright, perform a rolling circle with two half rolls in opposite direction integrated, first half roll to outside, exit upright.

16. Half Square Loop with half rolls in opposite direction

From upright, pull through a quarter loop into a vertical upline, perform consecutively two half rolls in opposite direction, pull through a quarter loop, exit inverted.

17. Avalanche (from top) with half roll integrated, snap, half roll integrated

From inverted, pull through a loop while integrating a half roll in first ninety degree, perform a snap roll at bottom of the loop, perform a half roll integrated in last ninety degree, exit inverted.