

Manoeuvre Description

Take-off sequence (not judged, not scored)

Advanced Schedule

Date	
Flight No	
Judae	

K-Fac Score

Total

Pilot

2022/23

1 Top hat with full roll on top, exit upright 2 Half square loop with half roll, exit upright 2 3 Push-pull-pull Humpty-bump with half roll on downline, exit inverted 3 4 Half square loop on corner, exit upright 2 5 45 degree upline with two half rolls in opposte direction, exit upright 4 6 Split "S" (Half roll, half loop from top), exit 2 7 Four point roll, exit upright 3 8 Immelman Turn with half roll, exit upright 2 9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 2 11 Figure ET with half roll on 45 degree upline, exit inverted 3 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 4 15 Triangle with half roll on 45 degree upline, exit upright 5 16 Shark fin with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 3 16 Shark fin with half roll on 45 degree downline, exit upright 3 16 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score		raile on sequence (not judged, not seered)	_	_	_
3 Push-pull-pull Humpty-bump with half roll on downline, exit inverted 4 Half square loop on corner, exit upright 2 5 45 degree upline with two half rolls in opposte direction, exit upright 4 6 Split "S" (Half roll, half loop from top), exit upright 2 7 Four point roll, exit upright 3 8 Immelman Turn with half roll, exit upright 2 9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 2 11 Figure ET with half roll on 45 degree upline, exit inverted 3 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 4 15 Triangle with half roll on 45 degree upline, exit upright 4 15 Triangle with half roll on 45 degree upline, exit upright 9 16 Shark fin with half roll on 45 degree upline, exit upright 10 17 Inside loop with snap roll on top, exit upright 3 18 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	1	Top hat with full roll on top, exit upright	3		
downline, exit inverted 4 Half square loop on corner, exit upright 5 45 degree upline with two half rolls in opposte direction, exit upright 6 Split "S" (Half roll, half loop from top), exit upright 7 Four point roll, exit upright 8 Immelman Turn with half roll, exit upright 2 9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 11 Figure ET with half roll on 45 degree upline, exit inverted 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 14 Trombone with half roll on 45 degree upline, exit upright 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	2	Half square loop with half roll, exit upright	2		
5 45 degree upline with two half rolls in opposte direction, exit upright 6 Split "S" (Half roll, half loop from top), exit 2 7 Four point roll, exit upright 3 8 Immelman Turn with half roll, exit upright 2 9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 2 11 Figure ET with half roll on 45 degree upline, exit inverted 3 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 4 14 Trombone with half roll on 45 degree upline, exit upright 4 15 Triangle with half roll on 45 degree upline, exit upright 2 16 Shark fin with half roll on 45 degree downline, exit upright 2 17 Inside loop with snap roll on top, exit upright 3 18 Landing (not judged, not scored) Time 8 minutes	3		3		
direction, exit upright direction, exit upright Split "S" (Half roll, half loop from top), exit upright Four point roll, exit upright Immelman Turn with half roll, exit upright Immelman Turn with half roll, exit upright Pull-push-pull Humpty-bump with half roll on downline, exit upright Figure ET with half roll on 45 degree upline, exit inverted Half square loop with roll, exit upright Stall turn with 3/4 roll up and 3/4 roll down, exit upright Trombone with half roll on 45 degree upline, exit upright Triangle with half roll on 45 degree upline, exit upright Shark fin with half roll on 45 degree upline and half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Inside loop with snap roll on top, exit upright Time 8 minutes Total Divided by 460 Equals Percentage Score	4	Half square loop on corner, exit upright	2		
Four point roll, exit upright Four point roll, exit upright Immelman Turn with half roll, exit upright Immelman Turn with half roll, exit upright Pull-push-pull Humpty-bump with half roll on downline, exit upright Figure ET with half roll on 45 degree upline, exit inverted Half square loop with roll, exit upright Stall turn with 3/4 roll up and 3/4 roll down, exit upright Trombone with half roll on 45 degree upline, exit upright Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright Triangle with half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Inside loop with snap roll on top, exit upright Time 8 minutes Total Divided by 460 Equals Percentage Score	5		4		
8 Immelman Turn with half roll, exit upright 2 9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 2 11 Figure ET with half roll on 45 degree upline, exit inverted 3 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 3 14 Trombone with half roll on 45 degree upline, exit upright 4 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 3 16 Shark fin with half roll on 45 degree downline, exit upright 3 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	6		2		
9 Two turn spin, exit upright 3 10 Pull-push-pull Humpty-bump with half roll on downline, exit upright 2 11 Figure ET with half roll on 45 degree upline, exit inverted 3 12 Half square loop with roll, exit upright 2 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 3 14 Trombone with half roll on 45 degree upline, exit upright 4 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 3 16 Shark fin with half roll on 45 degree downline, exit upright 3 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	7	Four point roll, exit upright	3		
Pull-push-pull Humpty-bump with half roll on downline, exit upright Figure ET with half roll on 45 degree upline, exit inverted Half square loop with roll, exit upright Stall turn with 3/4 roll up and 3/4 roll down, exit upright Trombone with half roll on 45 degree upline, exit upright Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Inside loop with snap roll on top, exit upright Landing (not judged, not scored) Total Divided by 460 Equals Percentage Score	8	Immelman Turn with half roll, exit upright	2		
downline, exit upright Figure ET with half roll on 45 degree upline, exit inverted Half square loop with roll, exit upright Stall turn with 3/4 roll up and 3/4 roll down, exit upright Trombone with half roll on 45 degree upline, exit upright Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Shark fin with half roll on 45 degree downline, exit upright Inside loop with snap roll on top, exit upright Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	9	Two turn spin, exit upright	3		
11 exit inverted 12 Half square loop with roll, exit upright 13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 14 Trombone with half roll on 45 degree upline, exit upright 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 17 Inside loop with snap roll on top, exit upright 18 Landing (not judged, not scored) 19 Time 8 minutes 10 Total Divided by 460 Equals Percentage Score	10		2		
13 Stall turn with 3/4 roll up and 3/4 roll down, exit upright 14 Trombone with half roll on 45 degree upline, exit upright 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 17 Inside loop with snap roll on top, exit upright 18 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	11		3		
13 exit upright 14 Trombone with half roll on 45 degree upline, exit upright 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	12	Half square loop with roll, exit upright	2		
14 exit upright 15 Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	13	•	3		
15 half roll on 45 degree downline, exit upright 16 Shark fin with half roll on 45 degree downline, exit upright 2 17 Inside loop with snap roll on top, exit upright 3 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	14		4		
exit upright 17 Inside loop with snap roll on top, exit upright 18 Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	15		3		
Landing (not judged, not scored) Time 8 minutes Total Divided by 460 Equals Percentage Score	16		2		
Time 8 minutes Total Divided by 460 Equals Percentage Score	17	Inside loop with snap roll on top, exit upright	3		
Total Divided by 460 Equals Percentage Score		Landing (not judged, not scored)	-	-	-
Percentage Score		Time 8 minutes			
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Date	
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Pilot

2022/23

	Manoeuvre Description	K-Fac	Score	Total
	Take-off sequence (not judged, not scored)	-	1	-
1	Top hat with full roll on top, exit upright	3		
2	Half square loop with half roll, exit upright	2		
3	Push-pull-pull Humpty-bump with half roll on downline, exit inverted	3		
4	Half square loop on corner, exit upright	2		
5	45 degree upline with two half rolls in opposte direction, exit upright	4		
6	Split "S" (Half roll, half loop from top), exit upright	2		
7	Four point roll, exit upright	3		
8	Immelman Turn with half roll, exit upright	2		
9	Two turn spin, exit upright	3		
10	Pull-push-pull Humpty-bump with half roll on downline, exit upright	2		
11	Figure ET with half roll on 45 degree upline, exit inverted	3		
12	Half square loop with roll, exit upright	2		
13	Stall turn with 3/4 roll up and 3/4 roll down, exit upright	3		
14	Trombone with half roll on 45 degree upline, exit upright	4		
15	Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright	3		
16	Shark fin with half roll on 45 degree downline, exit upright	2		
17	Inside loop with snap roll on top, exit upright	3		
	Landing (not judged, not scored)	-	-	-
	Time 8 minutes			
	Total Divided by 460 E Percentage Score			



Advanced Schedule

Date	
Flight No	
Judge	

Pilot

2022/23

	Manoeuvre Description	K-Fac	Score	Total
	Take-off sequence (not judged, not scored)	-	-	-
1	Top hat with full roll on top, exit upright	3		
2	Half square loop with half roll, exit upright	2		
3	Push-pull-pull Humpty-bump with half roll on downline, exit inverted	3		
4	Half square loop on corner, exit upright	2		
5	45 degree upline with two half rolls in opposte direction, exit upright	4		
6	Split "S" (Half roll, half loop from top), exit upright	2		
7	Four point roll, exit upright	3		
8	Immelman Turn with half roll, exit upright	2		
9	Two turn spin, exit upright	3		
10	Pull-push-pull Humpty-bump with half roll on downline, exit upright	2		
11	Figure ET with half roll on 45 degree upline, exit inverted	3		
12	Half square loop with roll, exit upright	2		
13	Stall turn with 3/4 roll up and 3/4 roll down, exit upright	3		
14	Trombone with half roll on 45 degree upline, exit upright	4		
15	Triangle with half roll on 45 degree upline and half roll on 45 degree downline, exit upright	3		
16	Shark fin with half roll on 45 degree downline, exit upright	2		
17	Inside loop with snap roll on top, exit upright	3		
	Landing (not judged, not scored)	-	-	-
Time 8 minutes				

Total Divided by 460 Equals Percentage Score	