

**Type the instruction in the space below:**

*Delete schedules A-16, P-17, F-17, add schedules A-20, P-21, F-21*

## **ADVANCED SCHEDULE A-20 (2019-2020)**

### **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 ½ rolls**

From upright perform consecutively two ½ rolls, exit upright.

### **A-20.16 Half Square Loop on Corner**

From upright, pull through a 1/8 loop into a 45° upline, pull through a ¼ loop into a 45° upline, pull through a 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.

## **PRELIMINARY SCHEDULE P-21 (2020-2021)**

### **P-21.01 Vertical 8 with ½ roll, ½ roll**

From inverted, perform a ½ roll ending in the centre, push through a loop, pull through a loop, perform a ½ roll starting in the centre, exit inverted.

### **P-21.02 Stall Turn with consecutive two ¼ rolls**

From inverted, push through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, perform consecutively two ¼ rolls, pull through a ¼ loop, exit upright.

### **P-21.03 Square Loop on Corner with ½ roll, ½ roll**

From upright, pull through a 1/8 loop into a 45° upline, pull through a ¼ loop into a 45° upline, perform a ½ roll, push through a ¼ roll into a 45°downline, push through a ¼ loop into a 45° downline, perform a ½ roll, pull through a 1/8 loop, exit upright.

### **P-21.04 Figure 9 with consecutive two ½ rolls in opposite directions**

From upright, pull through a ¼ loop into a vertical upline, perform consecutively two 1/2 rolls, in opposite directions, push through a ¾ loop, exit inverted.

### **P-21.05 Knife-Edge flight with consecutive ¼ , ½ roll in opposite directions, consecutive ½ , ¼ roll in opposite directions**

From inverted, perform consecutively a ¼ roll and a ½ roll in opposite directions, perform a knife-edge flight, perform consecutively a ½ roll and a ¼ roll in opposite directions exit upright.

### **P-21.06 Inverted Split S with consecutive two ½ rolls**

From upright, push through a ½ loop, perform consecutively two ½ rolls, exit inverted.

### **P-21.07 Golf Ball with ½ roll integrated**

From inverted push through a 1/8 loop into a 45° upline, push through a ¾ loop into a 45° downline, while performing a ½ roll integrated in the top 180°, pull through a 1/8 loop, exit upright.

### **P-21.08 Shark Fin with consecutive two ¼ rolls**

From upright, pull through a ¼ loop into a vertical upline, pull through a 3/8 loop into a 45° downline, perform consecutively two ¼ rolls, pull through a 1/8 loop, exit upright.

### **P-21.09 Double Immelman with ½ roll, consecutive four 1/8 rolls, ½ roll**

From upright perform a ½ roll, push through a ½ loop, perform consecutively four 1/8 rolls, pull through a ½ loop, perform a ½ roll, exit inverted.

### **P-21.10 Push-Push-Push Humpty-Bump with ½ roll (Option: with ¾ roll, ¼ roll)**

From inverted, push through a ¼ loop into a vertical upline, perform a ½ roll, push through a ½ loop into a vertical downline, push through a ¼ loop, exit inverted.

Option: From inverted, push through a ¼ loop into a vertical upline, perform a ¾ roll, push through a ½ loop into a vertical downline, perform a ¼ roll, push through a ¼ loop, exit inverted.

### **P-21.11 Roll Combination with consecutive ½ roll, roll, ½ roll in opposite directions**

From inverted, perform consecutively a ½ roll, roll, ½ roll in opposite directions, exit inverted.

### **P-21.12 Top Hat with ½ roll, inverted spin (Option: with ¼ roll, ¼ roll)**

From inverted, push through a ¼ loop into a vertical upline, perform a ½ roll, pull through a ¼ loop into a horizontal line, perform a spin with 2 ½ turns into a vertical downline, pull through a ¼ loop, exit upright.

Option: From inverted push through a ¼ loop into a vertical upline, perform a ¼ roll, pull through a ¼ loop into a horizontal line, perform a spin with 2 ½ turns into a vertical downline, perform a ¼ roll, pull through a ¼ loop, exit upright.

### **P-21.13 Figure Z with roll**

From upright, pull through a 3/8 loop into a 45° upline, perform a roll, push through a 3/8 loop, exit upright.

### **P-21.14 Comet with consecutive two ¼ rolls in opposite directions, ½ roll**

From upright, push through a 1/8 loop into a 45° downline, perform consecutively two ¼ rolls in opposite directions, pull through a ¾ loop into a 45° downline, perform a ½ roll, pull through a 1/8 loop, exit upright.

### **P-21.15 Roll Combination with consecutive four ¼ rolls**

From upright perform consecutively four ¼ rolls, exit upright.

### **P-21.16 Half Square Loop on Corner with ¼ roll, ¼ roll**

From upright, pull through a 1/8 loop into a 45° upline, perform a ¼ roll, perform a ¼ knife-edge loop into a 45° upline, perform a ¼ roll, pull through a 1/8 loop, exit inverted.

### **P-21.17 Avalanche**

From inverted pull through a loop while performing a snap roll in the low centre, exit inverted.

## **FINALS SCHEDULE F-21 (2020 – 2021)**

### **F-21.01 Golf Ball with ¾ roll, snap roll, ¾ roll**

From upright pull through 3/8 loop to a 45° upline, perform a ¾ roll, perform a 3/4 knife-edge loop into 45° downline with a snap-roll on top, perform a ¾ roll, pull through 3/8 loop to exit upright.

### **F-21.02 Half Reverse Cuban 8 with consecutive three ¼ rolls, with the third in opposite direction, ¾ roll**

From upright pull through a 1/8 loop into a 45° upline, perform consecutively three ¼ rolls with the third in opposite direction, perform a 5/8 knife-edge loop, perform a ¾ roll, exit inverted. Judging Note: There must be no line between the 5/8 knife-edge loop and the ¾ roll.

### **F-21.03 Horizontal Circle with two ½ rolls opposite in opposite directions integrated**

From inverted perform a horizontal circle with two ½ rolls in opposite directions (first ½ roll to the inside) integrated, exit inverted.

### **F-21.04 Top Hat with consecutive three ¼ rolls, ¾ snap-roll**

From inverted push into a vertical upline, perform consecutively three ¼ rolls, pull into a horizontal line, pull into a vertical downline, perform a ¾ snap-roll, pull through a ¼ loop, exit upright.

### **F-21.05 Pull-Push-Push Humpty-Bump, ¼ roll integrated, roll, consecutive two ½ rolls in opposite directions, ¼ roll integrated**

From upright pull through ¼ loop with a ¼ roll integrated into a vertical upline, perform a roll, push through ½ loop to vertical downline, perform consecutively two ½ rolls in opposite directions, push through ¼ loop with a ¼ roll integrated, exit inverted.

### **F-21.06 Three Quarter Vertical 8 with ½ roll integrated**

From inverted push through a half loop and a loop with a ½ roll integrated in the last 45° of the half loop and the first 45° of the loop, exit inverted.

### **F-21.07 Stall-Turn with consecutive ¼ , ½ rolls, ¾ roll**

From inverted pull through ¾ loop into vertical upline, perform ¼ roll and ½ roll in opposite direction, perform a stall turn into a vertical downline, perform a ¾ roll, push through ¾ loop to exit upright.

**F-21.08 Figure 9 with 1 ½ snap-roll**

Pull through ¾ loop into a vertical downline, perform 1 ½ snap-roll, pull through ¼ loop, exit upright.

**F-21.09 Top-hat with ¾ roll, roll, ¼ roll**

From upright pull through ¼ loop into vertical upline, perform a ¾ roll, perform ¼ knife-edge loop into a horizontal line, perform a roll, perform a knife-edge loop into vertical downline, perform a ¼ roll, pull through a ¼ loop, exit upright.

**F-21.10 Half Square Loop with ½ roll, consecutive ½ roll, roll**

From upright perform a ½ roll, push through a ¼ loop into vertical upline, perform consecutively a ½ roll, roll in opposite directions, pull through ¼ loop, exit inverted. Judging Note: There must be no line between the first ½ roll and the ¼ loop.

**F-21.11 45° Downline with ¼ roll, consecutive two snap-rolls in opposite directions, ¼ roll**

From inverted pull through 1/8 loop into 45° downline, perform a ¼ roll, perform consecutively two snap-rolls in opposite directions, perform a ¼ roll, push through 1/8 loop, exit inverted.

**F-21.12 Half 8-sided Loop with ½ roll, ½ roll**

From inverted, push through a 1/8 loop into 45° upline, perform a ½ roll, pull through 1/8 loop into vertical upline, pull through 1/8 loop into 45° upline, perform a ½ roll, push through 1/8 loop, exit upright.

**F-21.13 Loop with consecutive two rolls in opposite directions integrated**

From upright push through a loop with consecutively two rolls in opposite directions integrated, exit upright.

**F-21.14 Spin with 2 ½ turns**

From upright perform a spin with 2 ½ turns, pull through ¼ loop, exit upright.

**F-21.15 Roll Combination with consecutive 1/2 roll, four ¼ rolls in opposite direction, ½ roll in opposite direction.**

From upright perform consecutively a ½ roll, four ¼ rolls in opposite direction, a ½ roll in opposite direction, exit upright.

**F-21.16 Fighter turn, ¾ roll, ¾ snap-roll**

From upright pull through 1/8 loop into a 45° upline, perform a ¾ roll, push through a ½ circle into 45° downline, perform a ¾ snap-roll, pull through 1/8 loop, exit upright.

**F-21.17 Horizontal Square Circle with ¼ roll, ½ roll, ½ roll, ½ roll, ¼ roll**

From upright perform a ¼ roll in the centre, push through ¼ circle perform a ½ roll, pull through a ¼ circle, perform a ½ roll, push through a ¼ circle, perform a ½ roll, pull through a ¼ circle, perform a ¼ roll in the centre, exit upright.

Reason: F3A schedules change every two years