

Fig. 1 Q-Loop. 2 of 8 point roll opposite $13 / 4$ positive snap on entry, push $7 / 8$ outside loop to 45 downline, 2 of 2 point roll, push to exit inverted.
Fig. 2 Hammerhead. Push to vertical upline, 1/4 roll opposite $11 / 4$ negative snap, stall turn, 2 of 4 point roll on downline, pull to exit upright.
Fig. 3 P Loop. Pull to vertical upline, pull $3 / 4$ inside loop, $11 / 2$ rolls opposite $11 / 2$ negative snaps at top of loop, 1 full roll on exit, exit upright.
Fig. 4 Immelmann. 3/4 roll opposite 3 of 4 point roll on entry, pull $1 / 2$ inside loop, 1 1/2 negative snap on exit, exit upright.
Fig. 5 Down Humpty Bump. Push $135^{\circ}$ to 45 downline, $13 / 4$ negative snap opposite $1 / 4$ roll, pull $1 / 2$ inside loop to 45 upline, 4 of 4 point roll, pull to exit inverted.
Fig. 6 Double Humpty Bump. 1 3/4 turn inverted spin on entry, opposite 1 positive snap on downline, pull $1 / 2$ inside loop to vertical upline, 2 positive snaps, pull $1 / 2$ inside loop to vertical downline, $13 / 4$ rolls, pull to exit upright.
Fig. 7 Inside/Outside Loop. Pull half inside loop, 2 of 8 point roll same direction $11 / 4$ positive snap at top of loop, push half outside loop, exit inverted.
Fig. 8 Reverse Sharks Tooth. Push to 45 upline, 4 of 8 point roll, push to vertical downline, $11 / 4$ roll opposite $3 / 4$ negative snap, pull to exit upright.

Fig. 9 Teardrop. Pull to 45 upline, 3 of 2 point roll, push $5 / 8$ outside loop to vertical downline, 2 of 4 point roll same direction 1 negative snap, pull to exit upright.
Fig. 10 Half Cuban. $11 / 2$ positive snap on entry, push 5/8 outside loop to 45 downline, 2 of 4 point roll opposite 1 full roll, push to exit inverted.


