Take-off procedure
(not judged, not scored)

wind

Safety line
SF-19.01 Square Loop on corner with \( \frac{1}{2} \) roll, \( \frac{1}{2} \) roll, \( \frac{1}{2} \) roll, \( \frac{1}{2} \) roll,

\( \frac{1}{2} \) roll (3)

\( \frac{1}{2} \) roll (2)

\( \frac{1}{2} \) roll (1)

\( \frac{1}{2} \) roll (4)

From upright, pull through a 1/8 loop into a 45° upline, perform a \( \frac{1}{2} \) roll, push through a ¼ loop into a 45° upline, perform a \( \frac{1}{2} \) roll, pull through a ¼ loop into a 45° downline, perform a \( \frac{1}{2} \) roll, push through a ¼ loop into a 45° dowline, perform a \( \frac{1}{2} \) roll, pull through a 1/8 loop, exit upright.
SF-19.01 Square Loop on corner with ½ roll, ½ roll, ½ roll, ½ roll,

½ rolls on middle of the lines.

All radii are equal.

Entry and exit must be on the same level.
SF-19.02  Shark Fin with two consecutive \( \frac{1}{4} \) rolls

From upright, pull through a \( \frac{1}{8} \) loop into a 45 degree upline, perform consecutively two \( \frac{1}{4} \) rolls, pull through a \( \frac{3}{8} \) loop, pull through a \( \frac{1}{4} \) loop, exit upright.
SF-19.02  Shark Fin with two consecutive $\frac{1}{4}$ rolls

$\frac{1}{4}$ rolls centered on middle of the line.

Lines between part rolls must be short and of recognizable length.

All radii are equal.
SF-19.03 Knife-edge Flight with roll

From upright, perform a ¼ roll, perform a knife-edge flight, perform a roll in opposite direction to the ¼ roll, perform a knife-edge flight, perform a ¼ roll in opposite direction to the roll, exit inverted.
During the knife edge the wing must be in the vertical plane.
SF-19.04 Pushed Immelmann with roll

From inverted, push through a half loop, immediately followed by a roll, exit upright.
The roll must follow immediately after the ½ loop.
From upright, push through a loop while integrating one roll, exit upright.
SF-19.05 Rolling Loop

Loop must be round.

The roll must be integrated on circular flightpath of the loop.
SF-19.06 Half Square Loop with $\frac{1}{2}$ roll

From upright, push through a $\frac{1}{4}$ loop, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.
SF-19.06 Half Square Loop with $\frac{1}{2}$ roll

$\frac{1}{2}$ roll on middle of the line.

All radii are equal.
SF-19.07 Figure 9 with four consecutive $\frac{1}{4}$ rolls

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively four $\frac{1}{4}$ rolls, pull through a $\frac{3}{4}$ loop, exit upright.
SF-19.07 Figure 9 with four consecutive $\frac{1}{4}$ rolls

All radii are equal.

$\frac{1}{4}$ rolls centered on middle of the line.

Lines between part rolls must be short and of equal length.
SF-19.08 Pull-push-pull Humpty Bump with consecutive two ¼ rolls

From upright, pull through a ¼ loop to a vertical upline, push through a 1/2 loop into a vertical downline, perform consecutively two ¼ rolls, pull through a ¼ loop, exit upright.
SF-19.08 Pull-push-pull Humpty Bump with consecutive two ¼ rolls

¼ rolls centered on middle of the line.

Lines between part rolls must be short and of recognizable length.

All radii are equal.
From upright, pull through a loop, while performing a snap roll on top, exit upright.
Snap roll may be positive or negative.

If snap roll = barrel roll or aileron roll:
Severe downgrade > 5 pts.

Loop must be round.
SF-19.10 Top Hat with two consecutive ¼ rolls, ½ roll

From upright, pull through a ¼ loop into a vertical upline, perform consecutively two ¼ rolls, pull through a ¼ loop into a horizontal line, pull through a ¼ loop into a vertical downline, perform a ½ roll, push through a ¼ loop, exit inverted.
SF-19.10 Top Hat with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll

$\frac{1}{4}$ rolls and $\frac{1}{2}$ roll centered on middle of the line.

Lines between part rolls must be short and of recognizable length.

All radii are equal.
From inverted, fly past center, push through a ¼ loop into a vertical upline, perform a ¼ roll, perform a ½ knife edge loop into a vertical downline, perform a ¾ roll, push through a ¼ loop, exit inverted.
SF-19.11 Knife Edge Humpty Bump with $\frac{1}{4}$ roll, $\frac{3}{4}$ roll

During Knife Edge the wing must be in the vertical plane.

$\frac{1}{4}$ roll on middle of the line.

$\frac{3}{4}$ roll on middle of the line.

All radii are equal.
SF-19.12 Half Square Loop on corner with half roll

From inverted, push through a 1/8 loop into a 45° upline, perform a ½ roll, pull through a ¼ loop into a 45° degrees upline, push through a 1/8 loop, exit upright.
SF-19.12 Half Square Loop on corner with half roll

½ roll on middle of the line.

All radii are equal.

45°
SF-19.13 Reverse Nine with 3/4 roll, 3/4 roll

From inverted push through a 7/8 loop into a 45 degree downline perform consecutively two 3/4 rolls in opposite direction, push through a 1/8 loop, exit inverted.
SF-19.13 Reverse Nine with 3/4 roll, 3/4 roll

¾ rolls on middle of the line. ¾

Between part rolls in opposite direction there must be no line.

All radii are equal.

The manoeuvre has to be centered as shown.

Start of 7/8 loop  End of 1/8 loop
SF-19.14 Half reverse Cuban 8 with consecutive two \( \frac{1}{4} \) rolls

From upright, pull through a \( \frac{1}{8} \) loop into a 45° upline, perform a \( \frac{1}{2} \) roll, pull through a 5/8 loop, exit upright.
SF-19.14 Half reverse Cuban 8 with consecutive two $\frac{1}{4}$ rolls

$\frac{1}{2}$ roll on middle of the line.

All radii are equal.
SF-19.15 Roll Combination with four consecutive 1/8 rolls, four 1/8 rolls in opposite direction

From upright, perform consecutively eight 1/8 rolls, exit upright.
SF-19.15 Roll Combination with four consecutive 1/8 rolls, four 1/8 rolls in opposite direction

Lines between part rolls must be short and of equal length.

Between part rolls in opposite direction there must be no line.
Landing procedure
(not judged, not scored)

The direction of the landing may be different to the take off.

wind
Forget **WHO** is flying
(friend, rival, countryman, flier from other nation)

Forget **WHAT** is flying

LOOK **ONLY** AT LINES DESCRIBED IN THE SKY!

Thank you!

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