

SEMI-FINALS AND FINALS SCHEDULE F-13 (from January 2012)

F-13.01 Humpty-Bump with $\frac{3}{4}$ roll up, $\frac{1}{2}$ knife-edge loop, $\frac{3}{4}$ roll down

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{2}$ loop in knife-edge flight into a vertical downline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{4}$ loop, exit inverted.

F-13.02 Half Square Loop with consecutive $\frac{1}{2}$ roll, roll in opposite direction

From inverted, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively a $\frac{1}{2}$ roll, a roll in opposite direction, pull through a $\frac{1}{4}$ loop, exit inverted.

F-13.03 Loop with consecutive four $\frac{1}{2}$ rolls in opposite directions integrated

From inverted, pull through a loop while performing consecutively four $\frac{1}{2}$ rolls in opposite directions, integrated in each 90° of the loop, exit inverted.

F-13.04 Figure 6 with stall turn, consecutive two $\frac{1}{4}$ rolls down

From inverted, pull through a $\frac{3}{4}$ 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.

F-13.05 Roll Combination with consecutive $\frac{1}{4}$ roll, two snap rolls in opposite directions, $\frac{1}{4}$ roll

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

F-13.06 Shark Fin with roll up, consecutive two $\frac{1}{4}$ rolls down

From upright, pull through a $\frac{1}{8}$ loop into a 45° up line, perform a roll, push through a $\frac{3}{8}$ loop into a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop, exit upright.

F-13.07 Horizontal Circle 8 with consecutive two rolls

From upright, 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 ($\frac{1}{4}$ 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 upright.

F-13.08 Pull-Push-Pull Humpty-Bump with consecutive four $\frac{1}{4}$ rolls up, roll down

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

F-13.09 45° Upline with consecutive four $\frac{1}{8}$ rolls, $1\frac{1}{2}$ snap roll in opposite direction

From upright, pull through a $\frac{1}{8}$ loop into a 45° up line, perform consecutively four $\frac{1}{8}$ rolls, and $1\frac{1}{2}$ snap roll in opposite direction, push through a $\frac{1}{8}$ loop, exit upright.

F-13.10 Reverse Top Hat with $\frac{3}{4}$ roll down, $\frac{1}{4}$ rolls up (Option: roll down, consecutive two $\frac{1}{4}$ rolls up)

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

Option: From upright, push through a $\frac{1}{4}$ loop into a vertical downline, perform a roll, push through a $\frac{1}{4}$ loop into a horizontal line, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{1}{4}$ loop, exit upright.

F-13.11 Clown Dance with $\frac{1}{2}$ loop, inverted spin, $2\frac{1}{2}$ turns, consecutive two $\frac{1}{4}$ rolls down

From upright, pull through a $\frac{1}{2}$ loop into a horizontal line, perform an inverted spin with $2\frac{1}{2}$ turns, perform a vertical downline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop, exit upright.

F-13.12 Fighter Turn with two $\frac{1}{4}$ rolls

From upright, pull through a $\frac{1}{8}$ loop into a 45° up line, perform a $\frac{1}{4}$ roll, push through $\frac{1}{2}$ circle, to a 45° downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{8}$ loop, exit upright.

F-13.13 Knife-Edge Loop with integrated roll on top 90°

From upright, perform a $\frac{1}{4}$ roll, perform a loop in knife-edge flight while performing a roll integrated in the top 90° of the loop, perform a $\frac{1}{4}$ roll, exit upright.

F-13.14 Reverse Cuban 8 with snap roll up

From upright, pull through a $\frac{1}{8}$ loop into a 45° up line, perform a snap roll, push through a $\frac{5}{8}$ loop, exit inverted.

F-13.15 Triangle with consecutive two $\frac{1}{4}$ rolls in each line

From inverted, push through a $\frac{3}{8}$ loop into a 45° upline, perform consecutively two $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop into a 45° downline, perform consecutively two $\frac{1}{4}$ rolls, push through a $\frac{3}{8}$ loop into a horizontal line, perform consecutively two $\frac{1}{4}$ rolls, exit upright.

F-13.16 $\frac{1}{2}$ Loop with roll integrated

From upright, pull through a $\frac{1}{2}$ loop, while performing a roll integrated, exit inverted.

F-13.17 45° Downline with consecutive two $\frac{1}{8}$ roll, roll, two $\frac{1}{8}$ roll in opposite directions

From inverted, pull through a $\frac{1}{8}$ loop into a 45° downline, perform consecutively two $\frac{1}{8}$ rolls, a roll in opposite direction, and another consecutive two $\frac{1}{8}$ rolls in opposite direction, pull through a $\frac{1}{8}$ loop, exit upright.