

# PRELIMINARY SCHEDULE P-23 (2022-2023)

## **01. Top Hat with two quarter rolls up, half roll, two quarter rolls down**

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

## **02. Half Square Loop with half roll**

From inverted, push through a quarter loop into a vertical upline, perform a half roll, pull through a quarter loop, exit inverted.

## **03. Pull-Pull-Push Humpty-Bump with roll, half roll**

From inverted, fly past centre pull through a quarter loop into a vertical downline, perform a roll, pull through a half loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

## **04. Half Square Loop on Corner with half roll, half roll**

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

## **05. Forty Five Degree Upline, with one and a half snap roll**

From inverted, push through a one eighth loop into a forty five degree upline, perform one and a half snap roll, push through a one eighth loop, exit upright.

## **06. Half Eight Sided Loop**

From upright push through a one eighth loop into a forty five degree downline, push through a one eighth loop into a vertical downline, push through a one eighth loop into a forty five degree downline, push through a one eighth loop, exit inverted.

## **07. Roll Combination with two consecutive half rolls, two consecutive half rolls in opposite direction**

From inverted perform consecutively two half rolls, two half rolls in opposite direction, exit inverted.

## **08. Pushed Immelmann Turn with half roll**

From inverted push through a half loop, perform a half roll, exit inverted.

## **09. Inverted Spin two and a half turns**

From inverted, perform an inverted spin with two and a half turns, perform a vertical downline, pull through a quarter loop, exit upright.

## **10. Pull-Pull-Push Humpty-Bump, with half rolls (Option: three quarter roll, quarter roll)**

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

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

### **11. Reverse Figure ET with two consecutive half rolls in opposite direction, two consecutive quarter rolls**

From inverted push through a one eighth loop into a forty five degree upline, perform consecutively two half rolls in opposite direction, pull through a seven eighths loop to a vertical upline, perform consecutively two quarter rolls, push through a quarter loop, exit upright.

**Note: The vertical line must be in the centre**

### **12. Half Square Loop with half roll**

From upright push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

### **13. Crossbox Figure M, with three quarter rolls**

From upright pull through a quarter loop into a vertical upline, perform a three quarter roll, perform a stall turn into a vertical downline, push through a half loop into a vertical upline, perform a stall turn to a vertical downline, perform a three quarter roll, pull through a quarter loop, exit upright.

### **14. Fighter Turn with quarter rolls**

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

### **15 Triangle with half roll, two consecutive quarter rolls, two consecutive quarter rolls, half roll**

From upright perform a half roll in the centre, push through a three eighths loop into a forty five degree upline, perform consecutively two quarter rolls, pull through quarter loop into a forty five degree downline, perform consecutively two quarter rolls, push through a three eighths loop, perform a half roll in the centre, exit upright.

### **16. Shark Fin with half roll, two consecutive quarter rolls**

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

### **17 Loop with half roll integrated**

From inverted push through a loop while integrating a half roll over the top ninety degrees, exit upright.