

## **EXPERT SCHEDULE (2016-2017) – Maneuver Descriptions**

### **Eye-Catcher with $\frac{1}{2}$ roll**

From upright, pull through a  $\frac{3}{4}$  loop, push through another  $\frac{3}{4}$  loop, into a horizontal line, perform  $\frac{1}{2}$  roll in the centre, exit inverted.

### **Half Square Loop**

From inverted, pull through a  $\frac{1}{4}$  loop into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.

### **Roll Combination with two $\frac{1}{2}$ rolls**

From upright, perform consecutively two  $\frac{1}{2}$  rolls, exit upright.

### **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.

### **Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{3}{4}$  roll, perform a  $\frac{1}{2}$  loop in knife-edge flight into a vertical downline, perform a  $\frac{3}{4}$  roll, pull through a  $\frac{1}{4}$  loop, exit upright.

### **Comet with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, perform a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{3}{4}$  loop into another  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit inverted.

### **Six-sided Loop**

From inverted, pull through a  $\frac{1}{6}$  loop into a  $60^\circ$  downline, pull through a  $\frac{1}{6}$  loop into another  $60^\circ$  downline, pull through a  $\frac{1}{6}$  loop into a horizontal line, pull through a  $\frac{1}{6}$  loop into a  $60^\circ$  upline, pull through a  $\frac{1}{6}$  loop into another  $60^\circ$  upline, pull through a  $\frac{1}{6}$  loop, exit inverted.

### **Half Loop**

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

### **Figure S**

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

### **Spin with 3 turns,**

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

### **$45^\circ$ Upline with consecutively $\frac{1}{2}$ roll, $\frac{1}{2}$ roll.**

From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform consecutively a  $\frac{1}{2}$  roll, a  $\frac{1}{2}$  roll in opposite direction, pull through a  $\frac{1}{8}$  loop exit inverted.

### **Reverse Pull-Pull-Push-Humpty-Bump (Option: with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll)**

From inverted, pull through a  $\frac{1}{4}$  loop into a vertical downline, pull through a  $\frac{1}{2}$  loop into a vertical upline, push through a  $\frac{1}{4}$  loop, exit upright.

Option: From inverted, pull through a  $\frac{1}{4}$  loop into a vertical downline, perform a  $\frac{1}{4}$  roll, pull through a  $\frac{1}{2}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, push through a  $\frac{1}{4}$  loop, exit upright.

**Triangle Loop with roll**

From upright, push through a  $\frac{3}{8}$  loop into a  $45^\circ$  downline, push through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, push through a  $\frac{3}{8}$  loop into a horizontal line, perform a roll, exit upright.

**Half Square Loop on Corner with  $\frac{1}{2}$  roll**

From upright, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop into another  $45^\circ$  downline, pull through a  $\frac{1}{8}$  loop, exit upright.

**Roll Combination with consecutive two rolls**

From upright, perform consecutively two rolls in opposite direction, exit upright

**Half Cuban 8 with  $\frac{1}{2}$  roll**

From upright pull through a  $\frac{5}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.

**Avalanche**

From upright, pull through a loop while performing a snap-roll on top, exit upright.