



MAASA Advanced Schedule 2016/17

Schedule Description

	K-Factor
A-16.01 Eye-Catcher with ½ Roll From upright, pull through a ¼ loop, push through another ¼ loop, into a horizontal line, perform ½ roll in the center, exit inverted.	2
A-16.02 Half Square Loop From inverted, pull through a ¼ loop into a vertical downline, pull through a ¼ loop, exit upright.	1
A-16.03 Roll Combination with Two ½ Rolls From upright, perform consecutively two ½ rolls, exit upright.	2
A-16.04 Stall Turn From upright, pull through a ¼ loop into a vertical upline, perform a stall turn into a vertical downline, pull through a ¼ loop, exit upright.	2
A-16.05 Humpty-Bump with ¼ Roll, ¼ Roll From upright, past centre pull through a ¼ loop into a vertical upline, perform a ¼ roll, perform a ½ loop in knife edge flight into a vertical downline, perform a ¼ roll, pull through a ¼ loop, exit upright.	5
A-16.06 Half Square Loop on Corner From upright, pull through a ⅓ loop into a 45° upline, pull through a ¼ loop into another 45° upline inverted, pull through a ⅓ loop, exit inverted.	3
A-16.07 Six-Sided Loop From inverted, pull through a ¼ loop into a 60° downline, pull through a ¼ loop into another 60° downline, pull through a ⅓ loop into a horizontal line, pull through a ¼ loop into a 60° upline, pull through a ¼ loop into another 60° upline, pull through a ¼ loop, exit inverted.	3
A-16.08 Half Loop From inverted, pull through a ½ loop, exit upright.	1
A-16.09 Figure S From upright pull through a ½ loop and push through another ½ loop, exit upright.	3
A-16.10 Half Square Loop with ½ Roll From upright, push through a ¼ loop into a vertical downline, perform ½ roll, pull through a ¼ loop, exit upright.	3
A-16.11 Triangle Loop with Roll From upright, pull through a ⅓ loop into a 45° upline, pull through a ⅓ loop into inverted horizontal line, perform a roll, pull through a ⅓ loop into a 45° downline, pull through a ⅓ loop, exit upright.	3
A-16.12 Half Square Loop with 2/4 Roll From upright, pull through a ¼ loop into a vertical upline, perform 2/4 roll, push through a ¼ loop, exit upright.	2
A-16.13 Spin with 2 Turns From upright, perform a spin with 2 turns, perform a vertical downline, pull through a ¼ loop, exit upright.	3
A-16.14 Humpty Bump with Roll Options / Cross-Box Alternative From upright, pull through ¼ loop into vertical upline, perform roll, push through a ½ loop into vertical downline, perform ½ roll, pull through ¼ loop, exit upright. (Alternative: From upright, pull through ¼ loop into vertical upline, perform ¼ roll, push through a ½ loop cross-box into vertical downline, perform ¼ roll, pull through ¼ loop, exit upright.)	3
A-16.15 Roll Combination with Two Rolls in Opposite Directions From upright, perform two rolls in opposite directions, exit upright.	4
A-16.16 Half Cuban 8 with ½ Roll From upright pull through a ⅓ loop into a 45° downline, perform a ½ roll, pull through a ⅓ loop, exit upright.	2
A-16.17 Avalanche From upright, pull through a loop while performing a snap-roll on top, exit upright.	4