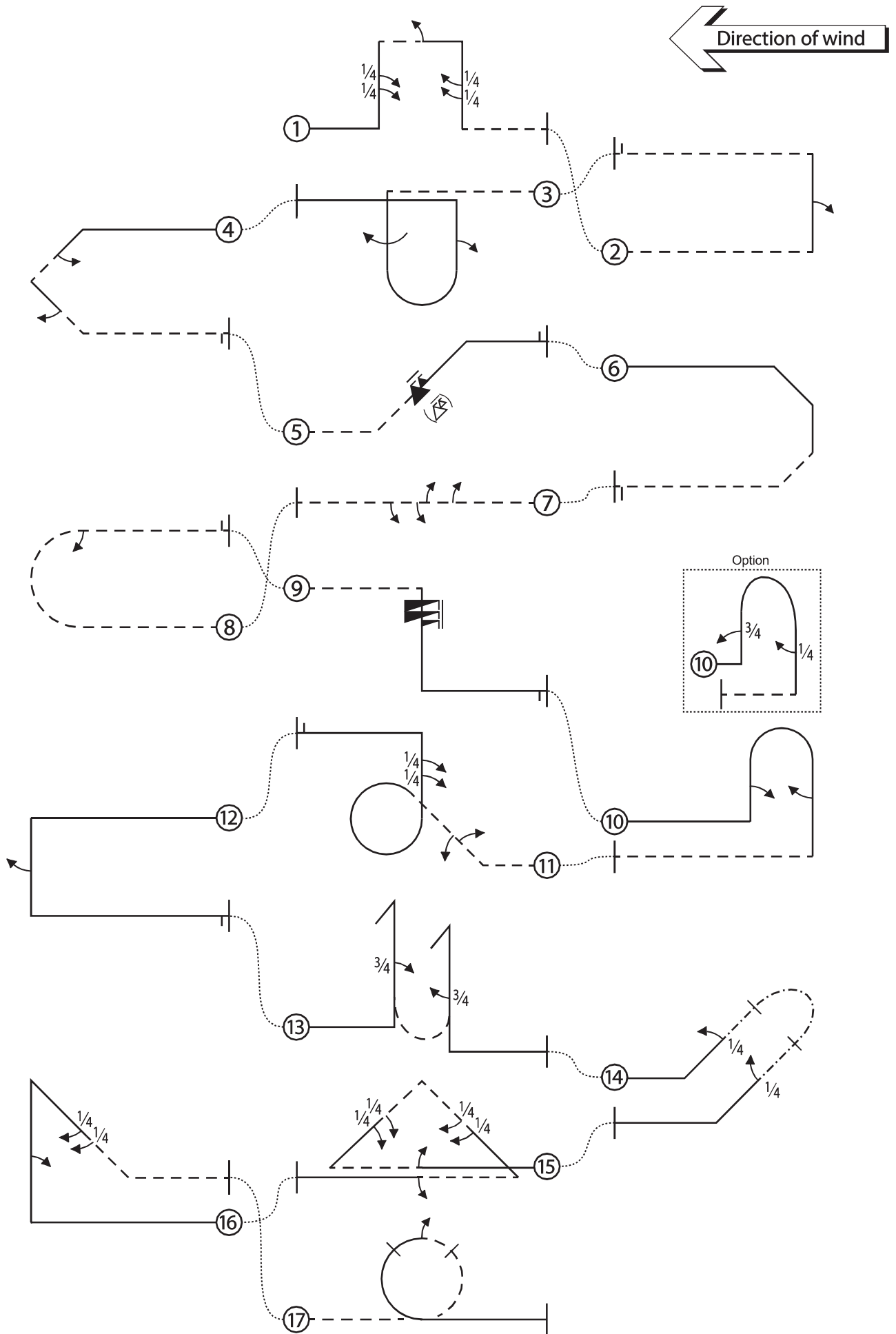


PRELIMINARY SCHEDULE P-23 (2022-2023)



PRELIMINARY SCHEDULE P-23 (2022-2023)

	K-Factor
P-23.01 Top Hat with two quarter rolls up, half roll, two quarter rolls down	K 4
P-23.02 Half Square Loop with half roll	K 2
P-23.03 Pull-Pull-Push Humpty-Bump with roll, half roll	K 4
P-23.04 Half Square Loop on Corner with half roll, half roll	K 3
P-23.05 Forty Five Degree Upline, with one and a half snap roll	K 5
P-23.06 Half Eight Sided Loop	K 3
P-23.07 Roll Combination with two consecutive half rolls, two consecutive half rolls in opposite direction	K 4
P-23.08 Pushed Immelman Turn with half roll	K 2
P-23.09 Inverted Spin two and a half turns	K 4
P-23.10 Pull-Pull-Push Humpty-Bump, with half rolls. (Option: three quarter roll, quarter roll)	K 3
P-23.11 Reverse Figure ET with two consecutive half rolls in opposite direction, two consecutive quarter rolls	K 4
P-23.12 Half Square Loop with half roll	K 2
P-23.13 Crossbox Figure M, with three quarter rolls	K 5
P-23.14 Fighter Turn with quarter rolls	K 4
P-23.15 Triangle with half roll, two consecutive quarter rolls, two consecutive quarter rolls, half roll	K 3
P-23.16 Shark Fin with half roll, two consecutive quarter rolls	K 3
P-23.17 Loop with half roll integrated	K 5

Total K = 60

PRELIMINARY SCHEDULE P-23 (2022-2023)

P-23.01 Top Hat with two quarter rolls up, half roll, two quarter rolls down

From upright pull through a quarter loop into a vertical upline, perform consecutively two quarter rolls, pull through quarter loop, perform a half roll, push through a quarter loop into a vertical downline, perform consecutively two quarter rolls, push through a quarter loop, exit inverted.

P-23.02 Half Square Loop with half roll

From inverted, push through a quarter loop into a vertical upline, perform a half roll, pull through a quarter loop, exit inverted.

P-23.03 Pull-Pull-Push Humpty-Bump with roll, half roll

From inverted, fly past center pull through a quarter loop into a vertical downline, perform a roll, pull through a half loop into a vertical upline, perform a half roll, push through a quarter loop, exit upright.

P23.04 Half Square Loop on Corner with half roll, half roll

From upright, push through a one eighth loop into a forty five degree downline, perform a half roll, pull through a quarter loop into a forty five degree downline, perform a half roll, push through a one eighth loop, exit inverted.

P-23.05 Forty Five Degree Upline, with one and a half snap roll

From inverted, push through a one eighth loop into a forty five degree upline, perform one and a half snap roll, push through a one eighth loop, exit upright.

P-23.06 Half Eight Sided Loop

From upright push through a one eighth loop into a forty five degree downline, push through a one eighth loop into a vertical downline, push through a one eighth loop into a forty five degree downline, push through a one eighth loop, exit inverted.

P-23.07 Roll Combination with two consecutive half rolls, two consecutive half rolls in opposite direction

From inverted perform consecutively two half rolls, two half rolls in opposite direction, exit inverted.

P-23.08 Pushed Immelman Turn with half roll

From inverted push through a half loop, perform a half roll, exit inverted.

P-23.09 Inverted Spin two and a half turns

From inverted, perform an inverted spin with two and a half turns, perform a vertical downline, pull through a quarter loop, exit upright.

P-23.10 Pull-Pull-Push Humpty-Bump, with half rolls. (Option: three quarter roll, quarter roll)

From upright, pull through a quarter loop into a vertical upline, perform a half roll, pull through a half loop into a vertical downline, perform a half roll, push through a quarter loop, exit inverted.

Option: From upright pull through a quarter loop into a vertical upline, perform a three quarter roll, pull through a half loop into a vertical downline, perform a quarter roll, push through a quarter loop, exit inverted.

P-23.11 Reverse Figure ET with two consecutive half rolls in opposite direction, two consecutive quarter rolls

From inverted push through a one eighth loop into a forty five degree upline, perform consecutively two half rolls in opposite direction, pull through a seven eighths loop to a vertical upline, perform consecutively two quarter rolls, push through a quarter loop, exit upright.

Note: The vertical line must be in the center

P-23.12 Half Square Loop with half roll

From upright push through a quarter loop into a vertical downline, perform a half roll, pull through a quarter loop, exit upright.

P-23.13 Crossbox Figure M, with three quarter rolls

From upright pull through a quarter loop into a vertical upline, perform a three quarter roll, perform a stall turn into a vertical downline, push through a half loop into a vertical upline, perform a stall turn to a vertical downline, perform a three quarter roll, pull through a quarter loop, exit upright.

P-23.14 Fighter Turn with quarter rolls

From upright pull through a one eighth loop into a forty five degree upline, perform a quarter roll, push through a half knife-edge circle into a forty five degree downline, perform a quarter roll, pull through a one eighth loop, exit upright.

P-23.15 Triangle with half roll, two consecutive quarter rolls, two consecutive quarter rolls, half roll

From upright perform a half roll in the centre, push through a three eighths loop into a forty five degree upline, perform consecutively two quarter rolls, pull through quarter loop into a forty five degree downline, perform consecutively two quarter rolls, push through a three eighths loop, perform a half roll in the centre, exit upright.

P-23.16 Shark Fin with half roll, two consecutive quarter rolls

From upright pull through a quarter loop into a vertical upline, perform a half roll, push through a three eighths loop into a forty five degree downline, perform consecutively two quarter rolls, push through a one eighth loop, exit inverted.

P-23.17 Loop with half roll integrated

From inverted push through a loop while integrating a half roll over the top ninety degrees, exit upright.