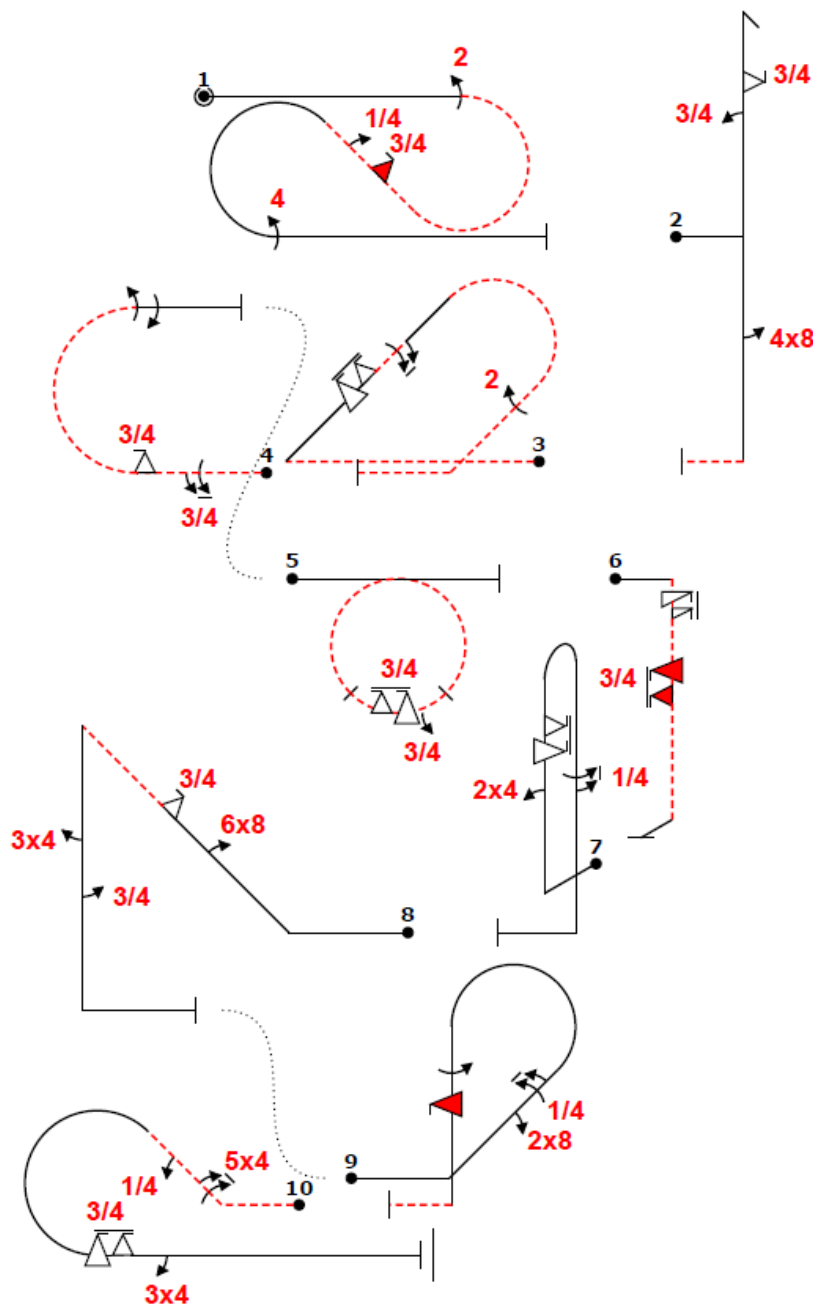
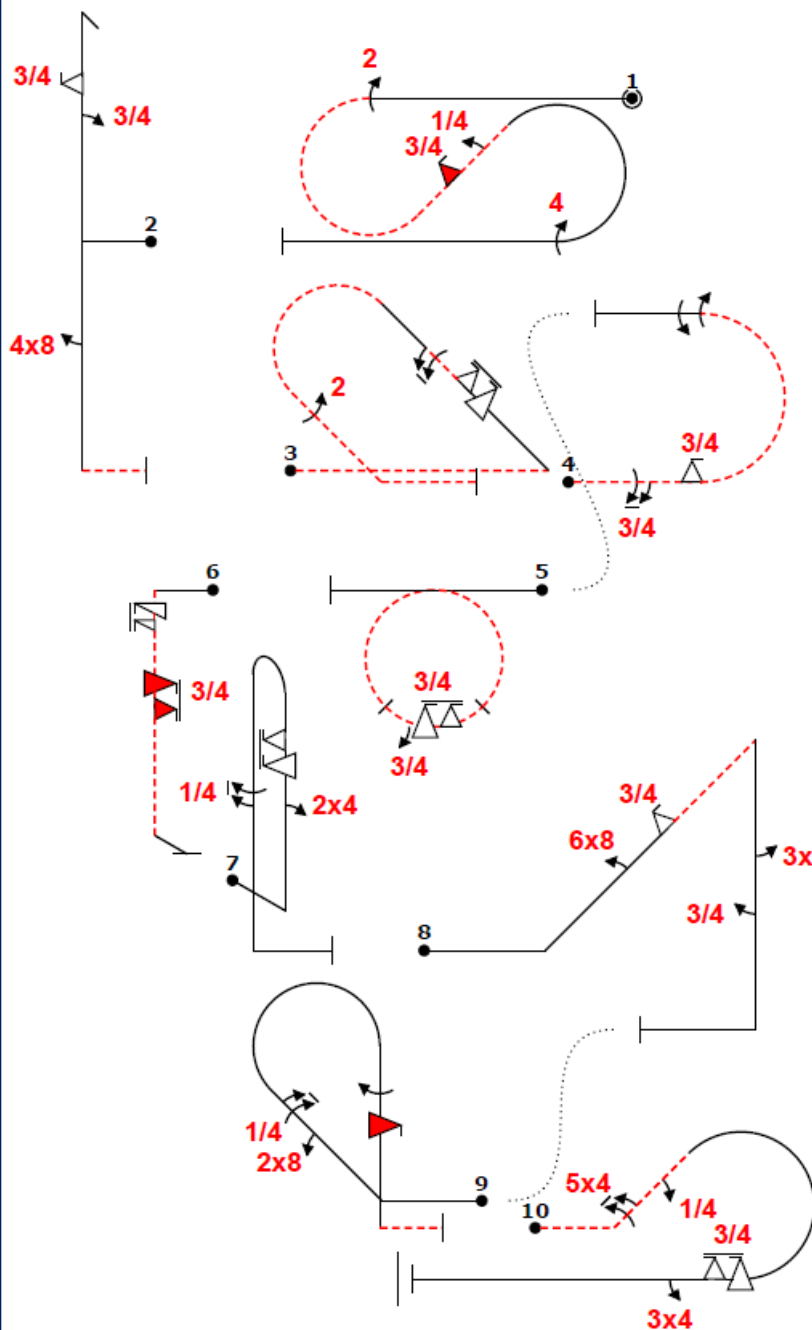




2026 UNLIMITED SEQUENCE ALT

Start High upright.

- Fig. 1 Laydown S.** 2-point roll on entry, push 5/8 outside loop to 45 upline, $\frac{3}{4}$ negative snap roll, same direction $\frac{1}{4}$ roll, pull 5/8 inside loop, 4-point roll on exit, exit upright.
- Fig. 2 Hammerhead.** Pull to vertical upline, $\frac{3}{4}$ roll, opposite $\frac{3}{4}$ positive snap roll, stall turn, 4 of 8-point roll, push to exit inverted.
- Fig. 3 Reverse laydown Humpty.** Push 135 to 45 upline, 1 $\frac{1}{2}$ positive snap rolls, opposite 1 $\frac{1}{2}$ rolls, push $\frac{1}{2}$ outside loop to 45 down line, 2-point roll, push to exit inverted.
- Fig. 4 Immelmann.** 1 $\frac{1}{4}$ rolls, opposite $\frac{3}{4}$ positive snap roll-on entry, push $\frac{1}{2}$ outside loop, 1 full roll opposite, 1 full roll-on exit, exit upright.
- Fig. 5 Down Loop.** Push outside loop, $\frac{3}{4}$ roll opposite, 1 $\frac{1}{4}$ positive snap rolls integrated at bottom of loop, push to exit upright.
- Fig. 6 Spin.** 1 $\frac{1}{2}$ positive spin entry, opposite 1 $\frac{3}{4}$ negative snap rolls, pull to exit cross box upright.
- Fig. 7 Humpty.** Pull to vertical upline, 2 of 4-point roll, opposite 1 $\frac{1}{2}$ positive snap rolls, pull $\frac{1}{2}$ inside loop to vertical down, 1 $\frac{1}{4}$ rolls, pull to exit upright.
- Fig. 8 Sharks Tooth.** Pull to 45 upline, 6 of 8-point roll, same direction $\frac{3}{4}$ positive snap roll, pull 135 to vertical down, 3 of 4-point roll, opposite $\frac{3}{4}$ roll, pull to exit upright.
- Fig. 9 Tear Drop.** Pull to 45 upline, 2 of 8-point roll, opposite 1 $\frac{1}{4}$ rolls, pull 5/8 inside loop to vertical down, 1 full roll, opposite 1 negative snap roll, push to exit inverted.
- Fig. 10 Half Reverse Cubin.** Push to 45 upline, 5 of 4-point roll opposite $\frac{1}{4}$ roll, pull 5/5 inside loop, 1 $\frac{3}{4}$ positive snap rolls opposite 3 of 4-point roll, exit upright.



2026 UNLIMITED SEQUENCE ALT

Start High upright.

- Fig. 1 Laydown S .** 2-point roll on entry, push 5/8 outside loop to 45 upline, $\frac{3}{4}$ negative snap roll, same direction $\frac{1}{4}$ roll, pull 5/8 inside loop, 4-point roll on exit, exit upright.
- Fig. 2 Hammerhead.** Pull to vertical upline, $\frac{3}{4}$ roll, opposite $\frac{3}{4}$ positive snap roll, stall turn, 4 of 8-point roll, push to exit inverted.
- Fig. 3 Reverse laydown Humpty.** Push 135 to 45 upline, 1 $\frac{1}{2}$ positive snap rolls, opposite 1 $\frac{1}{2}$ rolls, push $\frac{1}{2}$ outside loop to 45 down line, 2-point roll, push to exit inverted.
- Fig. 4 Immelmann.** 1 $\frac{1}{4}$ rolls, opposite $\frac{3}{4}$ positive snap roll-on entry, push $\frac{1}{2}$ outside loop, 1 full roll opposite, 1 full roll-on exit, exit upright.
- Fig. 5 Down Loop.** Push outside loop, $\frac{3}{4}$ roll opposite, 1 $\frac{1}{4}$ positive snap rolls integrated at bottom of loop, push to exit upright.
- Fig. 6 Spin.** 1 $\frac{1}{2}$ positive spin entry, opposite 1 $\frac{3}{4}$ negative snap rolls, pull to exit cross box upright.
- Fig. 7 Humpty.** Pull to vertical upline, 2 of 4-point roll, opposite 1 $\frac{1}{2}$ positive snap rolls, pull $\frac{1}{2}$ inside loop to vertical down, 1 $\frac{1}{4}$ rolls, pull to exit upright.
- Fig. 8 Sharks Tooth.** Pull to 45 upline, 6 of 8-point roll, same direction $\frac{3}{4}$ positive snap roll, pull 135 to vertical down, 3 of 4-point roll, opposite $\frac{3}{4}$ roll, pull to exit upright.
- Fig. 9 Tear Drop.** Pull to 45 upline, 2 of 8-point roll, opposite 1 $\frac{1}{4}$ rolls, pull 5/8 inside loop to vertical down, 1 full roll, opposite 1 negative snap roll, push to exit inverted.
- Fig. 10 Half Reverse Cubin.** Push to 45 upline, 5 of 4-point roll opposite $\frac{1}{4}$ roll, pull 5/5 inside loop, 1 $\frac{3}{4}$ positive snap rolls opposite 3 of 4-point roll, exit upright.