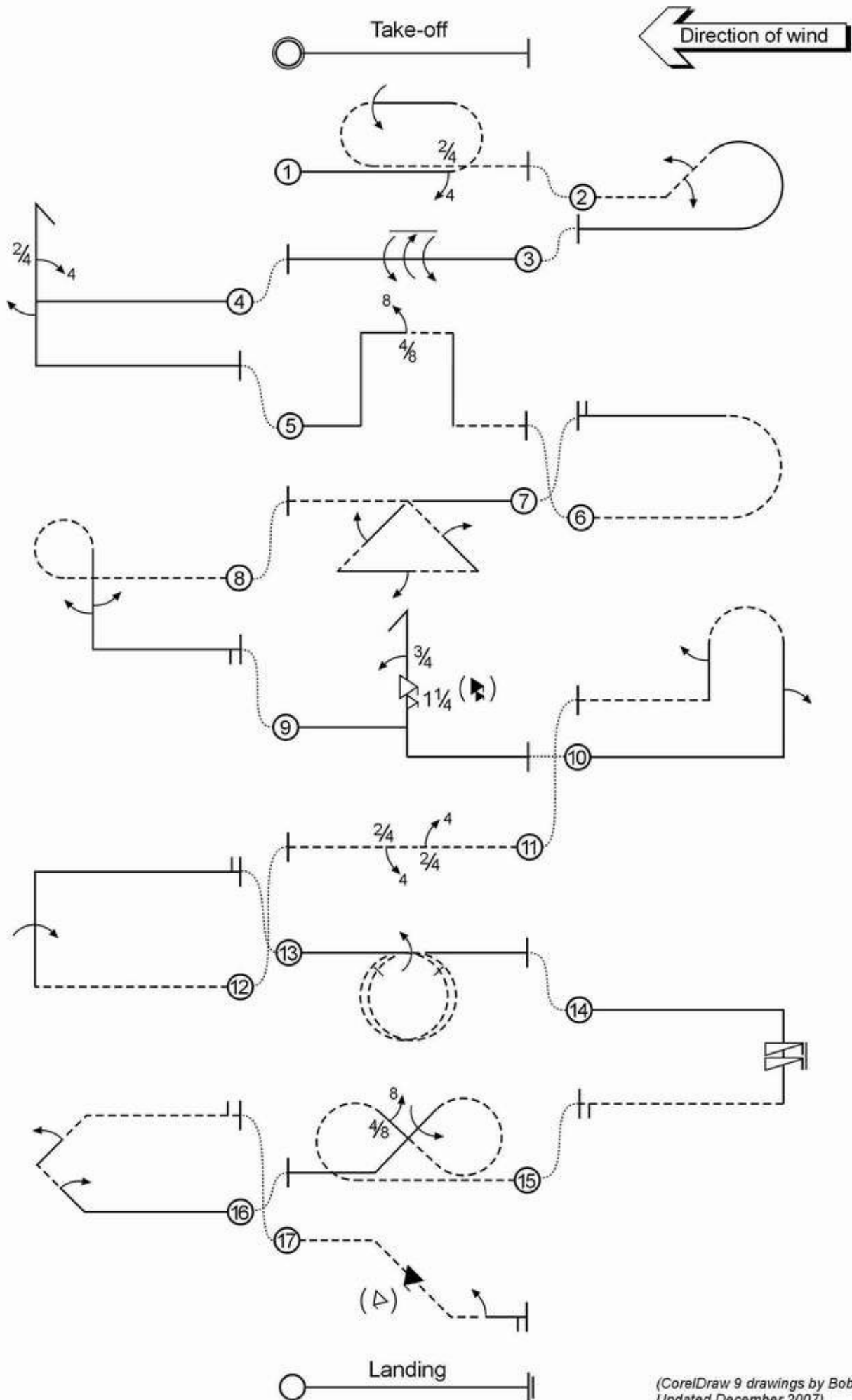


SCHEDULE P-09



SCHEDULE P-09

K-Factor

Take-off sequence (not judged, not scored)

1. Rev. Split S & Split S Combo, 2/4-pt. roll first, full roll second, inv. exit	4
2. Half reverse cuban 8, two ½ rolls in opposite direction	3
3. Three horizontal rolls in opposite direction	4
4. Stall turn, 2/4-pt. roll up, ½ roll down	3
5. Top hat, 4/8-pt. roll over top, inverted exit	4
6. Half outside loop	1
7. Triangle loop, with ½ rolls in each leg, inverted exit	4
8. Figure 9, two ½ rolls in opposite direction on downline	3
9. Stall turn, ¾ roll up, 1¼ snap roll down	5
10. Pull-push-push humpty bump, ½ rolls up and down, inverted exit	3
11. Reverse 4-pt. roll (2/4-pt in one direction, 2/4-pt opposite), inverted exit	4
12. Half square loop, full roll up	2
13. Two outside loops from top, with fully-integrated roll on top	5
14. Two turn spin, inverted exit	3
15. Cuban 8, 4/8-pt. roll and full roll in 45 degree downlines	4
16. Half square loop on corner, ½ rolls 45 degree uplines, inverted exit.	3
17. 45 degrees down, with snap roll, ½ roll on exit	5
Landing (not judged, not scored)	

Total

60

Schedule P09 Description**P-09.01 Reverse Split S and Split S Combo, 2/4-pt roll first, full roll second, inverted exit:**

From upright, perform 2 points of a 4-pt roll, and push immediately to a half outside loop. Perform a full roll, followed immediately by a half outside loop, to exit inverted.

Judging notes:

- The outside half loops must follow immediately after the 2/4-pt roll and roll.
- The length of the upper horizontal line (including roll) is equal to the diameter of the half loops. The geometric shape is that of a Double Immelmann.

P-09.02 Half reverse Cuban eight, two ½ rolls in opposite direction: From inverted, push to a 45 inverted upline, and perform two half rolls in opposite direction. Pull through 5/8 of an inside loop, to exit upright.

Judging notes:

- The two opposite half rolls are treated as a reverse 2-pt roll; the pause between the two half rolls is equal in duration/length to the half rolls.

P-09.03 Three horizontal rolls in opposite direction: From upright, perform three rolls on a horizontal line, each in opposite direction, to exit upright.

Judging notes:

- Pauses between rolls are very brief, and equal in duration.

P-09.04 Stall turn, 2/4-pt. roll up, ½ roll down: From upright, pull to a vertical upline, perform 2 points of a 4-pt. roll, followed by a stall turn. On the vertical downline, perform a half roll, and pull to exit upright.

P-09.05 Top hat, 4/8-pt. roll over top, inverted exit: From upright, pull to a vertical upline. Push to horizontal, and perform 4 points of an 8-pt. roll. Pull to a vertical downline, and push to exit inverted.

Judging notes:

- The geometric shape of the top hat is square.

P-09.06 Half outside loop: From inverted, push to perform a half outside loop to exit upright.

P-09.07 Triangle loop, with ½ rolls in each leg, inverted exit: From upright, push to a 45 degree downline and perform a half roll. Pull through 135 degrees to horizontal, and perform a half roll. Push through 135 degrees, and perform a half roll. Pull through 45 degrees to exit inverted.

P-09.08 Figure 9, two ½ rolls opposite on downline: From inverted, push to perform ¾ of an outside loop. On the vertical downline, perform two half rolls in opposite direction, then pull to exit upright.

Judging notes:

- The two opposite half rolls are treated as a reverse 2-pt roll; the pause between the two half rolls is equal in duration/length to the half rolls.

P-09.09 Stall turn, ¾ roll up, 1¼ snap roll down: From upright, pull to a vertical upline, perform a ¾ roll, followed by a stall turn. On the downline, perform 1¼ snap roll, then pull to exit upright.

P-09.10 Pull-push-push humpty bump, ½ rolls up and down, inverted exit: From upright, pull to a vertical upline, perform a half roll, and push through a half outside loop. On the vertical downline, perform a half roll, and push to exit inverted.

P-09.11 Reverse 4-pt. roll (2/4-pt. roll in one direction, 2/4-pt. roll opposite), inverted exit: From inverted, perform 2 points of a 4-pt. roll in one direction, followed by 2 points of a 4-pt. roll in the opposite direction, to exit inverted.

P-09.12 Half square loop, full roll up: From inverted, push to a vertical upline, perform a full roll, and push to exit upright.

P-09.13 Two outside loops from top, with fully integrated roll on top: From upright, push to perform two consecutive outside loops, to exit upright. Perform a fully integrated roll during the last 45 degrees of the first loop, and the first 45 degrees of the second loop.

Judging notes:

- The roll must be fully integrated on the circular flight path of the loops.

P-09.14 Two turn spin, inverted exit: From upright, perform two consecutive spins, and push to exit inverted.

Judging notes:

- Snap-roll entry, zero points.
- Forced entry, downgrade.

P-09.15 Cuban 8, with 4/8-pt. roll and full roll in 45 degree downlines: From inverted, push through 5/8 of an outside loop to a 45 degree downline, and perform 4 points of an 8-pt. roll. Push through 3/4 of an outside loop to a 45 degree downline, perform a full roll, and pull to exit upright.

P-09.16 Half square loop on corner, 1/2 rolls in 45 degree uplines, inverted exit: From upright, pull to a 45 degree upline, and perform a half roll. Push through 90 degrees to a 45 degree upline, perform a half roll in either direction, and pull to exit inverted.

P-09.17 45 degrees down, with snap roll, 1/2 roll on exit: From inverted, pull to a 45 degree downline, and perform a snap roll. Push to inverted, and perform a half roll to exit upright