

## PRELIMINARY SCHEDULE AP-17 (2016-2017)

<b>AP-17.01 Double Immelman with roll, roll</b>	<b>K3</b>
<b>AP-17.02 Figure M with <math>\frac{1}{4}</math> roll, <math>\frac{1}{4}</math> roll</b>	<b>K3</b>
<b>AP-17.03 Horizontal Circle 8 with two rolls</b>	<b>K6</b>
<b>AP-17.04 <math>\frac{1}{2}</math> Horizontal Square Circle with two <math>\frac{1}{4}</math> rolls</b>	<b>K2</b>
<b>AP-17.05 Roll Combination with consecutive 1 <math>\frac{1}{4}</math> roll, 1 <math>\frac{1}{4}</math> roll</b>	<b>K4</b>
<b>AP-17.06 Knife-Edge Humpty-Bump with two consecutive <math>\frac{1}{2}</math> rolls, <math>\frac{1}{2}</math> roll</b>	<b>K3</b>
<b>AP-17.07 Knife-Edge Cobra Roll with <math>\frac{3}{4}</math> roll, <math>\frac{3}{4}</math> roll</b>	<b>K3</b>
<b>AP-17.08 <math>\frac{1}{2}</math> Horizontal Circle with four consecutive <math>\frac{1}{4}</math> rolls</b>	<b>K5</b>
<b>AP-17.09 Vertical Upline with consecutive two <math>\frac{1}{2}</math> torque rolls</b>	<b>K5</b>
<b>AP-17.10 <math>\frac{1}{2}</math> Square Loop with consecutive two <math>\frac{1}{4}</math> rolls</b>	<b>K3</b>
<b>AP-17.11 Knife-Edge Loop with <math>\frac{1}{4}</math> roll, <math>\frac{1}{2}</math> roll, <math>\frac{1}{4}</math> roll</b>	<b>K5</b>

**Total K = 42**

## PRELIMINARY SCHEDULE AP-17 (2016-2017)

### **AP-17.01 Double Immelman with roll, roll**

From upright, pull through a  $\frac{1}{2}$  loop, perform a roll into inverted flight, pull through a  $\frac{1}{2}$  loop, perform a roll, exit upright.

### **AP-17.02 Figure M with $\frac{1}{4}$ roll, $\frac{1}{4}$ roll**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{4}$  roll, perform a stall turn into vertical downline, push through a  $\frac{1}{2}$  loop into a vertical upline, perform a stall turn into a vertical downline, perform a  $\frac{1}{4}$  roll, push through  $\frac{1}{4}$  loop, exit inverted.

### **AP-17.03 Horizontal Circle 8 with two rolls**

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

### **AP-17.04 $\frac{1}{2}$ Horizontal Square Circle with two $\frac{1}{4}$ rolls**

From inverted, perform a  $\frac{1}{4}$  horizontal circle with wings level, perform consecutively two  $\frac{1}{4}$  rolls, perform a  $\frac{1}{4}$  horizontal circle with wings level, exit upright.

### **AP-17.05 Roll Combination with consecutive 1 $\frac{1}{4}$ roll, 1 $\frac{1}{4}$ roll**

From upright, perform consecutively a 1  $\frac{1}{4}$  roll and a 1  $\frac{1}{4}$  roll in opposite directions, exit upright.

### **AP-17.06 Knife-Edge Humpty-Bump with two consecutive $\frac{1}{2}$ rolls, $\frac{1}{2}$ roll**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively two  $\frac{1}{2}$  rolls in opposite direction, perform a  $\frac{1}{2}$  knife-edge loop into vertical downline, perform a  $\frac{1}{2}$  roll, push through a  $\frac{1}{4}$  loop, exit inverted.

### **AP-17.07 Knife-Edge Cobra Roll with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll**

From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{3}{4}$  roll, perform a  $\frac{1}{4}$  knife-edge loop into a  $45^\circ$  downline, perform a  $\frac{3}{4}$  roll, pull through  $\frac{1}{8}$  loop, exit upright.

### **AP-17.08 $\frac{1}{2}$ Horizontal Circle with four consecutive $\frac{1}{4}$ rolls**

From upright, perform a  $\frac{1}{2}$  horizontal circle while integrating consecutively four  $\frac{1}{4}$  rolls, exit upright.

### **AP-17.09 Vertical Upline with consecutive two $\frac{1}{2}$ torque rolls**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, reduce flying speed to zero in the middle of that line, perform in this position consecutively two  $\frac{1}{2}$  torque rolls in opposite directions, then accelerate, push through a  $\frac{1}{4}$  loop, exit upright.

### **AP-17.10 $\frac{1}{2}$ Square Loop with consecutive two $\frac{1}{4}$ rolls**

From upright, push through a  $\frac{1}{4}$  loop into a vertical downline, perform consecutively two  $\frac{1}{4}$  rolls pull through a  $\frac{1}{4}$  loop, exit upright.

### **AP-17.11 Knife-Edge Loop with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll**

From upright, perform  $\frac{1}{4}$  roll, perform a knife-edge loop with a  $\frac{1}{2}$  roll integrated in the top  $90^\circ$ , perform a  $\frac{1}{4}$  roll, exit upright.

## FINAL SCHEDULE AF-17 (2016-2017)

<b>AF-17.01 Knife-Edge Humpty-Bump with <math>\frac{3}{4}</math> roll, <math>\frac{3}{4}</math> roll</b>	<b>K3</b>
<b>AF-17.02 Figure 9 with roll</b>	<b>K3</b>
<b>AF-17.03 Vertical 8 with roll integrated</b>	<b>K5</b>
<b>AF-17.04 <math>\frac{1}{2}</math> Horizontal Circle with consecutive eight <math>\frac{1}{8}</math> rolls</b>	<b>K4</b>
<b>AF-17.05 Horizontal Double Immelmann Circle with <math>\frac{1}{4}</math> roll, <math>\frac{1}{2}</math> roll integrated, <math>1 \frac{1}{2}</math> roll, <math>\frac{1}{2}</math> roll integrated, <math>1 \frac{1}{2}</math> roll, <math>\frac{1}{4}</math> roll</b>	<b>K6</b>
<b>AF-17.06 Knife-Edge Top Hat with two consecutive <math>\frac{1}{2}</math> rolls, two consecutive <math>\frac{1}{4}</math> rolls</b>	<b>K3</b>
<b>AF-17.07 Double Fighter Turn with <math>\frac{3}{4}</math> roll, <math>\frac{3}{4}</math> roll</b>	<b>K6</b>
<b>AF-17.08 <math>\frac{1}{2}</math> Horizontal Square Circle with <math>\frac{1}{4}</math> roll, two consecutive <math>\frac{1}{2}</math> rolls, <math>\frac{1}{4}</math> roll</b>	<b>K4</b>
<b>AF-17.09 Barrel Roll</b>	<b>K5</b>
<b>AF-17.10 <math>\frac{1}{2}</math> Square Loop with roll</b>	<b>K2</b>
<b>AF-17.11 Clover Leaf with <math>\frac{1}{2}</math> torque roll, <math>\frac{3}{4}</math> torque roll, <math>\frac{3}{4}</math> torque roll</b>	<b>K6</b>

**Total K = 47**

## FINAL SCHEDULE AF-17 (2016-2017)

### **AF-17.01 Knife-Edge Humpty-Bump with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll**

From upright, pull through a  $\frac{1}{4}$  loop, perform a  $\frac{3}{4}$  roll, perform a  $\frac{1}{2}$  knife-edge loop, perform a  $\frac{3}{4}$  roll, exit inverted.

### **AF-17.02 Figure 9 with roll**

From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a roll, pull through a  $\frac{3}{4}$  loop, exit upright.

### **AF-17.03 Vertical 8 with roll integrated**

From upright, push through a loop, push through another loop while performing a roll integrated in the last  $90^\circ$  of the first loop and in the first  $90^\circ$  of the second loop, exit upright.

### **AF-17.04 $\frac{1}{2}$ Horizontal Circle with consecutive eight $\frac{1}{8}$ rolls**

From upright, perform a  $\frac{1}{2}$  horizontal circle while integrating consecutively eight  $\frac{1}{8}$  rolls, exit upright.

### **AF-17.05 Horizontal Double Immelmann Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll integrated, $1 \frac{1}{2}$ roll, $\frac{1}{2}$ roll integrated, $1 \frac{1}{2}$ roll, $\frac{1}{4}$ roll**

From upright, perform a  $\frac{1}{4}$  roll in the center into a sustained knife-edge flight, perform a  $\frac{1}{2}$  circle while performing a half roll to the outside integrated, immediately followed by a  $1 \frac{1}{2}$  roll in opposite direction, perform a sustained knife-edge flight, perform a  $\frac{1}{2}$  circle while performing a  $\frac{1}{2}$  roll to the outside integrated, immediately followed by a  $1 \frac{1}{2}$  roll in opposite direction, perform a sustained knife-edge flight, perform a  $\frac{1}{4}$  roll in the center, exit upright.

### **AF-17.06 Knife-Edge Top Hat with two consecutive $\frac{1}{2}$ rolls, two consecutive $\frac{1}{4}$ rolls**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively two  $\frac{1}{2}$  rolls in opposite direction, perform a  $\frac{1}{4}$  knife-edge loop into a horizontal knife-edge flight, perform a  $\frac{1}{4}$  knife-edge loop into a vertical downline, perform consecutively two  $\frac{1}{4}$  rolls, push through a  $\frac{1}{4}$  loop, exit inverted.

### **AF-17.07 Double Fighter Turn with $\frac{3}{4}$ roll, $\frac{3}{4}$ roll**

From inverted, push through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{3}{4}$  roll, push through a  $\frac{1}{2}$  knife-edge circle into a  $45^\circ$  downline, perform a  $\frac{1}{4}$  knife-edge loop into a  $45^\circ$  upline, push through a  $\frac{1}{2}$  knife-edge circle into a  $45^\circ$  downline, perform a  $\frac{3}{4}$  roll, push through a  $\frac{1}{8}$  loop, exit inverted.

### **AF-17.08 $\frac{1}{2}$ Horizontal Square Circle with $\frac{1}{4}$ roll, two consecutive $\frac{1}{2}$ rolls, $\frac{1}{4}$ roll**

From inverted, perform a  $\frac{1}{4}$  roll, push into a  $\frac{1}{4}$  horizontal circle, perform consecutively two  $\frac{1}{2}$  rolls in opposite directions, push through a  $\frac{1}{4}$  horizontal circle, perform a  $\frac{1}{4}$  roll, exit upright.

### **AF-17.09 Barrel Roll**

From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a barrel-roll with  $45^\circ$  spiral pitch, perform a  $45^\circ$  upline, push through a  $\frac{1}{8}$  loop, exit upright.

### **AF-17.10 $\frac{1}{2}$ Square Loop with roll**

From upright, push through a  $\frac{1}{4}$  loop into a vertical downline, perform a roll, push through a  $\frac{1}{4}$  loop, exit inverted.

### **AF-17.11 Clover Leaf with $\frac{1}{2}$ torque roll, $\frac{3}{4}$ torque roll, $\frac{3}{4}$ torque roll**

From inverted, push through a  $1 \frac{1}{4}$  loop, while reducing flying speed to zero, perform a  $\frac{1}{2}$  torque roll, then accelerate to push through a loop, while reducing flying speed to zero, perform a  $\frac{3}{4}$  torque roll, then accelerate to push through a loop while reducing flying speed to zero, perform a  $\frac{3}{4}$  torque roll, then accelerate to push through a  $\frac{1}{4}$  loop, exit upright.

## ADVANCED SCHEDULE AA-17 (2016-2017)

<b>AA-17.01 Double Immelman with <math>\frac{1}{2}</math> roll, <math>\frac{1}{2}</math> roll</b>	<b>K3</b>
<b>AA-17.02 Stall Turn</b>	<b>K3</b>
<b>AA-17.03 Horizontal Circle 8</b>	<b>K6</b>
<b>AA-17.04 Half Horizontal Square Circle</b>	<b>K2</b>
<b>AA-17.05 Roll Combination with consecutive <math>\frac{1}{2}</math> roll, <math>\frac{1}{2}</math> roll, <math>\frac{1}{2}</math> roll</b>	<b>K4</b>
<b>AA-17.06 Knife-Edge Humpty-Bump with <math>\frac{1}{2}</math> roll</b>	<b>K3</b>
<b>AA-17.07 Cobra Roll with <math>\frac{1}{2}</math> roll, <math>\frac{1}{2}</math> roll</b>	<b>K5</b>
<b>AA-17.08 <math>\frac{1}{2}</math> Horizontal Circle</b>	<b>K3</b>
<b>AA-17.09 Vertical Upline with consecutive two <math>\frac{3}{4}</math> rolls (Option: Vertical Upline with torque roll)</b>	<b>K5</b>
<b>AA-17.10 <math>\frac{1}{2}</math> Square Loop</b>	<b>K3</b>
<b>AA-17.11 Loop with <math>\frac{1}{2}</math> roll</b>	<b>K5</b>

**Total K = 42**

## ADVANCED SCHEDULE AA-17 (2016-2017)

### **AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, pull through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, into level flight, push trough a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, exit upright.

### **AA-17.02 Stall Turn**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a stall turn into vertical downline, pull through  $\frac{1}{4}$  loop, exit upright.

### **AA-17.03 Horizontal Circle 8**

From upright perform a  $\frac{1}{4}$  horizontal circle, then perform immediately another (full) circle in the opposite direction, then finish the remaining  $\frac{3}{4}$  of the first circle, exit upright.

### **AA-17.04 Half Horizontal Square Circle**

From upright, perform a  $\frac{1}{4}$  horizontal circle with wings level, perform a  $\frac{1}{4}$  horizontal circle with wings level, exit upright.

### **AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, perform consecutively three  $\frac{1}{2}$  rolls in opposite directions, exit inverted.

### **AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll**

From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  knife-edge loop into vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.

### **AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

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

### **AA-17.08 $\frac{1}{2}$ Horizontal Circle**

From upright, perform a  $\frac{1}{2}$  horizontal circle, exit upright.

### **AA-17.09 Vertical Upline with consecutive two $\frac{3}{4}$ rolls (Option: Vertical Upline with torque roll)**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively two  $\frac{3}{4}$  rolls in opposite directions, push through a  $\frac{1}{4}$  loop, exit upright.

Option: From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, reduce flying speed to zero, perform a torque roll, then accelerate into a vertical upline push through a  $\frac{1}{4}$  loop, exit upright.

### **AA-17.10 $\frac{1}{2}$ Square Loop**

From upright, push through a  $\frac{1}{4}$  loop into a vertical downline, push through a  $\frac{1}{4}$  loop, exit inverted.

### **AA-17.11 Loop with $\frac{1}{2}$ roll**

From inverted, perform a loop with a  $\frac{1}{2}$  roll integrated in the top  $90^\circ$ , exit upright.