

Master Class F-21

Description of Manoeuvres

1. **Golf Ball with $\frac{3}{4}$ roll, snap roll, $\frac{3}{4}$ roll**
From upright pull through a $\frac{3}{8}$ loop to a 45° upline, perform a $\frac{3}{4}$ roll, perform a $\frac{3}{4}$ knife-edge loop into a 45° downline with a snap-roll on top, perform a $\frac{3}{4}$ roll, pull through a $\frac{3}{8}$ loop to exit upright.
2. **HALF REVERSE CUBAN 8 with consecutive three $\frac{1}{4}$ rolls, with the third in opposite direction, $\frac{3}{4}$ roll**
From upright pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively three $\frac{1}{4}$ rolls with the third in opposite direction, perform a $\frac{5}{8}$ knife-edge loop, perform a $\frac{3}{4}$ roll, exit inverted.
Judging Note: There must be no line between the $\frac{5}{8}$ knife-edge loop and the $\frac{3}{4}$ roll.
3. **HORIZONTAL CIRCLE with two $\frac{1}{2}$ rolls opposite in opposite directions integrated**
From inverted perform a horizontal circle with two $\frac{1}{2}$ rolls in opposite directions (first $\frac{1}{2}$ roll to the inside) integrated, exit inverted.
4. **TOP HAT with consecutive three $\frac{1}{4}$ rolls, $\frac{3}{4}$ snap-roll**
From inverted push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively three $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{3}{4}$ snap-roll, pull through a $\frac{1}{4}$ loop, exit upright.
5. **PULL-PUSH-PUSH HUMPTY-BUMP, $\frac{1}{4}$ roll integrated, roll, consecutive two $\frac{1}{2}$ rolls in opposite directions, $\frac{1}{4}$ roll integrated**
From upright pull through a $\frac{1}{4}$ loop with a $\frac{1}{4}$ roll integrated into a vertical upline, perform a roll, push through a $\frac{1}{2}$ loop into a vertical downline, perform consecutively two $\frac{1}{2}$ rolls in opposite directions, push through a $\frac{1}{4}$ loop with a $\frac{1}{4}$ roll integrated, exit inverted.
6. **THREE QUARTER VERTICAL 8 with $\frac{1}{2}$ roll integrated**
From inverted push through a half loop and a loop with a $\frac{1}{2}$ roll integrated in the last 45° of the half loop and the first 45° of the loop, exit inverted.
7. **STALL-TURN with consecutive $\frac{1}{4}$, $\frac{1}{2}$ rolls, $\frac{3}{4}$ roll**
From inverted pull through a $\frac{3}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll and a $\frac{1}{2}$ roll in opposite direction, perform a stall turn into a vertical downline, perform a $\frac{3}{4}$ roll, push through a $\frac{3}{4}$ loop, exit upright.
8. **FIGURE 9 with 1 $\frac{1}{2}$ snap-roll**
Pull through a $\frac{3}{4}$ loop into a vertical downline, perform 1 $\frac{1}{2}$ snap-roll, pull through a $\frac{1}{4}$ loop, exit upright.
9. **TOP-HAT with $\frac{3}{4}$ roll, roll, $\frac{1}{4}$ roll**
From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a horizontal line, perform a roll, perform a $\frac{1}{4}$ knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.
10. **HALF SQUARE LOOP with $\frac{1}{2}$ roll, consecutive $\frac{1}{2}$ roll, roll**
From upright perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively a $\frac{1}{2}$ roll, a roll in opposite directions, pull through a $\frac{1}{4}$ loop, exit inverted.
Judging Note: There must be no line between the first $\frac{1}{2}$ roll and the $\frac{1}{4}$ loop
11. **45° DOWNLINE with $\frac{1}{4}$ roll, consecutive two snap-rolls in opposite directions, $\frac{1}{4}$ roll**
From inverted pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{4}$ roll, perform consecutively two snap rolls in opposite directions, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{8}$ loop, exit inverted

Master Class F-21

12. HALF 8-SIDED LOOP with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop into a vertical upline, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{8}$ loop, exit upright.

13. LOOP with consecutively two rolls in opposite directions integrated

From upright push through a loop with consecutively two rolls in opposite directions integrated, exit upright.

14. SPIN with 2 $\frac{1}{2}$ turns

From upright perform a spin with 2 $\frac{1}{2}$ turns, pull through a $\frac{1}{4}$ loop, exit upright.

15. ROLL COMBINATION with consecutively $\frac{1}{2}$ roll, Consecutive four $\frac{1}{4}$ rolls in opposite direction, $\frac{1}{2}$ roll in opposite direction.

From upright perform consecutively a $\frac{1}{2}$ roll, consecutive four $\frac{1}{4}$ rolls in opposite direction, a $\frac{1}{2}$ roll in opposite direction, exit upright.

16. FIGHTER TURN, $\frac{3}{4}$ roll, $\frac{3}{4}$ snap-roll

From upright pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{2}$ circle into 45° downline, perform a $\frac{3}{4}$ snap-roll, pull through a $\frac{1}{8}$ loop, exit upright.

17. HORIZONTAL SQUARE CIRCLE with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll

From upright perform a $\frac{1}{4}$ roll in the centre, push through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ circle, perform a $\frac{1}{4}$ roll in the centre, exit upright.