

# 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  $45^\circ$  upline, perform a  $\frac{3}{4}$  roll, perform a  $\frac{3}{4}$  knife-edge loop into a  $45^\circ$  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  $45^\circ$  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  $45^\circ$  of the half loop and the first  $45^\circ$  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  $45^\circ$  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

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**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  $45^\circ$  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  $45^\circ$  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  $45^\circ$  upline, perform a  $\frac{3}{4}$  roll, push through a  $\frac{1}{2}$  circle into  $45^\circ$  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.