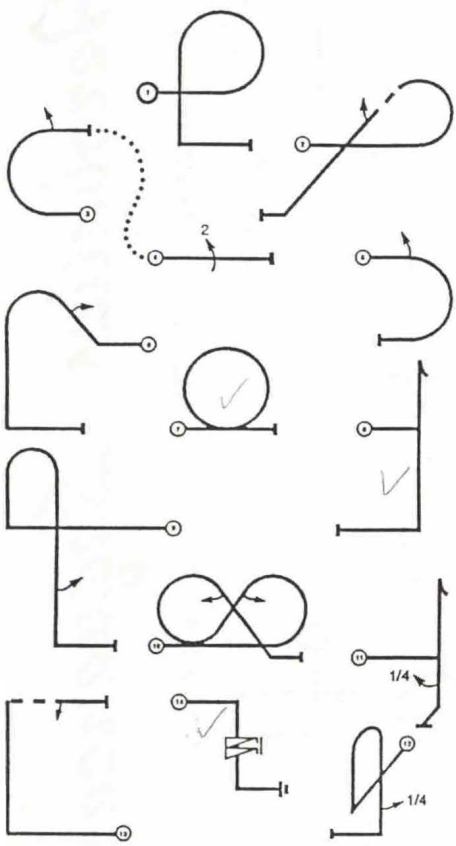




'94 SPORTSMAN



	K	6	5	4	3	2	1
1. 3/4 LOOP [90° Backside]	3						
2. HALF CUBAN EIGHT	2						
3. IMMELMANN	2						
4. 2-POINT ROLL [3-SECONDS +]	3						
5. SPLIT ESS	2						
6. HALF REVERSE CUBAN EIGHT	2						
7. INSIDE LOOP	2						
8. HAMMERHEAD	2						
9. HUMPTY BUMP, PULL, 1/2 ROLL DN	3						
10. CUBAN EIGHT	4						
11. HAMMERHEAD, 1/4 ROLL DN	3						
12. HUMPTY BUMP, 1/4 ROLL DN	3						
13. HALF SQUARE LOOP, 1/2 ROLL	2						
14. 2-TURN SPIN	3						
	K36						
TOTAL:							
SECOND JUDGE:							
SEQUENCE TOTAL:							
[BASIC 1 - 10 ONLY]							



AEROBATICS

☐ BASIC Nos. 1 - 10

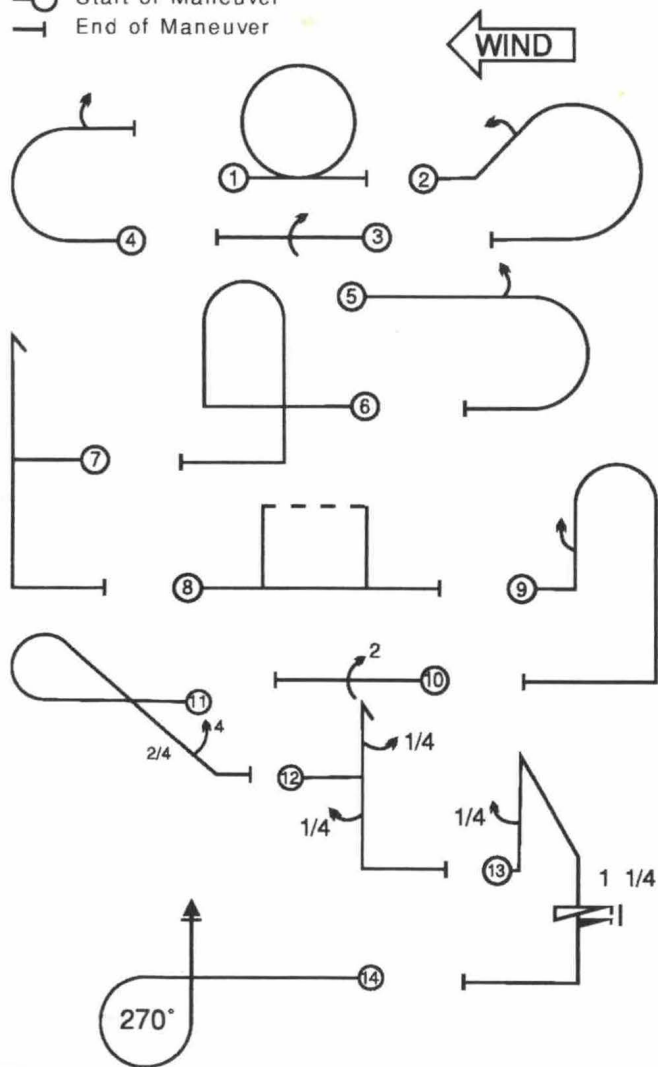
☐ SPORTSMAN CLASS Nos. 1 - 14

NAME: _____

DATE: _____

AIRCRAFT NAME/TYPE: _____

○ Start of Maneuver
— End of Maneuver



No.	MANEUVER	HEATS	FINALS
1	Inside Loop		
2	Half Reverse Cuban 8		
3	Slow Roll (3 Seconds +)		
4	Immelmann		
5	Split Ess		
6	Humpty Bump (PULL)		
7	Hammerhead		
8	Square Loop		
9	Humpty Bump - 1/2 Roll Up		
10	2 Point Roll		
	*** SPORTSMAN - ADDITIONAL ***		
11	Half Cuban Eight 2 of 4 Dn		
12	Hammerhead 1/4 Roll Up & Dn		
13	1/4 Roll Up - 1 1/4 Turn Spin		
14	270° Turn To Outbound		
	Sub - Total		
	Free Style Routine	N/A	
	TOTAL		

JUDGE: _____

Scale Aerobatics Sequences

'94 SPORTSMAN

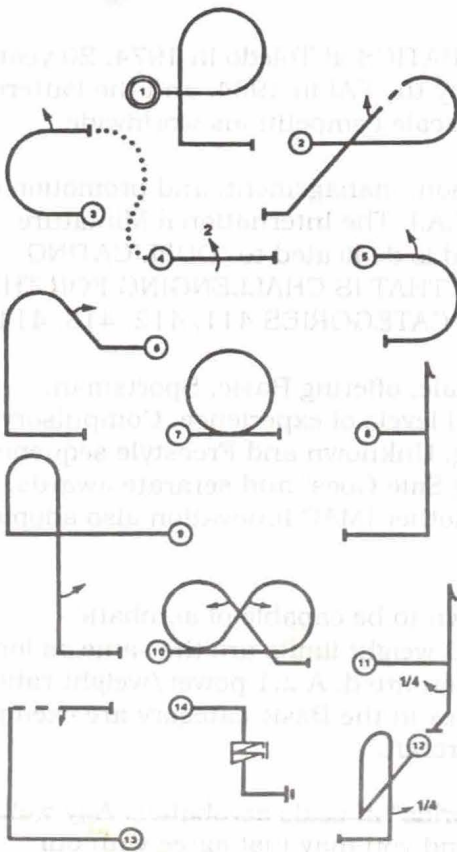
Wind

'94 ADVANCED

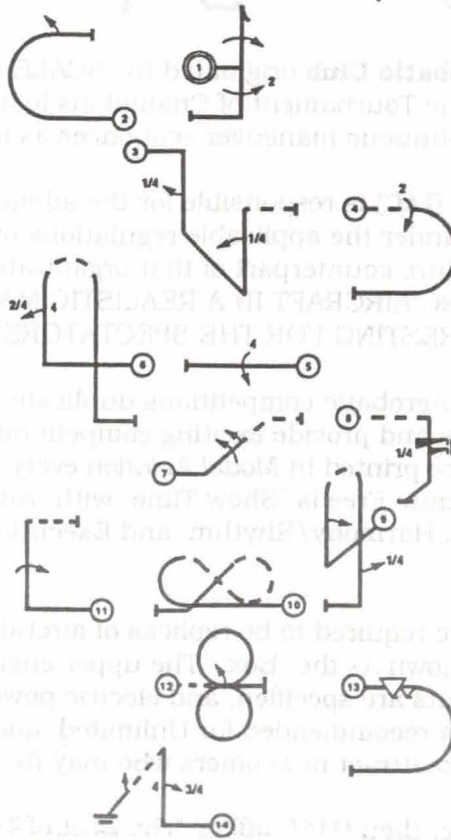
Wind

'94 UNLIMITED

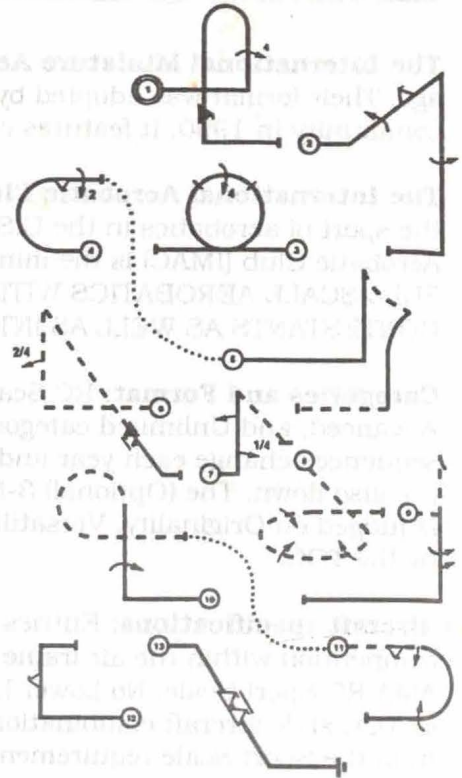
Wind



- 1) $\frac{3}{4}$ Loop (90° Backside)
- 2) $\frac{1}{2}$ Cuban Eight
- 3) Immelmann
- 4) 2-Point Roll (3-Seconds +)
- 5) Split Ess
- 6) $\frac{1}{2}$ Reverse Cuban Eight
- 7) Inside Loop
- 8) Hammerhead
- 9) Humpty Bump, $\frac{1}{2}$ Roll Dn
- 10) Cuban Eight
- 11) Hammerhead, $\frac{1}{4}$ Roll Dn
- 12) Humpty Bump, $\frac{1}{4}$ Roll Dn
- 13) $\frac{1}{2}$ Square Loop, $\frac{1}{2}$ Roll
- 14) 2-Turn Spin

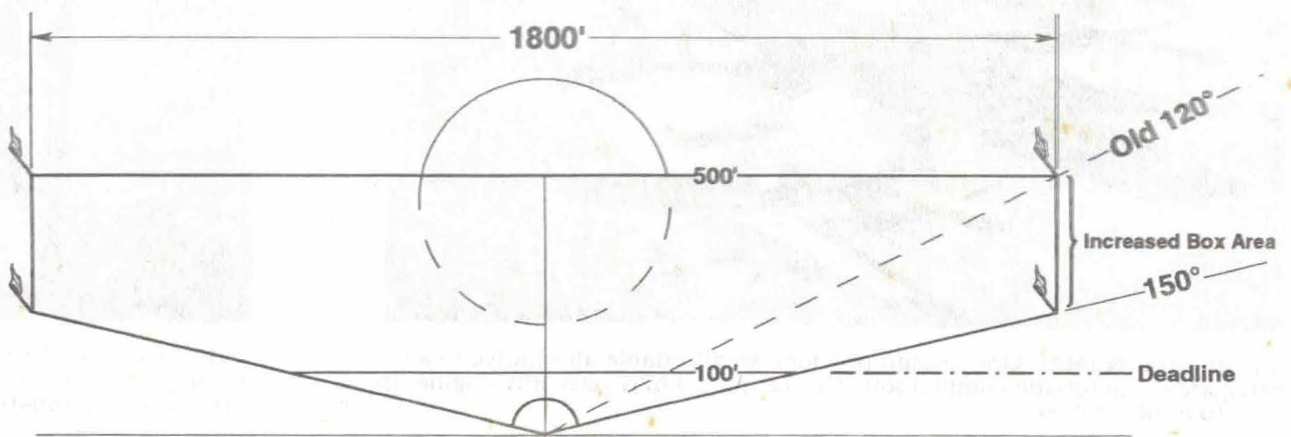


- 1) Hammerhead, Roll Up, 2-Pt. Dn
- 2) Immelmann
- 3) Down Top Hat, $\frac{1}{4}$ Rolls
- 4) 2-Point Split Ess
- 5) 4 Point Roll
- 6) Humpty-Bump, 2 of 4 Up, Push
- 7) $1 \frac{1}{2}$ Rolls 45° Up
- 8) Inverted $1 \frac{1}{4}$ Turn Spin
- 9) Humpty Bump, $\frac{1}{2}$ Roll Up, $\frac{1}{4}$ Dn
- 10) Inside-Outside Eight
- 11) $\frac{1}{2}$ Square Loop, Roll Up
- 12) Rolling Eight
- 13) $1 \frac{1}{2}$ Snap Split Ess
- 14) 3 of 4 Up, $\frac{1}{2}$ Roll Outbound



- 1) Humpty Bump 4-Pt Up, -Snap Dn
- 2) 45° Roll, $\frac{1}{2}$ +Snap, Roll 90° Dn
- 3) Inside Loop, 4 Point @ Top
- 4) $\frac{1}{2}$ Loop, $\frac{1}{2}$ +Snap, 2 Pt Roll
- 5) Tailslide, Wheels Up or Dn -Out
- 6) 2 of 4 Up, $1 \frac{1}{2}$ -Snaps 45° Dn
- 7) 90° $\frac{1}{4}$ Roll, Opposite $\frac{1}{2}$ Roll
- 8) Inverted 270°, 3 Rolls Inside
- 9) Hammerhead, $1 \frac{1}{2}$ Rolls Dn
- 10) 90° Roll, $\frac{3}{4}$ Outside Loop
- 11) $\frac{1}{2}$ +Snap, $\frac{1}{2}$ Roll, $\frac{1}{2}$ Loop, Roll
- 12) $\frac{1}{2}$ Square Loop, $\frac{1}{2}$ +Snap Up
- 13) Two +Snaps 45° Dn

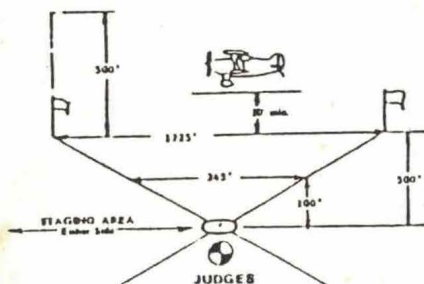
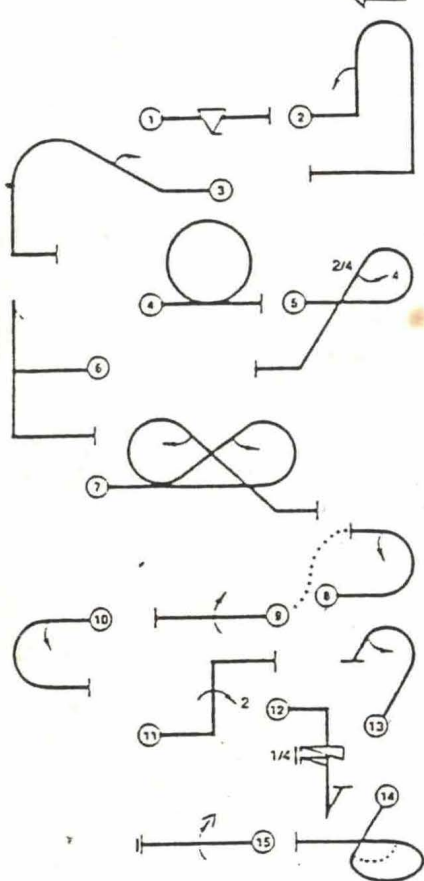
PROPOSED AEROBATIC ZONE (BOX) REALIGNMENT



SPORTSMAN

SPORTSMAN '91

WIND



CONTESTANT OR NUMBER

"K"

6

5

4

3

2

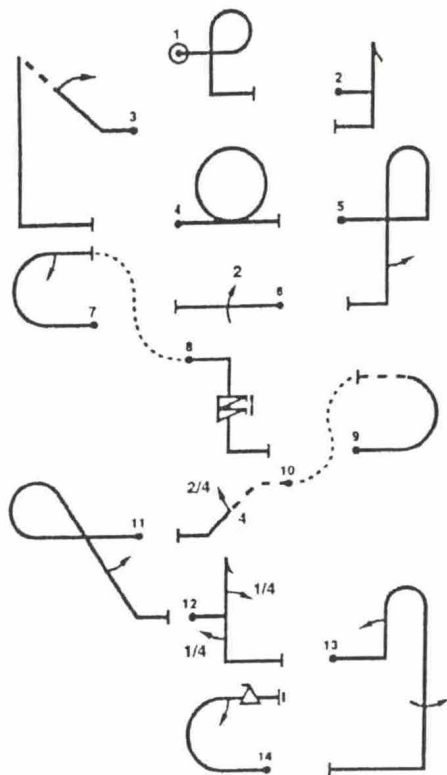
1

1. Inside Snaproll	2					
2. Humpty Bump - 1/2 Roll Up	3					
3. Half Reverse Cuban Eight	3					
4. Inside Loop	2					
5. Half Cuban Eight - 2 of 4 Dn	3					
6. Hammerhead Turn	2					
7. Cuban Eight	3					
8. Immelman Turn	2					
9. Axial Roll	2					
10. Split Ess	2					
11. Vertical 2-Point - Push Level	3					
12. 1 1/4 Turn Spin	3					
13. Immelman	2					
14. 270° Turn @ 60° Bank	2					
15. Slow Roll (3-Seconds +)	3					
SUB TOTAL:						
2% BIPLANE BONUS:						
TOTAL:						
SECOND JUDGE:						
GRAND TOTAL:						
CRITIQUE:						

SPORTSMAN



SPORTSMAN '97



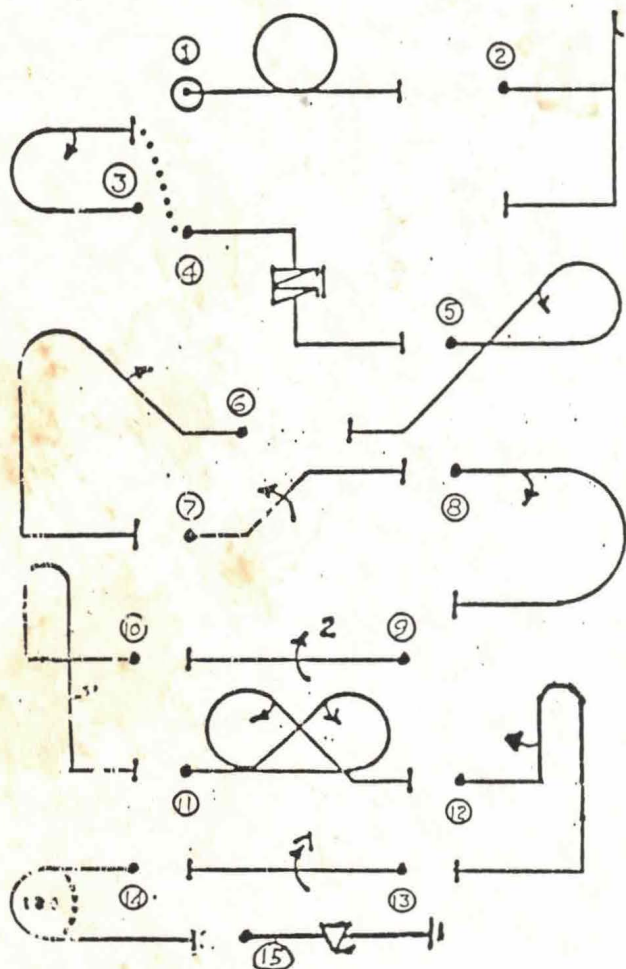
* Basic = First 10 Maneuvers

Fold Under After Each Round Flown

CONTESTANT _____) K

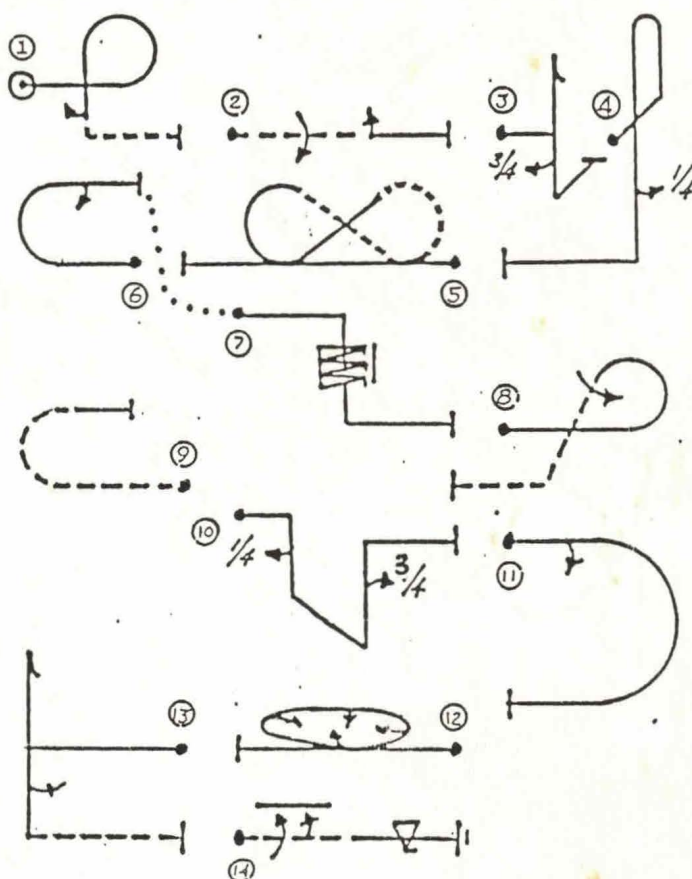
		6	5	4	3	2	1
1. 3/4 Inside Loop, 90 Backside.	2						
2. Hammerhead.	2						
3. Sharks Tooth, 1/2 Roll on 45 Upline.	2						
4. Inside Loop.	2						
5. Humpty Bump, Pull, 1/2 Roll Down	3						
6. 2 Point Roll	3						
7. Immelman	2						
8. 2 Turn Spin.	3						
9. 1/2 Inside Loop.	1						
10. 2 of 4 Point Roll on 45 Downline.	2						
11. 1/2 Cuban 8.	2						
12. Hammerhead, 1/4 Roll Up and Down.	3						
13. Humpty Bump, 1/2 Roll Up, Pull 1 Roll Down 3							
14. 1/2 Loop, 1/2 Roll, 1 Snap.	3						
	K33						
	Total:						
	Second Judge:						
	Sequence Total:						

← WIND

SPORTSMAN

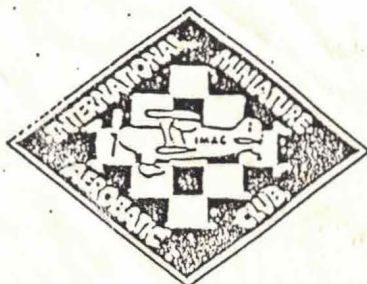
1. Inside Loop
2. Hammerhead
3. Immelmann
4. Two Turn Spin
5. Half Cuban Eight
6. Half Reverse Cuban Eight
7. 45° Climbing Roll
8. Split Ess
9. Two Point Roll
10. Humpty Bump $\frac{1}{2}$ Roll DN
11. Cuban Eight
12. Humpty Bump $\frac{1}{2}$ Roll UP
13. Slow Roll (3-Seconds +)
14. 180°, 60° BANK TURN
15. SNAP ROLL

BASIC MANEUVERS: ONE THRU EIGHT

ADVANCED

1. 3/4 Loop - 1/2 Roll Dn.
2. Roll & Opposite $\frac{1}{2}$ Roll
3. Hammerhead $\frac{3}{4}$ Roll Dn.
4. Humpty Bump $\frac{1}{4}$ Roll Dn.
5. Inside/Outside Eight
6. Immelmann
7. 3 - Turn Spin
8. Half Cuban Eight & Roll
9. Half Outside Loop
10. $\frac{1}{4}$ Roll Vertical Dn, $\frac{3}{4}$ UP
11. Split Ess
12. Rolling Circle 4 Half Rolls
13. Hammerhead - Half Roll Dn.
14. $1\frac{1}{2}$ Rolls & Inside Snap.

NOTE: CHANGES



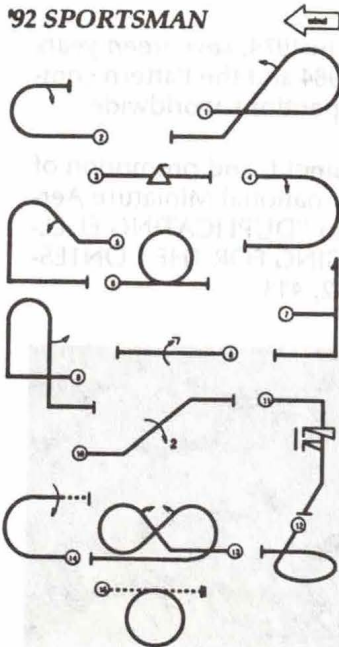
SPORTSMAN
HUMPTY BUMPS REVERSED
SNAP ROLL ADDED

ADVANCED
MANUEVER 10 NOW $\frac{3}{4}$ TURN UP



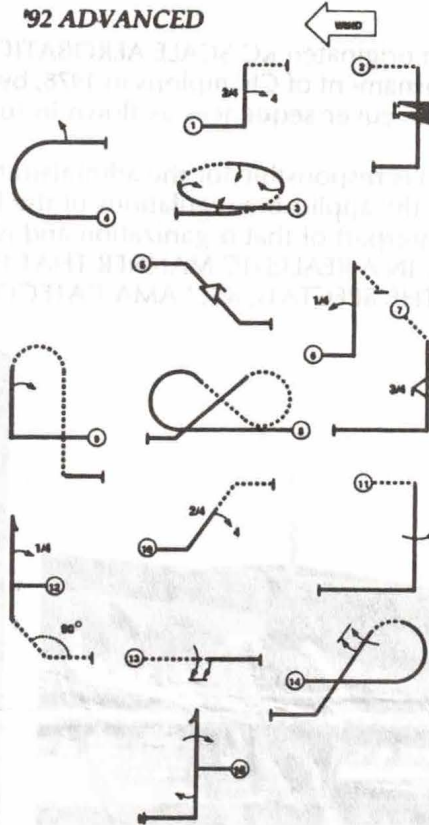
Scale Aerobatics Sequences

'92 SPORTSMAN

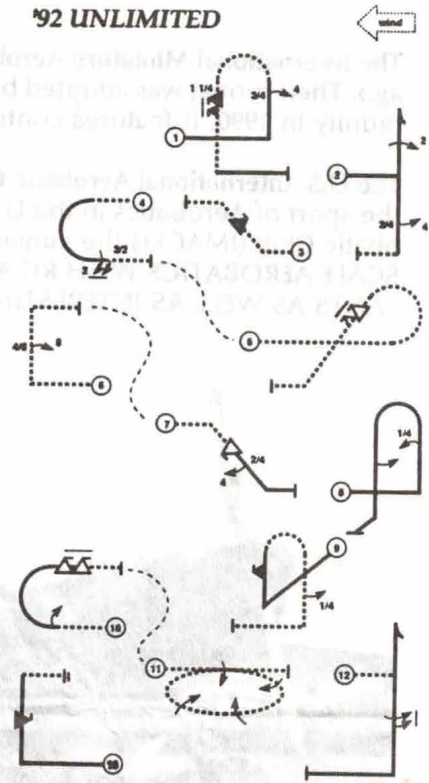


[BASIC: 1-10]

'92 ADVANCED



'92 UNLIMITED



1. Half Cuban Eight 2
2. Immelmann 2
3. Inside Snaproll 3
4. Split Ess 2
5. Half Reverse Cuban Eight 3
6. Inside Loop 2
7. Hammerhead 3
8. Slow Roll - 3 Seconds + 3
9. Humpty Bump - $\frac{1}{2}$ Roll Down 3
10. 2 Point on 45° Upline 3
11. 1-1/4 Turn Spin 4
12. 270° Turn 2
13. Reverse Cuban Eight 3
14. Half Loop - Roll 3
15. Inside Loop from Top 3

K - 41

1. 2 of 4 Vertical Up -Out 3
2. 2 Turn Inverted Spin 4
3. 360° Circle - 4 Half Rolls 4
4. Immelmann 2
5. 45° Diving Inside Snaproll 4
6. Vertical 1/4 Roll -Out 2
7. Vertical 3/4 Snap Down 3
8. Horizontal Eight 3
9. Humpty Bump - 1/2 Roll Up 3
10. 2 of 4 on 45° Upline 3
11. Half Square Loop - Roll 3
12. Hammerhead - $\frac{1}{2}$ Roll Up -90° 4
13. 1-1/2 Rolls to Upright 3
14. Half Cuban 1-1/2 Rolls 2
15. Hammerhead - Roll Up $\frac{1}{2}$ Dn 3

K - 46

1. H-Bump 3 of 4 Up $1\frac{1}{4}$ -Snap Dn 5
2. Hammer 2-Pt Up, 2 of 4 Down 4
3. Outside Snap on 45° Upline 4
4. Half Loop, 3 of 2 Point -Out 4
5. -Half Cuban 8, $1\frac{1}{2}$ Snaps Dn 5
6. Half Square Loop, 4 of 8 Up 3
7. Snap & 2 of 4 on 45° Down 5
8. H-Bump, $\frac{1}{2}$ Roll Up, $\frac{1}{2}$ Roll Dn 3
9. H-Bump $\frac{1}{2}$ -Snap Up, $\frac{1}{2}$ Roll Dn 4
10. $\frac{1}{2}$ Roll, $\frac{1}{2}$ Loop - 2 Snaps 4
11. -Rolling Circle, 4 to Inside 5
12. Hammer $1\frac{1}{2}$ Rolls on Downline 3
13. $\frac{1}{2}$ Square Loop, -Snap Up 4

K - 53

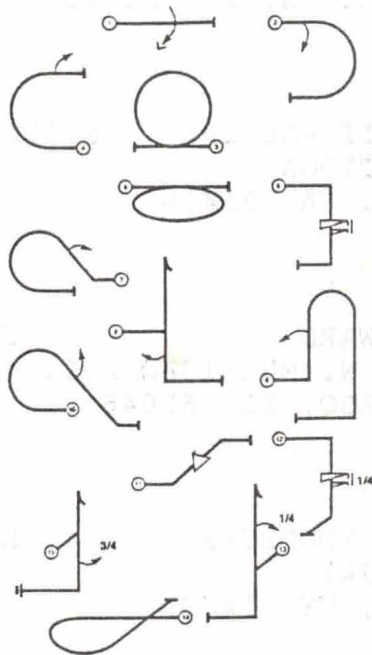


Scale Aerobatics Sequences

Scale Aerobatics

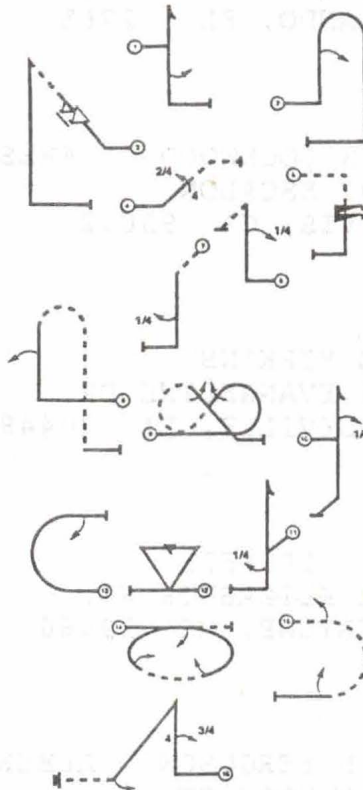
'93 SPORTSMAN

Wind



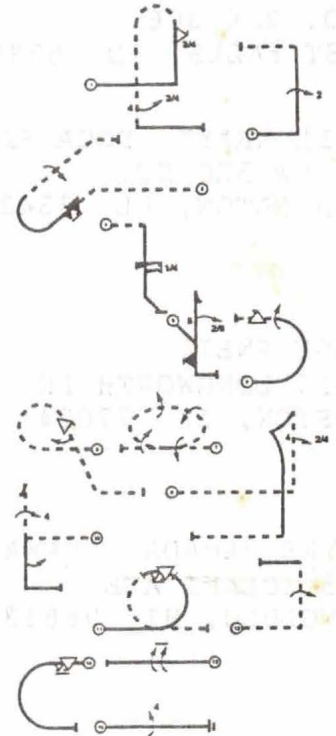
'93 ADVANCED

Wind



'93 UNLIMITED

Wind



SPORTSMAN '93

1. SLOW ROLL (3-SECONDS +)
2. SPLIT ESS
3. INSIDE LOOP
4. IMMELMANN
5. 360° CIRCLE
6. 1 1/2 TURN SPIN
7. HALF REV. CUBAN EIGHT
8. HAMMERHEAD - 1/2 ROLL DOWN
9. HUMPTY BUMP - 1/2 ROLL UP
10. HALF CUBAN EIGHT
11. SNAPROLL - ON 45° UP LINE
12. 1 1/4 TURN SPIN
13. HAMMERHEAD - 1/4 ROLL UP
14. 270° TURN (60° BANK)
15. HAMMERHEAD - 3/4 ROLL DOWN

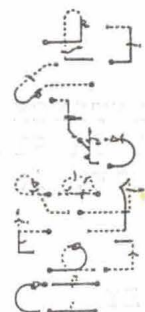
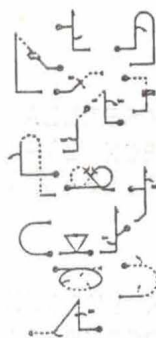
ADVANCED '93

1. HAMMERHEAD - 1/2 ROLL DOWN
2. HUMPTY BUMP - 1/2 ROLL UP
3. HALF REV. CUBAN - 1 1/2 SNAPS
4. 2 OF 4 ON 45° UP LINE
5. 2 TURN INVERTED SPIN
6. TOP HAT - 1/4 ROLL UP & DOWN
7. HUMPTY BUMP - 1/2 ROLL UP - PUSH
8. HORIZONTAL 8 - ROLLS 45° DOWN
9. HAMMERHEAD - 1/4 ROLL UP
10. HAMMERHEAD - 1/4 ROLL DOWN
11. DIAMOND LOOP - NEGATIVE SNAP
12. IMMELMANN
13. 360° CIRCLE - 3 HALF ROLLS
14. 1/2 ROLL - 1/2 OUTSIDE - 1/2 ROLL
15. 3 OF 4 UP - 90° ROLLING TURN OS

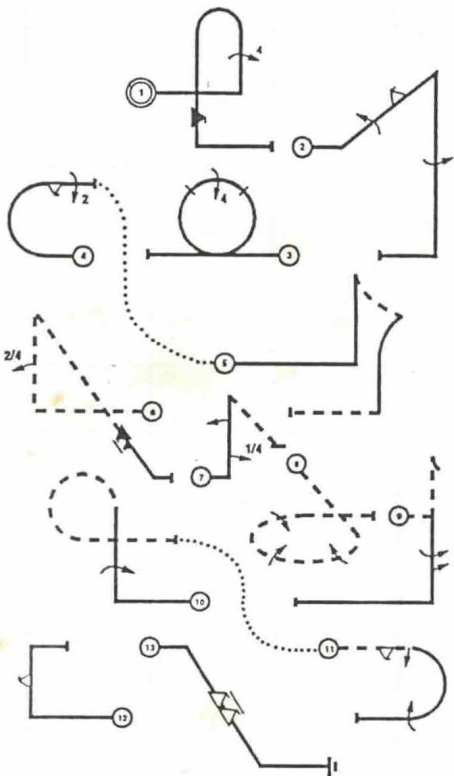
UNLIMITED '93

1. HUMPTY BUMP + 3/4 SNAP UP
3 OF 4 DOWN
2. HALF SQUARE LOOP - 2 POINT UP
3. 1 1/2 -SNAPS 45° DN - ROLL 45° UP
4. 1 1/4 TURN INVERTED SPIN
5. HAMMER - 2 OF 8 UP, 1/2 -SNAP DN
6. HALF LOOP - ROLL & +SNAP
7. ROLLING CIRCLE - ALT. IS-OS
8. INV HALF CUBAN - +SNAP & 1/2 ROLL
9. TAILSLIDE - 2 OF 4 UP WHEELS DN
10. HAMMER - 4-PT UP, 1/2 ROLL DOWN
11. LOOP - 1 1/2 +SNAPS AT TOP
12. HALF SQUARE LOOP - ROLL UP
13. 2 HORIZONTAL ROLLS
14. SPLIT ESS - 1 1/2 SNAP ENTRY
15. 4-POINT ROLL

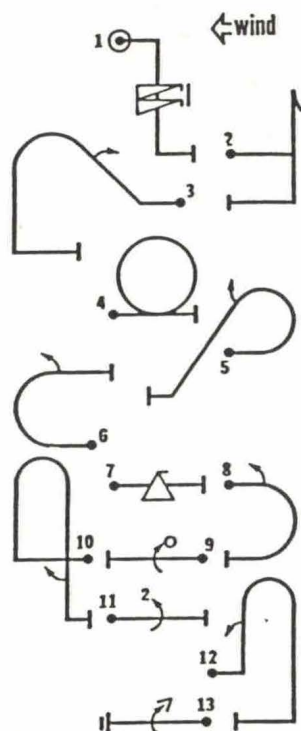
BASIC 1 - 10



FOLD UNDER AFTER EACH SEQUENCE

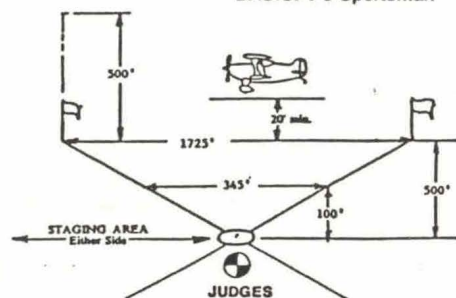
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SPORTSMAN

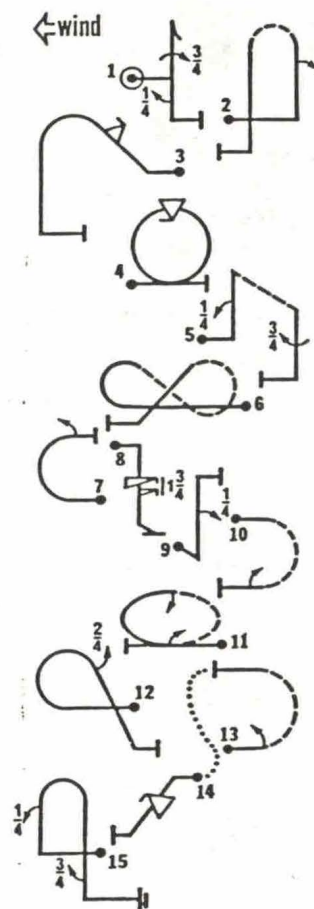


1. 2-Turn Spin
2. Hammerhead
3. Half Reverse Cuban 8
4. Inside Loop
5. Half Cuban 8
6. Immelmann
7. Inside Snaproll
8. Split Ess
9. Barrel Roll
10. Humpty Bump 1/2 Roll Dn.
11. 2-Point Roll (3-Seconds)
12. Humpty Bump 1/2 Roll Up
13. Slow Roll (3-Seconds +)

BASIC: 1-8 Sportsman



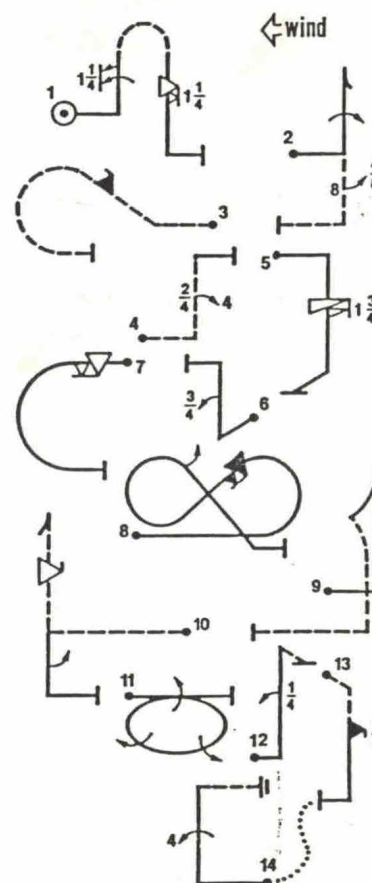
ADVANCED



1. Hammer 3/4 Up - 1/4 Dn.
2. Humpty Bump 1/2 Up Push
3. 1/2 Rev. Cuban 8 - 1/2 Snap
4. Avalanche
5. 1/4 Vert. Up - 3/4 Dn.
6. Horizontal Eight
7. Immelmann
8. 1 1/4 Turn Spin
9. 1/4 Roll Vertical Up
10. 1/2 Outside 1/2 Roll Bunt
11. 360° 1/2 Roll 180-360°
12. 1/2 Cuban 2 of 4 Dn.
13. 1/2 Roll - 1/2 Outside
14. 45° Diving Snaproll
15. Humpty Bump 1/4 Up 3/4 Dn.

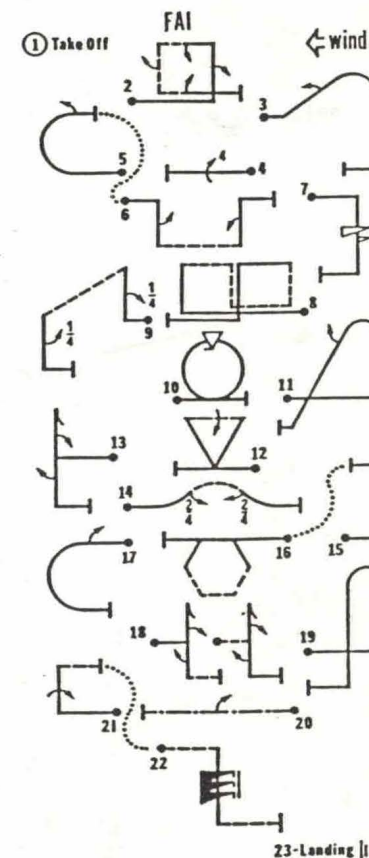
Total K = 32

UNLIMITED



1. Humpty Bump 1 1/4 Up/Snaps Dn.
2. Hammer - Roll Up/4 of 8 Dn.
3. 1/2 Reverse 8 - 1/2 OS Snap
4. Vertical 2 of 4 Point
5. 1 1/4 Turn Spin
6. Vertical 3/4 Roll
7. Split S - 1 1/2 Snaps
8. Cuban 8 - 1 1/2 Snaps/1/2 Roll
9. Tail Slide - Stick Back
10. Hammer - Snap Up/1/2 Roll Dn.
11. Rolling 360 - 3 to Outside
12. Vertical 1/4 Roll
13. 3/4 OS Snap - Vertical Dn.
14. Vertical 4-Point - Inv. Out

Total K = 40

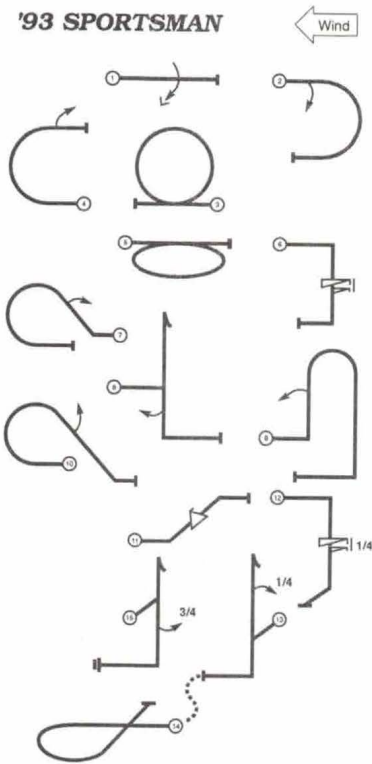


1. Takeoff Sequence
2. Square Loop - 4 Half Rolls
3. Half Reverse Cuban 8
4. 4-Point Roll
5. Immelmann Turn
6. Reverse Top Hat
7. 1 1/2 Turn Spin
8. Square Horizontal Eight
9. Top Hat with 1/4 Rolls
10. Avalanche
11. Half Cuban Eight
12. Triangle Rolling Loop
13. Stall Turn - Half Rolls
14. Cobra Point Roll
15. Half Square Loop - 1/2 Roll
16. Six-Sided Outside Loop
17. Split "S"
18. Figure M with 1/2 Rolls
19. Humpty Bump with Options
20. Reverse Knife Edge
21. Half Square Loop - 1 Roll
22. 3-Turn Inverted Spin
23. Landing Sequence

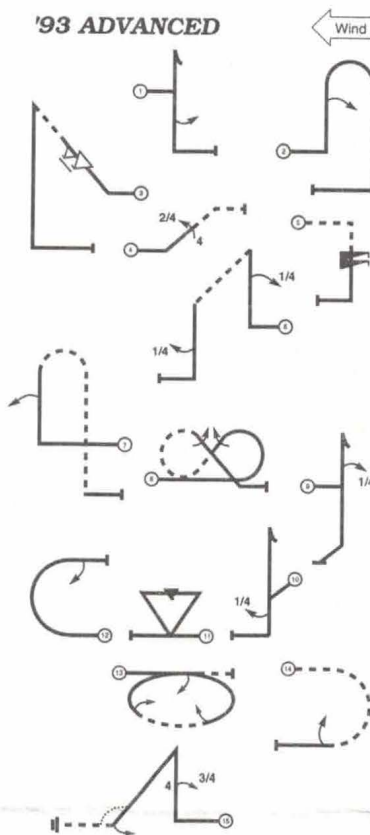
Total K = 64

Scale Aerobatics Sequences

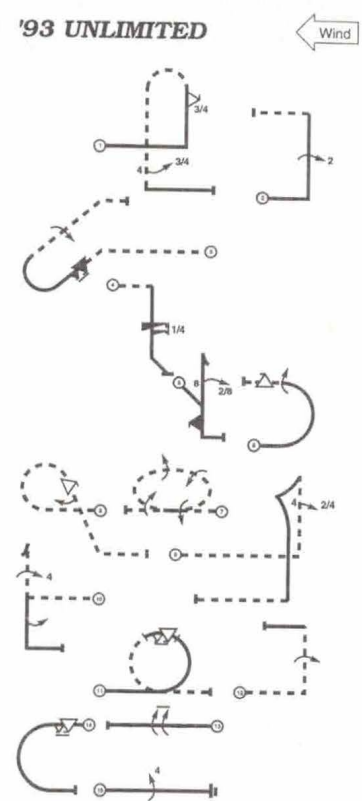
'93 SPORTSMAN



'93 ADVANCED



'93 UNLIMITED



Sportsman '93

1. Slow Roll (3 seconds +)
2. Split Ess
3. Inside Loop
4. Immelmann
5. 360° Circle
6. 1 1/2-Turn Spin
7. Half Reverse Cuban Eight
8. Hammerhead—1/2 Roll Down
9. Humpty Bump—1/2 Roll Up
10. Half Cuban Eight
11. Snaproll—on 45° Up Line
12. 1 1/4-Turn Spin
13. Hammerhead—1/4 Roll Up
14. 270° Turn (60° Bank)
15. Hammerhead—3/4 Roll Down

Advanced '93

1. Hammerhead—1/2 Roll Down
2. Humpty Bump—1/2 Roll Up
3. Half Reverse Cuban—1 1/2 Snaps
4. 2 of 4 on 45° Up Line
5. 2 Turn Inverted Spin
6. Top Hat—1/4 Roll Up and Down
7. Humpty Bump—1/2 Roll Up
8. Horizontal 8—Rolls 45° Down
9. Hammerhead—1/4 Roll Up
10. Hammerhead—1/4 Roll Down
11. Triangle Loop—Negative Snap
12. Immelmann
13. 360° Circle—3 Half Rolls
14. Half Roll, 1/2 Loop, 1/2 Roll
15. 3 of 4 Up—90° Rolling Turn

Unlimited '93

1. Humpty Bump + 3/4 Snap Up
3 of 4 Down
2. Half Square Loop—2 Point Up
3. 1 1/2 -Snaps 45° Down—Roll 45° Up
4. 1/4 Turn Inverted Spin
5. Hammer—2 of 8 Up, 1/2 -Snap Down
6. Half Loop—Roll & +Snap
7. Rolling Circle—Alt. IS-OS
8. Inv. Half Cuban—+Snap & 1/2 Roll
9. Tailslide—2 of 4 Up Wheels Down
10. Hammer—4 Pt. Up, 1/2 Roll Down
11. Loop—1 1/2 +Snaps at Top
12. Half Square Loop—Roll Up
13. 2 Horizontal Rolls
14. Split Ess—1 1/2 Snap Entry
15. 4-Point Roll

Basic 1-10

