

## F-11 Judging Notes

- F-11.01 Top hat, 2/4-pt. rolls in up- and downlines, 1½ snap roll over top, inverted exit:** From upright, pull to a vertical upline and perform 2 points of a 4-pt. roll. Pull to horizontal inverted and perform 1½ snap rolls. Push to a vertical downline, perform 2 points of a 4-pt. roll, and push to exit inverted.
- Judging notes:
- The geometric shape of the top hat is square.
- F-11.02 Half outside loop, with ½ integrated roll, inverted exit:** From inverted, push to complete a half outside loop with a fully-integrated ½ roll, to exit inverted.
- F-11.03 Square loop on corner, snap rolls in legs 1 and 3, ½ rolls in legs 2 and 4, inverted exit:** From inverted, pull to a 45 degree inverted downline and perform a snap roll. Pull through 90 degrees to a 45 degree downline and perform a ½ roll. Push through 90 degrees to a 45 degree inverted upline and perform a snap roll. Push through 90 degrees to a 45 degree upline, perform a ½ roll, and pull through 45 degrees to exit inverted.
- F-11.04 Figure 6, with 1½ rolls down, inverted exit:** From inverted, pull to a vertical downline and perform 1½ rolls. Pull through a ¾ inside loop to exit inverted.
- F-11.05 Inverted rolling circle, with 4 rolls opposite, first roll to the inside, inverted exit:** From inverted, perform a rolling circle (away from, or towards the runway), with four rolls in opposite directions. The first roll is to the inside of the circle. Exit inverted, at the same point as entry.
- Judging notes:
- Roll rate must be constant and continuous.
  - Roll reversal must be immediate.
  - Circle must be of constant radius and wind corrected.
  - Manoeuvre must be downgraded if the circle is too large, and too far out. If the competitor chooses to perform the circle towards the runway, the manoeuvre must be downgraded if any portion of the circle is outside of the manoeuvring zone.
- F-11.06 Stall turn, 2/4-pt. roll up, 4-pt. roll down:** From inverted, push to a vertical upline and perform 2 points of a 4-pt. roll, followed by a stall turn. On the vertical downline, perform a 4-pt. roll, and pull to exit upright.
- F-11.07 Snap roll, with 4/8-pt. roll opposite, inverted exit:** From upright, perform a snap roll, followed by 4 points of an 8-pt. roll in the opposite direction, to exit inverted.
- Judging notes:
- The pause between the snap roll and the opposite part-roll must be very brief.
- F-11.08 Shark tooth, 2/4-pt. roll up, roll in 45 degree downline, inverted exit:** From inverted, push to a vertical upline, and perform 2 points of a 4-pt. roll. Pull through 135 degrees to a 45 degree inverted downline, perform a full roll, and push to exit inverted.
- F-11.09 Inverted rolling loop, integrated ½ rolls opposite in each 180 degree half, inverted exit:** From inverted, push to complete an outside rolling loop, with a fully-integrated ½ roll in the first 180 degrees of the loop, and a fully-integrated opposite ½ roll in the second 180 degrees of the loop, to exit inverted.
- Judging notes:
- Integrated rolls must be in opposite directions.
  - Roll reversal must be immediate.
- F-11.10 Outside half square loop, 4/8-pt. roll up, inverted exit:** From inverted, push to a vertical upline, perform 4 points of an 8-pt. roll, and pull to exit inverted.

- F-11.11 Reverse cuban 8, 2/4-pt. roll, 1½ snap rolls, and full roll in 45 degree downlines, inverted exit:** From inverted, pull to a 45 degree downline and perform 2 points of a 4-pt. roll. Pull through a ¾ inside loop to a 45 degree downline, and perform 1½ snap rolls. Pull through a ¾ inside loop to a 45 degree downline, perform a full roll, and push to exit inverted.
- F-11.12 Inverted half cuban 8, 1½ rolls down, inverted exit:** From inverted, push through ¾ of an outside loop to a 45 degree downline. Perform 1½ rolls and push to exit inverted.
- F-11.13 Snap roll, with 4-pt. roll opposite, inverted exit:** From inverted, perform a snap roll, followed by a 4-pt. roll in the opposite direction, to exit inverted.
- Judging notes:
- The pause between the snap roll and the opposite point-roll must be very brief.
- F-11.14 Push-pull-push humpty bump, 2/4-pt. roll down, inverted exit:** From inverted, push to a vertical upline, and pull through a ½ inside loop. On the vertical downline, perform 2 points of a 4-pt. roll, and push to exit inverted.
- F-11.15 Cobra roll, 1½ snap rolls up and down, inverted exit:** From inverted, push to a 45 degree inverted upline, and perform 1½ snap rolls. Push through 90 degrees to a 45 degree downline, perform 1½ snap rolls, and push to exit inverted.
- Judging notes:
- Snap rolls may be in either direction.
- F-11.16 Outside immelmann turn, 2/4-pt. roll, inverted exit:** From inverted, push through a ½ outside loop, followed immediately by 2 points of a 4-pt. roll, to exit inverted.
- F-11.17 Triangle loop, 2/4-pt. rolls in 45 degree down and uplines, snap roll on bottom, ½ roll exit:** From inverted, pull through 135 degrees to a 45 degree downline, and perform 2 points of a 4-pt. roll. Pull through 135 degrees to horizontal, and perform a snap roll. Pull through 135 degrees to a 45 degree inverted upline, and perform 2 points of a 4-point roll. Pull through 135 degrees, and perform a ½ roll to exit upright.