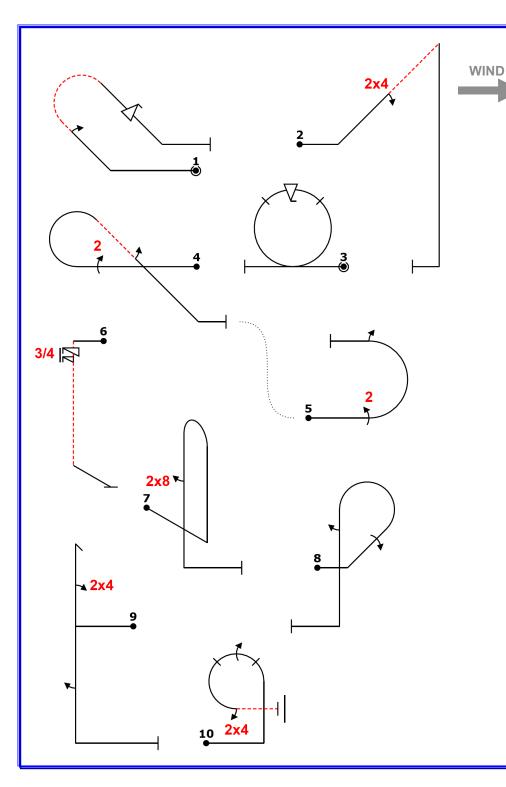




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- *Fig.* **1 Laydown Humpty Bump.** Pull to 45 upline, 1/2 roll on upline, push 1/2 outside loop to 45 downline, 1 positive snap on 45 downline, pull to exit upright.
- *Fig.* 2 Sharkstooth. Pull to 45 upline, 2 of 4 point roll on upline, pull to vertical downline, pull to exit upright.
- *Fig.* 3 Loop. Pull inside loop, 1 positive snap at top, exit upright.
- *Fig.* **4** Half Cuban. 2 of 2 point roll on entry, pull 5/8 inside loop to 45 downline, 1/2 roll on 45 downline, exit upright.
- *Fig.* 5 Immelmann. 2 of 2 point roll on entry, pull half inside loop, half roll on exit, exit upright.
- *Fig.* 6 **Spin**. 1 3/4 turn upright spin, pull to exit upright cross-box.
- *Fig.* 7 Humpty Bump. Pull to vertical upline, pull 1/2 inside loop to vertical downline, 2 of 8 point roll on downline, pull to exit upright.
- *Fig. 8* **Teardrop.** Pull to 45 upline, 1 full roll on 45 upline, pull 5/8 inside loop to vertical downline, 1/2 roll on downline, pull to exit upright.
- *Fig.* 9 Hammerhead. Pull to vertical upline, 2 of 4 point roll on upline, stall turn, 1/2 roll on downline, pull to exit upright.
- *Fig.* 10 P loop. Pull to vertical upline, pull 3/4 inside loop, 1 full roll at top of loop, 2 of 4 point roll on exit, exit inverted.





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