



MAASA Advanced Schedule 2022/23

Schedule Description

01. Top Hat with one roll on top (K=3)

From upright, pull through a quarter loop into a vertical upline, push through a quarter loop, perform a full roll, push through a quarter loop into a vertical downline, pull through a quarter loop, exit upright.

02. Half Square Loop with half roll (K=2)

From upright, pull through a quarter loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

03. Push-Pull-Pull Humpty-Bump with half roll (K=3)

From upright, on centre, push through a quarter loop into vertical downline, perform a half roll, pull through a half loop into a vertical upline, pull through a quarter loop, exit inverted.

04. Half Square Loop on Corner (K=2)

From inverted, pull through a one eighth loop into a forty five degree downline, pull through a quarter loop into a forty five degree downline, pull through an eighth loop, exit upright.

05. Forty Five degree Upline with two half rolls in opposite direction (K=4)

From upright, pull through a one eighth loop into a forty five degree upline, perform two half rolls in opposite direction, push through a one eighth loop, exit upright.

06. Split S with half roll (K=2)

From upright, perform a half roll, immediately pull through a half loop, exit upright.

07. Roll Combination with four one quarter rolls (K=3)

From upright, perform consecutively four one quarter rolls, exit upright.

08. Immelman Turn with half roll (K=2)

From upright, pull through a half loop, immediately perform a half roll, exit upright.

09. Spin with two turns (K=3)

From upright, perform spins with two turns to a vertical downline, pull through a quarter loop, exit upright.

10. Pull-Push-Pull Humpty-Bump with half roll. (K=2)

From upright, pull through a quarter loop into a vertical upline, push through a half loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

11. Figure ET with half roll (K=3)

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, pull through a seven eighths loop into a vertical upline, pull through a quarter loop, exit inverted.

(Note: The vertical upline must be in the centre)

12. Half Square Loop with roll (K=2)

From inverted, pull through a quarter loop into a vertical downline, perform a roll, pull through a quarter loop, exit upright.

13. Stall Turn with three quarter rolls (K=3)

From upright, pull through a quarter loop into a vertical upline, perform a three quarter roll, perform a stall turn to a vertical downline, perform a three quarter roll, pull through a quarter loop, exit upright.

14. Trombone with half roll (K=4)

From upright, pull through a one eighth loop into a forty five degree upline, perform a half roll, push through a half loop into a forty five degree downline, pull through a one eighth loop, exit upright.

15. Triangle with two half rolls (K=3)

From upright, fly past centre, pull through a three eighths loop into a forty five degree upline, perform a half roll, push through a quarter loop into a forty five

degree downline, perform a half roll, pull through a three eighths loop, exit upright.

16. Shark Fin with half roll (K=2)

From upright, pull through a quarter loop into a vertical upline, pull through a three eighth loop into a forty five degree downline, perform a half roll, pull through a one eighth loop, exit upright.

17. Inside Loop with Snap Roll at top (K=3)

From upright, pull through a $\frac{1}{2}$ loop, perform a snap roll, pull through a $\frac{1}{2}$ loop, exit upright

Total K =46