

Pilot \_\_\_\_\_

#	Maneuver	K-Factor	Round Scores					
			6	5	4	3	2	1
1	<b>Loop</b> Full rolls integrated in each 180 deg half	5						
2	<b>Stall Turn</b> Full snap up, 2/4-pt roll down, exit inverted	4						
3	<b>Two 4/8 pt Rolls Opposite</b> Inverted entry & exit	4						
4	<b>Push - Pull - Pull Humpty</b> 2/4-pt. roll up, 1/2 roll down, inverted entry	3						
5	<b>1 1/2 Snap Roll from Knife Edge</b> Inverted exit	5						
6	<b>Half Square Loop</b> Two 1/2 rolls in upline, inverted entry	3						
7	<b>Outside Loop</b> 4-pt roll over bottom 180 deg.	5						
8	<b>Reverse Top Hat</b> 3/4 rolls down & up, inverted exit	3						
9	<b>Two Turn Inverted Spin</b> Inverted entry & exit	3						
10	<b>Shark Fin</b> 2 half rolls opp, 2/4-pt roll down, invert entry & exit	4						
11	<b>Triangle Loop</b> Two half rolls up, full roll down, invert entry and exit	4						
12	<b>Stall Turn</b> 3/4-pt roll up, 3/4 roll down, inverted entry	3						
13	<b>Knife Edge Loop</b>	6						
14	<b>Half Loop</b> Two opposite integrated full rolls, inverted exit	4						
15	<b>Horizontal Hourglass</b> Knife edge & full roll in uplines	5						
16	<b>Reverse Pull-pull-push Humpty</b> 2/4-pt roll down, full roll up, inverted exit	4						
17	<b>Two Opp Snap Rolls on 45 deg Down</b> Inverted entry, 1/2 roll on exit	5						
	Judge							