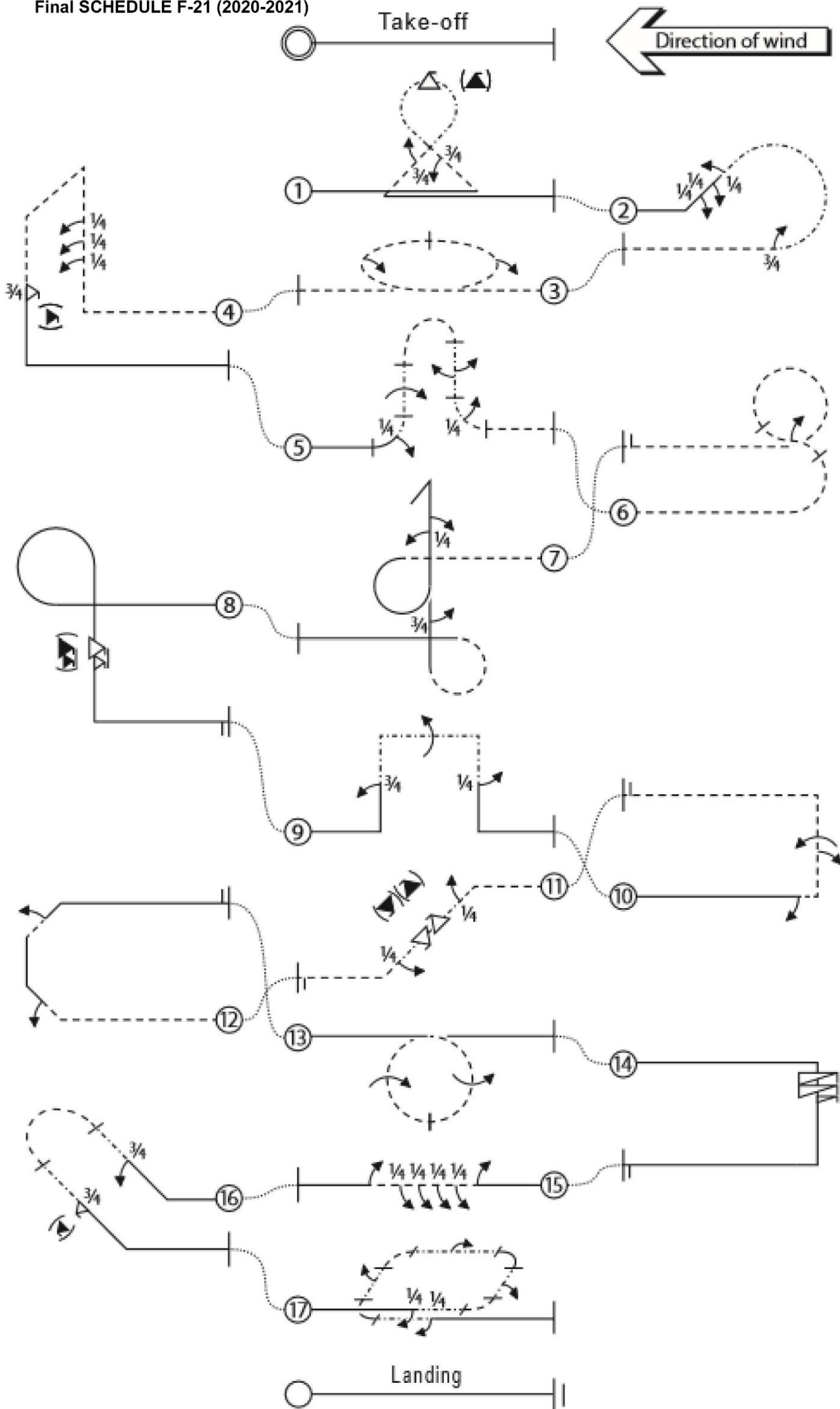


PRELIMINARY SCHEDULE F-21 (2020-2021)

#	Manoeuvres	K-factor*
F-21.01	Golf Ball with $\frac{3}{4}$ roll, snap roll, $\frac{3}{4}$ roll	4
F-21.02	Half Reverse Cuban 8 with consecutive three $\frac{1}{4}$ rolls, with the third in opposite direction, $\frac{3}{4}$ roll	3
F-21.03	Horizontal Circle with two $\frac{1}{2}$ rolls opposite in opposite directions integrated	4
F-21.04	Top Hat with consecutive three $\frac{1}{4}$ rolls, $\frac{3}{4}$ snap-roll	4
F-21.05	Pull-Push-Push Humpty-Bump, $\frac{1}{4}$ roll integrated, roll, consecutive two $\frac{1}{2}$ rolls in opp. Dir., $\frac{1}{4}$ roll integrated	5
F-21.06	Three Quarter Vertical 8 with $\frac{1}{2}$ roll integrated	4
F-21.07	Stall-Turn with consecutive $\frac{1}{4}$, $\frac{1}{2}$ rolls, $\frac{3}{4}$ roll	4
F-21.08	Figure 9 with 1 $\frac{1}{2}$ snap-roll	4
F-21.09	Top-hat with $\frac{3}{4}$ roll, roll, $\frac{1}{4}$ roll	6
F-21.10	Half Square Loop with $\frac{1}{2}$ roll, consecutive $\frac{1}{2}$ roll, roll	3
F-21.11	45° Downline with $\frac{1}{4}$ roll, consecutive two snap-rolls in opposite directions, $\frac{1}{4}$ roll	6
F-21.12	Half 8-sided Loop with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll	3
F-21.13	Loop with consecutive two rolls in opposite directions integrated	5
F-21.14	Spin with 2 $\frac{1}{2}$ turns	3
F-21.15	Roll Combination with consecutive $\frac{1}{2}$ roll, four $\frac{1}{4}$ rolls in opposite direction, $\frac{1}{2}$ roll in opposite direction.	3
F-21.16	Fighter turn, $\frac{3}{4}$ roll, $\frac{3}{4}$ snap-roll.	4
F-21.17	Horizontal Square Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll	5
	Total K=	70
*) K-factor = difficulty factor of the manoeuvre.		



PRELIMINARY SCHEDULE F-21 (2020-2021)

F-21.01 Golf Ball with $\frac{3}{4}$ roll, snap roll, $\frac{3}{4}$ roll

From upright pull through a $\frac{3}{8}$ loop to a 45° upline, perform a $\frac{3}{4}$ roll, perform a $\frac{3}{4}$ knife-edge loop into a 45° downline with a snap-roll on top, perform a $\frac{3}{4}$ roll, pull through a $\frac{3}{8}$ loop to exit upright.

F-21.02 Half Reverse Cuban 8 with consecutive three $\frac{1}{4}$ rolls, with the third in opposite direction, $\frac{3}{4}$ roll

From upright pull through a $\frac{1}{8}$ loop into a 45° upline, perform consecutively three $\frac{1}{4}$ rolls with the third in opposite direction, perform a $\frac{5}{8}$ knife-edge loop, perform a $\frac{3}{4}$ roll, exit inverted. Judging Note: There must be no line between the $\frac{5}{8}$ knife-edge loop and the $\frac{3}{4}$ roll.

F-21.03 Horizontal Circle with two $\frac{1}{2}$ rolls opposite in opposite directions integrated

From inverted perform a horizontal circle with two $\frac{1}{2}$ rolls in opposite directions (first $\frac{1}{2}$ roll to the inside) integrated, exit inverted.

F-21.04 Top Hat with consecutive three $\frac{1}{4}$ rolls, $\frac{3}{4}$ snap-roll

From inverted push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively three $\frac{1}{4}$ rolls, pull through a $\frac{1}{4}$ loop into a horizontal line, pull through a $\frac{1}{4}$ loop into a vertical downline, perform a $\frac{3}{4}$ snap-roll, pull through a $\frac{1}{4}$ loop, exit upright.

F-21.05 Pull-Push-Push Humpty-Bump, $\frac{1}{4}$ roll integrated, roll, consecutive two $\frac{1}{2}$ rolls in opposite directions, $\frac{1}{4}$ roll integrated

From upright pull through a $\frac{1}{4}$ loop with a $\frac{1}{4}$ roll integrated into a vertical upline, perform a roll, push through a $\frac{1}{2}$ loop into a vertical downline, perform consecutively two $\frac{1}{2}$ rolls in opposite directions, push through a $\frac{1}{4}$ loop with a $\frac{1}{4}$ roll integrated, exit inverted.

F-21.06 Three Quarter Vertical 8 with $\frac{1}{2}$ roll integrated

From inverted push through a half loop and a loop with a $\frac{1}{2}$ roll integrated in the last 45° of the half loop and the first 45° of the loop, exit inverted.

F-21.07 Stall-Turn with consecutive $\frac{1}{4}$, $\frac{1}{2}$ rolls, $\frac{3}{4}$ roll

From inverted pull through a $\frac{3}{4}$ loop into a vertical upline, perform a $\frac{1}{4}$ roll and a $\frac{1}{2}$ roll in opposite direction, perform a stall turn into a vertical downline, perform a $\frac{3}{4}$ roll, push through a $\frac{3}{4}$ loop, exit upright.

F-21.08 Figure 9 with 1 $\frac{1}{2}$ snap-roll

Pull through a $\frac{3}{4}$ loop into a vertical downline, perform 1 $\frac{1}{2}$ snap-roll, pull through a $\frac{1}{4}$ loop, exit upright.

F-21.09 Top-hat with $\frac{3}{4}$ roll, roll, $\frac{1}{4}$ roll

From upright pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{4}$ knife-edge loop into a horizontal line, perform a roll, perform a $\frac{1}{4}$ knife-edge loop into a vertical downline, perform a $\frac{1}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

F-21.10 Half Square Loop with $\frac{1}{2}$ roll, consecutive $\frac{1}{2}$ roll, roll

From upright perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ loop into a vertical upline, perform consecutively a $\frac{1}{2}$ roll, a roll in opposite directions, pull through a $\frac{1}{4}$ loop, exit inverted. Judging Note: There must be no line between the first $\frac{1}{2}$ roll and the $\frac{1}{4}$ loop.

F-21.11 45° Downline with $\frac{1}{4}$ roll, consecutive two snap-rolls in opposite directions, $\frac{1}{4}$ roll

From inverted pull through a $\frac{1}{8}$ loop into a 45° downline, perform a $\frac{1}{4}$ roll, perform consecutively two snap-rolls in opposite directions, perform a $\frac{1}{4}$ roll, push through a $\frac{1}{8}$ loop, exit inverted.

F-21.12 Half 8-sided Loop with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From inverted, push through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop into a vertical upline, pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{8}$ loop, exit upright.

F-21.13 Loop with consecutive two rolls in opposite directions integrated

From upright push through a loop with consecutively two rolls in opposite directions integrated, exit upright.

F-21.14 Spin with 2 $\frac{1}{2}$ turns

From upright perform a spin with 2 $\frac{1}{2}$ turns, pull through a $\frac{1}{4}$ loop, exit upright.

F-21.15 Roll Combination with consecutive $\frac{1}{2}$ roll, four $\frac{1}{4}$ rolls in opposite direction, $\frac{1}{2}$ roll in opposite direction.

From upright perform consecutively a $\frac{1}{2}$ roll, four $\frac{1}{4}$ rolls in opposite direction, a $\frac{1}{2}$ roll in opposite direction, exit upright.

F-21.16 Fighter turn, $\frac{3}{4}$ roll, $\frac{3}{4}$ snap-roll

From upright pull through a $\frac{1}{8}$ loop into a 45° upline, perform a $\frac{3}{4}$ roll, push through a $\frac{1}{2}$ circle into 45° downline, perform a $\frac{3}{4}$ snap-roll, pull through a $\frac{1}{8}$ loop, exit upright.

F-21.17 Horizontal Square Circle with $\frac{1}{4}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{2}$ roll, $\frac{1}{4}$ roll

From upright perform a $\frac{1}{4}$ roll in the centre, push through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, push through a $\frac{1}{4}$ circle, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{4}$ circle, perform a $\frac{1}{4}$ roll in the centre, exit upright.