

## **ADVANCED SCHEDULE AA-17 (2016-2017)**

### **AA-17.01 Double Immelman with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, pull through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, into level flight, push through a  $\frac{1}{2}$  loop, perform a  $\frac{1}{2}$  roll, exit upright.

### **AA-17.02 Stall Turn**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform a stall turn into vertical downline, pull through  $\frac{1}{4}$  loop, exit upright.

### **AA-17.03 Horizontal Circle 8**

From upright perform a  $\frac{1}{4}$  horizontal circle, then perform immediately another (full) circle in the opposite direction, then finish the remaining  $\frac{3}{4}$  of the first circle, exit upright.

### **AA-17.04 Half Horizontal Square Circle**

From upright, perform a  $\frac{1}{4}$  horizontal circle with wings level, perform a  $\frac{1}{4}$  horizontal circle with wings level, exit upright.

### **AA-17.05 Roll Combination with consecutive $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, perform consecutively three  $\frac{1}{2}$  rolls in opposite directions, exit inverted.

### **AA-17.06 Knife-Edge Humpty-Bump with $\frac{1}{2}$ roll**

From inverted, push through a  $\frac{1}{4}$  loop into a vertical upline, perform a  $\frac{1}{2}$  roll, perform a  $\frac{1}{2}$  knife-edge loop into vertical downline, pull through a  $\frac{1}{4}$  loop, exit upright.

### **AA-17.07 Cobra Roll with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll**

From upright, pull through a  $\frac{1}{8}$  loop into a  $45^\circ$  upline, perform a  $\frac{1}{2}$  roll, pull through a  $\frac{1}{4}$  loop into a  $45^\circ$  downline, perform a  $\frac{1}{2}$  roll, exit upright.

### **AA-17.08 $\frac{1}{2}$ Horizontal Circle**

From upright, perform a  $\frac{1}{2}$  horizontal circle, exit upright.

### **AA-17.09 Vertical Upline with consecutive two $\frac{3}{4}$ rolls (Option: Vertical Upline with torque roll)**

From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, perform consecutively two  $\frac{3}{4}$  rolls in opposite directions, push through a  $\frac{1}{4}$  loop, exit upright.

Option: From upright, pull through a  $\frac{1}{4}$  loop into a vertical upline, reduce flying speed to zero, perform a torque roll, then accelerate into a vertical upline push through a  $\frac{1}{4}$  loop, exit upright.

### **AA-17.10 $\frac{1}{2}$ Square Loop**

From upright, push through a  $\frac{1}{4}$  loop into a vertical downline, push through a  $\frac{1}{4}$  loop, exit inverted.

### **AA-17.11 Loop with $\frac{1}{2}$ roll**

From inverted, perform a loop with a  $\frac{1}{2}$  roll integrated in the top  $90^\circ$ , exit upright.