## Preliminary Manoeuvres - Schedule F3P-AP-19 (2018-2019)

AP-19.01 Square Loop with $1 / 4$ roll, $1 / 2$ roll, $1 / 4$ roll
From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $1 / 4$ roll. perform a $1 / 4 \mathrm{knife}$-edge loop into a knife-edge horizontal line, perform a $1 / 2$ roll, perform a $1 / 4$ knife-edge loop into a vertical downline, perform a $1 / 4$ roll, pull through a $1 / 4$ loop, exit upright.

## AP-19.02 Half Reverse Knife-Edge Cuban Eight

From upright, pull through a $1 / 8$ loop into a $45^{\circ}$ upline, perform a $1 / 4 \mathrm{roll}$, perform $\frac{5}{8}$ knife-edge loop perform a $1 / 4$ roll, exit upright.

## AP-19.03 Horizontal Eye Catcher with $3 / 4$ rolls integrated

From upright, perform two consecutive $3 / 4$ circles while integrating a $3 / 4$ roll into the first $3 / 4$ circle and a second $3 / 4$ roll in opposite direction into the second $3 / 4$ circle, exit upright.

## AP-19.04 Double Humpty Bumps with $3 / 4$ torque rolls

From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ torque roll, pull through a $1 / 2$ loop into a vertical downline, push through a $1 / 4$ loop into inverted flight, push through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ torque roll, push through a $1 / 2$ loop into a vertical downline, push through a $1 / 4$ loop, exit inverted.

AP-19.05 Knife-Edge Roll Combination with $1 / 4$ roll, four consecutive $1 / 8$ rolls, $1 / 4$ roll From inverted, perform a $1 / 4$ roll into sustained knife-edge flight, perform consecutively four $1 / 8$ rolls in opposite direction, into sustained knife-edge flight, perform a $1 / 4$ roll, exit inverted.

## AP-19.06 Half Square Loop with two consecutive opposite $1 / 2$ rolls

From inverted, push through a $1 / 4$ loop into a vertical upline, perform consecutively two $1 / 2$ rolls in opposite direction, push through a $1 / 4$ loop, exit upright.

## AP-19.07 Eye Catcher with $1 / 2$ rolls integrated

From upright, push through a $3 / 4$ loop while integrating a $1 / 2$ roll into the first 180 degrees of the $3 / 4$ loop, push through a second $3 / 4$ loop while integrating a $1 / 2$ roll into the last 180 degrees of the $3 / 4$ loop, exit upright.

## AP-19.08 Figure $M$ with $1 / 2$ rolls

From upright, pull through a $1 / 4$ loop into a vertical upline, perform a $1 / 2$ roll, perform a stall turn into a vertical downline, perform a $1 / 2$ knife edge loop into a vertical upline, perform a $1 / 2$ roll, perform a stall turn into a vertical downline, pull through a $1 / 4$ loop, exit upright.

AP-19.09 Horizontal Square with $3 / 4$ roll, two consecutive $1 / 4$ rolls, $1 / 2$ roll, two consecutive $1 / 4$ rolls, $1 / 4$ roll
From upright, perform a $3 / 4$ roll in the centre, perform a $1 / 4$ knife edge circle, perform consecutively two $1 / 4$ rolls, perform a $1 / 4$ knife edge circle, perform a $1 / 2$ roll, perform a $1 / 4$ knife edge circle, perform consecutively two $1 / 4$ rolls, perform a $1 / 4$ knife edge circle, perform a $1 / 4$ roll, exit inverted.

## AP-19.10 Corner Combination with $3 / 4$ roll

From inverted perform a $1 / 4$ circle with wing level into a cross box line, push through a $1 / 4$ loop into a vertical upline, perform a $3 / 4$ roll, push through a $1 / 4$ loop, exit upright.

AP-19.11 Triangle Loop with $1 / 4$ roll, $1 / 4$ roll
From upright, push through a ${ }^{3} / 8$ loop into a $45^{\circ}$ downline, perform a $1 / 4$ roll into knife edge, perform a $1 / 4$ knife edge loop into a $45^{\circ}$ upline, perform a $1 / 4$ roll push through a $3 / 8$ loop, exit upright.

