

ADVANCED SCHEDULE A-20 (2020-2021)

\* Please note: Landing and Takeoff are judged

A-20.01 Vertical 8 From inverted, push through a loop, pull through a loop, exit inverted.

A-20.02 Stall Turn with consecutive two  $\frac{1}{4}$  rolls From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two  $\frac{1}{4}$  rolls, pull through a  $\frac{1}{4}$  loop, exit upright.

A-20.03 Square Loop on Corner From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, pull through a  $\frac{1}{8}$  loop, exit upright.

A-20.04 Figure 9 From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, push through a  $\frac{3}{4}$  loop, exit inverted.

A-20.05 Knife-Edge flight with  $\frac{1}{4}$  roll,  $\frac{1}{4}$  roll From inverted, perform a  $\frac{1}{4}$  roll, perform a knife-edge flight, perform a  $\frac{1}{4}$  roll, exit upright.

A-20.06 Inverted Split S with  $\frac{1}{2}$  roll From upright, push through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, exit upright.

A-20.07 Golf Ball From upright pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{3}{4}$  loop into a  $45^\circ$  downline, pull through a  $\frac{1}{8}$  loop, exit upright.

A-20.08 Shark Fin with  $\frac{1}{2}$  roll From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, pull through a  $\frac{3}{8}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.

A-20.09 Double Immelman with  $\frac{1}{2}$  roll,  $\frac{1}{2}$  roll,  $\frac{1}{2}$  roll From upright perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll in the centre, pull through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, exit inverted.

A-20.10 Push-Push-Push Humpty-Bump with  $\frac{1}{2}$  roll (Option: with  $\frac{3}{4}$  roll,  $\frac{1}{4}$  roll) From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{2}$  loop into a vertical downline, push through a  $\frac{1}{4}$  loop, exit inverted. Option: From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{3}{4}$  roll, push through a  $\frac{1}{2}$  loop into a vertical downline, perform a  $\frac{1}{4}$  roll, push through a  $\frac{1}{4}$  loop, exit inverted

A-20.11 Roll From inverted, perform a roll, exit inverted.

A-20.12 Top Hat with spin From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, push through a  $\frac{1}{4}$  loop into a horizontal line, perform a spin with 2 turns into a vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.

A-20.13 Figure Z From upright, pull through a  $\frac{3}{8}$  loop into a  $45^\circ$  upline, push through a  $\frac{3}{8}$  loop, exit upright.

A-20.14 Comet with  $\frac{1}{2}$  roll From upright, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  downline, pull through a  $\frac{3}{4}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{8}$  loop, exit upright.

A-20.15 Roll Combination with consecutive two  $\frac{1}{2}$  rolls From upright perform consecutively two  $\frac{1}{2}$  rolls, exit upright.

A-20.16 Half Square Loop on Corner From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  upline, pull through a  $\frac{1}{8}$  loop, exit inverted. A-20.17 Avalanche From inverted pull through a loop while performing a snap roll in the low centre, exit inverted.