

F3A Class – P-21

Description of manoeuvres

1 Vertical 8 with ½ roll, ½ roll

From inverted, perform a ½ roll ending in the centre, push through a loop, pull through a loop, perform a ½ roll starting in the centre, exit inverted.

2 Stall Turn with consecutive two ¼ rolls

From inverted, push through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two ¼ rolls, pull through a ¼ loop, exit upright.

3 Square Loop on Corner with ½ roll, ½ roll

From upright, pull through a 1/8 loop into a 45° upline, pull through a ¼ loop into a 45° upline, perform a ½ roll, push through a ¼ loop into a 45° downline, push through a ¼ loop into a 45° downline, perform a ½ roll, pull through a 1/8 loop, exit upright.

4 Figure 9 with consecutive two ½ rolls in opposite directions

From upright, pull through a ¼ loop into a vertical upline, perform consecutively two 1/2 rolls, in opposite directions, push through a ¾ loop, exit inverted.

5 Knife-Edge flight with consecutive ¼, ½ roll in opposite directions, consecutive ½, ¼ roll in opposite directions

From inverted, perform consecutively a ¼ roll and a ½ roll in opposite directions, perform a knife-edge flight, perform consecutively a ½ roll and a ¼ roll in opposite directions exit upright.

6 Inverted Split S with consecutive two ½ rolls

From upright, push through a ½ loop, perform consecutively two ½ rolls, exit inverted.

7 Golf Ball with ½ roll integrated

From inverted push through a 1/8 loop into a 45° upline, push through a ¾ loop into a 45° downline, while performing a ½ roll integrated in the top 180°, pull through a 1/8 loop, exit upright.

8 Shark Fin with consecutive two ¼ rolls

From upright, pull through a ¼ loop into a vertical upline, pull through a 3/8 loop into a 45° downline, perform consecutively two ¼ rolls, pull through a 1/8 loop, exit upright.

9 Double Immelman with ½ roll, consecutive four 1/8 rolls, ½ roll

From upright perform a ½ roll, push through a ½ loop, perform consecutively four 1/8 rolls, pull through a ½ loop, perform a ½ roll, exit inverted.

10 Push-Push-Push Humpty-Bump with ½ roll (Option: with ¾ roll, ¼ roll)

From inverted, push through a ¼ loop into a vertical upline, perform a ½ roll, push through a ½ loop into a vertical downline, push through a ¼ loop, exit inverted.

Option: From inverted, push through a ¼ loop into a vertical upline, perform a ¾ roll, push through a ½ loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, exit inverted.

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11 Roll Combination with consecutive $\frac{1}{2}$ roll, roll, $\frac{1}{2}$ roll in opposite directions

From inverted, perform consecutively a $\frac{1}{2}$ roll, roll, $\frac{1}{2}$ roll in opposite directions, exit inverted.

12 Top Hat with $\frac{1}{2}$ roll, inverted spin (Option: with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll)

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop into a horizontal line, perform a spin with 2 $\frac{1}{2}$ turns into a vertical downline, pull through a $\frac{1}{4}$ loop, exit upright.

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

13 Figure Z with roll

From upright, pull through a $\frac{3}{8}$ loop into a 45° upline, perform a roll, push through a $\frac{3}{8}$ loop, exit upright.

14 Comet with consecutive two $\frac{1}{4}$ rolls in opposite directions, $\frac{1}{2}$ roll

From upright, push through a $\frac{1}{8}$ loop into a 45° downline, perform consecutively two $\frac{1}{4}$ rolls in opposite directions, pull through a $\frac{3}{4}$ loop into a 45° downline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.

15 Roll Combination with consecutive four $\frac{1}{4}$ rolls

From upright perform consecutively four $\frac{1}{4}$ rolls, exit upright.

16 Half Square Loop on Corner with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll

From upright, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a 45° upline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit inverted.

17 Avalanche

From inverted pull through a loop while performing a snap roll in the low centre, exit inverted.