



# MAASA Sportsmans Schedule 2017

## Schedule Description

	K-Factor
<b>S-16.01 Procedure Turn</b> Cross the flight line at 90°, make a 270° horizontal turn into wind to end up downwind on the flight line.	<b>1</b>
<b>S-16.02 Straight Flight Out</b> Straight flight out. Used to get on line, trim. Judged.	<b>1</b>
<b>S-16.03 Half Reverse Cuban</b> Pull through ¼ loop to 45° upline, perform half roll in centre of upline, pull through ½ loop to horizontal, exit upright.	<b>2</b>
<b>S-16.04 45° Upline</b> Pull through ¼ loop to 45° upline, push through ½ loop to horizontal, exit upright.	<b>1</b>
<b>S-16.05 Split S from Top</b> Perform half roll, immediately pull through half loop, exit upright.	<b>2</b>
<b>S-16.06 One Horizontal Roll</b> Perform one horizontal roll in centre, exit upright.	<b>1</b>
<b>S-16.07 Immelman Turn</b> Pull through half loop to inverted, immediately perform a half roll, exit upright.	<b>2</b>
<b>S-16.08 Vertical Downline</b> On centre push through ¼ loop to vertical, maintain vertical to bottom of box, pull through ¼ loop to horizontal, exit upright.	<b>1</b>
<b>S-16.09 Half Cuban</b> Pull through ½ loop to 45° downline, perform half roll in centre of downline, pull through ¼ loop to horizontal, exit upright.	<b>1</b>
<b>S-16.10 Double Immelman without Rolls</b> Past centre pull through half loop to inverted, past centre pull through half loop to horizontal, exit upright.	<b>2</b>
<b>S-16.11 Free Turnaround</b> Turnaround at pilots discretion. Not Judged.	<b>0</b>
<b>S-16.12 Cobra with ½ Rolls Up and Down</b> Pull through ¼ loop to 45° upline, perform ½ roll, Pull through ¼ loop to 45° downline, perform ½ roll, pull through ¼ loop to horizontal, exit upright.	<b>2</b>
<b>S-16.13 Stall Turn without Rolls</b> From upright, pull to a vertical upline, at top of upline perform a stall turn, pull to horizontal, exit upright.	<b>2</b>
<b>S-16.14 Two Inside Loops</b> On centre pull to perform two inside loops.	<b>2</b>
<b>S-16.15 Half Reverse Cuban</b> Pull through ¼ loop to 45° upline, perform half roll in centre of upline, pull through ½ loop to horizontal, exit upright.	<b>2</b>
<b>S-16.16 Humpty Bump without Rolls</b> Pull to vertical upline, push through ½ loop to vertical downline, pull to horizontal, exit upright.	<b>3</b>
	<b>25</b>