# Manoeuvre Descriptions for F- Schedule Design Proposals „DRAFT 07" 

## Semi-Final and Final Schedule F-13 (2012-2013)

## F-13.01 Humpty-Bump with $\mathbf{3} / \mathbf{4}$ roll up, $1 / 2$ knife-edge loop, $\mathbf{3} / \mathbf{4}$ roll down

From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ roll, perform a $1 / 2$ loop in knife-egde flight into a vertical downline, perform a $3 / 4$ roll, push through a $1 / 4$ loop, exit inverted.

## F-13.02 Half Square Loop with consecutive $\mathbf{1} \mathbf{2}$ roll, roll in opposite direction

From inverted, push through a $1 / 4$ loop into a vertical upline, perform consecutively a $1 / 2$ roll and a roll in opposite direction, pull through a $1 / 4$ loop, exit inverted.

F-13.03 Loop with consecutive four $1 / 2$ rolls in opposite directions integrated
From inverted, pull through a loop while performing conecutively four $1 / 2$ rolls in opposite directions, integrated in each $90^{\circ}$ of the loop, exit inverted.

## F-13.04 Figure 6 with stall turn, consecutive two $1 / 4$ rolls down

From inverted, pull through a $3 / 4$ loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop, exit upright.

F-13.05 Roll Combination with consecutive $\mathbf{1} / 4$ roll, two snap rolls in opposite directions, $\mathbf{1} \mathbf{4}$ roll From inverted, perform consecutively a $1 / 4$ roll, a snap roll, another snap roll in opposite direction, and a $1 / 4$ roll, exit upright.

## F-13.06 Shark Fin with roll up, consecutive two $1 \mathbf{4}$ rolls down

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a roll, push through a $3 / 8$ loop into a vertical downline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop, exit upright

## F-13.07 Horizontal Circle 8 with consecutive two rolls

From upright, perform a $1 / 4$ horizontal circle while performing the first $1 / 4$ of consecutive two rolls to the outside, then while continuing the rolling ( $1 / 4$ of the rolls per $1 / 4$ of the circles), perform immediately another (full) circle in the opposite direction, then, while continuing the rolling accordingly finish the remaining $3 / 4$ of the first circle, exit upright.

## F-13.08 Pull-Push-Push Humpty-Bump with consecutive four $\mathbf{1 / 4}$ rolls up, roll down

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively four $1 / 4$ rolls, push through a $1 / 2$ loop into a vertical downline, perform a roll, push through a $1 / 4$ loop, exit inverted.

F-13.09 $45^{\circ}$ Upline with consecutive four $1 / 8$ rolls, $1 \frac{1}{2}$ snap roll in opposite direction
From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform consecutively four $1 / 8$ rolls, and $11 / 2$ snap roll in opposite direction, push through a $1 / 8$ loop, exit upright.

F-13.10 Reverse Top Hat with $3 / 4$ roll down, $1 / 4$ rolls up (Option: roll down, consecutive two $1 / 4$ rolls up)
From upright, push through a $1 / 4$ loop into a vertical downline, perform a $3 / 4$ roll, push through a $1 / 4$ loop into a horizontal line, push through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll, push through a $1 / 4$ loop, exit upright.

Option: From upright, push through a $1 / 4$ loop into a vertical downline, perform a roll, push through a $1 / 4$ loop into a horizontal line, push through a $1 / 4$ loop into a vertical upline, perform consecutively two $1 / 4$ rolls, push through a $1 / 4$ loop, exit upright.

F-13.11 Clown Dance with $1 / 2$ loop, inverted spin, $21 / 2$ turns, consecutive two $1 / 4$ rolls down From upright, pull through a $1 / 2$ loop into a horizontal line, perform an inverted spin with $21 / 2$ turns, perform a vertical downline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop, exit upright.

## F-13.12 Fighter Turn with two $1 / 4$ rolls

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 4$ roll, push through $1 / 2$ circle, to a $45^{\circ}$ downline, perform a $1 / 4$ roll, pull through a $1 / 8$ loop, exit upright.

## F-13.13 Knife-Edge Loop with integrated roll on top $90^{\circ}$

From upright, perform a $1 / 4$ roll, perform a loop in knife-edge flight while performing a roll integrated in the top $90^{\circ}$ of the loop, perform a $1 / 4$ roll, exit upright.

## F-13.14 Reverse Cuban 8 with snap roll up

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a snap roll, push through a $5 / 8$ loop, exit inverted.

## F-13.15 Triangle with consecutive two $1 / 4$ rolls in each line

From inverted, push through a $3 / 8$ loop into a $45^{\circ}$ upline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop into a $45^{\circ}$ downline, perform consecutively two $1 / 4$ rolls, push through a $3 / 8$ loop into a horizontal line, perform consecutively two $1 / 4$ rolls, exit upright.

## F-13.16 $1 / 2$ Loop with roll integrated

From upright, pull through a $1 / 2$ loop, while performing a roll integrated, exit inverted.

## F-13.17 $45^{\circ}$ Downline with consecutive two $1 / 8$ roll, roll, two $1 / 8$ roll in opposite directions

 From inverted, pull through a $1 / 8$ loop into a $45^{\circ}$ downline, perform consecutively a $1 / 4$ roll, a roll in opposite direction, and another $1 / 4$ roll in opposite direction, pull through a $1 / 8$ loop, exit upright.
## Semi-Final and Final Schedule F-15 (2014-2015)

F-15.01 Double Immelman with $1 / 2$ rolls in both $1 / 2$ loops integrated, two consecutive two $1 / 4$ rolls in opposite direction to integrated rolls.
From upright, pull through a $1 / 2$ loop while performing a $1 / 2$ roll integrated, immediately followed by consecutive two $1 / 4$ rolls in opposite direction to the integrated roll, perform a horizontal line, pull through a $1 / 2$ loop while performing a $1 / 2$ roll, immediately followed by two consecutive two $1 / 4$ rolls in opposite direction to the integrated roll, exit upright.

## F-15.02 Stall Turn with consecutive three $1 / 4$ rolls up, $1 \quad 1 / 4$ snap rolls down

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively three $1 / 4$ rolls, perform a stall turn into a vertical downline, perform $11 / 4$ snap roll, push through a $1 / 4$ loop, exit inverted.

## F-15.03 Golf Ball with two $\mathbf{3 / 4}$ roll up, knife-edge loop with snap roll, $3 / 4$ roll down

From inverted, push through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $3 / 4$ roll, perform a $3 / 4$ loop in knife-edge flight with a snap roll on top into a $45^{\circ}$ downline, perform a $3 / 4$ roll, pull through a $1 / 8$ loop, exit upright.

## F-15.04 $1 / 2$ Square Loop with consecutive two snap rolls in opposite directions

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively a snap roll and another snap roll in opposite direction, pull through a $1 / 4$ loop, exit inverted.

## F-15.05 Loop with consecutive two $1 / 2$ rolls in opposite directions integrated

From inverted, pull through a loop while performing a $1 / 2$ roll integrated in the first $180^{\circ}$ of the loop and another $1 / 2$ roll in opposite direction integrated in the second $180^{\circ}$ of the loop, exit inverted.

## F-15.06 Inverted Spin with $2 \mathbf{1} / \mathbf{2}$ turns, $\mathbf{1} \mathbf{2}$ roll down

From inverted, perform an inverted spin with $21 / 2$ turns, perform a vertical downline, perform a $1 / 2$ roll, pull through a $1 / 4$ loop, exit upright.

F-15.07 Horizontal Triangular Circle with $1 / 4$ roll, $1 / 2$ outside rolls in each corner integrated From upright, perform a $1 / 4$ roll in the center, perform a horizontal triangular circle of equal side lengths while performing a $1 / 2$ roll to the outside in each corner integrated, perform a $1 / 4$ roll in the center, exit upright.

## F-15.08 Top Hat with consecutive two $1 / 4$ rolls up, snap roll down (Option: Consecutive three $1 / 4$ rolls

 up, 1 1⁄4 snap roll down)From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively two $1 / 4$ rolls, pull through a $1 / 4$ loop into a horizontal line, pull through a $1 / 4$ loop into a vertical down line, perform a snap roll, pull through a $1 / 4$ loop, exit upright.

Option: From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively three $1 / 4$ rolls, pull through a $1 / 4$ loop into a horizontal line, pull through a $1 / 4$ loop into a vertical down line, perform a $11 / 4$ snap roll, pull through a $1 / 4$ loop, exit upright

F-15.09 Vertical Cuban 8 with consecutive four $\mathbf{1 / 8}$ rolls up, consecutive two $\mathbf{1} \mathbf{2}$ rolls down From upright, pull through a $3 / 8$ loop into a $45^{\circ}$ upline, perform consecutively four $1 / 8$ rolls, pull through a $3 / 4$ loop into a $45^{\circ}$ downline, perform consecutively two $1 / 2$ rolls, push through a $3 / 8$ loop, exit inverted.

## F-15.10 $1 / 2$ Square Loop on Corner with $1 / 2$ roll integrated in $1 / 4$ loop

From inverted, push through a $1 / 8$ loop into a $45^{\circ}$ upline, push through a $1 / 4$ loop into a $45^{\circ}$ upline, while performing a $1 / 2$ roll integrated in the $1 / 4$ loop, pull through a $1 / 8$ loop, exit inverted.

## F-15.11 Horizontal Hour-Glass with consecutive two $1 / 4$ rolls, two $1 / 4$ rolls in opposite direction, consecutive two $\mathbf{3} \mathbf{4}$ rolls in opposite directions

From inverted, pull through a $1 / 4$ loop into a vertical downline, pull through a $3 / 8$ loop into a $45^{\circ}$ upline, perform consecutively two $1 / 4$ rolls and another two $1 / 4$ rolls in opposite direction, push through a $3 / 8$ loop into a vertical downline, push through a $3 / 8$ loop into a $45^{\circ}$ upline, perform consecutively a $3 / 4$ roll immediately and another $3 / 4$ roll in opposite direction, pull through a $1 / 8$ loop, exit inverted.

F-15.12 Half Square Loop with consecutive two $1 / 2$ rolls
From inverted, push through a $1 / 4$ loop into a vertical downline, perform consecutively two $1 / 2$ rolls, pull through a $1 / 4$ loop, exit upright.

## F-15.13 Figure 9 with consecutive four $1 / 4$ rolls up, $3 / 4$ loop with roll integrated in top $180^{\circ}$

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutively four $1 / 4$ rolls, pull through a $3 / 4$ loop while performing a roll integrated in the top $180^{\circ}$ of the $3 / 4$ loop, exit upright.

## F-15.14 Split S with $11 / 2$ snap roll

From upright, perform $11 / 2$ snap roll and immediately pull through a $1 / 2$ loop, exit upright

## F-15.15 Roll Combination with consecutive four rolls in opposite directions

From upright, perform consecutively four rolls in opposite directions, exit upright.

## F-15.16 Pull-Pull-Push Hupty-Bump with two $1 / 2$ roll in opposite direction up, roll down

From upright, pull through a $1 / 4$ loop into a vertical upline, perform consecutivelx two $1 / 2$ rolls in opposite direction, pull through a $1 / 2$ loop into a vertical downline, perform a roll, push through a $1 / 4$ loop, exit inverted.

F-15.17 Stall Turn with consecutive six $1 / 8$ rolls up, $13 / 4$ snap roll down
From inverted, push through a $1 / 4$ loop into a vertical upline, perform consecutively six $1 / 8$ rolls, perform a stall turn into a vertical downline, perform $13 / 4$ snap roll, pull through a $1 / 4$ loop, exit upright.

