

F3A - P19

<u>01 Triangle Loop</u> , with $\frac{1}{2}$ Roll, Consecutive Two $\frac{1}{4}$ Rolls, Consecutive Two $\frac{1}{4}$ Roll, $\frac{1}{2}$ Roll	3
<u>02 Figure Et</u> with Consecutive Two $\frac{1}{2}$ Rolls in Opposite Directions, Consecutive Four $\frac{1}{8}$ Rolls	3
<u>03 Cuban 8</u> with Snap-Roll, Snap-Roll	5
<u>04 Half Square Loop</u> with $\frac{1}{2}$ Roll	2
<u>05 Reverse Cobra Roll</u> with Roll, Consecutive Two $\frac{1}{4}$ Rolls, Exit Inv	4
<u>06 Inverted Spin</u> with Two Turns	3
<u>07 Figure 9</u> with $\frac{1}{2}$ Roll, Exit Inv	3
<u>08 Push-Push-Push Humpy-Bump</u> with Consecutive Two $\frac{1}{4}$ Rolls, Consecutive Two $\frac{1}{2}$ Rolls in Opposite Directions (Option: with $\frac{1}{4}$ Roll, Consecutive $\frac{1}{2}$ roll, $\frac{1}{4}$ Roll in Opposite Directions), Exit Inv	4
<u>09 Stall Turn with Roll</u> , Consecutive Three $\frac{1}{4}$ Rolls, $\frac{3}{4}$ Roll, Exit Inv	5
<u>10 Half Reverse Cuban 8</u> with Roll	3
<u>11 Knife-Edge Flight</u> with $1 \frac{1}{4}$ Roll, $1 \frac{1}{4}$ Roll	4
<u>12 Immelman Turn</u> with $\frac{1}{2}$ Roll	2
<u>13 Loop</u> with Two $\frac{1}{2}$ Rolls Integrated	5
<u>14 Half Square Loop on Corner</u> with $\frac{1}{2}$ Roll	2
<u>15 Double Key</u> with Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, Roll	5
<u>16 Half Cuban 8</u> with Consecutive Two $\frac{1}{4}$ Rolls	3
<u>17 Square Loop</u> with $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll	4

F3A – F19

<u>01</u> Square Loop , with $\frac{1}{2}$ roll integrated in each corner	4
<u>02</u> Figure 9 with two rolls, Exit Inv	3
<u>03</u> Vertical 8 with roll integrated, Exit Inv	5
<u>04</u> Stall Turn with consecutive $\frac{1}{2}$ rolls in opposite directions, Exit Inv	3
<u>05</u> Push-Knife-Edge-Push Humpty-Bump with $1 \frac{1}{4}$ snap-roll, $1 \frac{1}{4}$ snap-roll, Exit Inv	6
<u>06</u> Shark Fin with four consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll, Exit Inv	3
<u>07</u> Roll Combination with four $\frac{1}{8}$ rolls, four $\frac{1}{8}$ rolls in opp, Exit Inv	4
<u>08</u> Top Hat with two consecutive $\frac{1}{4}$ rolls, roll, Exit Inv	3
<u>09</u> Two Horizontal Circles with $\frac{1}{2}$ roll to the inside integrated, roll integrated in opp direction, $\frac{1}{2}$ roll integrated in opposite, Exit Inv	6
<u>10</u> Trombone with roll	2
<u>11</u> Double Fighter Turn with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll, Exit Inv	6
<u>12</u> Inverted Figure Et with $\frac{1}{2}$ roll, roll, Exit Inv	4
<u>13</u> Inverted Spin with two turns, two consecutive $\frac{1}{4}$ rolls	4
<u>14</u> Pull-Push-Pull Humpty-Bump with snap-roll, $\frac{1}{2}$ roll (Option: with $1 \frac{1}{4}$ snap-roll, $\frac{3}{4}$ roll)	4
<u>15</u> Roll Combination with consecutive two $\frac{1}{8}$ rolls, roll in opposite direction, consecutive two $\frac{1}{8}$ rolls in opposite direction, Exit Inv	4
<u>16</u> Half Loop with two $\frac{1}{2}$ rolls in opposite directions integrated	4
<u>17</u> 45° Downline with $\frac{1}{2}$ roll, two snap-rolls in opposite, $\frac{1}{2}$ roll	5

Expert – A18

<u>01</u> Triangle Loop with $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll	3
<u>02</u> Figure 8 with Consecutive Two $\frac{1}{2}$ Rolls in Opposite, $\frac{1}{2}$ Roll	3
<u>03</u> Cuban 8 with Roll, Roll	4
<u>04</u> Half Square Loop with $\frac{1}{2}$ Roll	2
<u>05</u> Reverse Cobra Roll with Consecutive Two $\frac{1}{4}$ Rolls, Exit Inv	4
<u>06</u> Inverted Spin with Two Turns	3
<u>07</u> Figure 9 with $\frac{1}{2}$ Roll, Exit Inv	3
<u>08</u> Push-Pull-Push Humpy-Bump with Consecutive Two $\frac{1}{4}$ Rolls (Option: with $\frac{1}{4}$ Roll, $\frac{1}{4}$ Roll), Exit Inv	4
<u>09</u> Stall Turn with $\frac{3}{4}$ Roll, $\frac{1}{4}$ Roll, Exit Inv	4
<u>10</u> Half Reverse Cuban 8	2
<u>11</u> Knife-Edge Flight with $\frac{1}{4}$ Roll, $\frac{1}{4}$ Roll	3
<u>12</u> Immelman Turn with $\frac{1}{2}$ Roll	2
<u>13</u> Loop with $\frac{1}{2}$ Roll Integrated, Exit Inv	5
<u>14</u> Half Square Loop on Corner	1
<u>15</u> Double Key	5
<u>16</u> Half Cuban 8 with $\frac{1}{2}$ Roll	2
<u>17</u> Square Loop with $\frac{1}{2}$ Roll, $\frac{1}{2}$ Roll	3

Advanced



<u>01</u> Triangle Loop	3
<u>02</u> Figure Et with ½ Roll Down	3
<u>03</u> Cuban 8 with ½ Roll, ½ Roll	3
<u>04</u> Half Square Loop with ½ Roll	2
<u>05</u> Reverse Cobra with Roll	4
<u>06</u> Spin with 2½ Turns	3
<u>07</u> Figure 9	2
<u>08</u> Pull-Pull-Pull Humpy-Bump with ½ Roll Down (Option: with ¼ Roll, ¼ Roll)	3
<u>09</u> Stall Turn with ¼ Roll, ¼ Roll	3
<u>10</u> Half Reverse Cuban 8 with ½ Rolls	2
<u>11</u> Knife-Edge Flight with ¼ Roll, ¼ Roll	3
<u>12</u> Immelman Turn with ½ Roll	2
<u>13</u> Outside Loop	3
<u>14</u> Split S	1
<u>15</u> Double Key	5
<u>16</u> Half Cuban 8 with ½ Roll	2
<u>17</u> Square Loop	3

Sportsman

For those new to F3A



<u>01</u> Take Off (Into wind)		
<u>02</u> Trim Pass (Downwind)		
<u>03</u> Double Immelmann, ½ Rolls		3
	Free turn	
<u>04</u> Slow Roll		3
	Free turn	
<u>05</u> Loop		2
<u>06</u> Immelman Turn		2
<u>07</u> Outside Loop		3
<u>08</u> Split S		2
<u>09</u> Stall Turn, ¼ Roll Up & Down		3
	Free turn	
<u>10</u> Inverted Flight		2
	Free turn	
<u>11</u> Top Hat, with ½ Roll Up & Down		4
	Free turn	
<u>12</u> Cuban 8, with ½ Roll		3
	Free turn	
<u>13</u> Two Turn Spin		3
<u>14</u> Land		

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