



(CorelDraw 9 drawings by Bob Skinner, Updated December 2007)



Take off Sequence

- |           |   |          |
|-----------|---|----------|
| <b>1</b>  | <b>Figure M. 3 of 4-point up, 1/4 down. Half outside loop with integrated half-roll. 1/4 roll up, 3/4 roll down</b> | <b>5</b> |
| 2         | Half Reverse Cuban 8, 2 of 4-point roll in the 45° upline   | 3        |
| <b>3</b>  | <b>Slow Rolls in opposite directions</b>  | <b>3</b> |
| 4         | Half Square Loop, one snap up, exit inverted  | 4        |
| <b>5</b>  | <b>45° Down, 4-point Roll, exit inverted</b>  | <b>3</b> |
| 6         | Humpty Bump, 1/2 roll up, push out, 2 of 4-point down   | 3        |
| <b>7</b>  | <b>Loop with integrated 8-point over the top 180°</b>   | <b>5</b> |
| 8         | 1/2 Square Loop on corner, 2 of 4-point in each 45°, exit invert  | 3        |
| <b>9</b>  | <b>Reverse Cuban, 4 of 8-pt, 2 of 4-pt in the 45's exit inv'd</b>   | <b>4</b> |
| 10        | Half Loop, half roll at bottom, exit inverted   | 2        |
| <b>11</b> | <b>4 of 8-point in opposite, exit inverted</b>  | <b>5</b> |
| 12        | Stall Turn, 2 of 4-point roll up, full roll down  | 3        |
| <b>13</b> | <b>Double Immelmann, 2 of 4-point, full roll, exit inverted</b>   | <b>4</b> |
| 14        | Figure 9, full roll up, pull through 3/4 of a loop  | 2        |
| <b>15</b> | <b>Knife Edges in Opposite</b>  | <b>5</b> |
| 16        | Figure 8, mid entry, outside loop bottom, 1/2 loop top, exit inv.   | 2        |
| <b>17</b> | <b>Inverted Spins. 2 &amp; 1/4 turns in opposite directions, Half roll in the exit line</b>                         | <b>4</b> |

Landing Sequence

Total K: 60