

Preliminary Schedule P-17 (2016-2017) K-Factor

- P-17.01 Eye-Catcher with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll K 3
- P-17.02 Half Square Loop with $\frac{1}{2}$ roll K 2
- P-17.03 Knife-Edge Combination with $\frac{1}{4}$ roll, roll, $\frac{1}{4}$ roll K 4
- P-17.04 Stall Turn with two consecutive $\frac{1}{4}$ rolls K 3
- P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife-edge loop, $\frac{3}{4}$ roll K 5
- P-17.06 Comet with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll K 3
- P-17.07 Six-sided Loop with two consecutive $\frac{1}{4}$ rolls, roll, two consecutive $\frac{1}{4}$ rolls K 4
- P-17.08 Split S Reverse Immelmann Combination with two $\frac{1}{2}$ rolls, two $\frac{1}{2}$ rolls K 3
- P-17.09 Figure S with $\frac{1}{2}$ roll integrated K 5
- P-17.10 Spin with three turns, $\frac{1}{2}$ roll K 4
- P-17.11 45° Upline with consecutively $\frac{1}{2}$ roll, roll, $\frac{1}{2}$ roll K 4
- P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: $\frac{1}{4}$ roll, $\frac{3}{4}$ roll) K 3
- P-17.13 Triangle Loop with two consecutive $\frac{1}{4}$ rolls, two consecutive $\frac{1}{4}$ rolls, four consecutive $\frac{1}{4}$ rolls K 4
- P-17.14 Half Square Loop on Corner with $\frac{1}{2}$ roll K 2
- P-17.15 Roll Combination with consecutive $\frac{1}{2}$ roll, snap roll, $\frac{1}{2}$ roll K 4
- P-17.16 Half Cuban 8 with consecutive two $\frac{1}{4}$ rolls K 2
- P-17.17 Loop with roll integrated K 5

PRELIMINARY SCHEDULE P-17 (2016-2017)

P-17.01 Eye-Catcher with $\frac{1}{2}$ roll, $\frac{1}{2}$ roll

From upright, perform a $\frac{1}{2}$ roll in the center, push through a $\frac{3}{4}$ loop, pull through another $\frac{3}{4}$ loop, into a horizontal line, perform $\frac{1}{2}$ roll in the center, exit upright.

P-17.02 Half Square Loop with $\frac{1}{2}$ roll

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

P-17.03 Knife-Edge Combination with $\frac{1}{4}$ roll, roll, $\frac{1}{4}$ roll

From upright, perform a $\frac{1}{4}$ roll, perform a sustained knife-edge flight, a roll in opposite direction, another sustained knife-edge flight, a $\frac{1}{4}$ roll in opposite direction, exit inverted.

P-17.04 Stall Turn with two consecutive $\frac{1}{4}$ rolls

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

P-17.05 Humpty-Bump with $\frac{3}{4}$ roll, $\frac{1}{2}$ knife-edge loop, $\frac{3}{4}$ roll

From upright, pull through a $\frac{1}{4}$ loop into a vertical upline, perform a $\frac{3}{4}$ roll, perform a $\frac{1}{2}$ loop in knife-edge flight into a vertical downline, perform a $\frac{3}{4}$ roll, pull through a $\frac{1}{4}$ loop, exit upright.

P-17.06 Comet with two consecutive $\frac{1}{4}$ rolls, $\frac{1}{2}$ roll

From upright, perform a $\frac{1}{8}$ loop into a 45° upline, perform two consecutive $\frac{1}{4}$ rolls, pull through a $\frac{3}{4}$ loop into another 45° upline, perform a $\frac{1}{2}$ roll, pull through a $\frac{1}{8}$ loop, exit inverted.

P-17.07 Six-sided Loop with two consecutive $\frac{1}{4}$ rolls, roll, two consecutive $\frac{1}{4}$ rolls

From inverted, pull through a $\frac{1}{6}$ loop into a 60° downline, perform two consecutive $\frac{1}{4}$ rolls, push through a $\frac{1}{6}$ loop into another 60° downline, push through a $\frac{1}{6}$ loop into a horizontal line, perform a roll, push Class F3A, Annex 5A

through a $1/6$ loop into a 60° upline, push through a $1/6$ loop into another 60° upline, perform two consecutive $1/4$ rolls, pull through a $1/6$ loop, exit inverted.

P-17.08 Split S Reverse Immelmann Combination with two $1/2$ rolls, two $1/2$ rolls

From inverted, perform two consecutive $1/2$ rolls in opposite direction, immediately pull through a $1/2$ loop, immediately perform two consecutive $1/2$ rolls, exit upright.

P-17.09 Figure S with $1/2$ roll integrated

From upright pull through a $1/2$ loop and push through another $1/2$ loop, while performing a $1/2$ roll integrated in the second $1/2$ loop, exit inverted.

P-17.10 Spin with three turns, $1/2$ roll

From inverted, perform an inverted spin with 3 turns, perform a vertical downline, perform a $1/2$ roll, push through a $1/4$ loop, exit inverted.

P-17.11 45° Upline with consecutively $1/2$ roll, roll, $1/2$ roll.

From inverted, push through a $1/8$ loop into a 45° upline, perform consecutively a $1/2$ roll, a roll, a $1/2$ roll in opposite directions, pull through a $1/8$ loop, exit inverted.

P-17.12 Reverse Pull-Pull-Push-Humpty-Bump with roll (Option: with $1/4$ roll, $3/4$ roll)

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

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

P-17.13 Triangle Loop with two consecutive $1/4$ rolls, two consecutive $1/4$ rolls, four consecutive $1/4$ rolls

From upright, push through a $3/8$ loop into a 45° downline, perform two consecutive $1/4$ rolls in opposite direction, push through a $1/4$ loop into a 45° upline, perform two consecutive $1/4$ rolls in opposite direction, push through a $3/8$ loop into a horizontal line, perform four consecutive $1/4$ rolls, exit upright.

P-17.14 Half Square Loop on Corner with $1/2$ roll

From upright, push through a $1/8$ loop into a 45° downline, push through a $1/4$ loop into another 45° downline, perform a $1/2$ roll, pull through a $1/8$ loop, exit upright.

P-17.15 Roll Combination with consecutive $1/2$ roll, snap roll, $1/2$ roll

From upright, perform consecutively a $1/2$ roll, a snap-roll, a $1/2$ roll, exit upright.

P-17.16 Half Cuban 8 with consecutive two $1/4$ rolls

From upright pull through a $5/8$ loop into a 45° downline, perform two consecutive $1/4$ rolls, pull through a $1/8$ loop, exit upright.

P-17.17 Loop with roll integrated

From upright, pull through a loop while performing a roll integrated in the top 180° of the loop, exit upright.

